

The Game of Chess

(Continued from last week)

(Questions concerning these articles, or on chess generally, should be addressed to Mr. H. A. Seymour, c/o The Haileyburian.

We have hitherto referred to the pieces as Bishop, Knight, Queen, etc., but for brevity's sake and to accustom the student to the more familiar descriptive form, we will speak of them in future as follows:

King, K; Queen, Q; Rooks (or Castles as they are sometimes called), R; Bishops, B; Knights, Kt.; Pawns, P.

When the learner knows perfectly the titles of the men and how to arrange them for combat, he must proceed to acquire a knowledge of their moves and powers.

Moves of the Men

THE KING

The K can move to any square next to that on which he stands, provided such square is not defended by an adverse man. He can capture any of the enemy's men which stand unprotected on any adjoining squares to that he occupies, and, once in the game, he has the privilege of what is called "Castling", which enables him to move to a square next but one in a lateral direction, to that he stands on. "Castling" will be described in a later passage on the Technical Terms in Chess Playing. As it is a fundamental principle of the game that the K cannot be captured, he is not allowed to place himself on any square which is within the capture by an adverse piece, even if that power is inoperative insofar that the man is unable to move. Every other piece can move "en prise" as it is called, that is, so as to be taken by the enemy, but the K can never occupy a square or take a man while it is protected. He can make no move, in fact, which, if he were another Piece, would subject him to capture.

THE QUEEN

The power and range of the Q are considerably greater than those of any other Piece. The movements combine the moves of the R and B as she can march straight or obliquely from where she stands to the extremity of the Board, provided the intervening squares are not occupied. If you place the Q on a centre square, it will be seen that she commands no less than 27 squares. She can move to any square on the diagonal she occupies, on the file she rests and on the rank she is placed—provided, as has been said, her path is unobstructed by any other piece.

THE ROOK or CASTLE

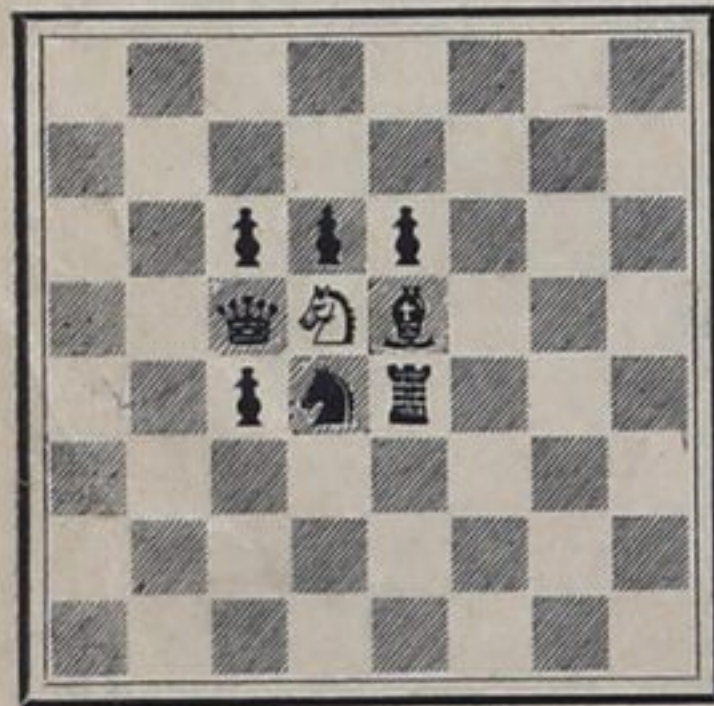
The R ranks next in power to the Q. He moves in a straight line only, forwards, backwards or sideways. He has the power also, once in the game, of moving in conjunction with the K, which will be explained under "Castling."

THE BISHOP

The B moves diagonally forwards or backwards to the extent of the board. He, therefore moves on squares of the same color as those on which he stands when the men are first set up for play, and each player has one B moving on white and the other on Black squares.

THE KNIGHT

The move of the Kt is the most difficult to understand of all the men, and the reader should learn to thoroughly master it before attempting any play. The move may more properly be called a "leap", since he has the power of vaulting over any man in front, behind, or at the side of him, to reach a square which completes his spring. His leap carries him over one square in a straight line to one in an oblique direction. This peculiarity will be better understood by an attentive study of the following diagram:



In the position shown, the Kt would have the power of leaping to the following squares: 1. To White's K3; 2. K B4; 3. K B6; 4. K7; 5. Q B7; 6. Q Kt6; 7. Q Kt4; 8. Q B3. These squares are described from White's side of the



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HABITS

The habits of life are important because upon them depend so much of the happiness and success of life. Unless the child learns early in life how to live happily with other people and get along with them, he will, when he grows up, meet with difficulties on account of his inability to mix with other people in his business and social life.

