## THE CHESS-PLAYER.

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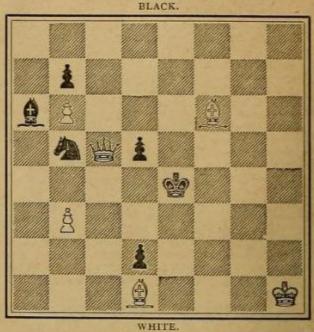
Problem No. LXXXIX.-By T. D. Clarke, First Prize in Third "Leader" (Aus.) Tourney.

WHITE-King at KR sq; Queen at KKt6; Rooks at KB4, QKt2;
Knights at QB3, QB6; Pawn at KR4.

BLACK-King at K6; Rooks at Q sq, QB5; Bishops at Q3, QR3;
Knight at KB6; Pawns at KB2, K3, QB4.

White to play and mate in two moves.

Problem No. XC,-By W. T. Pierce, From British Chess Magazine,



White to play and mate in three moves.

The three problems following are first, second, and third prize winners in Mirror of American Sports' Solvers' Tourney, No. 1:

Problem No. XCI, by George H. Thornton, Buffalo.

WHITE—King at QR7; Queen at QB8; Rooks at QR3, KR2;

Bishop at Q2; Knights at Q sq. KKt7.

BLACK—King at Q6; Queen at KR3; Rooks at KR4, QR5;

Bishops at KB2, QR8; Knights at QKt7, QKt6; Pawns at KR5, KB3, Q5, QR4.

White to play and mate in two moves.

Problem No. XCII, by J. A. Kaiser, Philadelphia.

WHITE—King at QK16; Queen at QK12; Rook at QR7; Bishop at Q4; Knight at KB5; Pawn at KB4. BLACK—King at KR4; Knight at Q6; Pawns at KK15, KR6. White to play and mate in three moves.

Problem No. XCIII, by H., E., and J. Bettmann, Cincinnati, O. WHITE—King at K8; Queen KR2; Rook at QB2; Bishop at K5;
Knights at QR4, KR8; Pawn at KR6.
BLACK—King at Q4; Bishop at QR8; Pawns at KR2, KR4, KB4,
K6, QB2, QB4, QB6, QR7.
White to play and mate in four moves.

Problem No. XCIV, from Chess Monthly Two-move Tournament.

Motto, "My Maryland."

WHITE-King at KK18; Queen at KK17; Rook at Q sq; Bishops at QB4, KB2; Knight at Q8; Pawns at QK16, KR5.

BLACK-King at Q3; Rook at Q5; Pawns at Q2, KR3.

White to play and mate in two moves.

Problem No. XCV. Motto, "Lasciate ogni Speranza."

WHITE—King at KK16; Queen at QK15; Rooks at QR2, K4;
Bi-hops at QK16, Q sq; Knights at Q6, K2.

BLACK—King at KB6; Queen at KK18; Rook at KR8; Bishop at
KK16; Knight KR7; Pawns at QK12, KB7.

White to play and mate in two moves.

Solution of Problem No. LXXXI. I—R KR4 2—Q or P mates acc. I-Any move

Solution of Problem No. LXXXII.

1-Q KB8 2-P K6, dis ch 3-Kt Kt8, dis ch, mate. 1-K Q5 (a, b) 2-KB4

| (b)1-

1-K x P 2-Any move 2-Kt 88 ch 2-Any 3-Q Q6 or B5, mate. 2-Kt B4 3-Q Q6 mate.

Correct solutions received: Problem LXXX, LXXXVII, and LXXXVIII, from U. Hartnell, Salinas City; problems LXXXI and LXXXII, from L. T., Marysville; problem LXXXIV, from D. Wood, Placerville, and Wm. Zeckendorf, Tueson, A. T.

Note.-Variation (a) in solution to Problem LXXX is incorrect.

Answers to Correspondents.

U. H., Salinas City—The problem referred to is faulty, and a knowledgment thereof made. See note concerning LXXX.

With this issue, the Argonaut celebrates the beginning of the second year of the Chess Column. It has been fully demonstrated by the acknowledgments of the chess-players throughout the Pacific Coast, and the increasing interest manifested by problem-solvers, that the publication of the column is no longer an experiment, and it will be our endeavor to make it more interesting and attractive during the present year. The problems will be from the best of those published in the various chess periodicals, and the games will be selected from those played by recognized masters in the royal game. All chess news of noteworthy interest will be given from time to time, and the high-standard of the problem and game departments maintained. We present to our readers a problem treat which we are sure will be fully appreciated and enjoyed.

Never play with people who are older than you, if you are sure to beat them, and are not certain whether they can stand it.—Et-mira Telegram. Moral: Always ask your opponent how old he is, and ascertain whether you can beat him before you begin.—New-ark Call.