





X67 H 470 £4.00

## GAME OF DRAUGHTS

SIMPLIFIED.

ANT

ILLUSTRATED WITH PRACTICAL DIAGRAMS.

By ANDREW ANDERSON.

WITH AN

EXPOSITION OF THE

THEORY OF THE MOVE AND ITS CHANGES,

AND

A NEW METHOD OF NUMBERING THE DRAUGHT BOARD.

By JOHN PATERSON.

Price Three Shillings and Sixpence, Cloth.

GLASGOW:
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MDCCCLII.



# DAVID BROWN, Esq., Merchant, Lanark,

THIS WORK IS GRATEFULLY AND RESPECTFULLY INSCRIBED

THE AUTHOR.



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† We cannot sufficiently express our gratitude to this gentleman for his inestimable contribution. His admirable Exposition of the Theory of the Move is an invaluable sequigition.

Our kind friend, who sent us this Author's fine little Work, was too late in doing so. We regret this the more, as we percelve that credit is due to him for some of the variations in our first game, attributed to Sturges.



### PREFACE TO THE SECOND EDITION.

THE former edition of the Author's work on Draughts being now out of print, he has been induced, by the solicitations of his friends and the encouragement of numerous subscribers, to prepare the present edition, on which the greatest pains and labour have been bestowed; but before proceeding to explain a few particulars respecting it, he is anxious to take the earliest opportunity of returning his most grateful acknowledgments to those friends and subscribers who have encouraged him in his arduous labour; and he hopes that the work now presented to them will be found not unworthy of their patronage. It had been the author's intention at first to render the present edition more exclusively original than it really is; but on more mature consideration he thought it advisable to insert a few of the variations of Sturges and Sinclair, the absence of which, on account of their merit, renders any work of the kind less interesting and complete. Notwithstanding this admission, however, the present edition contains so much original matter, and presents so many new distinctive features, that it may he looked on rather as a new work than a new edition. To a few of its more prominent characteristics he would now beg to call the reader's attention.

First, in regard to the Games, it will be observed that the author has admitted several variations, the composition of some personal friends, whose high attainments in draught playing he knew to qualify them for the task. Yet he would have considered himself wanting in the duty he owed to his patrons, the draught players, and to himself, if he had published these without subjecting them to careful scrutiny. In justice to these friends, their

names will be found attached to their respective variations, all of which, excepting those received from Messrs. Albert Brown of Bristol, and Job Mathison of Newcastle, are the contributions of Scotchmen.

The author would next point to the new method of calculating the move, the invention of Mr. John Paterson, now of Glasgow. It was communicated by him to the author eleven years ago, as the following letter will show, and should have been published in the first edition of this work, and that it was not so the author takes the blame to himself:—

"Douglas, 22nd Nov., 1841.

"SIR,

"I beg to communicate to you a very simple mode of finding when you have the move in a Game of Draughts.

"Rule.—If the number of Black and White men in the odd or even rows of the board is odd, you have the move.

"As an illustration of the Rule, take No. 140 of 'Sturges' Critical Positions." If you sum up all the men in the odd rows you will find them to be 11, therefore W being to play has the move.
"In the preceding position, No. 139, the number recknoed either from top

or bottom is even, thus showing that B has not the move.—Instead of the W and B men you may sum up the vacant squares.

"In applying the Rule, it is of no consequence whether your men are odd or eyen.

"In the course of studying this department of the Science of Draughts, I have discovered some collateral modes of attaining the same object; but they are all reducible, as well as Sturres' two rules, to the form given above.

"Please be so good as to acknowledge the receipt of this letter.

"T am

SIR.

With great admiration of your talents, Yours very truly.

JOHN PATERSON."

Address-John Paterson, Parish Schoolmaster, Douglas,

The merit of the invention is unquestionably due to that gentleman, as it was notoriously well known, and unreservedly communicated to many of the best players eleven years ago. The author thought an explanation of it demanded admission into the present edition. more especially as the full exposition of the theory is written by the inventor himself.

While in the way of referring to his friends, it may be as well at more to acknowledge the great obligations he has been under to Mr. Brown of Bristol, and to Messrs. William Black, Alexander Mr. Kerrow, and James Neilson, of Glasgow, for the very effective assistance they have given him generally in the preparation of his work for the press.

And this again leads him to point to another new feature in this work, which will, undoubtedly, be regarded as of much practical value. Reference is here made to the plan that has been adopted in writing the Games and in marking the Variations. In every other book of the kind the modes adopted are very perplexing to the unskilled learner, and are not only clumsy, but really tedious and testing even to the practised student. But in the present work every GAME begins with Black, played from the small numbers; and every VARIATION begins a new column, so that the commencement of each is found in an instant by the most wavering eye. It may therefore be said, to make use of a figure, that by this plan every branch may be as readily got at as the trunk itself. For this happy improvement he is proud to acknowledge himself indebted to Mr. Neilson already mentioned.

Again, the author feels great pleasure in submitting to the players a copy of the Standard Laws of the Game. These were first framed by the players of Glasgow, and copies of them, printed for the author, transmitted to the various Draught Clubs in Britain, and also to many of the best players not connected with clubs. From the conjoined testimonies of approval and amendments received in reply to the circulars, the new code of laws now sanctioned throughout the whole realm, has been, with the greatest care, brought into the present form by the gentlemen who first draughted them.

In conclusion, the author would now commit his Work to a candid public, having done his best regarding it. As to the intrinsic merit of the Games he will say nothing; but only, that he trusts that they will be found as free from errors and superficial weaknesses as those in any other work of the kind. But speaking of errors, he is reminded that during the sale of the former edition he sometimes received complaints about errors where none existed.

Should any one, therefore, into whose hands the work may fall, discover what he deems an error, the author would deprecate any hasty conclusion. It should hardly be thought necessary to remind players, who are conscious themselves of not rising above mediocrity, that in many games there may be moves, the scope and tendency of which they do not understand, and the merit of which they cannot appreciate at first sight.

ANDREW ANDERSON.

Braidwood, Carluke, 24th April, 1852.

#### STANDARD LAWS,

- Carefully drawn up from the conjoined Testimonies of approval and Amendments, received in reply to the Circulars recently issued to the various Draught Clubs in Britain, and also to many of the best players not connected with a Club.—GLASGOW, APRIL, 1852.
- The standard board must be of light and dark squares, not less than fourteen inches nor more than fifteen inches across said squares.
- The standard men, technically described as White and Black, must be light and dark, (say White and Red or White and Black,) turned, and round, not less than one inch, nor more than one and one-eighth inch in diameter.
- 3.  ${}^{\bullet}$ The board shall be placed so that the bottom corner square, on the left hand, shall be black.
  - 4. \*The men shall be placed on the black squares.
- 5. The Black men shall be invariably placed upon the real or supposed first twelve squares of the board; the White upon the last twelve squares.
- Each player shall play alternately with White and Black men, and lots shall be cast for the colour only once, viz., at the commencement of a match, the winner to have the choice of taking Black or White.
- 7. The first play must be invariably made by the person having the Black men, and that alternately till the end of the match.
- 8. Time.—At the end of Five Minutes, (if the play has not been previously made) Time must be called by the person appointed for the purpose, in a distinct manner, and, if the play be not com-

After substituting the word White for Black, these two laws become blading upon the players of any place where it is entomary to play on White squares.

As Bot and White men show a beautiful contrast, it is desirable to choose these in parteressors that the place of the place o

pleted on the expiry of another minute, the game shall be adjudged to be lost through improper delay.

9. When there is only one way of taking one or more pieces, time shall be called at the end of ONE MINUTE, and if the play be not completed on the expiry of another minute, the game shall be adjudged to be lost through improper delay.

10. After the first move has been made, if either player arrange any piece, without giving intimation to his opponent, he shall forfeit the game; but, if it is his turn to play, he may avoid the

penalty by playing that piece, if possible.

11. After the pieces have been arranged, if the person whose turn it is to play, touch one, he must either play it or forfeit the game. When the piece is not playable, he forfeits according to the preceding law.

12. If any part of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in that direction.

13. A capturing play, as well as an ordinary one, is completed whenever the hand has been withdrawn from the piece played, even although one or more pieces should have been taken.

14. The Huff or blow is, to remove from the board, before one plays his own piece, any one of the adverse pieces that might or should have taken. But the huff or blow never constitutes a play.

15. The player has the power either to huff, compel the take, or let the piece remain on the board, as he thinks proper.

- 16. When a man first reaches any of the squares on the opposite extreme line of the board it becomes a king, and can be moved backwards or forwards as the limits of the board permit, though not in the same play, and must be crowned (by placing a man on the top of it) by the opponent; if he neglect to do so, and play, any such play shall be put back until the man be crowned.
- 17. Either player making a false or improper move, shall instantly forfeit the game to his opponent, without another move being made.
- 18. When taking, if either player remove one of his own pieces, he cannot replace it; but his opponent can either play or insist on his replacing it.
  - 19. A Draw is, when neither of the players can force a Win:

when one of the sides appears stronger than the other, the stronger party is required to complete the win, or to show at least a decided advantage over his opponent within forty of his own moves—to be counted from the point at which notice was given;—failing in which, he must relinquish the game as a draw.

- 20. Anything which may tend either to annoy or distract the attention of the player, is strictly forbidden; such as making signs, or sounds, pointing, or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any principal so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.
- 21. While a game is pending, neither player is permitted to leave the room without giving a sufficient reason, or receiving the other's consent or company.
- 22. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.
- 23. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be expelled from the room during the match.
- 24. Should any dispute occur, not satisfactorily determined by the preceding laws, a written statement of facts must be sent to a disinterested arbiter having a knowledge of the game, whose decision shall be final.

#### REMARKS ON THE GAMES, &c.

SOME of the Games or openings in this Work have long been known to most of Scotch players by names, and, as a brief account of their formation, and of the origin of their names, may be generally interesting, we subjoin the same.

1st. The "Old 14th" is formed by the first five moves, counting the play of both sides. It is so called from being familiar to players, as the 14th in Sturges' original work.

2nd. The "Ayrshire Lassie" is formed by the first four moves. The author played it against James Wylie at their second match in Edinburgh, August, 1889. Wylie, in turn, played it against the author at their third match in Lanark, and ever since it has been distinguished by this name.

3rd. The "Fife" is formed by the first five moves. It has been so called since Mr. James Wylie played it, for the first time, against the author, at their match in Edinburgh, Feb., 1847. This match, for the championship of Scotland, was the fifth with Mr. Wylie, and by previous public intimation, the last of the author's matches.

4th. "Defiance" is formed by the first four moves. It was so named by a friend, because it defies or presents the formation of the "Fife" game, which the author had not examined when Wylie played it against him at their last match in 1847.

5th. The "Glasgow" is formed by the first five moves. It has been generally known by this name since Mr. James Sinclair of the city played it against the author at their match in Hamilton, in 1828. But this opening was a favourite with Robertson, Miller, Tait, Blair, and other players of Glasgow, for years before that date.

6th. The "Bristol" is formed by the first three moves. It has been so named in compliment to the players of that city, for services rendered to the author. It will be observed, the play here given is wholly original.

7th. The "Laird and Lady" is formed by the first six moves. It was so called from the fact of its having been the favourite of Laird and Lady Cather, who resided in Cambusnethan about sixty years ago. This one particularly, and the Whilter, have been the especial favourites of the author.

8th. The "Suter" is formed by the first five moves. (Suter, Scotch—signifying, Shoemaker.) The game has been known by this name amongst players in Scotland for many years; it was so called owing to its being the favourite of an old Paisley player of that craft. With the exception of one or two variations, the play now given is quite original.

9th. The "Maid of the Mill" is formed by the first five moves. It was so named by a gentleman, a relative of a Miller in Lanarkshire, because the Miller's daughter, who was an excellent player,

was partial to this opening.

10th. "Will o' the Wisp" is formed by the first three moves. It was so named by Mr. George Wallace, an esteemed friend of the author. See the note, page 66.

11th. The "Cross" is formed by the first two moves. It is so named, because the second move is played across the direction of the first one.

12th. The "Dyke" is formed by the first three moves. (Dyke, Scotch—A fence or stone-wall.) The name has probably arisen from observed resemblance; for, at various stages of the game the pieces are frequently formed into straight lines. Either side of this opening has been long a favourite with some of the best players of the west of Scotland, and especially so with one of the ablest contributors to this work, Mr. Lewis, who has originated several improvements in this game.

13th. The "Single Corner" is formed by the first two moves; each of them being played from the one single corner toward the other. We think the name is very appropriate and preferable to "Exchange," which does not indicate either the time or place of the captures.

14th. The "Whilter" is formed by the first five moves. (Whilter or Wolter, South—signifying, An overturning, or a change productive of confusion.) About fourteen years ago this game became a great favourite of Messrs. George Inglis, Peter Taylor, and John M'Arthur of Glasgow, the last of whom gave it its present name. There was no play published on this opening previously to its appearance in the author's last edition.

15th. The "Second-Double Corner" is formed by the first two moves. It is now so named, because the 1st move of the second

side is played from the one double corner toward the other, and also to distinguish it from the "Double Corner Game," which is so named from its very first move, namely, 9 to 14. The Second-Double Corner appeared in the last edition, under the very unappropriate name of "Invincible." It is the only one in which a Win is not shown for the second side.

We need scarcely remark that the games formed by an odd number of moves refer to the first side, while those formed by an even number refer to the second. For example, if one says that he played the Ayrshire Lassie, Defiance, Laird and Lady, Cross, Single Corner, or Second-Double Corner against his opponent, we at once understand that he played the second side of these games.

A match between equals should consist of an even number of games. The reason is obvious, for, by playing an even number, the Black are played as often by the one as by the other. It ought also to be played in accordance with the spirit of the 23rd law, namely—solely by the persons playing, without any aid whatever from others.

In this work, numerous though the variations appear, they are easily traced out, because, in each game, every variation has its own reference number at the very point where it occurs. Nothing can be more absurd than to attempt to reduce the number of variations by increasing the number of the games, which has been done in all works hitherto published. For, a certain opening undoubtedly constitutes a game; and all the subsequent varieties of play, to which the opening leads, are merely variations of that one game. In those works, however, the variations are not only called gamesmany of these being reversed-but they are consequently so far displaced and disarranged, that it is impossible, without incalculable labour, either to find out the varieties of play that are given under the same opening, or to connect them together in any thing like order. So that we may incontrovertibly assert all former books on Draughts, or editions of them, to be a mass of huge disorder, utterly unfit to be placed in the hands of a learner, who may well despair of acquiring from their perusal, a ready and comprehensive knowledge of the game. These are statements borne out by the experience of every book-taught player.

