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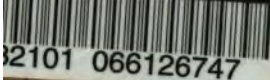
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Freeman

CHECKERS.

The Match Games

BETWEEN

CLARENCE H. FREEMAN,

Of Providence, R. I.

AND

CHARLES FRANCIS BARKER,

Of Boston, Mass.

For \$400 and the Championship of America.

WON BY THE SEVERAL CHECKERS IN APRIL 1874 AND WAS CONCLUDED BY THE TOGETHER WITH THE

FREEMAN-WYLLIE MATCH GAMES.

ISSUED 1874, WITH AN EDITION OF THE

RECAP

PRICE THIRTY CENTS.

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The Checker Champion.

LARENCE H. FREEMAN, the checker champion of America, was born in Central Village, Conn., December 7, 1859, and is therefore 26 years of age. He is a direct descendent of the Pequot Indian tribe, once so powerful in the Quinebaugh valley. He commenced playing checkers when about seven years old, using black and white beans as men, which was the custom among his people.

He first came into prominence in 1876, when he won the first prize in a tournament for the city championship. In the winter of 1877 he was challenged by J. Hill, and played a match of 24

games, which he won by the score of 6 to 4, and 14 draw. In April of the same year he contested two matches with Martin Stewart, which he won by the score of 16 to 11. December of that year he met the then famous world's champion, Dr. R. D. Yates. The score was Yates 4, Freeman drawn 4. About the same time he played the late R. E. Bowen with the score, Bowen 4, Freeman 3, drawn 4. In the following year he defeated the peripatetic expert, J. H. Erwin, 18 to 2, and 14 drawn. In 1879 he challenged M. G. Merry, Esq., of Lordale, for the State championship. Three matches were played all of which Mr. Freeman won, by the scores of 8 to 2, 12 to 0 and 12 to 2. In the same year he played Mathew C. Priest, champion of Pennsylvania, a match of 50 games, with the result Freeman 9, Priest 8, drawn 33.

Mr. Priest was not satisfied with this match, and another was played, which Priest won by the score of 5 to 2, and 41 drawn. In the same year he was defeated by R. E. Bowen for the first time, 1 to 0, and 10 drawn. From this time out he began to be known as one of the first players of the country. It was at that time he first ventured away from home to play. He went to Boston and first met the champion, Barker, and defeated him by the score—Freeman, 6; Barker, 2; drawn 11 games. Subsequently they had two other encounters. The first resulted in 5 drawn and the second in 6 draws, making his total score with Barker previous to the match, 6 to 2, and 22 drawn. In 1880 he defeated R. E. Bowen by 3 to 0, and 3 drawn. In 1882, Wyllie, the world's champion, visited Phenix to give exhibitions. On invitation of the players, Mr. Freeman went up and met the veteran and, although out of practice, came out of the contest with the score: Freeman, 1; Wyllie, 1; drawn, 1. Last December Wyllie visited this city to give exhibitions, and a friendly match of 20 games was arranged between them. This lasted six days and to the great surprise of the checker world, was won by Mr. Freeman by the score of Freeman, 4; Wyllie, 1; drawn 15: the worst defeat the veteran ever received. After this contest Mr. Freeman's friends concluded he was at least the equal of any player, and determined to challenge Barker for the championship which resulted in the match just closed, and which he won by: Freeman, 6; Barker, 3; drawn, 39. Mr. Freeman is a very quiet, unassuming gentleman, never giving an opinion unless asked. At the club he is never above playing a game with the poorest scrub; besides being the champion "cross board" player he is one of the finest blindfolded players in the country; he occasionally entertains the members of the club with a game under this condition. Mr. Freeman has a natural taste for music and much of his leisure is devoted to his violin.

Tabulated Score of the Match.

1st game	Fife...	Drawn
2d "	Second Double Corner...	Freeman won
3d "	Fife...	Drawn
4th "	Second Double Corner	Drawn
From the 5th to the 20th the games were alternately "Fife" and "Second Double Corner."		
20th game	Second Double Corner.....	Drawn
21st "	Dyke.	Freeman won
22d "	Second Double Corner.....	Drawn
23d "	Fife..	Drawn
24th "	Second Double Corner	Drawn
25th "	Fife.....	Drawn
26th "	Second Double Corner.....	Drawn
27th "	Switcher.	Barker won
28th "	Kelso.....	Drawn
29th "	Fife.....	Drawn
30th "	Bristol.....	Freeman won
31st "	Cross.....	Drawn
32d "	Kelso.....	Drawn
33d "	Cross.	Drawn
34th "	Kelso.....	Barker won
35th "	Cross.....	Drawn
36th "	Kelso.....	Drawn
37th "	Cross	Drawn
38th "	Kelso.....	Drawn
39th "	Switcher.....	Drawn
40th "	Kelso.....	Freeman won
41st "	Switcher.....	Drawn
42d "	Kelso.....	Barker won
43d "	Second Double Corner.....	Drawn
44th "	Second Double Corner.	Drawn
45th "	Single Corner.....	Drawn
46th "	Dundee.....	Drawn
47th "	Defiance.....	Freeman won
48th "	Second Double Corner.....	Drawn
Total,	Freeman 6.	Barker 3.
		Drawn 39.

