

# Sports and Pastimes.

## ENGLISH ATHLETICS.

LONDON, July 28.

**T**HE New Zealand sprinter, R. Opie, was among the competitors in the 150 Yards Invitation Scratch Race figuring on the programme of the British Press Charity Sports held at the Stadium last Saturday. The New Zealander won his heat easily by four yards in 15.5sec., which time was equalled by D. H. Jacobs, of the Herne Hill Harriers. So easily did Opie appear to win his race that the New Zealander's chance in the final was considered to be very poor. Opie, however, was not to be outdone by Jacobs, V. D'Arcy, of the Polytechnic, P. A. Robby, of America, J. A. Wells, Herne Hill Harriers, and M. Chapman, Finchley Harriers. Jacobs was first away, with Opie in hot pursuit. At the half-distance Jacobs was leading, but D'Arcy came with a rare rush in the last 50 yards and won a great race by 18 inches from Jacobs in 15 seconds "dead," Opie being beaten four feet for second place.

Considering the loose state of the track Jacobs's performance was a splendid one. Another Antipodean fighting in the sports was W. A. Stewart, of Tasmania, who won the 75 Yards Invitation Scratch Race from Robby, D'Arcy, and Wells in 8 seconds, his margin being four feet. Stewart is probably the fastest starter at present sprinting.

On the same day W. A. Woodger was competing in the Invitation Hundred at the Salford Harrier sports. He was beaten by Slangton of the promoting club, in his heat in 10.5-sec., but qualified for the final. In this he completely turned the tables on Slangton, but was beaten three yards by the American, F. L. Randall (the English 100 yards champion), though the latter could do no better than 10.5-sec., thanks to a rough track and a head wind.

The New Zealand cyclist, A. J. Taylor, and the Australian, E. W. Schneider, were next competing at the joint meeting of the Putney Polytechnic and Paddington C.C.s, held at Herne Hill on Saturday last. Taylor's event was the Mile Open Handicap, but he was beaten by inches in his heat by Chandler, of the Kentish Wheelers, after a rare set to.

Schneider was in the Half-mile Open Scratch Race. He won his heat easily, but in the final was beaten into third place by Bailey and Ryan, of the "Poly." The former winning by a wheel in India 21.2-5 sec., with Schneider a couple of lengths behind Ryan.

The Antipodean tennis players, A. W. Baskley and E. C. Pockley, began bravely in the Norwood tournament, completed last Saturday. Their great achievement was in the final of the Gentlemen's Doubles, in which they magnificently outplayed the local pair, the "Poly." and the former winning by a wheel in India 21.2-5 sec., with Schneider a couple of lengths behind Ryan.

The Mixed Doubles Duntop and Mrs. Wetherby were beaten by Pockley and Mrs. O'Neill after a hard tussle by two sets to love, 7-5, 0-7, and the victors were booked out in the semi-final by R. S. James and Mrs. McNair, who won 6-2, 6-3. The conquerors beat Ritchie and Miss Talloch in the final 6-1, 2-0 retired.

Australia also figured to much advantage at the Netis Association tournament, concluded last Saturday. The victors were P. Dixon, S. N. Doust won the Open Doubles, beating in the final, the French crack A. H. Gobert and G. W. Hilliard, who gave the Anglo-Australian pair as hard a set match as they cared to play. The best set fell to Doust and partner at 6-2, but they lost the next at 7-5, and the third at 8-6, only claimed the fourth at 11-0, and the decider at 6-4, thus winning by three sets to two and 34 games to 32. Their association with Mrs. Lambert Chambers, Doust won the Mixed Doubles, the opposition consisting of A. H. Gobert and Mrs. Edgington. Doust was fired after his 6-2 set match in the men's event, and did not play up to his form, but Mrs. Chambers played up magnificently, and the Anglo-Australian combination proved victorious by three sets to two and 30 games to 15: 6-3, 2-6, 8-6.

Another Australian success came in the singles championship, Nottingham, in the final of which R. W. Heath beat C. P. Dixon by two sets to one and 16 games to 13: 6-3, 4-6, 6-4. Dixon was not seen at his best, but Heath played extremely well, and thoroughly deserved his victory.

An interesting feature of the "Weekly Dispatch" S.C. last Saturday was the appearance on the river in their war canoe of some of the Maori contingent now in London. Although the native contingent of the "President" (training ship) met at Blackfret, is 14 miles 1000 yards, and Battersby covered it in 3 hours 37 minutes, the slowest time on record, and that could have been cut down very considerably had the winner found it necessary to hurry up. Of the 20 starters 14 finished, the last man home occupying just 61 minutes longer than the winner.

## CHESS.

All communications to be addressed to the Chess Editor, "The Weekly Graphic and New Zealand Mail," Box 283, Auckland.