#### INSTRUCTIONS.

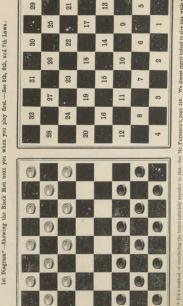
The Game is played on a Board of sixty-four squares of alternate colours, and with 24 pieces, called men, of adverse colours. It is played by two persons, placed opposite to each other, the one having the 12 Red or Black pieces is said to be playing the first side, and the other having the 12 White, to be playing the second side.

The final object of each player may be thus briefly stated—The one endeavours to confine the pieces of the other in situations where they cannot be played, or, both to capture and fix, so that there may be none that can be played; and the person, whose side is brought to this state, loses the game.

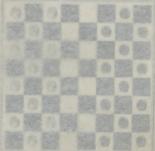
A Man can be played only forwards; a King can be played both backwards and forwards; and both kinds must be invariably played alongst the corners or angles of the squares, in capturing as well as in ordinary plays. But the power and progress of each kind being fully illustrated in the following Games and Critical Positions, it is quite unnecessary to add more on this point.

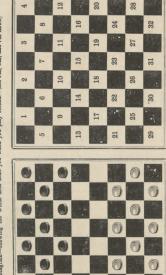
The first thing we desire of the student is to read over carefully the laws of the Game, and to play at all times in accordance with them: the best players invariably do so. We would next recommend him at once to begin with a Board and men of the kind agreed upon in the Laws. Those of real or imitation Rose and Satin, or Ebony and Maple woods, are best and most generally used.

The Board and men being placed (see 3rd and 4th Laws), when you wish to learn the first side of any of the games, take the Black men next you, and refer to the numbers on the 1st Diagram, page xviii. But, when learning the second side, take the White men next you, and refer to the numbers on the 2nd Diagram, page xix. You should have a representation of these two figured Diagrams on a small card; it is much preferable to the usual method of affix-



\* For a method of numbering the board infinitely superior to this - See Mr. Parrason's, page 143. We almost regret indeed to give this, while we In consequence of all our Diagrams being made by type, not wood-cut, we are under the necessity of showing the pieces and figures upon the White squares-(see Srd and 4th laws.) have now that which is so very superior to it.





ing the numbers to the squares, recommended by some; and a little practice in this way, with the card, will shortly enable you to dispense altogether with any such aid.

You should at first learn one or two variations\* (for first and second side) of every game in this work, and try to keep your opponent in those you have examined; but the moment he leaves off these, exercise your judgment not your memory. You can afterwards examine at your leisure those games to which you may have observed him to be nartial.

Remember there must be a motive for every move: the perpetually recurring question should therefore be, What will be the result of this one, that one, &c.?

Apply then that important question at every stage of the game, and answer it by calculating the result of every playable move at the stage in question. After a few weeks' perseverance in this discipline, you will, if possessed of tolerable memory, become an expert player, and will shortly be able to cope with players of high standing.

In the following Games, the left side number indicates the square you play from; that on the right, the one you play to;—thus, 11 15, signifies—"play from 11 to 15." The variations are numbered in natural succession, at the top of the page, on a line with the word—Game; and the numbers that refer to them follow each other in succession down along the columns;—thus, 1 leads to variation 1st; 2 leads to variation 2nd; and so on with the rest. The Brace, when used, has its central point to the move at which variations occur. See page 2nd, and variation 2nd, where it points to 6 9—showing that the 10th, 11th, 12th, 13th, and 14th, all take place at 710.

The Stars, interspersed throughout the games and their variations, are placed at those moves from which a result is shown—generally the contrary of that published by other authors; but improvements on the play of last edition are not so marked. To save repetition in the play, s is used to denote that a similar position occurs elsewhere:—thus, page 19th, and variation 21st—s at 6 10, refers, for the necessary play, to s in the 15th variation.

GAMES.

GAME.	1	2	3	4	5
11 15 25 25 19 25 19 26 27 27 27 28 21 27 27 27 27 27 27 27 27 27 27 27 27 27	98 29 99 23 6 99 23 18 9 14 18 94 9 29 23 8 1 6 9 29 23 8 1 6 9 29 23 11 12 3 13 29 25 10 17 10 17	95 92 18 95 92 10 914 11 27 23 12 6 9 9 13 13 6 6 14 12 2 6 15 15 18 16 17 13 6 16 14 14 20 17 13 6 14 18 20 14 14 20 17 13 6 14 18 27 20 14 14 20 17 18 15 20 18 27 20 28 28 28 28 28 28 28 28 28 28 28 28 28	8 8 29 14 9 18 17 21 17 18 22 25 18 18 22 25 18 18 22 25 18 18 20 25 18 18 20 25 18	9 13 22 20 17 18 18 22 20 17 18 22 20 16 11 20 20 16 11 20 20 16 20 20 16 20 20 20 20 20 20 20 20 20 20 20 20 20	221 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
Drawn.	Drawn.	Drawn.	Drawn.	W. wins.	Drawn.

6	7	8	9	10	11
25 22 21 22 12 12 12 12 12 12 12 12 12 12	9 14 17 13 15 18 22 24 25 26 5 9 26 5 10 15 18 22 25 26 16 14 18 22 26 16 14 18 22 27 23 27 7 2 2 3 27 7 2 2 3 27 7 2	9 6 24 90 15 24 90 16 16 16 16 16 16 16 16 16 16 16 16 16	8 11 29 22 11 15 24 29 0 15 24 28 19 7 11 22 18 7 31 26 6 20 11 7 16 18 15 10 14 26 23 14 18	14 17 21 14 17 19 10 10 17 19 10 10 17 19 10 10 17 19 10 10 17 19 10 10 18 19 19 19 19 19 19 19 19 19 19 19 19 19	11 16 20 11 12 21 12 12 12 12 12 12 12 12 12 12
Drawn.	Drawn.	W wins.	Drawn.	Drawn.	Drawn.
	aramman.	" Wills.	ANIAWII.	Diawii.	mawn.

12	13	14	15	16	17
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Drawn.	Drawn.	W wins.	Drawn.	W wins.	Drawn.

18	19	20	21	22	23
27 23 35 32 28 35 32 28 31 18 7 111 20 16 111 27 18 4 4 8 4 8 4 9 14 4 30 26 6 14 21 26 17 17 10 14 17 10 16 8 16 8 11 13 22 88 11 7 28 11 7 11 7 10 14 7 17 10	13 6 2 9 8 2 18 8 2 18 8 9 3 8 9 3 8 9 3 8 13 22 28 19 16 12 19 9 24 6 1 10 19 8 12 27 7 104 24 19 8 12 27 24 10 15 27 24 10 15 27 24 10 15 27 27 27 20 27 20 27 20 27 20 28 28 12 28 19 14 17	18 22 25 18 1 13 22 25 18 1 13 22 25 18 2 23 38 2 18 2 17 14 23 17 17 17 17 17 17 17 17 17 17 17 17 17	11 15 28 24 25 29 6 2 2 6 1 2 6 18 23 27 18 22 26 30 23 18 23 27 18 22 26 20 2	26 22 17 26 37 11 1 7 11 18 26 22 5 9 22 15 9 14 25 25 28 14 25 27 24 3 7 20 26 6 27 27 22 26 6 29 14 29 14 29 14 29 14 29 16 29 17 20 18 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21 2	6 10 19 16 23 16 23 17 27 23 27 23 27 21 16 7 2 11 25 22 28 24 28 24 23 19
Drawn.	B wins.	Drawn.	W wins.	Drawn.	W wins.
Diawil.	D WHIS.	Drawn.	WIIIS.	Drawn.	wins.

24	25	26	27	28	29
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19 15	36 3 10	23 19	17 10	30 26	15 1
3 8	27 23	15 24	15 19	1 6	22 1
23 18	10 15	28 19	23 16	26 22	6 !
16 19	37 20 16	6 10	6 15	19 23 28 19	13 (
25 22	12 19	22 18	31 27 12 19	28 19	1 2: 30 2:
19 23 26 19	23 16 15 18	10 14 18 9	27 24	19 16	5 9
17 26	16 11	5 14	2 6	26 30	25 25
30 23	6 9	13 9	21 17	16 12	9 1:
5 9	13 6	14 18	15 18	30 25	22 1
28 24	2 9	9 6	24 15	22 17	3
21 25	2 0	18 22	18 22	25 22	18
24 20		26 23	17 14	11 8	17 2
25 30		22 26	22 31	22 18	
20 16		0	14 10	8 4	
30 26			5 9	18 15	
27 24			11 7	4 8	
26 31			31 26	2 7	
24 20			30 23	31 27	
				15 19	
			+ 23.19	8 4	
			3.7 11.8 7.11 8.4 11.15 *4.8	19 15	
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W wins.	Drawn.	W wins.	Drawn.	Drawn.	Drawn.
			Sinclair.		

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Drawn. B wins, Drawn. Drawn. W wins. B wins.	3 7 31 27 11 16 20 11 7 23 27 9 5 14 40 22 18 14 23 21 14 1 5 26 19 6 9 9 13 6	10 15 12 14 18 14 18 14 18 18 14 18 18 18 18 18 18 18 18 18 18 18 18 18	11 16 6 22 21 8 8 9 18 15 22 6 6 2 22 18 8 9 25 22 24 27 31 25 25 22 24 27 31 25 25 25 25 25 25 25 25 25 25 25 25 25	43 6 10 19 16 12 19 26 22 17 26 30 16	13 6 6 2 9 9 17 13 16 12 9 9 17 13 16 18 18 18 18 18 18 18 18 18 18 18 18 18	22 26 31 22 29 9 14 15 15 16 16 17 17 16 6 1 1 1 1 1 1 1 1 1 1 1
	Drawn.	B wins.	Drawn.	Drawn.	W wins.	B wins.

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W wins. Drawn. W wins. Drawn. Drawn. B wins.	25 22 11 15 27 23 44 3 7 23 19 15 24 28 19 6 10 20 16 10 14 13 9 14 18 22 15 5 14	2 7 45 23 19 6 10 25 22 7 11	14 7 7 3 10 12 8 3 7 11 1 7 8 12 1 1 7 1 8 12 1 1 4 8 11 1 4 4 8 18 15 10 19 16 23 8 11 7 1 18 14 7 2 2 13 9	46 14 18 21 14 18 25 30 21 3 7 26 23 15 18 24 19 18 22 23 18 22 25 27 24 25 30 26 19 15 30 26 15 11 7 16 20 11	2 7 28 24 7 11 24 19 1 5 22 18 14 23 21 14 23 27 26 22 27 31 22 18 31 27 19 15 11 16 15 11 27 24 11 8 8 3 8 3 16 20	1 14 26 2: 10 14 30 24 2
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B wins.	W wins.	W wins.	Drawn.	W wins.	B wins.

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	B wins.	Drawn.	Drawn.	Drawn.	W wins.

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B wins.	B wins.	Drawn.	Drawn.	Drawn.	Drawn.

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B wins.	B wins.	W wins.	Drawn.	Drawn.	W wins.

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Drawn.	Drawn.	B wins.	B wins.	B wins.	B wins.
	J. Neilson.				

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Drawn.	Drawn.	Drawn.	W wins.	Drawn.	Drawn.
		-	W. Lewis.	Sturges.	J.M'Kerrow

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B wins.	Drawn.	Drawn.	Drawn.	B wins.	B wins.

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B wins.	W wins.	Drawn.	Drawn.	W wins.	W wins.
			J. Neilson.		

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5 9 26 23 19 26 33 13 17 31 28 24 15 28 24 15 23 19 10 18 28 24 15 23 19 13 25 22 10 15 23 19	26 23 24 28 24 28 24 31 27 11 15 21 14 21 14 10 17 19 10 71 14 25 14 18 26 13 27 14 28 21 27 17 28 21 29 17 29 21 20 21	17 13 22 25 21 17 25 29 26 23 27 26 28 28 19 26 23 29 25 28 19 26 22 21 10 26 23 29 25 23 18 25 22 28 14 22 17 26 25 23 18 25 22 26 26 26 27 28 19 28 19 29 25 20 18 20 19 20 10 20	29 25 32 27 25 24 27 29 28 29 29 24 29 24 20 20 21 20	22 17 18 22 17 18 17 18 17 18 17 18 17 19 17 26 17 19 18 15 22	9 1/27 2/2 14/11 11/11 1
W wins.	Drawn.	B wins.	B wins.	B wins.	W wins.

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26 23	15 18	20 16		
18 27	24 19	13 17		
31 24	17 22	30 26		1
9 14	11 7	5 9		
25 22	22 29	24 20		1
14 18	7 2	15 19		
24 19	18 23	16 11		1
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		9 14		
		31 26		
	-			
B wins.	W wins.	B wins.		-

Position 1st-See page 34.



B play and	6 1	21 17	21 17	18 15	1 6
win.	15 10	5 1		5 1	5 1
	1 5	6 9	35 plays by	15 10	6 2
27 32	10 6	15 18	each, before	1 5	1 5
8 11	5 1	17 13	a piece is	10 6	22 17
32 27	14 10	18 15	taken.	5 1	14 9
11 7	1 5	9 14		14 10	17 14
27 23	6 1	1 5	B wins.	1 5	
7 10	5 9	14 17		6 1	B wins.
22 26	1 5	8 15 10	1	5 9	
1 10 6	9 13	17 22		14 18	2
26 31	10 14	10 14	30 25	2 9 5	
6 9	13 9	22 25	23 18	15 18	9 14
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22 18	1 5	15 18	5 1	9 5	at s.
1 6	10 6	25 21	22 18	18 22	
18 15	18 15	18 22	1 5	17 14	B wins.

GAME.	1	2	3	4	5
11 15 23 19 8 11 21 17 9 11 1 15 1 15 1 16 1 18 1 17 1 16 1 18 1 18 1 18 1 18 1 18 1 18 1 18	6 10 25 21 10 17 21 14 18 18 8 14 29 26 15 24 26 16 22 26 17 22 17 27 18 27 23 18 27 23 18 27 23 21 23 18 27 24 16 25 21 26 10 27 23 28 21 28 21 29 21 20 21 21 14 21 1	19 15 4 8 24 19 17 6 9 18 24 16 13 16 28 24 17 28 24 17 29 17 20 1	4 8 19) 44 20 20 11 15 21) 19 10 4 20 20 11 15 21) 19 10 6 15 28 24 4 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21	6 100 25 21 10 17 10 17 10 17 11 15 18 4 11 11 17 12 13 18 14 11 13 17 14 19 17 12 22 26 10 7	24 20 6 6 10 25 21 11 15 22 24 20 26 21 11 15 22 24 26 26 26 26 26 26 26 26 26 26 26 26 26
32 28					- D
Drawn.	Drawn.	Drawn.	Drawn.	Drawn.	Drawn.
					Wm. Ross.