Freeman-Barker Match Games.

GAME 1—FIFE.

FREEMAN'S MOVE.

11..15	29..25	2.. 9	19..16	7..14	9.. 6
23..19	8..11(a)	24..20	18..27	2.. 6	31..27
9..14	25..22	15..24	26..22	14..18(c)	6.. 2
22..17	4.. 8	28..19	12..19	21..17	27..23
5.. 9	22..17	9..14	24.. 6	23..19	28..24
26..23	13..22	32..28	27..31	6..10	19..28
9..13	26..17	11..15	6.. 2	18..23	2.. 7
30..26	1.. 5	27..24	31..26	17..14	11..15
13..22	17..13	8..11(b)	22..17	23..27	10..26
25.. 9	5.. 9	31..26	26..23	14.. 9	3..10
6..13	13.. 6	15..18	17..10	27..31	26..23

Drawn.

(a) Leaves all book play.

(b) 7..11 would make some fine play.

(c) 23..18, 6..10, 14..17, 21..14, 18..9, 28..24, 9..5, 24..19, 5..1, 19..16, 3.. 7, 10..3, 1..6, 16..7, 6..2, 20..16, Draw.

GAME 2—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	6..10	10..17	21..25	25..22	18..11
24..19	29..25	25..22	26..23	6.. 1	9..14
15..24	1.. 6	2.. 6	25..30	22..18	11..16
28..19	32..28	23..18	6.. 2	1.. 6	28..24
8..11	9..13	6.. 9	7..11	3.. 8(c)	16..11
22..18	18.. 9	18..14(a)	19..15	6.. 9	14..18
11..16	5..14	9..25	11..18	8..12	11.. 7
25..22	22..18	30..14	23..14	2.. 6	1.. 6
10..14	13..17	13..17	12..16	4.. 8	8..11
27..24	18.. 9	14.. 9	14..10	6.. 1*	24..19
16..20	6..13	17..21	30..25(b)	16..19	7.. 3
31..27	21..14	9.. 6	10.. 6	24..15	6..10

Freeman wins.

(a) 19..15 is better.

(b) If 30..26, 27..23, &c. draws.

(c) Playing for 6..10, 8..12, 10..7, 4..8, 7..3, 8..11, 3..7, 11..15, 7..11, 16..19, 2..7, 19..23, 7..10, 23..32, 10..19, 20..27, 19..15. Drawn.

GAME 3—FIFE.

FREEMAN'S MOVE.

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

(a) Anderson claimed originality of this move.
The 9th and 19th were same as first; the others like 3d up to 19th.

GAME 4—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	16..20	9..18	6..10	11..15	31..26
24..19	31..27	26..23	15.. 6	28..24	23..18
15..24	7..10	7..11	1..10	15..18	26..23
28..19	29..25	23.. 7	21..17	24..19	18..15
8..11	4.. 8	11..18	8..11	18..22	20..24
22..18	32..28	22..15	17..14(a)	19..15	14..10
11..16	3.. 7	2..18	10..17	22..26	23..18
25..22	18..15	19..16	25..22	15..11	10.. 7
10..14	14..18	12..19	18..25	26..31	24..27
27..24	23..14	24..15	30..14	27..23	7.. 3
					Drawn.

(a) Same as Wyllie-Barker match game 1872.
The 6th, 8th, 10th, 12th and 14th were similar to above.

GAME 8.

BARKER'S MOVE.

11...15	22...17	9...14	22...18	3...10	7..
24...19	9...13	17...10	11...15	14... 7	18..
15...24	17...10	7...14	18...11	26...22	11..
28...19	6...22	29...25	14...18	17...13	22..
8..11	26...17	4... 8	23...14	12..16	7..
22...18	13...22	25...22	16...30	7... 3	18..
11...16	30...26	8...11	21...17	16...19	11..
25...22	5... 9	31...26	30...26	3... 7	22..
10...14	26...17	2... 6	11... 7	22...18	7..
					Draw

(a) If 11...15, 19...24, 27...20, 6..9, 13...6, 1...19 black
This game was also played in the Yates-Wyllie match.

GAME 18—SECOND DOUBLE CORNER

BARKER'S MOVE.

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

Freeman win

(a) Leaves book play.

(b) Probably the losing play, 14..17, 21..14, 10..26, 31
7..10. Draws easily.

GAME 20—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	30..25	9..14	25..21	31..24	25..21
24..19	10..14	18..9	7..10	9..6	31..26
15..24	17..10	5..14	22..18	2..9	21..17
28..19	6..24	26..22	10..15	13..6	26..23
8..11	32..28	14..17	19..10	24..19	17..13
22..18	8..11	13..9	16..19	6..2	19..16
11..16	28..19	17..26	18..9	20..24	10..6
25..22	11..16	31..22	19..26	2..7	1..10
16..20	21..17	10..14	21..17(b)	24..27	7..14
22..17	7..10	9..5(a)	26..31	29..25	Drawn.
4..8	17..13	3..7	17..13	27..31	

(a) 25..21 would lose, by 14..18, 1..5.

