

exchanged, and is afforded by 1 ray of action, 5 places on the file countervail the probability of the pawn's standing ready. The remaining 2,44 extra points relate to the defence of 3 minor pieces, and may be afforded by 2 rays of action. 64 squares in the field countervail the chance of the pawn's standing appositely. The opportunity for service also decreases with the number of classes against which this support is valid = 2,7 including the king. Therefore,

$$\frac{1 \times 1 \times 1}{5} + \frac{2,44 \times 3 \times 2}{64 \times 5 + 2,7} = ,32.$$

The KNIGHT can support a *pawn* against two rooks, or rook and queen, or rook and king, or king and queen = 1,7. A *bishop* against the queen standing before a bishop or before a rook = 1,12 = ,56. So a *rook* = ,56. Any *minor piece* against the king and queen = 1,12.

1,7 + ,56 + ,56 + 1,12 = 3,94 + 2 = 1,97. 1,85 extra points relate to 4 pawns against 2,7 pieces out of 5 classes. 1,12 point relates to 3 pieces against 1,56 piece. Therefore,

$$\frac{,85 \times 4 \times 6,01}{64 \times 5 + 2,7} + \frac{1,12 \times 3 \times 6,01}{64 \times 5 + 1,12} = ,23.$$

The BISHOP yields the same; increased according to its Power = ,245; something less positively in proportion to its value = ,21.

The ROOK can support a *pawn* against the queen

standing before a rook or bishop = ,56. So a knight = ,56. And a bishop = ,56. Likewise either against the king and queen = 1,12. ,56 + ,56 + ,56 + 1,12 = 2,8 + 2 = 1,4. ,28 extra points relate to 4 pawns against ,84 class. — 1,12 relates to 2 pieces. Therefore,

$$\frac{1,4 \times 4 \times 11}{64 \times 5 + ,84} + \frac{,56 \times 2 \times 11}{64 \times 5 + ,84} = ,05.$$

The results are :

Pawn.....	,32
Knight.....	,23
Bishop.....	,21
Rook.....	,05.

This article is against the QUEEN. a COVERING VALUE. It is not easily forced, while the adverse queen is on the board, the minor pieces cannot move freely, unless the king be kept in a station unexposed to check. ¶

¶ Even the exchangeable pieces require some fortified points, behind which they may either prepare to act in combination, or retire from annoyance. Let us suppose all the pawns on one side to be lost for five pawns and a knight; that the king with the three pawns is protected by their compact station; and that the other forces of each party remain. It is plain, that the queen without pawns has not her

standing before a rook or bishop = ,56. So a knight = ,56. And a bishop = ,56. Likewise either against the king and queen = 1,12.  
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 ,28 extra points relate to 4 pawns against ,84 class.—1,12 relates to 2 pieces. Therefore,  

$$\frac{,14 \times 4 \times 11}{64 \times 5 + ,84} + \frac{,56 \times 2 \times 11}{64 \times 5 + ,84} = ,05.$$

The results are:

Pawn.....	,32
Knight .....	,23
Bishop.....	,21
Rook .....	,05.

This article is against the QUEEN.  
 2°. The Pawn, as remarked in title VI., has alone a COVERING VALUE. It is not easily forced, when standing before the King.

¶ While the adverse queen is on the board, the minor pieces cannot move freely, unless the king be kept in a station unexposed to check.¶

¶ Even the exchangeable pieces require some fortified points, behind which they may either prepare to act in combination, or retire from annoyance. Let us suppose all the pawns on one side to be lost for five pawns and a knight; that the king with the three pawns is protected by their compact station; and that the other forces of each party remain. It is plain, that the queen without pawns has not her

as one) to complete the circuit, and the even moves are to a color the opposite of that from which you commence.

The problem involves three cases :

1. The given squares belong to the same system.
2. The given squares belong to different systems, but both consonant or both vowel.
3. The given squares belong, the one to a consonant, and the other to a vowel system.

1. *The given squares belong to the same system.*

In this case, in going over the initial system, omit the terminal square, and also one connected with it by a Knight's move, and fix upon a square in the system you mean to traverse last, which may be connected with this last square, and so, having travelled over the intermediate systems, take care to reach your goal in safety, which a little care and foresight will enable you to do without ever failing.

2. *The given squares belong to different systems, but both consonant or both vowel.*

Thus, the initial square belongs to the system L, and the terminal to the system P. The rule given for the first case, will apply equally to this—thus: Travel the system L; from that pass to the system A; having completed that, pass to the system P, but omit the terminal square and one connected with it, and also a square in the system E connected with this last; then traverse system E, ending that system at the square reserved, and from that pass to the terminal square.

It is not absolutely necessary to omit two squares in the terminal system, but it will generally be found convenient.

3. *The given squares belong, one to a consonant, and the other to a vowel system.*

This is the easiest case of all, and requires no direction, except the rather evident one, not to pass from the initial directly to the terminal system.

The rules above given are only intended to guide the beginner: the

# BULLETIN

OF THE

## AMERICAN CHESS ASSOCIATION.

NUMBER I.

HALF-YEARLY.

JAN.—JUNE, 1858.

### ARTICLES OF THE ASSOCIATION.

At a meeting of the First Congress the following articles were adopted for the government of the National Association :

1. This organization shall be known as the AMERICAN CHESS ASSOCIATION.
2. Its officers shall be, a President, four Vice-Presidents, Recording and Corresponding Secretaries, and a Treasurer, elected at each Congress, and holding their office until the following one, or until their successors are chosen, and acting together they shall form a general Committee of Management, with power to supply vacancies in their own number. The Secretaries of all the regularly organized Chess Clubs in the United States shall form a general Committee of Correspondence.
3. The Congress of the Association shall be held as often as once in three years, in some one of our large cities. The time and locality for each Congress shall be determined by the Committee of Management, after consulting the Committee of Correspondence ; and the arrangements shall then be perfected and carried out by a Local Managing Committee, to be appointed by the Club, or Clubs, in the city where such a Congress is to convene.
4. The annual dues shall be one dollar from each member, and three dollars from each club, payable in the month of January.
5. Foreign honorary members, consisting of distinguished players and writers who have manifested an interest in American Chess, may be elected : but the entire number shall never exceed thirteen.
6. These articles shall be retro-active, so as to constitute the present the first Congress of the American National Chess Association.

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