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17 21 27 23 11 16 22 11 16 23 19 16 23 26 19 19 3 8 10 7 7 2 21 10 22 24 20 26 22 28	24 20 16 19 37 23 34 21 3 44 10 34 47 11 3 3 19 34 27 11 11 15 18 12 21 15 11 16 17 17 17 1 16 17 17 17 1 16 17 17 17 17 17 17 17 17 17 17 17 17 17	1 6 19 18 29 29 29 29 29 29 29 29 29 29 29 29 29	19 15 4 8 24 11 4 8 24 11 14 8 24 11 14 8 24 11 14 11 16 12 25 25 21 17 5 9 50 21 17 5 19 16 12 19 16 12 19 16 12 19 16 12 19 16 16 16 16 16 16 16 16 16 16 16 16 16	6 10 25 21 10 17 21 17 22 17 25 17 26 17 27 10 31 12 22 17 31 17 22 17 11 17 13 18 10 14 22 17 11 17 13 18 10 14 18 19 1	61 151 12 182 382 381 282 292 111 262 262 262 262 263 271 101 11 252 261 271 101 11 262 262 262 262 262 263 271 101 101 101 102 102 103 104 105 105 105 105 105 105 105 105 105 105
W wins.	Drawn.	W wins.	Drawn.	W wins.	Drawn.

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25 21 18 22 30 25 11 18 19 15 7 11 18 14 27 22 30 16 19 23 16 19 23 7 3 19 18 15 2 16 19 23 7 3 19 18 16 11 12 16 11 18 22 33 16 11 23 16 11 18 12 25 16 11 18 19 23	18 17 48) 11 26 48) 15 22 49) 25 22 6 6 18 20 18 20 18 30 21 11 15 15 18 4 4 3 8 4 4 3 9 27 24 4 27 24 27 26 22 27 23 3 17 27 26 22 27 23 3 17 27 26 22 27 23 27 26 22 27 23 27 27 26 22 27 23 27 27 26 22 27 23 27 27 26 22 27 23 19 27 27 14	6 9 31 26 6 22 6 6 10 22 6 6 10 22 6 6 10 22 6 6 10 22 6 7 2 7 2 4 22 26 6 30 23 13 17 25 22 24 17 25 22 24 17 25 22 24 17 25 22 24 17 25 22 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 14 25 31 18 21 25 18 21 25 18 21 25 18 21 25 18 21 25 18 21 25 18 21 25 18 25 25 25 25 25 25 25 25 25 25 25 25 25	6 10 25 21 10 17 23 14 4 2 6 27 23 15 11 15 11 15 15 15 12 14 15 12 12 12 12 12 12 12 12 12 12 12 12 12	19 15 4 8 29 25 16 19 31 26 2 63 22 63 32 12 33 12 34 12 35 12 36 19 31 16 31 17 31	4 8 24 29 20 8 8 11 29 25 20 6 9 9 16 16 17 7 11 15 20 25 20 21 8 22 18 22 7 7 10 10 19 25 29 21 11 15 20 24 24 12 16 18 11 11 14 14 18 24 18 24 18 24 18 26 17 19 26
Drawn.	Drawn.	Drawn.	W wins.	Drawn,	W wins.

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25 21 9 13 33 30 25 17 22 54 15 10 6 15 12 16 23 16 19 23 16 8 12 32 28 12 19 27 24 11 29 21 19 21 19	32 28 55 913 56 15 10 615 5 913 56 15 10 615 5 10 10 11 16 61 5 10 10 11 16	9 13 23 19 60 11 16 19 15 16 19 10 66 19 22 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	10 6 6 2 12 16 6 2 12 16 6 2 12 16 6 2 12 16 6 2 12 16 6 18 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1	22 17 7 10 17 13 5 9 28 24 18 221 18 221 19 22 11 22 21 11 25 29 22 11 12 29 30 11 11 16 29 30 20 30 20 30 21 30 22 30 22 30 23 30 23 30 23 30 24 30 25 30 26 30 26 30 27 30 28 30 28 30 29 30 29 30 20 30 2	14 1: 61) 22 1: 62) 13 : 11: 16: 1: 8: 11: 7 7: 11: 13: 13: 14: 15: 16: 16: 16: 17: 18: 18: 18: 18: 18: 18: 18: 18: 18: 18
Drawn.	Drawn.	W wins.	Drawn.	B wins.	Drawn.

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W wins.	Drawn.	W wins.	W wins.	W wins.	Drawn.

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The same of the sa
J.Hutcheson

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Drawn.	W wins.	W wins.	B wins.	Drawn.	B wins.

6 10 25 22 18 25 29 13	6 9 25 22 18 25 29 6 1 17 23 18	7 10 18 15 11 18 25 22	6 10 23 18 17 22	6 10 28 24	32 28 17 22
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Drawn.	W wins.	W wins.  J. Mattison.	W wins.	W wins.	Drawn.

+ 11.16. Draw. See b. at with move

66	67	63	69	70	71
18 93 28 290 85 811 2 7 7 11 15 7 111 31 27 11 18 27 11 27 11 29 25 24 19 25 24 19 10 7 3 17 29 29 35 30 16	19 15 19 19 19 19 19 19 19 19 19 19 19 19 19	20 16 20 7 27 27 28 25 28 25 28 26 48 20 69 93 25 22 11 11 11 11 11 15 24 11 7 24 27 27 22 27 17 21 17 22 18 10 15	31 26 6 9 10 22 17 21 17 21 17 21 17 21 17 21 17 21 17 21 17 21 17 21 18 20 19 24 19 15 19 15 19 15 10 17 10 1	27 24 6 16 15 6 6 9 19 9 19 15 18 23 24 19 9 13 15 16 16 16 22 21 17 7 25 21 17 14 21 17 22 17 25 21 17 16 26 22 10 27 26 19 15 26 22 10 6 27 16 16 28 16 29 16 16 20 16 16 20 16 16 20 16 16 21 16 16 16 21 16 16 26 21 26	20 16 19 22 19 23 25 23 25 23 25 25 29 26 19 29 25 19 16 10 17 17 16 10 17 17 13 3 1 6 21 29 20 2
W wins.	B wins.	B wins.	B wins.	Drawn.	B wins.

24   19
5 1 5 5 5 13 6 14 18 7 14 18 2
Drawn. W wins. W wins. B wins. Draw

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B wins.	9 6	W wins.	W wins.	B wins.	Drawn.

2nd Position.\*



B to play and	32 28	24 28	12 8	
win.	24 27	32 27	23 18	
	28 32	28 32	8 4	
1 5	27 31	27 24	18 14	
8 11	32 28	32 28	4 8	
5 9	31 27	24 19	6 1	
11 15	28 32	28 32	8 11	
9 14	27 23	19 15	14 9	
15 11	32 28	32 28	13 6	
14 18	23 18	15 10	1 10	
11 16	28 24	28 24	11 16	
18 15	18 14	10 6	10 15	
16 20	24 19	24 19	16 20	
15 11	6 10	14 10	15 19	
20 24	19 23	19 24		
3 7	10 15	10 15	B wins.	
24 19	23 27	24 28		
7 10	15 19	15 19		
19 23	27 32	28 32		
10 15	19 24	19 24	83 plays, or	
23 27	32 28	32 28	42 by Black	
15 19	24 27	11 16	to force the	
27 32	28 24	28 19	game.	
19 24	27 32	16 23		

<sup>\*</sup> Various stages of this position frequently occur. In the diagram the play is, therefore, purposely placed far back.

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Drawn, Drawn, Drawn, Drawn, Drawn, Drawn,	23 19 9 14 1 22 17 6 9 9 14 17 13 13 24 6 6 9 22 17 1 15 12 24 14 14 15 15 18 18 17 17 18 18 18 17 17 18 18 18 18 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	6 \ 8 11 \ 15 \ 22 \ 18 \ 10 \ 28 \ 10 \ 28 \ 10 \ 28 \ 10 \ 28 \ 25 \ 18 \ 10 \ 27 \ 27 \ 27 \ 27 \ 27 \ 27 \ 27 \ 2	23 14 7 10 14 7 3 10 90 24 24 22 22 23 22 23 26 23 1 6 23 19 8 11 25 21 6 9 6 9 6 31 26 22 27 23 26 22 27 7 18 22 27 7 16 11 27 16 11 27 18 12 28 26 22 27 7 18 17 16 11 22 18 21 17 16 11 22 18 21 17 16 11 22 18 11 21 17 16 11 22 18 11 24 18 11 25 11 16 11 26 17 16 11 27 18 15 11 28 17 16 11 28 18 15 17 16 17 17 16 17 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 17 16 17 17 17 18 18 15 17 16 17 17 17 17 17 17 17 17 17 17 17 17 17	22 13 5 14 25 22 11 1 6 23 19 7 10 30 25 14 17 25 21 17 26 31 22 8 11 21 17 3 8	25 22 23 3 1 6 24 19 3 7 7 20 16 14 17 7 21 25 26 22 27 7 7 10 16 11 21 21 25 26 22 25 30 30 26 11 31 21 21 25 30 26 21 21 21 21 21 21 21 21 21 21 21 21 21	8 1 25 2 11 1 32 2: 15 2 28 1! 7 1: 19 1! 12 1: 23 7 2 1! 26 23 4 8 22 18 1 5
Drawn, Drawn, Drawn, Drawn, Drawn, Drawn,						
Diami.	Drawn.	Drawn,	Drawn.	Drawn.	Drawn.	Drawn.

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W wins.	Drawn.	Drawn.	W wins.	W wins.	

GAT	Œ.	1	2	3	4	5
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Dra	wn.	Drawn.	Drawn.	Drawn.	Drawn.	Drawn.
			J. Neilson.		A. Brown.	

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W wins.	B wins.	W wins.	Drawn.	W wins.	W wins.

18	19	20	21	22	23
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B wins.	Drawn.	Drawn.	B wins.	B wins.	W wins.

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Drawn.	Drawn.	W wins.	W wins.	B wins.	B wins.

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W wins.	Drawn.	Drawn.	B wins.	B wins.	B wins.

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W wins.	B wins.	B wins.	B wins.	B wins.	B wins.

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Drawn.	B wins.	B wins.	B wins.	B wins,	

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W wins.	Drawn.	B wins.	Drawn.	W wins.	Drawn.

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Drawn.	W wins,	Drawn.	B wins.	B wins.	B wins.

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Drawn.	B wins.	W wins.	B wins.	B wins.	Drawn.

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B wins.	W wins.	B wins.	B wins.	B wins.	

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B wins.	W wins.	B wins.	B wins.	Drawn.	Drawn.

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Drawn.	Drawn.	Drawn.	Drawn.	W wins.	W wins.

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W wins.	Drawn.	B wins.	W wins.	B wins.	Drawn.

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Drawn.	Drawn.	Drawn.	W wins.	Drawn.	Drawn.

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B wins.	W wins.	Drawn.	Drawn.	Drawn.	Drawn.
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<sup>†</sup> Black forces a Win, which will finish according to the end of 1st Position.

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		23 18 5 9 18 23 22 17 23 26 25 22 26 23
Drawn. Drawn.	B wins.	

3rd Position .- Payne.



B to play and draw, which is done by his being enabled to keep the command of square 13.

9 13

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## 4th Position .- Payne.



B toplay and draw.		
10 7 18 23 11 15 23 27 7 3 16 12 15 11 27 24 3 7		
24 19 † 7 3 19 16 11 15 16 19		
Drawn.		

<sup>†</sup> Any other would lose.

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Drawn.	Drawn.	B wins.	Drawn.	Drawn.	W wins.

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1			W. Lewis.			

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B wins.	Drawn.	B wins.	B wins.	B wins.	Drawn.

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Drawn.	B wins.	W wins.	Drawn.	

5th Position.



W to play and win. This one i an excellen proof of th advantage o Local posi tion, W gain ing the gam	
This one is an excellent proof of the advantage of Local position, W gain	
proof of the advantage of Local posi- tion, W gain	is
proof of the advantage of Local posi- tion, W gain	at
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13 17	29 25
30 26	15 18
5 9	25 29
26 23	18 22
9 14	21 25
23 19	26 30
14 18	
19 15	
18 22	
26 30	
17 21	W wins.

6th Position.—Payne.



B toplay and		
draw.		
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10 14		
6 2		
14 9		
1 6		
9 13		
6 1		
11 15		
11 13		
2 6 5 9		
5 9		
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Drawn.		

GAME.	1	2	3	4	5
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Drawn.	Drawn.	Drawn.	Drawn.	Drawn.	Drawn.
	Sinclair.				Sinclair.

17   14	6	7	8	9	10	11
B wins, Drawn, Drawn, B wins, B wins,	16 19 23 16 19 23 16 19 24 16 21 21 21 21 21 21 21 21 21 21 21 21 21	15 24 28 19 26 14 17 27 10 14 4 17 27 10 14 4 17 27 10 14 4 17 18 18 19 15 11 18 20 11 12 16 27 24 18 22 17 32 23 26 12 17 22 11 18 20 11 18 20 11 18 20 11 18 20 11 18 20 27 32 23 26 12 27 32 25 26 30 25 26 30 25 26 30 25 22 30 25 22 31 22 17 22 17 22 17 18 20 18 20 18 20 18 20 18 20 18 20 18 20 18 20 18 20 18 20 18 20 20 18 20 20 18 20 20 18 20 20 18 20 20 18 20 20 18 20 20 18 20 20 18 20 20 18 20 20 20 18 20 20 20 20 20 20 20 20 20 20 20 20 20	7 11 29 23 18 32 27 14 9 30 * 6 10 9 6 2 9 13 6 10 15 6 2 2 22 25	8 12 32 28 11 6 19 15 10 19 19 15 10 19 19 10 19 10 19 10 19 10 10 19 10 10 10 10 10 10 10 10 10 10 10 10 10	9 13 18 9 5 14 27 24 11 15 19 16 14 18 23 14 10 17 21 14 7 10 14 7	16 20 28 24 7 11 30 25 11 16 18 15 9 14 22 18 3 7 18 9 5 14 26 22 14 18 23 14 16 23 27 18 20 27 32 23
Diamet Diamet	B wins.	Drawn.	Drawn.	Drawn.	B wins.	B wins.