(b) 27..23 only draws.

GAME 21—DYKE.

FREEMAN'S MOVE.

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

Freeman wins.

(a) This loses. 27..24 draws.

It requires careful play to win, however.

GAME 22—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	6..24	17..26	15..31	12..16	20..24
24..19	32..28	31..22	14..7	3..7	5..1
15..24	8..11	10..14	31..26	31..26	24..28
28..19	28..19	9..5	23..18	7..11	1..6
8..11	11..16	2..6	26..22	16..19	28..32
22..18	21..17	25..21	18..14	2..7	6..2
11..16	7..10	6..10	20..24	19..23	23..27
25..22	17..13	22..18	14..10	11..16(a)	16..11
16..20	9..14	3..7	24..27	26..30*	27..31
22..17	18..9	18..9	7..3	10..6	2..7
4..8	5..14	7..11	27..31	1..10	32..27
30..25	26..22	21..17	9..6	7..14	7..3
10..14	14..17	11..15	16..20	30..26	27..23
17..10	13..9	17..14	6..2	14..10	10..7
					Drawn.

(a) Playing for 23..27, 7..11, 27..31, 10..6, 1..10, 11..15, etc.
 *20..24 and Black wins by very careful play.

GAME 24—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	16..20	5..14	15..24	3..8	15..19
24..19	22..17	22..18	28..19	26..23	9..6
15..24	4..8	1..5	7..11	11..16	19..26
28..19	17..13	18..9	19..16	25..22	31..22
8..11	8..11	5..14	12..19	10..15	14..18
22..18	26..22(a)	30..26	23..7	22..17	22..15
11..16	9..14	11..15	2..11	6..10	10..19
25..22	18..9	32..28	29..25	13..9	Drawn.

(a) Same as "Bowen's Bristol," Part 2d Vol.

GAME 26—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	17..13	6..22	25..22	30..26	8..11
24..19	8..11	13..6	8..11	22..17	19..23
15..24	26..22(a)	1..10	21..17	26..22	11..15
28..19	10..14	23..7	20..24	17..14	17..22
8..11	19..15	2..11	27..20	22..17	31..27
22..18	3..8(b)	26..17	19..23	14..10	23..26
11..16	22..17	10..15	17..13	15..18	20..16
25..22	7..10	17..14	23..26	7..3	12..19
16..20	30..26(c)	15..19	14..10	11..15	27..23*
22..17	10..19	29..25	26..30	3..8	Huff.
4..8	17..10	11..15	10..7	15..19	Drawn.

*A remarkable termination of a match game. We believe it never occurred before when a stroke was pending. Mr. Freeman had planned to take two for two some dozen moves in advance, but overlooked the close proximity of the king.

- (a) Same as a Bristol game.
 (b) The losing move. 12..16 draws.
 (c) An ingeniously baited trap.

GAME 27—SWITCHER.

FREEMAN'S MOVE.

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

Barker wins.

This game was played in about twenty minutes, and was probably lost through the provoking incident in the previous game.

- (a) No draw after this. 18..22 and 22..26 will draw.

GAME 28—KELSO.

BARKER'S MOVE.

10...15	18... 9	5...14	13... 6	25...30	9... 6
21...17	5...14	30...25	2... 9	23...18	23...19
11...16	24...19	3... 7	18..15	30..26	15...10
17...13	11...16	25...22	10...14	18...14	20...24
16...20	25...21	14..17	15...10	9...18	6... 2
22..18(a)	4... 8	21...14	14...17	27...24	19..23
15...22	26...22	10..26	19...15	20...27	Drawn.
25...18	7...10	31...22	17...21	32...14	
8...11	22...18	7...10	10.. 7	26...23	
29...25	1... 5	22...18	21...25	14... 9	
9...14	18.. 9	6... 9	7... 3	16..20	

(a) In the Barker-Priest match the former played 24...19 here, 22...18 is preferable.

GAME 30—BRISTOL.

BARKER'S MOVE.

11...16	8...11	6... 9	19..23	25...30	25...30
22...18	29...25	30...25	11...15	19...16	11...15
16...20	6... 9	2... 6	23...26	30..25	30...25
24...19	28..24	11... 8	15...19	16..12	15...19
8...11	1... 6	14...17	26...30	25...30	25...30
18...14	26...23	21..14	25..21	12... 8	14..10
9...18	11...16(b)	9...18	30..25	30...25	30..25
23...14	24...19	23...14	19...23	8... 3	10... 7
10...17	7...10	16...23	25..30	25...30	25..30
21...14	14... 7	27...18	23...27	3... 7	7... 2
11...16	3..10	12...16	30...25	30...25	30..25
25...22(a)	18...15	8... 3	32...28	7... 2	2... 6
16...23	10...14	16..19	25...30	25...30	25...30
27...18	15...11	3... 8	28...24	2... 7	22...17
4.. 8	9...13	6... 9	30..25	30...25	13...22
31...27	25...21	8...11	24...19	7..11	6...13

Freeman wins.

