

Rec'd of 2 ~~pages~~ pages of chess notation
A.C. & R. by the stamp. F.D. York with
A.C. detailed analysis of games 1 & 2

R/H

Result of 5 ~~per~~ pieces of class between
A.C. & R. by test samples F.D. 4.10. with
H.C. detailed analysis of pieces 10.2

8/11

Review of 3 ~~part~~ games of chess between
A.C. & R. English champion F.D. Yates with
A.C.'s detailed analysis of games 1 & 2.

8/14

Rec'd of 3 ~~pages~~ pages of chess notes
A.C. R. by the same person F. D. G. with
A.C. detailed analysis of pages 1 & 2

x/11

17 *White* letters 28 *Black* letters?

GAME NO. 1.

White	Black	White	Black
1. P K 4	P K 4	20. Kt K 3	Q R 4
2. Kt B 3	Kt QB 3	21. B x Kt	Kt P x B
3. B Kt 5	P R 3	22. Kt B 5	B B 3
4. B R 4	P Q 3	23. K R 2	Q R/B sq
5. P B 3	B Q 2	24. Kt Kt sq	P Q 4
6. O O	P K Kt 3	25. P B 3	R Kt 4
7. P Q 4	B Kt 2	26. P K Kt 4	P x P ep
8. R K sq	Kt K 2	27. Kt x P	Q R 5
9. B Kt 5 ?	P K B 3	28. Q Kt 2, ^K Q R Kt sq.	
10. B R 4	O O	29. Kt K 2	R R 4
11. P K R 3	P Kt 4	30. Kt Kt sq	B Kt 4
12. B K Kt 3	K Kt Kt 3	31. Kt x R	Q x Kt
13. Q Kt 3 ch?	K R sq	32. K R sq	B B 5
14. B x Kt	P x B	33. Q B sq	R Kt 6
15. Kt Q 2	P KR 3	34. P x P	B x P
16. Q B 2	KR Kt sq	35. Kt x B	R x Kt
17. P x K P ?	B P x P	36. Resigns	
18. QR Q sq	Q K sq		
19. Kt B sq	Kt B 5		

9 *White* a B B 2 letter

13 *White* silliness: W. does not adventure the QBP d'jet of check, & is free to exchange badly.

24 ? R K Kt sq
25. P K Kt 4 for letter

GAME NUMBER ONE

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White	Black
(A. Crowley)	(F.D. Yates)
1. P-K 4	P - K 4
2. Kt - B 3	Kt - Q B 3
3. B - Kt 5	P - R 3
4. B - R 4	P - Q 3
5. P - B 3	B - Q 2
6. O - O	P - K Kt 3
7. P - Q 4	B - Kt 2
8. R - K sq	K Kt - K 2
9. B - Kt 5

Q Kt-Q 2 or B - B 2 is much better.

9.	P - K B 3
10. B - R 4	O - O
11. P - K R 3	P K Kt 4
12. B - K Kt 3	K Kt - Kt 3
13. Q - Kt 3 ch.	lllll...

sheer silliness. white does not even dare take
Q Kt P object of check, and is forced to exchange badly.

13.	K - R sq.
14. B x Kt	P x B
15. Kt - Q 2	P - K R 3
16. Q - B 2	K R - Kt sq
17. P x K P	

Kt - B sq better.

- | | |
|-----------------|---------------|
| 17. | B P x P |
| 18. Q R - Q sq | Q K sq |
| 19. Kt-B sq | Kt - B 5 |
| 20. Kt - K 3 | Q - R 4 |
| 21. B x Kt | Kt P x B |
| 22. Kt - B 5 | B - B 3 |
| 23. K - R 2 | Q R - K B sq. |
| 24. Kt - Kt sq. | |

? R - K Kt sq.

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|--------------|---------|
| 24. | P - Q 4 |
| 25. P - B 3\ | |

P - K Kt 4 is far better.

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|--------------|----------|
| 26. | P x P ep |
| 27. Kt x P | Q - R 5 |
| 28. Q - Kt 2 | |

Q-K B 2 better?

- | | |
|--------------------|-----------------|
| 28. | Q R - K K t sq. |
| 29. Kt (Kt sq)-K 2 | R - B 4 |
| 30. Kt - Kt sq | B - Kt 4 |
| 31. Kt x R | Q x Kt |
| 32. K - R sq | B - B 5 |
| 33. Q - B sq. | R - Kt 6 |
| 34. Resigns. | |

FDY

GAME NO. 2.

W.

B. AC

W.

N.