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Drawn.	B wins.	B wins.	B wins.	Drawn.	Drawn.

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Drawn,	B wins.	W wins.	W wins.	Drawn.	Drawn.

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P wine P wine Drawn Drawn R wine Drawn	16 19 29 16 19 29 16 19 29 17 5 29 27 7 5 29 27 29 29 29 29 29 29 29 29 29 29 29 29 29	9 13 23 16 6 10 32 27 10 17 7 27 23 34 11 23 19 6 10 16 12 26 23 5 9 31 27 10 14 16 20 11 7 16 24 16 20 24 19 14 17	17 21 43 22 18 19 10 15 26 17 32 24 19 10 16 26 17 32 24 11 11 15 11 11 15 16 19 20 11 17 16 24 20 16 19 20 16 18 11 19 24 18 28 8 32 8 33 28 8 35 28 8 35 28 18 11 19 24 19 12 19 19 12 19 20 16 18 11 19 24 20 16 20 28 28 20 28 28 21 28 29 21 29 29 29 21 20 20 21 2	22 18 10 15 19 10 6 22 26 17 3 7 23 18 16 19 18 15 11 18 27 31 15 2 6 15 11 7 16 20 11 6 9 13 6	3 7 6 9 6 9 6 9 6 9 6 9 6 9 6 9 6 9 6 9 6	11 15 23 18 15 19 3 8 32 8 32 7 8 11 19 24 18 14 22 26 30 23 27 18 9 5 18 9 5 1 6 10 13 6 2 9 1 6 6 10 14
b wins. b wins. Diawn. Diawn.	B wins.	B wins.	Drawn.	Drawn.	B wins.	Drawn.

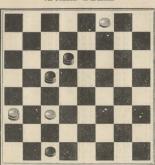
27 23	30	31	32	33	34	35
Drawn. Drawn. B wins. Drawn. W wins.	18 14 * 12 16 30 25 22 29 3 8 29 25 8 15 16 19 15 24	10 19 32 27 44 19 24 28 19 29 27 27 44 1 1 6 10 27 24 4 1 1 6 30 25 5 3 7 31 27 9 13 18 9 9 5 14 17 20 11 4 17 10 17 12 20 18 10 10 17 10 10 17 10 10 10 10 10 10 10 10 10 10 10 10 10	16 30 45 20 16 31 26 30 23 27 2 20 27 2 18 27 31 17 13 8 11 25 22 10 15 18 14 31 27 32 23 15 19	16 19 23 16 16 19 23 16 16 12 19 27 23 1 1 5 23 16 16 14 18 16 12 18 25 26 23 3 5 9 9 14 4 3 12 7 25 30 25 27 25 30 25 27 25 27 25 30 25 27 25 27 25 30 25 27 25 27 25 30 25 27 25 27 25 30 25 27 25 27 27 25 30 25 27 27 27 27 27 27 27 27 27 27 27 27 27	26 22 3 8 22 15 10 26 31 22 16 19 24 15 11 18 22 15 7 11 46 13 9 6 13 15 10 11 15 10 17 15 18 7 3 13 17 27 24 17 22 3 7 22 29 7 10 29 25 10 17 18 23 20 16 19 20 10 17 11 15 10 17 11 15 11 17 12 22 13 22 13 22 14 15 16 10 17 17 10 17 18 23 20 16 11 15 10 17 11 15 10 17 11 15 10 17 10	15 18 23 19 10 15 18 23 19 10 15 18 22 17 20 22 27 27 29 22 27 27 29 20 27 27 29 20 27 27 29 20 27 20
	Drawn.	Drawn.	Drawn.	B wins.	Drawn.	W wins.

26   22   19   23   9   14   15   19   9   14   6   10   17   13   27   23   16   17   17   17   17   17   27   23   16   17   17   17   17   17   17   17	36	37	38	39	40	41
	26 22 10 15 17 10 10 17 14 22 17 6 11 12 17 10 17 14 22 17 6 11 16 18 20 17 18 11 16 18 20 18 18 18 18 18 18 18 18 18 18 18 18 18	19 23 26 100 7 7 21 24 19 9 6 11 24 19 9 6 11 27 22 29 29 29 29 29 29 29 29 29 29 29 29	9 14 18 99 47) 514 48) 3127 48) 31416 48) 3127 18 19 23 26 10 7 23 24 19 23 26 10 7 23 24 19 25 21 15 26 23 15 26 23 15 26 23 15 26 23 17 20 11 19 24 28 197 27 27 27 7 27 7 27 7 27 7 27 7 27 11 27 23 11 16 23 18 16 11	15 19 17 13 9 14 18 99 5 14 18 99 5 14 19 12 2 66 23 16 14 17 5 28 28 17 12 2 66 1 18 22 2 66 1 18 17 17 12 2 66 3 17 22 2 61 2 7 18 15 17 10 11 7 22 26 3 02 27 18 27 18 15	9 14 27 23 7 11 23 7 7 8 18 9 9 9 9 12 5 15 22 17 14 18 23	10 17 19 15 29 25 15 8 25 25 22 18 15 7 11
	Diawii.	A. Brown.	D wills.	D wills.	D wills.	D wins.

42	43	44	45	46	47
28 9.4 6 10 0 23 19 17 21 26 23 13 13 17 22 13 13 17 22 13 15 22 13 29 25 26 22 26 22 26 26 26 26 26 26 26 26 26	92 17 11 15 24 428 19 10 14 17 10 6 249 29 19 22 19 29 19 24 28 32 28 34 28 32 28 36 47 32 28 37 7 51 22 33 16 24 19 19 16 12 19 19 16 12 19 19 16 12 19 18 48 8 10 18	2 7 22 17 10 17 13 10 15 27 24 15 22 24 25 25 24 25 25 24 25 25 24 25 25 24 25 25 25 25 25 26 25 25 26 27 25 27 27 25 27 27 25 27 27 27 27 27 27 27 27 27 27 27 27 27 2	31 26 30 23 32 27 2 10 14 17 10 7 11 13 28 1 6 12 12 12 12 12 12 12 12 12 12 12 12 12	28 24 11 18 11 18 6 10 20 16 1 6 1 6 27 24 18 22 23 25 22 27 24 20 31 26 31 26 31 26 31 26 31 26 31 26 31 26 31 31 31 31 31 31 31 31 31 31 31 31	20 16 11 27 33 16 15 19 9 26 33 19 26 30 23 6 10 16 12 2 6 24 20 15 18 22 15 6 9 33 22 7 11
B wins.	Drawn.	W wins.	B wins.	B wins.	B wins.
		The second second			

48	-49	50	51	
38 97 34 18 42 17 1 5 5 26 23 30 23 6 10 9 10 26 24 20 15 18 22 15 6 6 24 20 15 18 22 15 7 11	27 23 18 25 25 30 21 11 16 20 11 17 16 20 11 17 16 20 11 17 16 32 27 11 3 7 22 18 15 31 24 15 5 31 24 15 7 10 20 18 20 27 7 10	13 9 6133 8134 13 15 12 14 15 15 12 14 15 15 16 17 17 16 17 17 16 16 17 17 17 18 18 18 18 18 17 12 18 18 18 17 12 18 18 18 17 12 18 18 18 17 12 18 18 18 17 12 18 18 18 17 12 18 18 18 17 12 18 18 18 17 12 18 18 18 17 18 18 18 18 17 18 18 18 18 18 17 18 18 18 18 18 18 18 18 18 18 18 18 18	4 8 28 39 29 29 29 29 29 29 29 29 29 29 29 29 29	
B wins.	B wins.	B wins.	B wins.	

7th Position .- A. M'Intosh.\*



B to play and win.		
19 15 11 8 15 11		
8 4 23 18 30 25 18 14		
25 22 14 9 22 17 9 13		
17 14 3 7 12 8		
13 17		

This very pretty one, with the six preceding it, we shall call the seven elementary positions, and we have ranked them in order, according to their importance or frequency of their occurrence. The learner should know them as early a possible.

GAME.	1	2	- 3	4	5
11 15 28 19 1 29 14 29 17 27 11 2 15 22 27 27 27 17 2 17 2 17	7 11 18 26 23 3 7 7 21 17 11 16 26 20 20 8 11 19 16 20 20 8 11 19 16 21 21 9 13 23 16 21 9 13 3 18 4 9 14 5 6 23 22 15 18 22 8 22 15 18 22 12 8 22 12 8 22 12 8 22 12 8	5 9 17 13 3 7 7 18 18 18 18 18 18 18 18 18 18 18 18 18	16 20 30 26 28 2 7 3 30 18 14 30 19 16 12 19 31 26 30 23 27 2 20 27 32 16 6 9 29 16 12 30 9 13 3 0 9 13 3 16 6 3 10 16 3 10 16 3 10 16 3 10 16 3 10 16 3 10 16 3 10 16 3 10 16 3 10 16 16 16 16 16 16 16 16 16 16 16 16 16	3 7 8 9 18 18 18 18 18 18 18 18 18 18 18 18 18	8 I 1 24 22 12 15 22 28 11 3 2 2 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1
15 22 23 18 14) 22 25 15) 17 14 10 17 21 14 16 11 15 18 11 9 18 30 21	16 12 13 22 12 8 22 25 29 22 14 18 23 14 10 26 8 3 6 10	30 23 4 8 1 6 2 9 13 6 8 12 6 2 16 19 23 16 12 19	29 22 5 9 24 20 15 19 20 16 19 23 16 11 23 26 11 7 26 30	27 24 16 20 6 2 20 27 32 28 15 24 28 19 27 31 2 7 31 26	9 5 15 19 14 9 11 15
18 22 17 21 17 22 26 24 19 26 30 19 15 30 26 17 14 26 22 13 9 6 13 15 10 22 17	23 24 19 11 15 24 27 23 15 24 28 19 26 31 23 18 10 15 3 10 15 22	2 6 14 19 6 10	7 2	22 18 26 22 18 9 10 14 9 6 22 26 6 2 26 31 7 10 14 17 23 18 31 26 19 15	
11/				10 14	

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6	7	8	9	10	11
24 20 15 24 20 16 21 11 8 15 5 28 19 15 24 12 1 5 24 18 4 4 8 32 27 21 14 17 21 14 14 10 17 24 19 15 19 16 20 11 7 16 20 11 7 17 21 25 8 30 14 8 16 10 10 10 10 10 10 10 10 10 10 10 10 10	7 11 31 26 6 16 20 19 16 16 12 19 23 7 32 26 23 33 15 18 34 21 15 25 25 22 6 10 26 10 26 10 26 10 26 10 26 10 26 10 26 10 27 21 7 27 22 27 2 27 2 27 2 27 2 27 2	350, 25 22 32 35 16 20 35 16 20 37 11 35 25 25 25 25 25 25 25 25 25 25 25 25 25	A. 25 22  A. 25 22  A. 25 22  A. 25 24  A. 25 22  A. 25 22  A. 27 27  A. 27 27  A. 28 27  A. 28 27  A. 28 27  A. 29 27  A. 29 28  A. 21  A. 21  A. 25 22  B. Wins.	4 8 29 22 19 22 16 20 19 18 14 23 27 18 20 27 31 18 20 27 32 23 18 20 27 18 20 27 18 20 27 18 20 27 18 20 20 27 19 20 20 20 20 20 20 20 20 20 20 20 20 20	15 18 26 29 29 11 15 16 11 15 16 12 7 11 12 8 18 22 25 18 18 22 2 23 18 14 23 22 27 18 20 27 32 23 23
Drawn.	Drawn.	Drawn.	B wins.	Drawn.	W wins.

18	19	20	21	22	23
22 17 11 16 26 23 8 11 1 51 77 14 51 97 18 23 7 16 23 27 18 31 10 29 25 5 6 9 25 22 9 14 18 9 4 18 24 19 15 24 19 16 24	8 11 29 25 29 10 14 24 20 15 24 28 19 6 6 9 17 13 14 17 6 13 22 2 2 9 9 22 18 9 14 18 9 5 14 25 22 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	7 11 19 16 12 19 23 7 21 1 17 13 52 11 16 55 22 17 8 12 54 24 19 15 24 29 25 25 26 27 27 27 28 19 29 20 29 20 29 20 29 20 29 20 29 20 2	9 14 99 25 97 17 13 1 1 6 97 17 14 18 24 19 15 24 24 19 15 24 28 19 29 18 20 28 21 20 21 18 22 28 22 20 23 20 24 29 25 20 26 20 27 27 21 28 29 20 20 21 20 20 21 20 20 20 20 20 20 20 20 20 20 20 20 20	6 9 99 25 15 18 8 13 29 8 3 3 29 25 23 19 14 18 19 10 11 11 15 8 4 11 11 16 7 2 11 1 27 24	21 17 26 31 31 26 31 31 26 31 31 31 31 31 31 31 31 31 31 31 31 31
Drawn.	W wins.	Drawn.	W wins.	W wins.	Drawn.

24	25	26	27	28	29
28 24 38 31 31 31 31 31 31 31 31 31 31 31 31 31 31 31 3	1 5 29 55 19 11 16 6 29 29 25 6 29 25 6 29 25 6 29 25 6 29 21 18 18 19 18 19 16 19 19 27 23 19 26 29 19 10 19 17 1	12 16 38 28 28 19 19 19 19 19 19 19 19 19 19 19 19 19	4 8 28 18 11 33 28 82 44 27 31 14 16 50 26 16 20 24 17 17 17 13 24 27 13 24 17 17 17 18 6 2 9 9 23 16 12 19	5 9 1113 21 7 17 14 14 29 25 21 30 19 16 10 12 19 33 10 33 37 2 20 27 7 32 23 10 14 28 24 14 17 20 17 16 16 17 16 18 16 19 16 19 16 19 16 19 16 19 17 19 17	2 2 10 10 16 18 18 18 18 18 18 18 18 18 18 18 18 18
Drawn.	W wins.	W wins.	W wins.	Drawn.	Drawn.