(a) 26..23 is the common move at this point, but 25...22 seems stronger. See Bowen's Bristol, Part II, 88 and 65.

(b) Losing move.

GAME 31—CROSS.

FREEMAN'S MOVE.

11...15	21...14	13...22	15...11	22... 6	8... 3
23...18	6...10	26...17	25... 30	8... 3	17...22
8...11	25...21	7...10	11... 8	6...10	31...27
26...23	10...17	14... 7	30...25	11... 7	22...26
4... 8	21...14	3...10	23...18	5... 9	27...23
24...19	1... 6	18...15	25...22	7... 2	26...31
15...24	20...25	6... 9	18...15	9...14	23...19
28...19	8...11	15... 6	16...19	2... 7	31...26
11...16	25...21	9...13	15...11(b)	10...15	11... 7
22...17	11...16	6... 1 ^a	2... 6(c)	3... 8	10...14
16...20(a)	21...17	13...22	1...10	15...10	19...15
17...14	9...13	19...15	19...23	7...11	20...14
10...17	30...26	22...25	27...28	14...17	Drawn.

(a) 9...14 is generally played here.

(b) 32...28 wins for white.

(c) Mr Freeman promptly takes advantage of his opponent's slip and secures a draw. The worst played game in the match.

GAME 32—KELSO.

BARCES'S MOVE.

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

(a) Drummond, 3d edition, gives 23...19 with a good game for white.

GAME 33—CROSS.

FREEMAN'S MOVE.

11...15	9...13	27...24	26.. 23	1... 6	6... 2
23...18	18...14	20...27	6... 9	26...31	20...24
8...11	25.. 18	32...16	23...18	22...17	28...19
26.. 23	8...12	7...10	8...12	13...22	23...16
4... 8	29...15	14... 7	17...14	6...13	2... 7
30.. 26	11...16	2...20	12...16	31...26	16... 19
15...19	27...23	21...17	15 . 10	18...15	7...11
24...15	6... 9	9...13	16 ..19	26...23	19...24
10...19	31...27	25...22	10... 6	15...10	14...10
23...16	16...20	1... 6	19...23	22...26	24.. 28
12.. 19	23 . 16	18...15	6... 1	10... 6	11...15
22...17(a)	12...19	3... 8	23..26	26...31	Drawn.

(a) This move gives the same position as in a variation of the dyke. See game 21 after the twelfth move.

GAME 34—KELSO.

BARKER'S MOVE.

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

Barker wins.

(a) Loses. 22..17 draws. Mr. Freeman overlooked the fact that he would be obliged to play 8...4 at the 48th move, thus giving black the opportunity of winning the man by 3..7.

GAME 35—CROSS.

FREEMAN'S MOVE.

11...15	22...17	16...20	25...22	14...18	6...10
23...18	9...13	23...16	7...10	17...13	23...26
8...11	18...14	12...19	15...6	9...14	10...14
26...23	13...22	27...24	1...10	16...11	18...23
4...8	25...18	20...27	26...23	27...32	13...9
30...26	8...12	32...16	10...14	11...7	26...31
15...19	29...25	7...10	23...19	32...27	21...17
24...15	11...16	14...7	20...24	7...2	23...26
10...19	27...23	2...20	19...16	18...23	9...6
23...16	6...9	18...15(a)	24...27	2...6	26...30
12...19	31...27	3...7	22...17	14...18	Drawn.

(a) 18...15 seems at least as strong as 21...17 which was played in game 33.

GAME 36—KELSO.

BARKER'S MOVE.

10...15	9...14	3...8	12...19	18...22	22...25
22...18	27...24	31...27	23...16	23...19	20...16
15...22	8...11	8...11	15...19	27...32	18...14
25...18	25...22	18...15	16...11	19...15	19...15
11...15	6...10	11...18	10...15	32...27	25...29
18...11	24...20	21...17	11...8	15...10	16...12
8...15	11...15(a)	14...21	19...24	27...23	29...25
29...25	32...28	23...5	8...3	10...7	12...8
4...8	15...24	7...11	24...27	2...11	25...22
24...19	28...19	27...23	3...8	8...15	8...3
15...24	5...9	11...15	15...18	23...18	14...9
28...19	22...18	19...16	26...23	15...19	Drawn.

(a) Why not 5...9 at once?

GAME 37—CROSS.

FREEMAN'S MOVE.

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

(a) A variation from game 33, where 23...18 was played.

GAME 38—KELSO.

BARKER'S MOVE.

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

(a) 22...17 looks well, but it would lose. The move given makes an easy game for both sides.

GAME 39—SWITCHER.