- 1. P K 4 P Q B 4
- 2. Kt K B 3 Kt Q B 3
- 3. P Q 4 P x P
- 4. Kt x P P K Kt 3
- 5. B K 3 B Kt 2
- 6. Q Q 2 Kt B 3
- 7. P^K B 3 O O
- 8. P Q B 4 P Q 3 ?
- 9. Kt Q B 3 Q R 4
- 10. B Q sq Q B Q 2
- 11. P K Kt 3 Kt x Kt ?
- 12. B x Kt P Q R 3
- 13. B K 2 P Q Kt 4
- 14. O O P Kt 5
- 15. B x Kt P K Kt
- 16. B x P^{Q B 3} B x B ^
- 17. P K B K R Q B sq
- 18. P K B 4 B Q B 3
- 19. B Kt 4 K R Q sq
- 20. B B 3 Q R B sq

- 21. P K B 5 Q B 4 oh
- 22. Q Q 4 P X P (B 5)
- 23. P x P B x B
- 24. R x B Q x P^{Q B} (45)
- 25. Q K 3 Q B 4
- 26. R Q 4 R B 2 ?
- 27. Q Kt 5 oh K R sq
- 28. Q R 6 Q K 4 ?
- 29. P B 6 P x P
- 30. R R 4 K Kt sq
- 31. R Kt 4 oh.

Resigns

GAME NUMBER TWO

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White	Black
(F. D. Yates)	(A. Crowley)
1. P - K 4	P - Q B 4
2. Kt - K B 3	Kt Q B 3
3. P - Q 4	P x P
4. Kt x P	P - K Kt 3
5. B - K 3	

Yates claims that he invented this and the following move - Q to Q 2. The idea is to build up a chain of pawns, and especially to prevent Black from ever playing anything to his Q 4.

5.	B - Kt 2
6. Q - Q 2	Kt - B 3
7. P - K B 3	O - O

Castles is a bad move. K B could be exchanged at once. P. Q. 3 is better. Or even if I had known Yates' plan, P - Q 4. This is not to fianchetto the Bishop, but to establish good pawn position.

8. P - Q B 4	P-Q 3
9. Kt - Q B 3	Q - R 4
10. R - Q sq	Q B - Q 2
11. P - K Kt 3	Kt x Kt

I think this is a hopelessly stupid move. Black should have done whatever he could to maintain his hold on Q 5, and force white to exchange the Knights. Rook to

Queen Bishop's square is probably better.

12. B x Kt P - Q R 3

13. B - K 2 P - Q Kt 4

14. o - o P - Kt 5

Another senseless move. It actually forces White to make a move which compels the formation of the Pawn chain.

15. B x Kt P x Kt

Now the disaster happened. This is the best way out of the trouble.

16. B x P (QB3) B x B

It might have been better to take the Pawn and chance the ensuing attack.

17. P x B K R - Q B sq

18. P - K B 4 B - Q B 3

19. B - Kt 4 K R - Q sq

Perhaps Rook to B 2 would have been stronger. But I am not sure!

20. B - B 3 Q R - B sq.

21. P - K B 5 Q - B 4 ch.

22. Q - Q 4 P x P (B 5)

Complete idiocy. B to R 4 is evidently better.

23. P x P B x B

24. R x B Q x Q B P

This again is a mistake! One of the double pawns is sure to fall sooner or later and something should have been done, such as Pawn to B 3 to anticipate trouble on

the King's side. I presume I meant to exchange Queens next move and double my Rooks on the Q B file. In spite of Black's mistakes, the game is so far not too unfavourable for him.

25. Q - K 3

White avoided the threatened exchange of Queens which would have led to an almost certain draw.

25. Q - B 4

Black tries once more, but it is too late. White can cover the pin. That is an absolute oversight, with R - K Kt sq. The game would still be defensible.

26. R - Q 4 R - B 2

27. Q - Kt 5 oh K - R sq.

28. Q - R 6 Q - K 4

29. P - B 6 P x P

30. R - R 4

Black resigns.

GAME NO. 3

White A.C.	Black P.B.Y.	white	Black
1. P K 4	P K 4		
2. Kt QB3	Kt QB 3	21. QRKB sq	B x P
3. P B 4	P x P	22. R x P ch	K Q 3
4. Kt B 3	Kt B 3	23. P Q K 3	K B 3
5. B B 4	B Kt 5	24. P K Kt3	B Q 7
6. P K 5	P Q 4	25. R K sq.	B Q 3
7. B Q 3	Kt R 4		
8. O - O	P Kt 4	etc.	
9. Kt x P	Q x Kt		
10. Kt x Q P	B x Kt 5	white <u>should</u> have	won in the end game,
11. B K 2	B x B	but, through an	oversight, drew.
12. Q x B	Kt x Q, P		
13. Q x Kt	Q x Q		
14. Kt B 6	K K 2		
15. Kt Q	Kt x B P		
16. R Kt sq.	B B 4		
17. K R sq.	Kt K 6		
18. R x P	Q R Q sq		
19. B x Kt	B x B		
20. R B 3	B Q 5		