	24 20					
100	15 24 24 28 19 14 18 28 19 14 18 28 19 14 18 28 19 14 18 28 19 27 18 18 19 27 18 18 19 27 18 18 19 27 18 18 19 28 28 28 28 28 28 28 28 28 28 28 28 28	14 18 23 7 7 15 19 24 15 19 24 15 19 24 15 26 25 28 24 4 26 26 26 26 26 26 26 26 26 26 26 26 26	15 18 22 15 11 18 22 15 16 17 18 18 22 15 16 17 18 18 22 18 18 11 18 18 22 18 18 18 18 18 18 18 18 18 18 18 18 18	8 12 24 19 15 24 28 19 11 12 24 19 19 11 11 18 24 28 19 19 11 11 18 21 22 28 19 24 18 21 21 21 21 21 21 21 21 21 21 21 21 21	11 15 24 18 15 10 19 11 12 18 15 10 19 11 18 15 10 19 11 18 15 10 19 11 18 15 18 15 18 15 18 15 18 15 18 15 18 15 18 15 18 18 18 18 18 18 18 18 18 18 18 18 18	17 14 16 23 14 9 5 14 14 25 22 18 22 5 29 14 18 26 27 10 14 9 5 5 1 17 7 10 17 12 14 18 18 18 18 18 18 18 18 18 18 18 18 18
	Drawn.	Drawn.	Drawn.	W wins.	W wins.	B wins.

113

7 11 23 19 66 20 24 14 10 9 14 18 9	25 21 18 22 16 12 11 16	22 25 28 24 25 29	19 16 2 7	22 26	11 15
11 25 10 1 5 14 30 21 48 85 14 91 15 24 28 24 28 27 7 5 9 28 32 21 17 8 22 21 17 14 10 10 10 24 24 27 14 10	27 23 20 27 23 20 27 23 18 17 27 23 18 17 37 21 38 22 26 28 24 20 22 31 32 23 24 19 25 24 20 25 25 25 25 25 25 25 25 25 25 25 25 25	29 19 15 11 18 24 19 29 25 19 15 10 19 17 17 19 15 10 19 17 17 19 18 18 18 18 18 18 18 18 18 18 18 18 18	16 12 20 24 4 12 8 4 4 8 4 9 12 15 16 12 20 14 15 16 12 16 16 12 16 16 12 16 16 12 16 16 12 16 16 16 16 16 16 16 16 16 16 16 16 16	30 23 15 22 12 8 15 22 12 8 7 10 10 8 9 9 9 14 19 14 15 28 24 9 14 9 14 9 14 9 14 9 17 15 18 26 27 15 18 26 23 11 15 15 18 26 27 27 27 27 27 27 27 27 27 27 27 27 27 2	19 16 22 26 30 23 18 19 25 31 18 19 25 31 18 19 25 31 18 19 25 31 18 19 25 31 18 19 25 31 18 19 25 31 18 19 25 31 18 19 25 31 18 19 15 31 18 19 15 18 19 15 18 19 15 18 19 15 18 19 15 19 15 19 15 19 15
Drawn.	B wins.	Drawn.	B wins.	28 32 W wins.	Drawn.

48	49	50	51	52	53
28 94 4 6 9 9 13 6 6 2 9 9 6 5 24 20 5 13 26 6 23 19 22 19 15 10 23 19 16 12 19 16 17 19 17 19 18 19 19 19 19 19 19 19 19 19 19 19 19 19	19 16 12 18 15 12 18 15 12 18 15 15 12 18 15 15 12 18 15 15 11 18 10 15 12 12 18 15 15 11 12 10 15 12 12 12 12 12 12 12 12 12 12 12 12 12	31 26 9 14 4 25 22 6 9 9 17 13 3 8	17 13 19 29 25 22 29 14 29 25 4 8 8 13 12 7 7 23 15 24 23 15 24 17 17 10 14 17 10 16 24 15 6 1 10	15 19 24 15 11 25 29 22 21 0 1.4 22 17 8 11 0 1.4 22 17 8 11 0 17 10 10 12 17 4 8 26 23 8 12 4 17 1 13 9 15 18 26 27 17 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	22 18 15 22 26 17 8 11 1
B wins.	B wins.	B wins.	B wins.	W wins.	B wins.

54	55	56	57	58	59
4 8 25 92 93 94 94 94 94 94 94 94 94 94 94 94 94 94	19 23 2 0 7 1 1 2 2 1 1 2 2 1 2 1 2 1 2 1 2 1 2 1	17 14 9 18 9 18 9 27 31 18 21 18 23 25 22 4 8 8 14 10 18 23 27 32 11 7 7 11 17 7 11 11 7 11 11 7 11 12 11 18 19 23 18 27 32 23 31 8 27 32 23 31 12 26 30 9 16 20 25 16 20 21 17 13 12 66 30 9 16 21 17 13 12 66 25 21 14 10 15 14 26 22 17 13 22 17 14 10 15 14 15 6 16 22 17 13 22 17 14 10 15 14 15 6 16 22 17 13 22 17 14 10 15 14 15 6 16 2 2 9 6 1 10 1 10 1 1 2 7	16 20 11 10 12 10 12 10 12 10 12 10 12 10 12 10 12 10 12 10 12 10 13 15 18 11 18 11 19 14 18 12 19 15 10 19 10 19 11 18 11 11 18 11 12 18 12 13 19 14 18 8 18 12 14 18 8 12 12 17 14 14 10 17 14 10 17 14 10 17 14 10 17 15 11 18 17 10 17 11 18 17 10 17 11 18 17 10 17 11 18 17 10 18 17 10 19 17 11 19 18 10 10 19 18 18 18 18 18 18 18 18 18 18 18 18 18	4 8 19 15 19 16 19 16 19 16 19 16 19 16 19 16 19 16 19 16 19 19 19 19 19 19 19 19 19 19 19 19 19	12 16 76 16 19 17 19 18 3 18 3 19 18 3 4 11 26 23 19 26 31 8
Drawn.	Drawn.	Drawn.	W wins.	W wins.	Drawn.

92 25 28 94 425 22 24 19 22 25 36 25 22 19 15 77 12 16 6 22 15 10 13 6 6 1 2 6 1 13 9 14 13 9 9 6	2 7 16 12 8 11 12 8 8 11 12 8 8 12 26 8 11 12 8 8 22 26 12 14 13 12 15 15 16 16 16 16 16 16 16 16 16 16 16 16 16	8 12 16 11 1 22 25 5 23 19 20 24 4 27 20 14 18 11 12 16 11 11 20 16 11 12 20 28 24 4 20 27 7 32 7 7 25 35 7 7 25 35 22 2 7 7 2 2 7 2	4 8 19 16 11 15 16 11 1 15 16 11 1 18 12 11 18 12 11 18 15 12 12 12 18 18 15 12 12 12 18 15 12 12 12 18 15 12 12 12 18 15 12 12 18 15 12 12 18 15 12 12 18 15 12 12 18 15 12 12 18 15 12 12 18 15 12 12 12 12 12 12 12 12 12 12 12 12 12	22 25 27 23 37 8 25 30 19 16 11 15 16 11 11 50 23 27 23 22 25 24 12 12 14 18 22 14 19 22 14 18 22 14 18 22 14 18 22 14 18 14 17 17 17 17 17 17 17 17 17 17 17 17 17	9 5 29 29 29 29 29 29 29 29 29 29 29 29 29
Drawn.	Drawn.	W wins.	Drawn.	Drawn.	B wins.

28.26	72	73	74	75	76	77
Drawn. Drawn. W wins. W wins. W wins.	23 26 10 19 32 27 30 23 27 25 19 12 29 22 29 22 30 22 31 21 32 24 42 00 8 12 32 15 16 19 9 22 26 18 15 26 23 23 24 42 9 14 17 10 6 15	32 28 84 24 20 20 8 812 85 7 111 29 37 11 29 37 11 29 37 11 29 37 11 29 37 11 29 37 11 29 37 11 29 37 11 29 37 11 37 10 10 10 10 10 10 10 10 10 10 10 10 10	19 23 1 6 6 15 11 6 10 28 19 31 26 31 26 2 2 2 2 2 2 14 18 2 6 10 14 6 9	30 26 31 22 13 9 514 10 26 30 22 18 22 18 22 16 20 17 14 16 20 14 10	26 23 30 25 28 24 16 20 23 19 26 23 19 26 23 19 26 24 20 22 18 19 16 6 18 23 3 7 7 2 11 19 24 6 20 26 26 26 26 26 26 26 26 26 26 26 26 26	13 6 6 10 19 11 11 12 12 12 12 12 12 12 12 12 12 12
	Drawn.	Drawn.	Drawn.	WIIIS.	WHIS.	Wills.

78	79	80	81	82	83
4 8 19 16 6 11 15 16 11 15 19 16 11 14 19 26 3 15 26 26 26 27 32 23 30 25	20 24 9 2 9 2 9 2 9 2 9 2 9 2 9 2 9 2 9 2 9 2	16 11 19 15 11 17 17 15 11 17 15 11 17 15 11 17 15 11 17 15 10 23 26 23 28 28 29 29 29 29 29 29 29 29 29 29 29 29 29	19 16 25 22 22 18 13 9 18 14 9 5 14 10 17 17 17 1 6 5 1 1 6 7 10	11 7 18 14 4 4 8 2 7 8 12 7 7 110 14 10 14 10 18 12 16 20 24 11 16 20 24 11 16 20 24 12 16 20 24 13 26 14 10 14 10 14 10 20 24 21 25 16 20 22 18 23 26 14 10 24 25 25 25 26 25 27 25 28 32 28 32 28 32 28 32 29 32 20 32 2	200 11 12 11 12 12 12 12 12 12 12 12 12 12
Drawn.	Drawn.	B wins.	B wins.	B wins.	B wins.

84	85	86	87	88	89
7 11	7 10	16 20	27 32	31 26	9 (
28 19	23 26	2 6	14 18	18 23	1 10
11 27	10 19	9 13	32 27	26 19	13 9
19 15 27 23	9 14	6 10	1 5	15 24 22 18	11 7
8 12	17 10 6 24	5 9 15 11	27 32 18 23		7 5
23 18	22 18	22 25	32 28	10 7 18 14	6
15 10	28 32	10 15	23 27	24 19	10 14
18 23	18 14	9 14	28 32	14 9	1 1
12 16	32 27	11 7	27 31	7 2	2
23 27	13 9	25 30	32 28	25 22	5
16 19	27 23	7 2	31 27	19 15	6.9
27 32	14 10	30 25	28 32	17 14	1 1
19 24	23 18	2 6	27 23	15 11	9 13
32 28	9 6	25 22	32 28	22 18	5 1
24 27	26 30	6 9	5 9	11 7	14 18
28 24	6 2	14 18	28 24	18 15	1 6
27 32	1 5	9 14	9 14	7 3	18 23
24 28	2 6	18 23	24 28	15 11	- 6 10
32 27	30 26	14 18	23 27	3 7	23 26
28 32	21 17		28 32	11 8	10 13
27 24	26 22		27 31	7 3	26 31
32 28			32 28	8 4	15 18
24 19			14 18	6 10	31 27
28 32			28 24	14 7	18 22
19 15			18 23	2 11	27 23
32 27			24 28	89 21 17	21 17 13 9
9 14			31 27 28 32	11 7 17 14	17 13
14 18			27 24	7 2	9 6
38 31 27			32 28	14 10	22 17
1 5			24 19	2 7	23 18
27 31			28 32	10 6	17 21
* 5 9			19 16	1 10	18 14
31 27			32 28	9 6	21 25
9 14			23 27	7 2	6 10
27 32			28 32	6 I	25 22
18 23			27 31	2 6	10 15
32 28			32 28	1 5	
23 27			31 27	10 15	
28 32			28 32	5 1	
27 31			27 24	6 10	
32 28			32 28	13 9 3 7	
14 18 28 32			16 19 28 32	4 8	
18 23			24 28	7 2	
32 28			32 27	8 11	
31 27			28 32	15 18	
28 32			17 14	11 16	
27 24			32 23	10 14	
B wins.	B wins.	W wins.	B wins.	B wins.	B wins.
D WIIIS.	15 WHIS.	Wills.	A) WILLS.	27 111104	A WALLS

8th.-A. Gardner.\*



W to play and win.	
14 18 23 26	
30 23 19 26	
18 23 26 30	
32 28 30 25	
28 24 16 20	
26 27 See	
2nd Position page 53.	
W wins.	

 $<sup>^{\</sup>rm s}$  This, and the following Positions, have occurred in play with the parties named.  $^{\rm R}$ 

GAME.	1	2	3	4	5
11 15 22 194 15 24 16 29 28 19 28 19 22 18 23 18 11 16 1 18 14 3 14 12 12 12 12 12 14 12 12 12 12 14 12 12 12 12 14 12 12 12 12 12 12 13 14 14 15 12 16 29 17 18 12 17 18 12 17 18 12 17 18 12 17 18 12 17 18 12 17 18 12 18 12 18 12 19 25 10 16 10 12 10 1	25 22 16 22 16 22 16 22 16 22 16 22 16 22 16 21 16 20 16 16 16 16 16 16 16 16 16 16 16 16 16	9 13 24 16 11 16 9 19 9 6 15 14 15 14 15 7 25 22 3 7 5 7 15 11 22 18 2 6 26 2 6 26 2 6 22 6 9 14 18 19 20 27 24 20 27 1 6	3 7 24 19 6 10 10 10 10 10 10 10 10 10 10 10 10 10	19 16 12 19 16 12 19 16 11 12 19 19 16 11 12 19 19 11 12 19 11 12 16 11 12 16 11 12 16 11 12 16 10 15 12 16 10 15 12 16 10 15 12 17 17 17 17 17 17 17 17 17 10 13 12 16 15 16 16 16 16 16 16 16 16 16 16 16 16 16	19 16 12 19 16 12 19 16 12 19 16 12 19 19 18 15 16 16 10 10 15 16 10 10 12 12 12 12 12 12 12 12 12 12 12 12 12
			Drawn.	B wins.	B wins.

6	7	8	9	10	11
30 26 30 26 42 27 24 20 27 7 15 16 20 15 16 30 27 7 100 15 11 8 11 8 11 8 12 7 13 17 22 18 18 12 17 22 18 18 12 18 15 18 16 18	22 17 9 13 9 13 9 13 17 10 10 16 12 10 15 10 16 10 16	31 26 32 28 32 28 49 13 18 9 5 14 42 1 17 1 10 1 10 1 10 1 10 1 10 1 10 1 10	2 6 31 95 6 15 12 16 12 16 16 19 12 26 10 0 24 19 8 11 11 15 15 20 24 27 23 19 22 17 14 10 16 11 24 27 17 11 16 12 27 27 27 27 6 1 1 17 14 27 23 17 27 18 27 19 27 17 14 27 27 27 27 27 27 27 27 28 27 27 27 28 28 27 28	2 6 10 15 10 15 10 15 10 15 10 15 10 15 10 15 10 10 10 10 10 10 10 10 10 10 10 10 10	27 22 23 24 24 24 24 24 24 24 24 24 24 24 24 24

12	13	14	15	16	17
22 17 12 10 17 10 17 10 17 10 16 10 21 32 28 10 15 22 27 23 19 24 28 10 1 19 24 28 10 1 19 27 20 27	27 23 20 247 22 21 27 22 21 27 27 27 27 27 27 27 27 27 27 27 27 27	22 17 7 11 10 10 10 11 18 9 11 18 23 14 16 13 7 3 7 3 7 3 7 3 10 7 6 11 27 20 24 27 20 20 44 27 20 20 16 61 16 21 27 20 16 20 21 27 20 20 21 27 20 20 21 27 20 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21	22 17 20 27 17 3 2 7 2 7 3 2 7 3 10 8 11 15 8 6 29 19 16 6 22 12 17 2 2 3 12 6 2 2 1 1 2 1 2 1 2 1 2 1 2 1 2 1 2	15 10 20 27 10 3 3 10 15 12 3 19 15 11 16 16 15 18 11 27 31 7 37 14 18 29 18 29 15 31 29	11 8 8 3 8 5 8 5 8 5 8 5 8 5 8 8 9 8 9 8 9 8 9 8
B wins.	B wins.	B wins.	B wins.	B wins.	B wins.