FREEMAN'S MOVE.

11...15	15...24	6...10	4... 8	5... 9	31...26
21...17	27...20	30...25	23...19	14... 5	19...15
9...13	10...17	10...17	8...11	7... 21	26...22
25...21	21...14	25... 21	31...27	5... 1	15...11
8...11	6...10(a)	2... 6	11...15	18...23	22...18
24...19	29...25	21...14	27...24	1... 6	11... 8
15...24	10...17	6... 10	15...18	23...26	12...16
28...19	25...21	22...17	32...28	6...10	
11...15	1... 6	13...22	10...15	26...31	
17...14	21...14	26...17	19... 10	24...19	Drawn.

(a) Mr. Freeman is evidently trying to force a draw. 4...8 as played by Martins against Wyllie is probably stronger.

GAME 40—KELSO.

BARKER'S MOVE.

10...15	11...16	14...17	16...23	8...11	6...10
21... 17	29...25	25...21	26...19	30...26	15... 6
11...16	7...10	3... 7	5... 9(a)	17...21	30...26
17...13	26...22	21...14	27...23(b)	26...22	18...15
8...11	9...14	10...17	20...27	11...16	26...23
22...18	18... 9	28...24	18...14	19...15	15...10
15...22	5...14	1... 5	9... 18	21...25	23...18
25...18	31...26	18...15	23... 7	22...18	6... 2
16...20	4... 8	7...10	2...18	25...30	16...19
24...19	22...18	23...18	32...14	14... 9	9... 5

Freeman Wins.

(a) Losing move.

2...7, 18...14, 17...22, 13...9, 10...17, 9...2, 7...11, 15...10, 11...16, 19...15, 22...26, 30...23, 16...19. Drawn.

(b) A beautiful stroke which wins, redeeming what appears to be a lost game, and completely surprising Mr. Barker.

GAME 41—SWITCHER.

FREEMAN'S MOVE.

11..15	12..19	19..23	13..17	23..26	19..24
21..17	24..15	26..19	22..13	17..14	28..19
9..13	10..19	6..10	7..10	26..31	23..7
25..21	17..14	29..25	14..7	13..9	1..6
8..11	6..10	10..26	2..18	31..26	7..2
23..18	30..26	31..22	25..21	9..6	6..10
4..8	10..17	8..12	18..23	26..23	2..7
26..23	21..14	19..15	24..20	6..1	10..6
15..19	1..6	11..16	16..19	12..16(a)	7..2(b)
23..16	27..24	18..14	21..17	20..11	Drawn.

(a) Mr. Freeman concluded it would be a waste of time trying to win, and forces the draw at once.

(b) Mr. Barker almost overreached himself in trying to win, but by skilfully manipulating his checkers he managed to draw a very ragged game.

GAME 42—KELSO.

BARKER'S MOVE.

10..15	16..20	5..14	10..17	17..21	30..26
21..17	24..19	31..26	28..24	26..22(c)	27..18
11..16	11..16	4..8	6..9(a)	21..30	26..17
17..13	29..25	22..18	13..6	15..11	2..9
8..11	7..10	14..17	1..10	8..15	20..27
22..18	26..22	25..21	18..15(b)	23..18	32..23
15..22	9..14	3..7	2..6	16..23	17..22
25..18	18..9	21..14	30..25	18..2	9..13
					Barker wins.

(a) This move was a surprise to the spectators who were closely following the match.

(b) 30 to 25 is the best reply at this point, giving whites an even game.

(c) Loses at once. 25..22 followed by 7..11, 22..18 appears strong enough to draw.

GAME 43—SECOND DOUBLE CORNER.

FREEMAN'S MOVE.

11..15	4.. 8	11..16	12..19	9..14	19..15
24..19	29..25	20..11	22..17(c)	23..19	12.. 8
15..24	8..11	7..16	14..23	27..31	15..10
27..20(a)	25..22	19..15	15..10	28..24	8.. 3
8..11	10..14	10..19	7..14	31..27	14..18
28..24	32..28	27..24	17.. 1	24..20	20..16
11..15	6 10	3.. 7	23..27	27..24	18..22
22..18	24..19	24..15	26..23	19..16	3.. 8
15..22	1.. 6	16..19	19..26	24..19	22..25
25..18	31. 27(b)	23..16	30..23	16..12	8..11
					Drawn.

(a) Not as strong as 28 to 19.

(b) Mr. Barker hesitated some time before making this move, which proved to be his wisest course.

(c) Very neat.

GAME 44—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	25..22	5..14	30..26	22..25	18..14
24..19	11..15	29..25	3.. 7	3.. 8	24..28
15..24	32..28	4.. 8	19..15(a)	25..30	21..17
28..19	15..24	25..22	11..18	26..22	30..25
8..11	28..19	11..15	23..19	12..16	14..10
22..18	7..11	22..18	18..22	8..11	6..15
9..14	22..18	15..22	19..15	16..20	11..18
18.. 9	1.. 5	26..17	10..19	22..18	28..32
5..14	18.. 9	8..11	17.. 3	19..24	Drawn.

