

EASTBOURNE GAZETTE
EASTBOURNE, ENGLAND
31 JANUARY 1894

CHESS NOTES

Vie Victus! We have lost to Hailsham by five games to six. Of course we had not our strongest second team, but it was the same thing with our opponents, three of their best men being absent. Perhaps if the members came more regularly to the club, we should avoid such downfalls. When a "playing member" comes once every three months to "look in," we might find it advantageous to "look out." Score as follows:

<i>Hailsham.</i>			<i>Eastbourne.</i>		
Mr. J.B.C. Coles	0		Mr. E.A. Crowley	1	
Mr. T. Parks	1	0	Mr. F.C.S. Champion	0	1
Mr. F. Thomas	0	1	Mr. C.D. Davidson	1	0
Mr. J.J. White	1	0	Mr. E.A. Rich	0	1
Mr. W. Smith	1		Mr. A.E. Wright	0	
Mr. C. Thomas	1		Mr. Leighton	0	
Mr. G.F. Breads	1	<u>0</u>	Mr. H.J. Chartris	0	<u>1</u>
Total		6	Total		5

The following is the game played at the top board, Sicilian Defence.

<i>Mr. Coles.</i>		<i>Mr. Crowley</i>	
1.	P to K 4	1.	P to Q B 4
2.	P to Q 4	2.	P x P
3.	Q x P	3.	Kt to Q B 3
4.	Q to Q sq	4.	Kt to B 3
5.	B to Q B 4 ?	5.	Q to R 4 †
6.	P to Q B 3 (a)	6.	Kt x P
7.	Q to B 3	7.	Kt to B 3
8.	Q to B 4	8.	P to K 4
9.	Q to Q 2	9.	Kt to K 5
10.	Q to Q 5	10.	Q x Q
11.	B x Q	11.	Kt to B 3

12. B to Kt 3
13. P to K R 3 ?
14. Kt to K 2
15. Castles
16. Kt to Q 2
17. P to Q R 3
18. B x B ?
19. Kt to Q Kt 3
20. B to Kt 5
21. B x Kt ?
22. Q R to Q sq
23. Kt to Kt 3
24. Kt to Q 2
25. Kt to B 3
26. Kt to Q 2
27. P x P
28. K to R 2
29. R x B
30. Kt x R
31. Kt to Kt 3
32. Kt to K 4
33. Kt to B 5 †
34. R x P ? (b)
35. Kt to R
36. Kt to K sq
37. P to K Kt 3
38. K to Kt sq
39. K to R 2
40. K to K 2
41. Kt to B 2
42. Kt to K 3 †
43. K x Kt
44. P to B 4 (c)
45. P to Q R 4
46. P to Kt 4
47. P x P

12. P to Q 4
13. B to Q B 4
14. Castles
15. B to K 3
16. Q R to Q sq
17. P to Q 5
18. P x B
19. B to Kt 3
20. P to K R 3
21. R x B
22. P to Q 6
23. R to B 5
24. Kt to K 2
25. P to K 5
26. P to K 6 !
27. B x P †
28. B x Kt
29. R x R
30. P to K 4
31. K to B 2 ?
32. K to K 3
33. K to B 4
34. R x R
35. P to K 5
36. Kt to Q 4
37. Kt to K 6
38. Kt to B 5
39. Kt to Kt P
40. Kt to B 5
41. P to K Kt 4
42. Kt x Kt
43. P to K R 4
44. K to K 4
45. P to Kt 3
46. P x P
47. P to R 4

Black wins.

- (a). B to Q 2 is much better, gaining time and saving the attacked pawn.
- (b). Anything but this. Kt x K P or Kt x Kt P would change the fate of the day most likely.
- (c). Fatal of course. But nothing would save the game.

TA DHUIBH.