9th.-J. Neilson.



W to play and win.			
29 25			
22 29			
31 22			
14 17			
19 23	- 1		
17 26			
23 30			
13 17			
11 7	- 1		
17 21	- 1		
31 26	- 1		
29 25			
25 29			
3 8	- 1		
7 3			
See			
5th Position,			
page 94.			
W wins.			

\*10th .- Andw. Thomson.



B to play.	1
19 23	20 24
3 7	9 14
1 6	24 27
7 11	15 18
6 10	27 31
11 16	18 22
10 15	32 28
16 20	22 25
5 9	30 21
1 20 16	29 25
9 13	28 24
16 20	25 22
13 17	
20 24	
17 22	
24 27	
15 19	
27 25	
29 22	
32 28	
B wins.	B wins.

<sup>\*</sup> Positions of this kind should be thoroughly understood, for the difficulty of winning such lamore real than apparent.

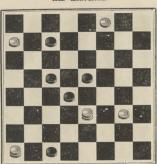
11th.-Jn. Paterson.



	18	2:
	26	
	23	
	8	
	26	
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	30	
		11
	25	
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	32	
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	16	
	23	
	20	
	19	
	24	
	14	
	b	14
D	rins	
Bv		5.

B to play.

12th.-Albert Brown.





13th.-Wm. Lewis.



B to play.	1	
15 18 1 9 13 * 11 16 2 6 18 22 6 10 22 17	14 10 18 14 10 6 14 9 6 1 11 15 13 6 15 11	
B wins.	B wins.	

<sup>\*</sup> This position is nicely illustrative of what is known to every experienced player, namely—that frequently the most unlikely move is that which either wins or draws the game; let the young player bear in which the fact

player oear it mion the fact.

Had our Diagram been of a smaller size, many additional positions would have been given from
the Games. A book full of such would be very entertaining and instructive to the student. On
receipt of forty-eight Postage Summy, or a Money Order for 3s, 4a, a perforated plate, with which
any position can be made in a minute with common lait, will be sent (carriage free) to any part of
the country.

SPECIMENS IN ACCORDANCE WITH THE NATURAL SYSTEM OF NUMBERING THE BOARD\*-SEE PAGE 149.

OLD 14TH.	1	WHILTER.	SINGLE CORNER
† 33 44	77 66	İ 33 44	§ 33 44
46 35	73 84	46 35	66 55
22 33	37 46	73 64	44,66
66 75	62 73	66 75	77.55
11 22	46 55	42 33	22 33
1 75 84	73 64	77 66	88 77
44 55	55.73	33 24	11 22
26 15	82,64	57 46	26 15
33 44	57 46	24 15	53 44
17 26	71 62	68 57	57 66
22 33	68 77	51 42	73 64
57 46	44 55	46 55	55 . 73
73 64	66,44	64:68	82,64
48 57	33:37	35 24	66 75
62 73	28,46	13.35	42 53
84,62	84,66	48 57	17 26
51.73	77:73	68, 46	51 42
57 66	62,84	37.51	68 57
71 62	88 77	15.37	13 24
28 17	84 75	28:24	46 35
31 22	86,64	. 62 73	24:68
68 57	53.75	24 13	15 24
73 84	35 24	73 84	33.15
35 24	13:57	51 42	48 57
13.35	48:84	53 44	68,46
46,24	22 33	17 26	37.51
84 75	26 35	31.53	15.37
66,84	31 22 77 66	13.31	51:55
22 13	77 66 22 13	71 62 31 42	37 48
26 35	66 55	62 73	75 84
44:48	42 53	42,64	24 33
57 66 13.35	17 26	73:77	77 66 53 44
66:22	33 24	88,66	55 64
	55 44	82 73	48 37
64 75 86,64	24,46	26 15	28,46
53.75	44,62	44 35	44 35
33.73	51.73	15 24	46:42
	01110	35 46	31.57
		24 33	01.01
		46 57	
		33 42	
		57 68	
		42 51	
Drawn.	Drawn.	Drawn.	Drawn.

<sup>\*</sup> In these examples all the captures are distinguished by marks of punctuation. For further instructions on the marks, see pages 151 and 152.
† Compare this with the Game and its 1st variation, page 2.
‡ Compare this with 3rd variation, page 106.
§ Compare this with 32nd variation, page 101.

### THE PLAYING TABLES OF TWO

OF THE

# GLASGOW DRAUGHT CLUBS.\*

#### TABLE L-FOR TEN MEMBERS.

A	В	:	c	D	:	E	F	:	G	н	:	1	J	:	1st '	Time.
A	С	:	В	D	:	E	G	:	F	J	:	н	1	:	2nd	" _
A	D	1	В	F	:	o	E	:	G	1	:	н	J	:	3rd	"
A	E	:	В	G	:	c	1	:	D	J	:	F	н	:	4th	,,
A	F	:	В	E	:	c	н	1	D	I	:	G	J	;	5th	"
Ā	G	:	В	J	:	o	F	1	D	н	:	Е	1	:	6th	"
A	н	1	В	1	:	c	G	:	D	F	:	E	J	1	7th	27
A	1	:	В	н	:	c	J	:	D	E	1	F	o	:	8th	**
A	J	:	В	C	:	D	G	:	E	n	:	F	I		9th	"

In these Clubs the Members compete annually for prizes. All the Members are, as nearly as possible, equalized, by being divided into several classes, and each class handicapped. The letters A, B, C, &c., are drawn by lot, and each member is distinguished, during the course, by his own letter.

The first horizontal line of each Table shows the pairs who play together for the first time; the second line shows for the second time; and so on to the last.

<sup>\*</sup> This, and the following playing Table, were prepared by Messrs. Neilson & Paterson, and are given here for the convenience of Clubs.

# TABLE II.—FOR TWENTY MEMBERS.

A	В	***	C	D		E	F	:	G	н		I	J		K	L	:	M	N		0	P	::	Q	R	***	s	т		1st Ti	me.
A	c	:	В	D	:	E	G		F	н		I	K		J	L	:	м	0	::	N	P	:	Q	s	:	R	T		2nd	"
A	D	:	В	c		E	н	:	F	G	:	I	L	:	J	K	:	м	P	:	N	0	:	Q	т	:	R	8	:	3rd	"
A	E	:	В	I	:	C	L		D	н	:	F	P	:	G	M	:	J	Т	:	K	Q	:	N	R	÷	0	s	:	4th	"
A	F	:	В	P	::	c	м	:	D	G	:	E	R	:	н	s	:	1	T		J	0	***	K	N	:	L	Q	:	5th	22
A	G	:	В	м		C	P	:	D	F	:	E	8	:	н	R	:	I	Q	:	J	N	:	K	0	:	L	т	:	6th	,,
A	н	:	В	L	:	c	I	:	D	E	:	F	м		G	P	:	J	Q		K	T	:	N	s	:	0	R	:	7th	22
A	1	:	В	0	:	C	N	:	D	L	***	E	Q	****	F	R	:	G	8	:	н	T	:	J	P	:	K	м	:	8th	,,
A	J	::	В	R	:	(	s	:	D	K	:	Е	N	:	F	Q	:	G	т	:	н	0	:	I	P	:	L	м	:	9th	"
A	K	:	В	8	:	C	R	:	D	J	:	E	0	:	F	т	:	G	Q	::	Н	N	::	I	M	:	L	P	:	10th	"
A	L	:	В	N	:	C	0		D	I	***	E	т	:	F	S	:	G	R	:	Н	Q	:	J	M	:	K	P	:	11th	"
A	м	:	В	E	:	C	н	:	D	P	:	F	J	:	G	K	:	I	8	:	L	R		N	T	:	0	Q	:	12th	"
A	N	:	В	T	:	C	Q	:	D	0	:	E	P	:	F	I	::	G	L	::	н	M	:	J	s	:	K	R	:	13th	11
A	0	:	В	Q	:	C	т	:	D	N	::	E	M	:	F	L	:	G	I		н	P	:	J	R	:	K	s	:	14th	"
A	P	:	В	н	:	C	E	::	D	м	:	F	K	::	G	J	:	I	R	:	L	s	:	N	Q	:	0	т	:	15th	27
A	Q	:	В	к		C	J	:	D	т	:	E	1		F	N	::	G	0		н	L	:	м	s	:	P	R	:	16th	"
A	R	:	В	P	:	C	G	:	D	s		E	J	:	н	K	::	I	N	:	L	0	:	M	т	:	P	Q	:	17th	22
A	s	:	В	G	::	c	F	:	D	R	:	E	K		н	J	::	I	0	::	L	N	:	м	Q	:	P	T		18th	"
A	T		В	J		C	K	;	D	Q	:	E	L	:	F	0		G	N		н	I	:	M	R	::	P	s	:	19th	"
_					_			_			_		-	_			_					-	-	-	-	-	_	_	_		-



# AN EXPOSITION

OF THE

# THEORY OF THE MOVE AND ITS CHANGES,

WITH THE NATURAL SYSTEM OF NUMBERING THE BOARD, IN ACCORDANCE WITH THE IMPROVED THEORY.\*

## BY JOHN PATERSON.

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### DEFINITIONS.

- 1. The Move.—To have the move signifies the occupying of that position on the Board, which, in playing piece against piece, backwards or forwards, without regard to the others, till only one square intervene between the pieces in each pair, will eventually cause the player who occupies that position to have the last play, †
- \* A better, of date 21st October, 1851, with reference to the above, which I received from Mr. J. Nelloon, Glagow, then a stranger to me, and whom I dld not see uil December 19th, contained among other things this statement.—'I do not here write you to acknowledge yours the statement of the stranger of of the

In reply to Mr. Nellson, I transmitted, in a series of letters, an expedition of my meacrdes in this department of Drampth science, which after-rands—on having, in consequence of the opposition made for eight and a half years to my estentific theological discoveries, become a resident in Glasgow, Dec. 19th, 1831—J perpend for the press, by putting it into its present form, for distinction of Mr. Anderson's work; but stipulated, at the same time, to reserve to myself the Copyright of the depth of the press of the desired of the desired of the same time, to reserve to myself the Copyright of the desired of the desir

I had matured the discovery of the method in October, 1860; and, in 1841, I communicated it to Messex, Andrenon, Wylie, and MyKerrow, three of the best and most eclebrated players then living, the two former of whom were subsequently in Enginad previously to the publication of Bonh's hand-book of games. Bendles, I freely communicated it to many others, some of whom were resident in England. I have written upon the subject to Mr. Martin, "who lays no define to the discovery of the move." That gentleman, however, although he did not demonstrate the

though Mr. Anderson might have done so in 1841.

† The above definition of the move is strictly accurate, and will hold true in every possible case. Many players have justy remarked the impossibility of reconciling to any of the definitions of the move, hilberto given, the sulpidated position, in which a Rosel man is placed on 1, by commanding both the pieces of this stangenist. This result, or our principles, is neither stranges nor inexplicable. If a king is substituted for the man on 14, the move will certainly not have defined it. And for what, it will become evident that White reals, that the move, a local advantage for the stranges of the control of the stranges of the stranges of the stranges of the definition of the stranges of the s

- 2. Homologous.—A term signifying, Of the same description:— Thus, reckoning from the single corner, the lst.\* 3rd, 5th, and 7th rows, and all the squares in them, are homologous, and are quoted as the odd set; Also, the 2nd, 4th, 6th, and 8th rows, and all the squares in them, are homologous, and are quoted as the even set.
- 3. THE SQUARES.—A term used by Payne, and others, to signify the whole of the intervening squares, all the pieces on the board being paired.
- 4. A CAPTURE.—When either of the players takes one, two, three, or any number of pieces at one play.
- 5. COUNTERS.—Small pieces which the learner may place in the room of the pieces captured to show where they have been.
- 6. Homologous Counters.—All those Counters which are in the same set with each other.
- 7. A CAPTURE FROM THE ODD SET.—An expression signifying that the capturing piece is in the odd set.

A CAPTURE FROM THE EVEN SET.—A similar expression, signifying that the capturing piece is in the even set.

### METHOD OF CALCULATING THE MOVE.

To find whether you have the move when it is your turn to play: RULE.—Add together all the pieces, both Black and White, in either set of homologous rows, and if their sum is odd, you have the move; but, if even, you have not.

As, in reckoning from your single corner, according to Definition 2nd, the rows in the odd set, whether taken vertically or horizontally, always begin with a Black square—the play being on the Black squares—and the rows in the even set always with a White, this furnishes an excellent guide to the eye in applying the rule; and it matters not whether you use vertical or horizontal rows, the squares in these being identical, though we count vertically and from our own side towards our adversary's.

Note.—In place of adding the pieces, you can calculate the move with equal accuracy by adding the vacant squares in either set: an odd number of vacant squares will indicate that you have the move; for, if the pieces in either set are odd, the number of vacant squares in either set must also be odd.

<sup>\*</sup> See the Diagram, page 149.

### ABBREVIATION OF THE RULE.

Add together all the single pieces and all the single vacant squares on the rows of either set; and, if their sum is odd, you have the move; but, if even, you have not.

Let it be observed, that you will find the single pieces only on such rows of the set as contain one piece, and the single vacant squares only on such as contain three pieces. And you omit all rows of the set which contain two or four pieces, because an even number does not affect the result—the principle of the Rule being obviously to ascertain whether the number in either set is odd, or even, without regard to its magnitude. In using this abbreviated form of the Rule, you will never count more than one on any given row; and THREE will be the greatest sum in the whole set, when you have the move, and roug, when you have the move, and rough.