(a) Any other move would have lost.

GAME 45—SINGLE CORNER.

FREEMAN'S MOVE.

11...15	11...15	15...19(c)	8...12	12...16	18...23
22...18	29...25	23...16	23...16	14...9	26...22
15...22	4...8	12...19	12...19	6...10	23...26
26...17(a)	17...13	24...15	32...27	9...6	10...14
8...11	14...17	10...19	3...8	10...15	26...31
23...18(b)	21...14	31...26	27...24	6...2	14...18
9...14	10...26	2...7	8...12	15...18	31...27
18...9	30...23	22...18	24...15	2...7	22...17
5...14	7...10	7...10	10...19	1...5	27...32
25...22	25...22	27...23	18...14	7...10	Drawn.

(a) This jump is deservedly unpopular; it was played in the Wyllie Martins match of 1864.

(b) Barker varies here from Martins, who played 24...19 and lost. At same point Wyllie played 31...26 and drew in the match of 1864.

(c) Many of the players thought Mr. Freeman should have won here by other play; it is not clear, however.

GAME 46—DUNDEE.

BARKER'S MOVE.

12...16	7...16	5...14	6...15	10...15(b)	31...27
24...20	20...11	29...25	25...22	23...16	23...19
8...12	8...15	8...11	1...6	14...18	15...24
28...24	22...18	26...23	30...26	22...17	21...17
3...8	15...22	11...15	15...19	18...22	27...23
24...19(a)	25...18	32...28	23...16	26...23	17...13
11...15	4...8	15...24	12...19	22...26	23...19
20...11	23...19	28...19	31...27	17...14	16...12
15...24	9...14	10...15	6...10	26...31	19...15
27...20	18...9	19...10	27...23	14...10	Drawn.

(a) We recommend this move to beginners, as it confines black to a limited line of play.

(b) A sacrifice with the hope of gaining a point on the ending.

GAME 47—DEFIANCE.

FREEMAN'S MOVE.

11..15	10..17	12..26	23..18	24..28	14..18
23..19	25..22	31..22	17..13	14..18	32..28
9..14	1..6(c)	21..25	8..11	28..32	18..22
27..23	24..20	22..17	10..6	18..23	28..32
8..11	6..10	14..21	2..9	32..28	22..25
32..27(a)	27..24	29..22	13..6	23..27	32..28
6..9	11..15	21..25	11..16(f)	28..24	25..30
22..18	20..16	22..17	24..20	27..32	28..32
15..22	17..21	25..30	16..19	24..19	30..26
25..18	22..17(d)	24..19	6..2	32..28	32..28
9..13	13..22	30..26	18..15	3..7	26..23
18..9	26..17	19..16	2..6	28..32	28..32
5..14	10..14(e)	26..23	15..11	7..10	19..24
30..25(b)	17..10	28..24	6..10	32..28	32..28
14..17	7..14	4..8	19..24	10..14	33..19
21..14	19..10	16..12	10..14	28..32	28..32

Freeman Wins.

(a) This may draw, but is certainly inferior to 22..18.

(b) Decidedly weak, if not an absolute loser.

(c) The correct move.

(d) 23..18, 21..25, 18..11, 25..30?

(e) One of those rare occasions where you have but one move left and that the *best* on the board.

(f) This ending is instructive to beginners, as it requires exact play to win.

GAME 48—SECOND DOUBLE CORNER.

BARKER'S MOVE.

11..15	28..19	8..11	31..26	31..27	12..8
24..19	7..11	30..26	12..16	23..19	30..26
15..24	22..18	11..15	26..22	16..23	7..3
28..19	1..5	26..22	10..15	7..16	26..22
8..11	18..9	15..24	22..17	27..24	3..7
22..18	5..14	27..20	15..22	16..12	14..18
9..14(a)	29..25	3..8	17..10	24..19	7..11
18..9	4..8	17..13	9..14	20..16	15..19
5..14	25..22	8..11	11..7	23..26	11..7
25..22	11..15	22..18	22..26	16..11	18..23
11..15	22..18	6..9	7..3	26..30	7..10
32..28	15..22(b)	13..6	26..31	11..7	23..27
15..24	26..17	2..9	3..7	19..15	8..3

Drawn.

(a) We believe none of the books give this move, although it makes one of the easiest lines for both sides.

(b) We prefer 15..24, as black has the best of the ending, but it is a draw.



Charles F. Barker.

MR. CHARLES F. BARKER, ex-champion checker player of America, was born in Boston, Mass., March 11, 1858. He began playing checkers when a mere lad, but soon acquired such a keen conception of the mysteries

of the game and such marked ability in play, that he rapidly rose to distinction among the local players, and at the age of 15 began playing matches with prominent professionals. In 1879 he played M. C. Priest an exhibition match of 50 games, in Boston, and won by a score of 9 to 2. In March 1881 he played a match of fifty games in Boston with J. Reed, jr., for \$200 a side and the championship of America, and won by a score of 4 to 1. In December of the same year he again beat Read by a score of 4 to 1. In the summer of 1882 he challenged Mr. Wyllie, the great Scotch player, to play him a match for \$100 a side and the championship of the world. The challenge was accepted, and Mr. Barker surprised the majority of players by making a draw of the match in a contest of two weeks duration. Score, Barker 1, Wyllie 1, drawn 48.