If we are to achieve success in work and, at the same time, enjoy our daily task, more than anything else we need to form good habits. Such habits, in adult life, are the result of the building up in childhood, of habits in promptness and in finding pleasure in work well done.

Children acquire habits very readily, regardless of whether the habits are good or bad. The baby soon demands that mother continue to sit with him while he goes to sleep, if she once has started to do so. It used to be thought that a baby should be rocked asleep because, after he had been rocked a few times, he cried when he was not put to sleep in this way. We know that it is far better for the baby to be placed in his bed and left quiet and alone for his sleep.

There is one habit which is both undesirable and dangerous, and yet it persists. We refer to the habit of the comfort or pacifier.

It is not natural for a child to have something in his mouth all the time. The fact that he cries for it does not show that the comfort is good for him. He does so simply because he has been given the habit.

Not only is the comfort not necessary, but it is actually harmful. True, the baby stops crying when he gets it, but he stops because he has got what he wants, and not because the comfort soothes him. As a matter of fact, the continued sucking irritates him. Ask any smoker why he does not suck a dry pipe; he will tell you that doing so causes an uncomfortable feeling, and so he does not do it.

Continued use of the comfort alters the arch of the mouth. Baby's bones are soft and yielding, and so they become permanently misshapen as the result of the pressure due to the continued sucking. The condition of projecting upper teeth with a short tight upper lip, is another deformity caused by the comfort.

In addition, comforts cannot be kept clean. They are sure to become soiled and very apt to become contaminated with germs which are carried into the baby's mouth with the comfort.

There is one place a comfort should never be, and that is in the baby's mouth.

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Board. He can capture any man of his adversary standing on those squares, despite the fact that he is apparently hemmed in by adverse pieces. Any other piece placed in a similar position as the Kt shown above would be immovable until one of the opposing pieces were moved in a way to afford him a passage. The Kt is privileged to vault over their heads.

THE PAWN

The Pawn can only move to the square directly in front of him (that square, of course, being unoccupied) excepting at his FIRST move, when he can move two squares directly ahead, if the player wishes, after which he is restricted to one move directly ahead. If, however, in moving two squares ahead at his first move, and this move would bring him on a rank occupied by an adverse Pawn on the next file to him, the adverse Pawn could capture just as if he had moved but one square forward. This is technically known as taking "en passant," to which reference will be made later on. The Pawn does not capture in the ordinary line of his movements, like all other pieces, but takes a piece or defends a fellow man diagonally. The Pawn, furthermore possesses a privilege accorded to no other piece on the board, which can render him all powerful. That is whenever he is able to force his

way to the last square of the file he occupies he can be exchanged for any other piece (except a K) chosen by the player. Thus it will be seen that it is possible for a player to have TWO Q's on the Board at the same time. The P must always move forward, whether at his own move or in capturing—he is the only piece on the board which cannot retreat.

(To be continued)

Haileybury Chess Club

Sixth round results in the Haileybury Chess Club championship tournament now under way, resulted as follows: MacLean 1, Downing 0; Arnold 1, Banwell 0; Hill 1, Tuke 0; Miller 1, Unwin 0; Glover vs. Hincks, adjourned; Hill vs. Seymour, adjourned.

Mr. Unwin suffered his first defeat in this round, and is now tied for the lead with Mr. Hill, as the following table shows:

	W.	L.
Unwin	5	1
Hill	5	1
Glover	4	1
Miller	4	2
Arnold	3½	2½
Seymour	3	2
MacLean	3	3
Hull	2	3
Downing	2	4
Tuke	2	4
Hincks	½	4½
Banwell	0	6



THE LAMENT
—The Humorist, London

-and add this to your profits

NO ONE can deny a man the right to spend his dollar where he chooses. It is his privilege to make his dollar produce the utmost in value. The decision as to where that value is to be found is, whether right or wrong, his to make. A tip on how to make a dollar go farther is permissible, however, and we suggest that you think about this:

The lowest price does not always mean the best buy; in fact in most cases it does not. Comparative quality and many other things enter into the transaction. But let us take two identical articles—one here—at home—the other out of town. Let us suppose the out of town price is lower delivered to your door, by 5c or 75c, than the purchase you can make at home. But it is not the most economical buy. That money is gone for good; it will never return to you, whereas if spent at home—well, here's an illustration:

A Shoeman owes a Baker \$2.00 and gives him \$1.00, discharging fifty per cent. of his debt. The baker owes a farmer \$2.00 for potatoes, so he pays the farmer half his debt with the dollar. The farmer purchases a pair of \$2.00 shoes, paying \$1.00 down. The shoeman uses the dollar to cancel his debt to the baker, the baker to the farmer, and the farmer pays for his shoes. The shoeman has paid his debt, made a sale and still has his original capital. So have the baker and farmer. That's community business. Three persons have made a profit on \$1.00 and it's still in the community to make more. The dollar that goes farthest is the one that stays at home.

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