The Rule may be expressed otherwise, thus: Find all those rows, in either set, which contain an odd number of pieces; if the sum of these rows is odd, you have the move, but, if even, you have not. In the original series of letters to Mr. Neilson, while we gave this second form of the abbreviated rule, we also showed it to be less expeditious than the first, though it has a more specious appearance. It is better always to adhere to the same method, and we decidedly prefer the first.

## TO FIND THE PRINCIPLE WHICH DETERMINES THE SQUARES.

In equal forces the entire pieces may be distributed into pairs, consisting each of pieces mutually adverse,\* and forming two Classes arising from a difference in their internal arrangement. In Class 1st may be reckoned every pair whose two pieces are in the same set with each other; and, in Class 2nd, every pair whose two pieces are in contrary sets. In a pair of the 1st Class, the intervening squares, being always odd, may be represented by the odd number 1; in a pair of the 2nd Class, the invariably even intervening squares, by the even number 0. Now, let the number of pairs in these two Classes be respectively denoted by p and q;

<sup>\*</sup> The demonstration will equally apply, though the pieces should be paired without any regard to colour.

then the sum of all the intervening squares on the board is equal to  $p \times 1 + q \times 0 = p$ . Hence, if p is odd, the squares are odd; and, if p is even, the squares are even. That is, if the number of pairs in Class 1st is odd, the squares are odd; but, if not, they are even.

### TO FIND AN EASY METHOD OF CALCULATING THE SQUARES.

In a pair of the 1st Class, the intervening squares, being always odd, may be represented by one of the pieces composing that pair; say, for example, the Black piece, if the pair is in the odd set, or the White piece, if the pair is in the even set. In all the pairs of this Class, the sum = number of pairs = p.

In a pair of the 2nd Class, represent the invariably even squares by both pieces, when the Black piece is in the odd, and consequently the White piece in the even set; but, if the pieces are not so situate, add neither of them. In all the pairs of this Class, the sum = 0 or = an even number which does not affect the result.

By this process, it is obvious that every Black piece in the odd, and every White piece in the even set is counted; and yet the result is not different from that obtained by the previous method; for, the entire sum of the squares =p+0, or =p+an even number, and is therefore of the same affection with p.

Hence, if the sum of the Black pieces in the odd set and of the White pieces in the even set of homologous rows is odd, the squares are odd; but, if not, the squares are even.

#### METHOD OF CALCULATING THE MOVE DEMONSTRATED.

By adding the "men" to this sum, the move is calculated according to the principle involved in the long established rule enunciated by Mr. William Payne, Teacher of Mathematics, in his Treatise on Draughts, published in 1756. Had the process of simplifying Payne's rule terminated at this point, it would still have been a very considerable improvement of his method, as the determination of the squares is much facilitated, and proceeds upon a system exactly analogous to the new system of calculating the move. It was the leading sten. which, after a brief interval

and within the same season, conducted us to the discovery of the Rule as it now stands. A slight transmutation of form accomplishes the metamorphosis, so slight indeed that the reader with little effort may connect in his memory and in his judgment, and in both with equal facility, the two improved methods, one of which enables him to work out Payne's original method after a superior fashion and with a considerable addition to speed, while the other superseding it altogether, or rather, being that method changed into a more beautiful form, reveals almost instantaneously the state of the move.

The first improved form of Payne's original Rule may be thus expressed: Add the Black in the odd and the White in the even set to all the White; and, if their sum is odd, you have the move, but not otherwise. Here, it is obvious, that the White in the even set are in reality repeated, being included in "all the White." Now, any whole number when repeated must of necessity yield a sum which is even, and which, on that very account, must be adjudged to possess no efficacy in contributing to the final result, whatever it is, in any imaginable case—and, consequently, the addition of this even sum will not make any change in the previous quantity as regards its being odd or even, and therefore it will not affect the state of the move. Let us reject it therefore, and, What now remains of the White? Only the White in the odd set; and the rule now extricated from the burden of vain repetitions, stands thus before us in all its theoretical simplicity.

Add together the Black in the odd, and the White in the odd. In other words, if the sum of the Black and White in the odd set is odd, you have the move, but not otherwise; which is the rule to be demonstrated.\*

### OTHERWISE

Calculate the move, by a slightly amended form of Payne's Rule,† for a single pair of each of the two Classes before mentioned, and multiply the sums thus obtained respectively by p and q, the number of pairs in each Class: if the sum of the products is odd, you have the move; if even, you have not.

<sup>\*</sup> As those rows, which are odd to the one player, are even to the other, and wice verze, it is not absolutely necessary, in stating a Rule of this kind, to mention more than one set. If If the sum of the men and squares is odd, you have the move; if it is even, you have not the move.

Now, in a pair of the 1st Class the sum of the men and squares is invariably an even number; and, as we may choose any even number, let us count both pieces when the pair is in the odd set, but neither of them when the pair is in the other set; for, 2 and 0 are both even numbers. The 1st Class consists of p pairs, of which let m pairs be in the odd set, and n pairs in the even set. Hence, the sum of the men and squares in the 1st Class will be  $2m + n \times 0 = 2m$ , an even number not affecting the result. Hence, 2m pieces in the odd set express the sum of the men and squares in Class 1st.

Again, in a pair of the 2nd Class consisting of q pairs, the sum of the men and squares is invariably an odd number, and as we may choose any odd number, let us select the odd number 1 for that purpose, or, which amounts to the same thing, let us, in conformity to the plan adopted in the 1st Class, count all those pieces in the q pairs which are in the odd set. This number, in every possible arrangement of the pieces in the 2nd Class, will invariably be q; for, as every pair has a piece in each set, in q pairs there will be q pieces in each set. Hence, we have q pieces in the odd set representing the sum of the men and squares in the 2nd Class. But it has already been shown that 2m pieces in the odd set, represent the sum of the men and squares in the 1st Class. Therefore, their sum, viz. 2m + q pieces, which are all the pieces in the odd set on the board, will express the sum total of the men and squares, and, consequently, will determine the move. Hence, &c., Q. E. D.\*

Note.—In following this demonstration, the reader is requested to take a particular example, and to substitute for m, n, p, q, their actual numerical values in that example. He will thus test the truth of the demonstration: but, if the result be different, the reader may rest satisfied that he has committed some mistake.

Schollum.—p determines the squares; q, the move. If q is odd, the squares are odd. In finding the squares one odd. In finding the squares, you count only one of the pieces in each of the p pairs; and in the q pairs, you count both pieces or neither of them. But, on the contrary, in calculating the move, you count only one of the pieces in each of

<sup>\*</sup> The demonstration would equally apply, although the pairs were chosen by ballot, and without reference to colour.

the q pairs; both pieces in the p pairs or neither of them. This is the root of the matter.

Cor. 1.—In place of saying that the player has the move, we may express our meaning by stating, that the pieces in each set are odd; and, when the player has not the move, we may conveniently express the fact by stating, that the pieces in each set are even.

Con. 2.—So long as no taking occurs, and the pieces on each side are equal, the entire number of pieces in each set will be alternately odd and even; for, at each play, a piece is deducted from the pieces in one set and annexed to those in the other set: and, as the players also play alternately, the one player will always find the pieces in each set odd, when it is his turn to play; and the other, in the same circumstances, will always find them even.

Con. 3.—Hence, in ordinary play (that is, when no taking occurs) the move is never altered; and, hence the grand key for opening the mysteries of the great problem of the change of the move is negatively revealed: for, in the discussion of this problem, we throw entirely out of consideration all ordinary plays, as having no effect whatever in inducing any change in the state of the move.

COR. 4.—A capturing play, abstractly considered, immediately alters the move, for, the piece so played continues in the same set, and thus the pieces in each set will continue exactly the same in number as before, for, we are not supposing any pieces to be lifted from the board. Hence, if, by mistake, a player should play a piece two squares instead of one, the move would be changed, and, vice verid, if the move has been found to be changed when no captures have taken place, either such a mistake must have occurred, or one of the parties must have played twice in succession, which amounts to the same thing.

Cor. 5.—If an even number of pieces be arbitrarily removed, without any play, from each set, the move will not be changed, for, if the pieces in each set were previously odd, they will continue odd; and, if previously even, they will continue even.

Cor. 6.—If an odd number of pieces be arbitrarily removed, without any play, from each set, the move will be changed; for, if the

pieces in each set were previously odd, they will become even; and, if previously even, they will become odd,

The three preceding corollaries furnish the principle for determining the conditions on which the move either becomes changed or remains unaltered; for, if one capturing play alters the move, as second will restore the original state of the move, while a third will alter it again; so that an odd number of capturing plays or captures will indicate, per se, a change in the move; and, as for the pieces taken, we may suppose them to continue to lie on the board until the whole series of capturing operations is terminated, when they may be arbitrarily removed without any play, and will indicate by their number in either set their own proper effect upon the move.

Let us examine the resultant of the combination of the two effects separately produced by the captures and by the pieces taken, which, by Definition 5th, are called counters. If the captures are odd, they will change the move; and if the counters reckoned in either set (not in both sets) are odd, they by themselves would also effect a change in the move. In this case, the two effects neutralize each other, and the move will not be changed. If the captures and those counters, which are reckoned in either set, are both even, neither will tend to change the move; and therefore their joint action will have no effect upon the move. If the captures are odd and the counters even, or the captures even and the counters odd, the move will be changed by the odd captures in the one instance, or by the odd counters in the other: for, even captures and even counters are quite inert, and have no tendency to change the move. If, then, they are both odd, or both even, the move is not changed; but, if the one is odd, and the other even, the move is changed. Now, when they are both odd, or both even, their sum must be even, and if the one is odd, and the other even, their sum must be odd. Hence the following important rule to be applied in all cases where the pieces on each side are equal at the beginning and end of the captures.

#### GENERAL RULE OF CAPTURES AND COUNTERS.

If the sum of the captures and homologous counters is odd, the move is changed; if even, the move is not changed.

This rule is susceptible of an easy mode of abbreviation. The counters may be entirely dismissed, but not without being paired off with a portion of the captures.

The most natural method which suggests itself, and which has the merit of extreme simplicity, is to pair off a counter with the corresponding capture. If one, three, five, or any odd number of pieces have been taken at one capture, these may all be paired offfor, the sum of one capture and of an odd number of counters must be even, and may therefore be disregarded in the calculation. If, however, among the counters selected, it should happen that two, four, six, or any even number of them had been taken at one capture, it is obvious that these counters may be paired off among themselves, and that the capture itself is not paired off with these counters, but is left outstanding, and must be reckoned in the sum total of the captures. Having premised these principles for our guidance, we proceed to show how the work of abbreviation may be accomplished. Let us suppose we have, according to the general rule, taken the sum of all the captures, and of those counters which are in the odd set. Now, a counter is a piece taken, and all the counters, in this instance, being in the odd set, must have been taken by pieces played from and to the contrary or even set, and must, if possible, be paired off with the captures from that even set. This being done, all the counters in the odd set and all the captures from the even set, always excepting, as aforesaid, any of those captures in which an even number of pieces may have been taken, have been paired off against each other and have disappeared from our notice, leaving merely a portion of the captures, viz., those which were made from the odd set.

But if, in applying the general rule, we had selected the counters in the even set, then, after pairing off, nothing would have been left but the captures from the same or even set, with sometimes a capture or two from the odd set, where two, four, or other even number of pieces had been taken at once. Hence this simple rule.

#### ABBREVIATED RULE OF CAPTURES.

If the sum of all the captures from one set, without exception, and of those captures from the other set, in which an even number of pieces may have been taken, is odd, the move is changed; if even, the move is not changed.

Hence, since all captures of an even number of pieces must invariably be counted, from whichever set they are made, it follows, that, in every single mutual capture of two, four, or other even number of pieces, the move is not changed; as the capture made by each party must in this case be counted, and the captures are two—an even number indicating no change. But in every single mutual capture of one, three, or other odd number of pieces, since the result must depend upon the situation of the capturing pieces or the captured pieces, if these are in contrary sets, the move is changed; but, if they are in the same set, the move is not changed.

#### ANOTHER FORM OF THE GENERAL RULE.

If the sum of all the captures—of the homologously situate pieces to be taken—and of giving or striking moves followed by actual captures resulting from these, is odd, the move is changed; if even, the move is not changed.

# THE THEORY OF THE MOVE AND ITS CHANGES APPLIED TO UNEQUAL FORCES.

This curious and novel branch of draught science naturally resolves itself into two cases, but the application of the theory is alike in both. The first case is that, in which one party has one, three, five, or any other odd number of pieces a-head; the second, that, in which one party has two, four, six, or any other even number of pieces a-head. In the first case, the sum of the pieces is invariably odd in one set of homologous rows, and even in the other; for, as the sum total of Black and White pieces on the whole board is an odd number, it cannot be divided into two odd, or two even numbers. In the second case, as the total number of the pieces on the board is even, it is obvious that, if an odd number of pieces is in one set, the number in the other set must also be odd, and if an even number of pieces is in one set, the number in the other set must also be even, as in the case of equal forces. Hence, generally, if the pieces in any set are either odd, or even, when you have to play, they will always continue to be so, when it is your turn to

play, so long as no taking occurs; for, ordinary plays never in any case, whether of equal or unequal forces, produce the slightest change in this arrangement. Thus, for example, suppose, when it is your turn to play, you find an odd number of pieces in one set, and an even number of pieces in the other, this arrangement will constantly recur, as often as you have to play, provided that no captures have taken place; and, in the same circumstances, your adversary will always find the arrangement of the pieces in each set to be contrary.

When a piece is played between two others, so as to insure the capture of one of them, it invariably obtains the move over the other, in consequence of the capture; which is a double advantage belonging to this position.

Of the two squares in the double corner, one is situate in the odd, the other in the even set. In pursuing a king into the double corner with two kings, it is easy to calculate into which of the two squares you will be able to force an entrance. You have only to observe in which of the two sets an odd number of pieces is placed, when it is your turn to play, and you will invariably find that you will succeed in dislodging your adversary from that square in the double corner, which is situate in the same set.

When the pieces are reduced to two on each side, and you have not the move, you cannot take two for one; for, to effect this, the three captured pieces, except in the case of slipping, explainable on the same principle, must be in the same set, before you play, which cannot be unless you have the move.

When the pieces have been reduced to three on each side, and you have the move, you cannot give two at once, and take three, nor give two separately to the same piece, and take any two, and fix the third piece of your opponent; and, in the same circumstances, by giving two pieces separately to other two, you cannot capture these last two, and also fix the third.

