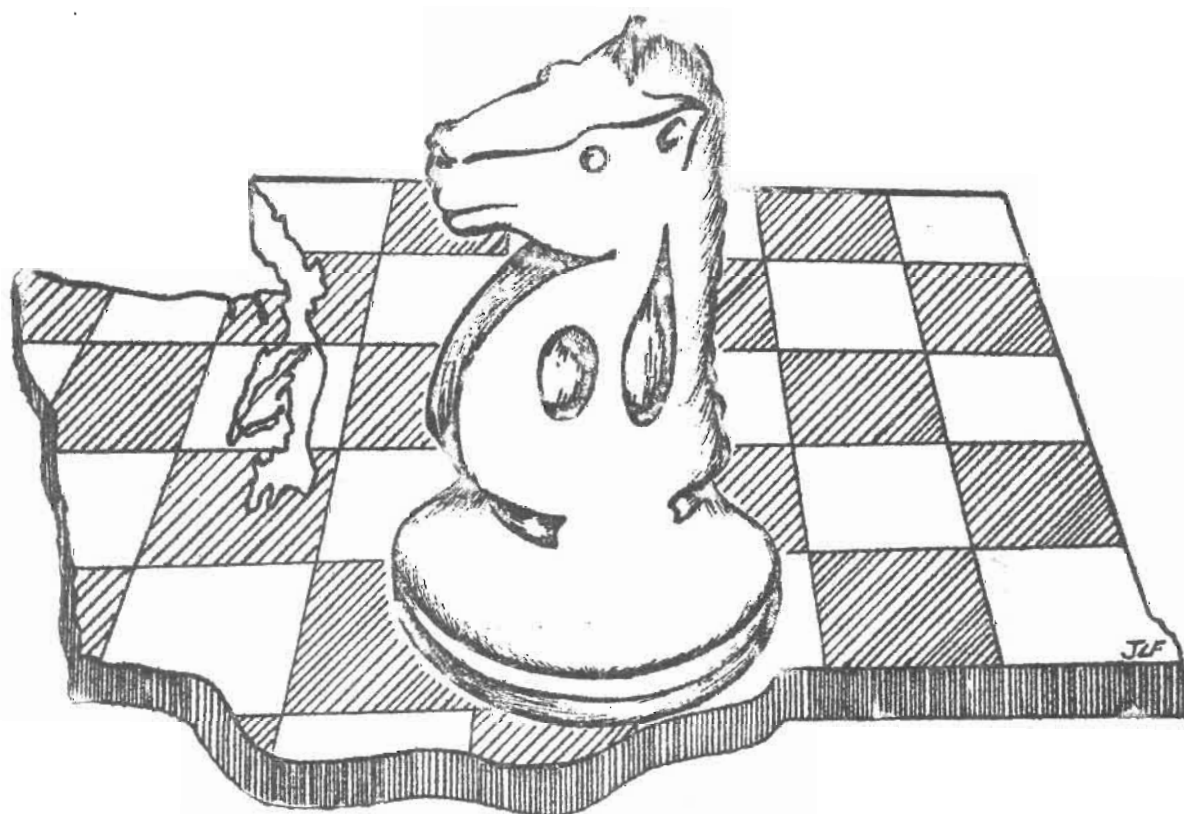


WASHINGTON

CHESS

LETTER



MARCH 1951



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WILLIAM DAVIES EVANS

SCENE ONE: Packet boat in the Bristol Channel; Master's cabin. Time, 1824.

The captain, a keen chess student, is looking up the Giuoco Piano in Sarratt's text-book. He is alone. He has set up the position after 1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. B-B4, B-B4;....following the book, he makes the move, 4. P-QB3. He notes that the book gives two ways of following up this move, one based on 5. P-Q4, building up a pawn center, and the other based on 5. P-QN4, with an advance on the Queen-wing. He observes that the P-QN4 line is too slow. He is an attacking player. But suddenly an idea strikes him, and he murmurs to himself with growing excitement, as though apostrophising the author of the book.

Captain Evans: But look you, Mr. Sarratt, what if I play the Queen's Knight's Pawn two squares at once? You take the pawn? Indeed, yes. But then I will play my Queen's Bishop's Pawn, and your Bishop must move for the third time, Have I not an attacking position? Indeed to goodness, Mr. Sarratt, it is a little gambit for you. Perhaps it will be in a Book itself someday, perhaps they will even give it a name. But I must analyse it, for perhaps it is unsound — for if it were a good move would it not be mentioned — and yet.....but now I must go up on deck.

SCENE TWO: London Chess Club. Time: 1858.

Paul Morphy: One man I should like to meet is Captain Evans. His gambit is the most beautiful of all openings. Is he ever in London, Mr. Boden?