The Auckland Chess Club meets on Monday Thursday, and Saturday evenings, at No. 24, His Majesty's Arcade, Queen-street (2nd floor).

The Y.M.C.A. Chess Club meets on Friday evenings.

The Hamilton Chess Club meets in the Public Library, Hamilton, every Friday evening, at 7.30.

### Answers to Correspondents.

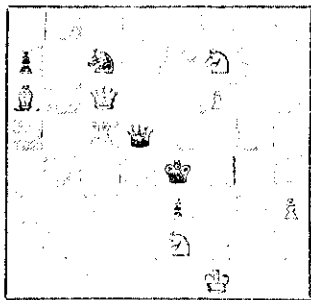
R. Mears, and E.K.K.—Thanks for letters and news.  
P.C.C.—Your solution of 106 is correct.

### Position No. 108.

By K. ERLIN, Vienna.

(Second prize, "Thskrift for Schack.")

Black five pieces.



White eight pieces.

White to play and mate in two moves.  
Forsyth Notation: 8: pK2N2; BQ2 P2; 2R3d; 4K3; 4p2P; 4S3; 5K2.

### Another Capablanca Brilliant.

Played in a simultaneous exhibition at New York against a strong opponent.

White.	Black.
1. P-K4	P-QB4
2. P-QK4 (a)	PxP
3. P-QK3	P-K3 (b)
4. PxP	BxP
5. P-QB3	B-K2
6. Kt-KB3	Kt-KB3
7. P-K5	Kt-Q4
8. P-B4	Kt-B5
9. P-Q4 (c)	B-Ktch
10. B-Q2	Q-K2
11. BxB	QxRch
12. R-QK4	Kt-Qch
12. QKt-Q2	Q-B6
14. BxKt	QxB
15. R-Kt3	Q-Kt3(d)
16. Castles	P-B1 (e)
17. PxP e.p.	PxP (f)
18. Kt-R4	Q-R3
19. R-KR3	R-Kt1
20. Kt-K4	P-Q4
21. PxP	PxP
22. Kt-Qch	K-Q2
23. Kt-Q6	Q-B1
24. Q-B3	Kt-B3
25. Kt-Kt6 (g)	Q-B2
26. RxP (h)	QxR
27. QxPch	K-B2
28. Q-Q6	K-Kt3
29. R-Ktch	K-R3
30. Q-R3ch	Kt-R4
31. Q-Q3ch	Resigns.

(a) The Wing Gambit, admittedly risky, but offering chances to an attacking player. White secures a strong centre, and many things happen before Black is able to use his Queen's side pawns.  
(b) Black's best plan undoubtedly is to "go the whole hog" with PxP. Afterwards P-Q3 may be played, and the KB developed by P-KK3, etc.  
(c) This seems to let Black in, but White has considered all the possibilities.  
(d) And the effort is that Black has changed off all his active pieces, and remains with a hopelessly undeveloped game.  
(e) Black's only chance is by P-Kt3, etc.

(f) If QxP, 18. Kt-K4 followed, if Q-B5, by 19. Kt (R3)-Kt6, and if Q-K2 by 19. P-B5, etc.

(g) A beautiful sacrifice. Of course if PxKt, 26 R-Rch. If RxKt, 26. RxPch.  
(h) Another fine move, finishing off the game.

"Daily News."

### Chess in the 18th Century.

(Continued.)

We now give a further extract from Philidor's treatise. The opening chapter is entitled "Game the First, with Reflections on the most material Moves; and two Back Games; one beginning from the 12th, and the second from the 37th Move of this Game." We do not propose to reproduce the "Back Games," as even without them the extract promises to be of considerable length. The text runs: -

1. White: The King's Pawn two Steps.  
Black: The same.

2. W: The King's Bishop at his Queen's Bishop's fourth Square.  
B: The same.

3. W: The Queen's Bishop's Pawn one Move.  
B: The King's Knight at his Bishop's third Square.

4. W: The Queen's Pawn two Moves (a).  
B: The Pawn takes it.

(a) This Pawn is played two Moves for two very important Reasons; the first is, to hinder your Adversary's King's Bishop to play upon your King's Bishop's Pawn; and the second, to put the strength of your Pawns in the Middle of the Echiquer, which is of great Consequence to attain the making of a Queen.

5. W: The Pawn retakes the Pawn (b).  
B: The King's Bishop at his Queen's Knight's third Square (c).

(b) When you find your Game in the present Situation (viz.) one of your Pawns at your King's fourth Square, and one at your Queen's fourth Square, you must push neither of them before your Adversary proposes to change one for the other; in this case you are to push forwards the attack'd Pawn. It is to be observed that Pawns, when sustained in a front Line, binder very much the Adversary's Pieces to enter in your Game, or take an advantageous Post. This Rule may serve for all other Pawns thus situated.