Mr. Barker is a gentleman whose quiet and agreeable manners and uniform courtesy insure him friends wherever he goes.



Freeman-Wyllie Match Games.

GAME 1—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

11 .15	30 .25	11..16	29..25	6..10	22..17
24..19	10..14	21. 17	14..17	14.. 9	20..27
15..24	22..17	7..10	25..21	7..11	17..10
28..19	4.. 8	17..13	3.. 7	27..24	11..15
8..11	17..10	9 .14	21..14	20..27	
22..18	6..24	18.. 9	10..17	31..24	Wyllie wins
11..16	32. 28	5..14	22..18	10..14	
25 .22	8..11	25. 22	17..21	26..22	
16..20	28..19	2 . 6	18..14	16..20	

GAME 2—FIFE.

FREEMAN'S MOVE.

11..15	6.. 9(a)	8..15	8..11	30..26	6..10
23..19	13. 6	32..27	24..20	11.. 8	7.. 2
9..14	2.. 9	4.. 8	21..25	26..23	10..14
22..17	26..23	27..23	20..16	19..16	2.. 7
5.. 9	18..22	9..14	11..20	23..19	22..25
17..13	25..18	17..13	18..11	16..11	29..22
14..18	15..22	1.. 6	10..14	14..18	14..18
21. 17	23..18	21..17	28..24	8. 4	22..15
9..14	14..23	14..21	20 .27	18..23	19.. 3
25..21	27..18	23..18	31..24	12.. 8	4.. 8
7..11	11..15	12..16	25..30	3..12	3.. 7
30..25	18..11	19..12	24 .19	11.. 7	Freeman wins.

(a) Perfectly sound, as demonstrated by subsequent analysis.

GAME 3—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

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

GAME 4—FIFE.

FREEMAN'S MOVE.

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

GAME 5—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

11..15	25..22	4.. 8	26..22	6..10	13.. 6
24..19	11..16	28..19	2.. 6	31..26	1..10
15..24	22..17	8..11	17..13	14..17	18..15
28..19	16..20	21..17	9..14	21..14	10..14
8..11	17..10	11..15	29..25	10..17	15..11
22..18	6..24	18..11	3.. 7	22..18	14..18
10..14	32..28	7..16	25..21	5.. 9	Drawn.

GAME 6—AYRSHIRE LASSIE.

FREEMAN'S MOVE.

11..15	5.. 9	6..10	7.. 32	18..27	19..15
24..20	17..13	21..14	24..20	31..24	10.. 6
8..11	1.. 5	10..17	2.. 6	32..27	25..29
28..24	32..28	29..25	21..17	24..19	6.. 1
4.. 8	14..17	17..22	6..10	15..24	15..11
23 19	21..14	25..21	35..26	28..19	14..10
9..14	10..17	11..16	10..15	27..24	29..25
22..17	23..14	20.. 4	17..14	19..15	10.. 6
15..18	9..18	3.. 8	22..25	24..19	25..22
26..23	25..21	4..11	26..23	15..10	Drawn.

The eighth and tenth games were played similar to the sixth.

GAME 7—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

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

GAME 9—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

11..15	28..19	16..20	18..14	23..19	2..11
24..19	4..8	17..14	17..21	14..9	17..22
15..24	22..18	20..27	22..18	19..23	1..6
28..19	8..11	31..24	19..24	2..7	22..25
8..11	18..9	10..17	26..22	1..5	6..10
22..18	6..13	19..10	24..27	9..6	25..29
9..14	29..25	12..16	14..10	5..9	10..14
18..9	11..15	24..20	27..31	6..1	29..25
5..14	27..24	2..6	11..7	9..14	14..18
25..22	7..11	20..11	31..27	22..18	13..17
11..15	25..22	6..15	7..2	14..17	18..14
32..28	11..16	23..18	27..23	7..2	25..22
15..24	21..17	15..19	18..14	23..7	14..9
					Drawn.

GAME 12—AYRSHIRE LASSIE.

FREEMAN'S MOVE.

11..15	11..18	1..6	14..17	25..30	5..9
24..20	22..15	18..14	23..19	24..19	15..11
8..11	8..11	10..17	17..22	6..10	7..3
28..24	15..8	26..22	19..16	3..7(a)	16..12
9..13	4..11	17..26	11..15	22..25	9..14
32..28	27..23	30..16	16..11	29..22	11..8
3..8	6..10	7..10	15..19	30..26	3..7
23..18	23..16	16..7	11..7	10..17	
15..19	12..19	2..11	19..23	26..10	Freeman wins.
24..15	21..17	31..27	7..3	20..16	
10..19	13..22	10..14	23..26	10..7	
18..15	25..18	27..23	28..24	19..15	

(a) Careless move, which loses the game.