Boden: We have seen nothing of Evans for years. He would be nearly seventy now. I have heard he is living abroad. After he retired on pension, about 1840, he lived in London for some years, and was one of our most energetic organisers, always lending a helping hand in any cause connected with chess.

Morphy: I believe he himself was one of your strongest players, was he not?

Boden: Oh, yes. The very first opponent he challenged on London to test his gambit was Alexander McDonnell. Evans mated McDonnell in 20 moves.

SCENE THREE: The old cemetery, Ostend, Belgium. Time: The nineties.....

First Tourist: I find these old cemeteries jolly interesting. Look! an Englishman — Welshman, anyway. William Davies Evans — 1790 to 1872 — good innings, what?

Second Tourist: Sea Captain, eh! P. and O. Service. And look at this. "The Inventor of the chess opening known as the Evans Gambit." Fancy putting that on a tombstone!

(A stranger, short in stature, who has been standing by, politely interrupts. He speaks with a foreign accent, apparently German.)

Stranger: Pardon me, gentlemen. You do your countryman insufficient honour. Captain Evans is immortal. During the last seventy years his gambit has been played by nearly all the leading masters of chess. It is true that a German master has recently found an answer to it, which removes its former terrors. I am afraid he is courting unpopularity.

First Tourist: And how was it that the old skipper ended his days here?

Stranger: Unfortunately, his English friends learned too late that he was stranded at Ostend through illness and poverty in his old age. The sum of 200 pounds was quickly subscribed in London. It arrived a few days after his death. Gentlemen you will excuse me. My card.

First Tourist (reading): Emanuel Lasker !

Second Tourist; By Jove! We did put our foot in it! that was the chess champion of the World.

William Davies Evans, who invented the gambit that bears his name, was an outstanding individual in early nineteenth century British chess. Yet he gave little

time to the game, being an inspiration in other ways to mankind. His history has been needlessly obscured and distorted; needlessly because there are dozens of his games in print. This was proved in an outstanding biographical article by W. R. Thomas published in the "British Chess Magazine," 1928.

Evans was born at Musland in the Welsh-speaking district of North Pembrokeshire January 27th, 1790. His parents were fairly well to do farmers, When William was ten the family moved to Castle Pill, near Milford Haven, a port familiarly associated with the name of Nelson. The environment proved attractive to young Evans, and at fourteen he went to sea. After the Napoleonic wars were over, Evans was transferred to the postal department, becoming in 1819 master of the sailing packet "Auckland" plying between England and Ireland.

It was in 1818 that Evans learned the moves of chess, about the same time making the acquaintance of Lieut. Harry Wilson, R.N., one of the personalities of the period, who became Staunton's second in the match with Saint Amant played in Paris. From his new friend, Evans received at first the odds of Rook; but before long they were level.

Captain Evans devised the Evans Gambit when making a solitary study of a treatise of Sarratt's on board the steam packet in 1824. Realising its worth, he carefully analysed it. He must be credited not only with introducing a new move, but also a new conception of attack. As thorough as any modern analyses are those made by the captain. An example; 1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. B-B4, B-B4; 4. P-QN4, BxP; 5. P-B3, B-R4; 6. O-O, N-B3; 7. N-N5, O-O; 8. P-KB4, P-KR3; 9. NxBP, RxN; 10. BxR, KxB; 11. PxB, NxB; 12. Q-R5ch., K-K3; 13. Q-B5ch., K-Q3; 14. P-Q4 coming out the exchange ahead.

As Captain Evans spent the period 1826-28 in London, he took the opportunity to demonstrate the effectiveness of the gambit. During the thirties, Evans devoted himself to his maritime duties, and the "Nautical Magazine" of 1837 records the receipt of Evans' greatest claim to fame — as the inventor of the system of tri-colored lights for ships to prevent collisions at night. For this service the English Government awarded him 1500 pounds and the Czar presented him with a 160 pounds gold chronometer and 200 pounds cash.

In 1840, Evans retired on pension and returned to chess circles. In 1845 he was one of a group of consulting players in the first telegraphic match to be played. About 1849 he analysed the ending of King and three pawns against King and three pawns, and proved that a position handed down for centuries as a draw was a win for the first player. Evans died in 1872 at Ostend in rather strained circumstances.

The "Chess Player's Chronicle" of 1848 describes him in a group pen portrait, "With the bluff open expression of countenance and hearty good-humoured smile."

Captain Evans name will live in the memory of chess players as long as a chess player can still move a pawn. The gambit he created has not to this day been successfully refuted although many masters have claimed to do so. Reuben Fine Says..... Despite a prodigious amount of analysis, this offshoot of the Giuoco Piano still remains a problem child among the openings. About ten years ago Tartakover's investigations appeared to establish the correctness of the brilliant pawn sacrifice introduced over a century ago by Captain W. D. Evans; his conclusions have, however since been questioned.