(c) If instead of retiring his Bishop, he gives you Check with it, you are to cover the Check with your Bishop, in order to retake his Bishop with your Knight, in case he takes your Bishop; your Knight will then defend your King's Pawn, otherwise unguarded. But probably he will not take your Bishop, because a good Player strives to keep his King's Bishop as long as possible.

6. W: The Queen's Knight at his Bishop's third Square.  
B: The King castles.

7. W: The King's Knight at his King's second Square (d).  
B: The Queen's Bishop's Pawn one Move.

(d) You must not easily play your Knights at your Bishops third Square, before the Bishop's Pawn has moved two Steps, because the Knight proves an Hindrance to the Motion of the Pawn.

8. W: The King's Bishop at his Queen's third Square (e).  
B: The Queen's Pawn two Moves.

(e) Your Bishop retires to avoid being attack'd by the black Queen's Pawn, which would force you to take his pawn with yours; this would very much diminish the Strength of your game, and spoil entirely the Project already mentioned, and observed in the first and second Reflections. Vide a and b.

9. W: The King's Pawn one Move.  
B: The King's Knight at his King's Square.

10. W: The Queen's Bishop at his King's third Square.  
B: The King's Bishop's Pawn one Move (f).

(f) He playeth this Pawn to give an Opening to his King's Rook; and this

cannot be hindered, whether you take his Pawn or not.

11.

W: The Queen at her second Square (g).  
B: The King's Bishop Pawn takes the Pawn (h).

(g) If you should take the Pawn offered to you, instead of playing your Queen, you would be guilty of a great Fault, because your Royal Pawn would then lose its Line; whereas if he takes your King's Pawn, that of your Queen supplies the Place, and you may afterwards sustain it with that of your King's Bishop Pawn. These two Pawns will undoubtedly win the Game, because they can now no more be separated without the Loss of a Piece, or one of them will make a Queen, as will be seen by the Sequel of this Game. Moreover, it is of no small Consequence to play your Queen in that Place for two Reasons: the first to support and defend your King's Bishop's Pawn; and, secondly, to sustain your Queen's Bishop, which, being taken, would oblige you to retake his Bishop with the above-mentioned last Pawn; and thus your best Pawns would have been totally divided, and by Consequence the Game inhospitably lost.

(h) He takes the Pawn to pursue his Project, which is to give an Opening to his King's Rook, and make it fit for Action.

12.

W: The Queen's Pawn retakes it.  
B: The Queen's Bishop at his King's third Square (i).

(i) He playeth this Bishop to protect his Queen's Pawn, and with a View to push afterwards that of his Queen's Bishop. Observe that he might have taken your Bishop without Prejudice to his Scheme, but he chuses rather to let you take his in order to get an Opening for his Queen's Rook, tho' he suffers to have his Knight's Pawn doubled by it; but you are again to observe, that a double Pawn is no way disadvantageous when surrounded by three or four other Pawns. However, to avoid Criticism, this will be the Subject of a Back game, beginning from this twelfth Move, to which you are sent after the Party is over; the black Bishop will then take your Bishop. It will then be seen, that, playing well on both Sides, it will make no Alteration in the Case. The King's Pawn, together with the Queen's, or the King's Bishop's Pawn, will play'd, and well-sustained, will certainly win the Game.

N.B. In regard to these Back games, I shall make them only upon the most essential Moves; for if I were to make them upon every Move, it would be an endless Work.

13.

W: The King's Knight at his King's Bishop's fourth Square (k).  
B: The Queen at her King's second Square.

(k) Your King's Pawn being as yet in no Danger, your Knight attacks his Bishop, in order to take it, or have it removed.

14.

W: The Queen's Bishop takes the black Bishop (l).

(l) The Pawn takes the Bishop.  
(m) As it is always dangerous to let the Adversary's King's Bishop batter the Line of your King's Bishop's Pawn; and as it is likewise the most dangerous Piece to form an Attack, it is not only necessary to oppose him by times your Queen's Bishop, but you must get rid of that Piece as soon as a convenient Occasion offers.

15.

W: The King castles with his Rook (n).

(n) The Queen's Knight at his Queen's second square.

(o) You chuse to castle on the King's Side in order to strengthen and protect your King's Bishop's Pawn, which you will advance two Steps as soon as your King's Pawn is attack'd.

16.

W: The Knight takes the black Bishop.

B: The Queen takes the Knight.

17.

W: The King's Bishop's Pawn two Steps.

K: The King's Knight at his Queen's Bishop's second square.

We hope to give the remainder of this game in our next issue.