GAME 13—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

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

The 11th game was similar to the Freeman-Barker match.

GAME 15—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

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

GAME 16—SINGLE CORNER.

FREEMAN'S MOVE.

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

GAME 17—SECOND DOUBLE CORNER.

WYLLIE'S MOVE.

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

(a) Anderson plays 23..18 here; 22..17 is stronger.

GAME 18—SINGLE CORNER.

FREEMAN'S MOVE.

11..15	20..25	10..19	23..19(a)	26..30
22..18	8..12	24..15	14..18	7..11
15..22	32..28	8..11	19..16	14..17
25..18	10..14	15..8	18..23	21..14
12..16	30..26	3..19	15..11	30..21
24..19	4..8	27..24	7..10	22..18
16..20	18..15	20..27	11..7	21..17
26..22	7..10	31..15	23..26	
9..13	19..16	2..6	6..2	Freeman
28..24	12..19	26..23	10..14	wins.
5..9	23..16	1..5	2..6	

(a) 22..18, 13..17, 15..11, 7..16, 18..15, would make a neat draw.

GAME 19—DYKE.

WYLLIE'S MOVE.

11..15	30..25	11..16	32..16	1..6	15..11
22..17	4..8	29..25	7..10	18..15	6..9
15..19	22..18	6..9	14..7	3..7	11..2
24..15	9..13	31..27	2..20	26..23	9..18
10..19	18..14	16..20	21..17	17..22	
23..16	13..22	23..16	9..13	23..19	Drawn.
12..19	25..18	12..19	17..14	22..26	
25..22	8..12	27..24	13..17	19..16	
8..11	27..23	20..27	25..21	26..31	

GAME 20—DEFIANCE.

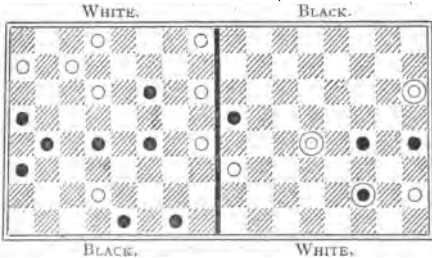
FREEMAN'S MOVE.

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

PROBLEMS.

PROBLEM NO. 1.
By James Hill,
Providence R. I.

PROBLEM NO. 2.
By Mr. C. F. Barker,
Cambridgeport, Mass.

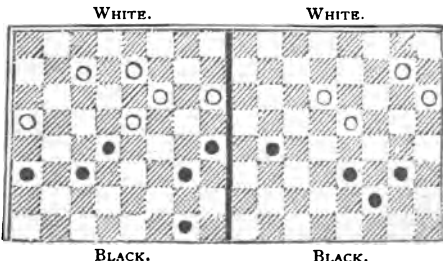


White to play and draw,
Ending from Second Double
Corner.

White to play and win

PROBLEM NO. 3.
By Mr. A. J. Heffner,
Providence, R. I.

PROBLEM NO. 4.
By Mr. C. H. Freeman,
Providence, R. I.



Black to move and win.

White to move and draw.

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SOLUTION TO PROBLEM NO. 1.

26 22-31 7-3 31-24 28-10 2-6 10-7
 -10 7-2 10-15 3-7. Drawn.

SOLUTION TO PROBLEM NO. 2.

-16 16-19 21-17 23-18 31-27 27-32
 -23 23-26 31-26 22-25(b) 30-25 20-27
 -22 19-23 22-31 18-22 28-24 32-14
 31(a) 26-30 13-22 25-29 25-18 White wins.

27-32, 23-27, 27-31, 20-27. White wins.

16-19, 19-24, 22-18, 18-22.

30-25, 22-26, 26-30, 25-18, 20-27. White wins.

31-27, 28-24, 18-22, 27-32, 32-14.

SOLUTION TO PROBLEM NO. 3.

19* 23-19 27-31 17-10 15-8 22-13
 23 24-27 19-15(b) 1-5 13-17 31-6
 24* 21-17(a) 9-14 Black wins.

19-15, 9-14. Black wins.

17-14, 1-6, 14-5, 13-17. Black wins.

SOLUTION TO PROBLEM NO. 4.

17 10-17 18-14 26-31 14-9 23-18
 13 25-21 22-26 18-15 26-23 10-7
 14 17-22 23-18 31-26 9-2 Drawn.

SOLUTION TO PROBLEM NO. 5.

9 3-7 19-16 21-30 9-27 15-19
 14 6-2 12-19 27-23 15-18 7-11
 6 7-10 6-9 18-27 7-2 19-24
 10 2-6 8-11(a) 32-7 10-15
 6 11-15 30-26 30-23 2-7 Drawn.

8-12, 27-24, 20-27, 32-16. Drawn.

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