But it is possible, when you have the move, to capture the three pieces of your opponent, by first giving two separately to the same piece; or, to give two for two at once, and fix the third; or, to give two separately to other two, and fix one of these last two by capturing the others. These cases are reversed when you have not the move.

On the open board, and in the same diagonal line, three pieces are required on one side to effect or enforce the taking of one for But it is not possible to effect an exchange under these conditions, unless the party having the three pieces has the move upon his adversary's single piece—that is, unless an odd number out of these four pieces is in homologous rows when it is his turn to play. Such an arrangement once happening would be permanent if no captures were attempted, and if the play were restricted to these four pieces. Hence, in Sturges' Critical Position, No. 18, in which three White kings on the open board arc against two Black kings communicating with the two double corners, since, with White to play, this arrangement obtains against each of the Black kings, it is obvious that White, by directing his whole force against that piece of his adversary which is first played, would take that piece at the fourth play. To prevent this catastrophe, Black is compelled to play his second piece to square 28. At this stage, two rounds are finished; and the original arrangement of the pieces is reversed, together with the tactics of both parties. White can no longer compel the first Black king to discontinue play to avoid capture, but, on the contrary, by his next shift, he can force him to continue play, and to retire, so as to enable White to occupy the second diagonal with the whole of his forces. If Black now withdraw his other piece to square 32, the move will be again reversed; and White, examining the position of his three pieces and either of Blacks, will find that the pieces thus reckoned in each set, are odd; while he can so dispose his pieces as to immediately enforce a mutual capture in the same diagonal line.

At the end of a game, it not unfrequently happens that three kings united together against four make a protracted resistance, while the attacks of the stronger party are generally of an unsystematic, ill-concerted, wavering, and desultory character, and if finally successful, are only so mainly through the exhaustion of the weaker party. We recommend this problem to be studied by skilful players, especially as Payne, Sturges, and others, have not given a solution of it. Perhaps most players are not aware that the problem has two cases, requiring, doubtless, distinct modes of strategy: vet nothing can be more obvious, on actual inspection: for, if all the

pieces above-mentioned are placed on the board, the two varieties, to which we advert, will result from giving the first play, in succession, to both Black and White.

We proceed to show how the arrangement of unequal forces in each set is affected by one or more captures. To find how the arrangement is affected in he odd set, take the following Rule = If the sum of all the captures, and of those counters which are in that odd set is odd, the number of pieces in the set, if previously odd, will become even—to be counted, at his proper turn, by the same player, and, if previously even, will, under like restrictions, become odd. But if the sum is even, the pieces remaining in the set will continue odd or even as at first, if these are also counted by the same player at his own turn.

The same rule, mutatis mutandis, applies to the even set. The rule may be more briefly stated by adopting, as a sort of conventional phraseology, the terms or expressions naturally employed in the case of equal forces—thus

If the sum of all the captures and of the counters in either set is odd, the move is changed in that set, but, if even, the move is not changed in that set. Here, it is obvious that the rule of Captures and Counters must be put twice into operation, in order to ascertain the state of the move in both sets: Otherwise, dismissing the counters,

Apply the former "Rule of Captures" to each of the sets separately, taking care to reckon, in both cases, all captures upon the board of an even number of pieces. In this manner the state of the move is found for each set, as in the case of equal forces it is found for either, so that the rule of Captures is in this way used twice instead of once, and this is all the difference subsisting between equal and unequal forces in regard to the application of the rule. We might, indeed, with perfect propriety and with unerring precision, apply, in every instance, and at each successive capture, the rule of unequal forces; for, as no mutual captures are actually simultaneous, a temporary inequality of forces is the never-failing accompaniment of capturing operations. Nor would the final result procured by this means differ from that of the single and compendious calculation which present the aggregate of the changes down to the point of restoration of the numerical

equilibrium. A strong and satisfactory evidence certainly of the practicability of ascertaining at every point of our progress the precise condition of the elements on which the calculation of the move depends, and of their complete independence of a fixed and equal proportion between the numbers severally representing the antagonistic forces. When it occasionally happens that a series of captures occurs, commencing with unequal and terminating with equal forces, what other rule has ever yet been discovered that could conduct us as if through the mazes of a labyrinth with such unequalled and wonderful facility to the concluding stage, when the calculation can be instantly verified by simple inspection of the ensuing arrangement of the pieces in the two sets, and when the state of the move is found to have been accurately determined?

### ON THE NATURAL SYSTEM OF NUMBERING THE BOARD.

The idea of numbering the squares on the board must have been coeval with the first attempts to register the games of draughts in writing; and, as the pieces are played on 32 squares, so these squares have invariably been numbered from 1 to 32. In the originally crude state of the science this system fully answered the single purpose contemplated-that of enabling the student to play the published games from the book. Any other purpose it is wholly incapable of subserving, and, indeed, it conveys an inaccurate idea of the mutual relations of the squares; for, it cannot be disputed that the contiguous squares on the board, reckoned in a diagonal line, are alternately odd and even, and that it is most natural to represent them by numbers, also alternately odd and even. Again, if the odd vertical rows consist wholly of odd squares, and the even vertical rows of even squares, (these terms, of course, being used relatively,) why should this important fact be lost sight of entirely through the whole of the book, when it is verily the especial province of numbers to convey to the mind, with perfect and with superior clearness, the distinction between odd and even? This defect existing in the system hitherto used requires a remedy; and, accordingly, in the subjoined Diagram, a new plan is exhibited, which has received the appropriate designation of the Natural System of numbering the board :--



Here, the digit in the tens' place indicates the number of the vertical row; that in the units' place points out the number of the horizontal row. The position of each square is determined by reference to the two sides of the board, which meet at the single corner next the player who has the Black pieces, which are now by general consent to be played first, and from the smaller numbers.

If we may be allowed to compare small things with great, we may say, that the situation of a square on the face of the board, like that of a city on the great globe, is ascertained by marking its latitude and longitude: and, yet, this is done with such simplicity as to remove all appearance of art; and the player may soon learn to attach to each square its particular number, in which he will be much assisted by the collocation of all the odd and of all the even figures in corresponding vertical rows. It is not difficult to understand the diagram. Thus, if a piece is placed on square 46, it is in the 4th vertical row, and in the 6th square from the bottom, as in chess, though the writer of this article had matured the idea before he became acquainted with that game. If, for a moment, we were to suppose the vertical rows to be called streets, and the

individual squares, places of residence in these streets, the signification of the diagram would become beautifully apparent.

Thus a man in square 57 is located in the 5th street, No. 7. A man placed in square 86 resides in the 8th street, which is the last in order. What number? No. 6. It would be a vain task to attempt to elicit any such information as to the whereabouts of a piece upon the old system; and the most expert proficient in draughts would be absolutely puzzled by a few questions of this kind in regard to the existing numbers with which he is familiar.

The two digits expressing the number of any square in the natural system, must always be of the same affection; for, in the odd rows, only the odd squares, as numbered from the bottom of the board, are used in play; and in the even rows, only the even squares. Therefore, both digits are invariably either both odd or both even, and, consequently, are always of the same affection.

The two digits expressing the number of any square in the row between the single corners, which we may term the axis of the board, must be the same; as 11, 22, 33, 44, 55, 66, 77, 88. And, in the diagonals crossing the axis, the digits constituting the numbers of equidistant squares are alike and reversed, as, 13, 31, 24, 42; 15, 51; 35, 53; 26, 62; 17, 71; 46, 64; 37, 73; 28, 82; 57, 75; 48, 84; 68, 86; while the sum of the digits in any cross diagonal, or their difference in any parallel one, is a constant quantity; by which curious properties the direction of any play can in general be readily ascertained.

Science has been called the knowledge of relations; and, on the ground of this truthful assertion, we may justly and logically lay claim to somewhat of a scientific character, as belonging to this new system, which is yet merely a candidate for public favour, though it might proudly boast, if it had a tongue, of having won the admiration of all the great draught-players to whom it has been communicated.

This system is beautifully adapted to the theory of the move. The odd and even sets of homologous rows are rendered perfectly distinct; all the 16 squares in the 1st, 3rd, 5th, and 7th vertical rows being represented by numbers, which consist wholly of odd figures; and, on the other hand, all the 16 squares in the 2nd, 4th,

6th, and 8th vertical rows, being represented by numbers, which consist wholly of even figures.

Hence, in games registered upon the natural system of numbering the board, ordinary plays are from odd to even, or from even to odd numbers, and the captures can be readily perceived; for, as the capturing piece is played from odd to odd, or from even to even, the four figures indicating the capture will be respectively all odd, or all even. Captures could be further distinguished from ordinary plays by placing marks of punctuation between the numbers, the others when numerically expressed having only blank interstitial spaces. Even these marks might be invested or clothed with additional meanings which they would represent, as their symbols or indices. In the specimens given, captures of even pieces made from both sets alike are distinguished by colons, because a colon is a double mark, as it consists of two or an even number of points, and may, on that account, be readily associated in the mind with the idea of an even number of captured pieces; and, on the other hand, captures of odd pieces are represented by single marks, as a period or comma, because a single mark, being simply one, that is, odd, may be conventionally used to suggest the idea of an odd number of captured pieces, without, in any way, overloading or fatiguing the memory. The period is employed to denote such captures made from the odd set; the comma, to denote similar captures from the even set.

Hence, in forces known to be equal at the beginning and end, the

following rule is to be observed:-

RULE.—Add together the periods and colons, or the commas and colons. If their sum is odd, the move is changed, but not otherwise. But if the forces are unequal, or not certainly known to be equal, the state of the move, in regard to each set, may be thus ascer-

tained:—

RULE.—Add together the periods and colons for the odd set, and the commas and colons for the even set. If the sum in either case

is odd, the move is changed in that sct, but not otherwise.

If both sums are odd, the move is changed in both sets; if both

are even, the move is changed in neither of the sets.

This operation may also be performed at once, from the commencement of the game, down to any stage in it, or even for the whole

game. The result will show at a glance how the move stands after the last capture in the series under examination; for, if, when so reckoned from the commencement of the game both sums are of the same affection, that is, both odd, or both even, the eventual difference of the forces is either 0, 2, or some other even number; if of contrary affections, the difference is either 1, 3, or some other odd number: and, in whichever set the sum is odd, Black, the first player, has the move, and in whichever set the sum is even, White, the second player, has the move,

Hence, in calculating from the beginning to any stage of the game, in which the pieces are known to be equal, the final state of the move may be thus ascertained:—

Rule.—If either of the sums aforesaid is odd, Black, the first player, has the move; if even, White, the second player, has the move.

NOTE.—In these rules, by periods, commas, or colons, is meant all the periods, commas, &c., in the given series, without exception.

The calculation of the state of the move in games published on the natural system, with the proper addenda of the three marks above-mentioned, is a work requiring only seconds for its accomplishment. All the changes in the whole course of a game might be cast together, and the final balance, without fear of error, struck in an almost incredibly brief space of time; so that it may be said that, in this particular department, we have arrived at the ne plus ultra of all possible improvements. The rapidity of the process greatly exceeds what can be attained on the board; for, in this case, the whole is presented to the eye as it were simultaneously, and is in a state for almost instant determination; and the writer may here affirm that he both began the improved system, and carried it through all its grades to the last stage of perfection. His most grateful acknowledgments are due to Mr. James Neilson, Prince's Street, Glasgow, who has also rendered important services to the science of draughts, and without whose active intervention and patronage he is of opinion that he might have scribbled where he pleased, in dead earnest, the words of the Roman poet-" Sic vos non vobis-Sic vos non vobis!"

#### DEMONSTRATION OF PAYNE'S RULE.

In the preceding part of this Exposition, the truth of Payne's Rule was implicitly acknowledged, or taken for granted; and it was assumed as the basis of the improved theory. It is desirable, however, to demonstrate the rule Algebraically for the satisfaction of the student.

Let there be m men on each side: consequently the whole pieces on the board will make m pairs, (the men and pairs being then represented by the same quantity,) and we may suppose the men composing each pair to be moved towards each other till one of them be set or staled at the distance of one square from the other, so that the sum of the finally intervening squares will be equal to m.

Let the entire number of plays necessary to complete the fixing or staling of the pieces on one side, be represented by n. And let m+n=s, a quantity representing the squares as defined or used by Payne. Hence, n = s - m, and the party who makes the nth play has the move. But n, according to the equation, varies as s - m, or as s + m, that is, according to the difference or sum of the men and squares. Now, when the rule is so framed as to suit the party that has to play first, it is evident, if the player in question has the first and last play, that he has the move, and that n is odd. But when n is odd, s - m or s + m is also odd, because these quantities are of the same affection as n. Hence, if s - m or s+m is odd, that is, if the difference or sum of the squares and men is odd, you have the move, if it is your turn to play. But when s - m or s + m is odd, s and m must be of contrary affections, so that, if s is even, m must be odd; and if s is odd, m must be even. Hence, you have the move, if s is even and m odd, or if s is odd and m even; or, to use Payne's words, if the squares are even and the men odd, or the men even and the squares odd, you have the move. Q. E. D.

These may be readily set up on the Board agreeably to the method already invariably adhered to, namely, by keeping the colour "to play" next the reader, and the Black always on the supposed first 12 squares. The first four positions have occurred in play with the persons named; and the others subjoined to them are Payne's, and not, as generally supposed, Sturges'.

Those marked with Stars are Kings.

14th Position-J. Dunn.

12, 16, 20, 21, 14, W

3, 11, 7, 6, B to play and win—thus, 7 2; 16 7, &c.

15th Position-T, Muir.

14, 18, 20, 27, B

\*, 28, 26, 30, W to play and win—thus, 7 11; 27 31; 11 15, &c.

16th Position-A. Drysdale.

1, 5, 9, 27, 17, 26, 28, B

7, 8, 10, 16, 18, 20, 25, W to play and win—thus, 20 24; 28 3; 10 6, &c.

17th Position-A. Bonald.

12, 16, 5, W

3, 7, 6, B to playand win—thus, 6 10; 5 9; 10 15; 9 6; 15 19; 6 2; 19 24,&c.

18th Position-Wm. Payne.

6, 24, B

14, 18, 23, W to play and win—thus, 18 15; 6 1; 14 9; 24 28; 23 19, &c.

19th Position-Wm. Payne.

9, 16, B

26, 18, W to play and win-thus, 18 15; 9 14; 26 22, &c.

20th Position-Wm. Payne.

4, 15, 20, 18, 22, B

11, 30, 31, 27, 28, W to play and win—thus, 27 23; 18 27; 31 24, &c.

† This is alluded to in page 146.

J. MEILSON, PRINTER, TEONGATE.