When Captain Evans walked into Lewis' chess rooms in St. Martin's Lane, London and asked for a strong opponent who could test out something he had discovered he was taken on by Alexander McDonnell, who a few years later was to become the only player in the world able to cope with the great Labourdonnais. It was certain no one there expected him to win and certainly not in twenty moves! !

Here is the first game in which Captain Evans tested his famous Gambit Opening.

CAPTAIN W. D. EVANS				A. McDONNELL.			
1. P-K4	P-K4	6. P-B3	B-R4	11 B-R3	N-R3	16 NxBP!	Q-R5
2. N-KB3	N-QB3	7. P-Q4	B-KN5	12 P-B3	B-N3ch.	17 Q-N5 ch. and	
3. B-B4	B-B4	8. Q-N3	Q-Q2	13 K-R1	B-KR4	mate in three	
4. O-O	P-Q3	9. N-N5	N-Q1	14 R-Q1	Q-B1	by 18. QxKP, 19	
5. P-QN4!	BxP	10 PxB	PxB	15 RxNch.	QxR	Q-K6 and 20 B-Q6	

WASH. CHESS HISTORY

By J. NOURSE

These first installments of the history of Washington chess have been primarily a record of the history of the Seattle Chess Club and its organizers. However, there were other movements in many other parts of the State, with Tacoma achieving a degree of success second only to Seattle. Other smaller areas also had thriving clubs fostered by enthusiastic devotees who taught the game to all and sundry. Their influence will never be reckoned, but it is directly manifest in the expansion of the chess interest of today.

Mr Lofgren, of the Seattle Club, was responsible for a strong club in Enumclaw and nearby communities, one of his proteges making a strong bid for the State Title in the early thirties. Another strong club was organized in Sequim by Dr Barker. It had over twenty members. There is no record available showing how many of these are still active players. Mr John Graham of Bainbridge Island, who was one of the star players of the Shanghai Chess Club at the turn of the century, has been a keen tutor of the game all his life. It was due to his strong interest that Bainbridge Island was able to field a team in the Puget Sound Chess League. Unfortunately several of the strong players developed by him are now temporarily unable to continue in this recreation. Mr Graham recalls with interest the enthusiasm prevalent when the Shanghai club played matches with the Russian Chess Club. In one particular contest, he remembers, with the score tied he was fighting to bring in the winning point in the only unfinished game, a large crowd following every move. When Mr Graham finally won the game, and the match, interest was worked up to the point where the spectators broke into a spontaneous cheer.

There must be many other localities where chess was played on a grand scale but at this date there's no information regarding them. Unquestionably, Everett, Bellingham and others must have had clubs, but looking at the record we find all the solid talent, almost without exception in these early days, emanating from Seattle and Tacoma.

Organized chess in Tacoma runs back over fifty years a Tacoma newspaper dated, Feb. 4th 1900, printing this item: "H. B. Dewey won the Chess tournament which closed Feb. 2nd. The Tacoma Chess Club will start another season." Mr Dewey was State Supt. of Schools. The prime organizers of the pioneer club were Chas. Johnson and Arvid Johnson, who are both still hale and hearty though inactive in chess. Running true to the pioneer predilection for a sporting game, these Tacoma enthusiasts were fond of the Muzio Gambit and all the other similar lively openings.

Mr Dewey was succeeded as champion Stephen Ryder, a teacher of chemistry, who held the title for several years. Mr Ryder, now living in Pennsylvania, is still active in chess. Though over eighty, he assists on the Chess Problem Column of the Christian Science Monitor by checking for flaws.

Underscoring a well-proven conclusion that chess and other interest don't mix -- The Tacoma Chess Club encouraged the game of bridge as an adjunct to chess with a result that the card playing section gradually became more important than the chess playing section and the club disbanded soon after the First World War.

The present Tacoma Chess Club was organized in 1931 by Mr. J. J. Edges the City Recreation Director, as a chess and checker club. Carroll Crain, Vernon Holmes and Vic. Hultman were among the early members. In 1932 the Chess Club moved to the Y.M.C.A. as the Tacoma Chess Club, confirming the above conclusion. Said Carroll Crain, "We couldn't stand these clinking checkers."

The Tacoma Chess Club has long been a force in Washington chess, their entries in the State tournaments being strong contenders, and their team winning the Puget Sound Chess League Trophy for three consecutive years. Carroll Crain was club champion from 1931 to 1943, and in 1932 took part in the Honor Tourney held at Pasadena, held in conjunction with the Masters Tourney, making a very creditable showing. Mr. Vernon Holmes now holds the Club Championship. Arvid Johnson, one of the founders, later moved to Seattle, where he won the Seattle Championship in 1927.

GAMES DEPARTMENT

GLENN MULLER

GAMES EDITOR

PUGET SOUND LEAGUE

DUISBURG GAMBIT

TSCHER

G. MULLER

white

black

- | | |
|----------|-------|
| 1. P-Q4 | P-Q4 |
| 2. P-QB4 | P-K3 |
| 3. N-QB3 | P-QB4 |
| 4. PxQP | PxQP? |

Black usually retakes with the king pawn (Tarrasch Defense). With the text, black is giving up a pawn, though with some compensation in development.

5. PxP

A clever idea that turns out badly for white, since black can play BxP with superior development. But should the knight be captured, white will play 6. PxP ch, K-K2, 7. PxN (N) ch, RxN ?, 8. B-N5ch winning the queen.

- | | |
|------------|----------|
| 5. | BxP |
| 6. N-K4 | N-KB3 |
| 7. NxNch. | QxN |
| 8. N-B3 | N-B3 |
| 9. P-QN3 ? | P-Q6 |
| 10 B-N5 ? | B-N5 ch. |
| 11 B-Q2 | BxB ch. |
| 12 NxB | N-N5 ! |

White resigns, since black threaten QxR. If white plays R-B he faces loss of the exchange and a terrific attack.

for white as well as black, players of the Dutch are often willing to allow it. Here white gets at least a psychological advantage by sacrificing his king pawn anyway

3. P-K4 ! ? ?

Here white offers a gambit, and black resigns only six moves later. Very few gambits are analytically sound, the rest, including this one are usually made in the hope the opponent will not make the best replies. But sound or not, they must be handled like a vial of nitro glycerine, lest a game like this result.

- | | |
|------------|--------|
| 3. | PxP |
| 4. N-QB3 | P-Q4?? |

N-KB3 is the move, and unlike in the Staunton where black has not yet played P-K3, the pawn can be safely held.

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| 5. PxP | PxP?? |
|--------|-------|

This move loses outright. N-KB3 would yet leave black with a playable game.

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|-------------|--------|
| 6. Q-R5 ch. | P-N3 |
| 7. Q-K5 ch. | Q-K2 |
| 8. QxR | N-B3 ? |

Loses yet another piece, not that it matters.

- | | |
|----------|----------|
| 9. B-KN5 | Resigns. |
|----------|----------|

SEATTLE CITY CHAMPIONSHIP

KING'S INDIAN DEFENSE

C. JOACHIM

R. VELLIAS.

white

black

- | | |
|----------|-------|
| 1. P-Q4 | N-KB3 |
| 2. N-KB3 | P-Q4 |
| 3. P-QB4 | P-Kn3 |
| 4. N-B3 | P-B3 |
| 5. P-K3 | B-N2 |
| 6. Q-N3 | C-C |
| 7. PxP | NxP |
| 8. B-B4 | NxN |
| 9. PxN | N-Q2 |
| 10 B-R3 | P-N4 |

PUGET SOUND LEAGUE

DUTCH DEFENSE

W. ENZ

HERMAN

white

black

- | | |
|----------|-------|
| 1. P-Q4 | P-K3 |
| 2. P-QB4 | P-KB4 |

Black plays the above order of moves to avoid the Staunton Gambit (1. P-Q4, P-KB4, 2. P-K4!). Since the gambit, though analytically sound, is dangerous

- | | |
|----------|-------|
| 11. B-Q3 | R-K1 |
| 12. N-N5 | P-K3 |
| 13 P-KR4 | P-QB4 |
| 14 B-K4 | |

If BxBP, NxB wins a piece. If PxB, NxB probably wins two pawns. (Bishop or NxB takes knight pawn is dangerous for white because of rook to knight followed by knight to bishop three. (Muller)

- | | |
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| 14 | R-N1 |
| 15 PxB | P-N5 ! |

Getting a bishop and counterplay for three pawns.

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| 16. BxP | P-R4 |
| 17 R-Q1 | |

To escape the battered diagonal and to save the pawn on bishop five.

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|----------|-------|
| 17 | Q-B2 |
| 18 Q-B4 | PxB |
| 19 PxB | N-K4 |
| 20 Q-N3 | Q-K2 |
| 21 P-B4 | N-N5 |
| 22 R-Q6 | B-N2 |
| 23 P-KR5 | B-QR1 |
| 24 PxB | RPxB |
| 25 BxP | |

This move looks like a killer, but black does not have to accept the sacrifice.

- | | |
|---------|--------|
| 25 | K-B1 |
| 26 BxP | B-Q4 ! |
| 27 Q-Q3 | N-B3 |
| 28 BxR | QxB |
| 29 P-R3 | |

An attempt to lock up the position.

- | | |
|---------|------|
| 29 | K-K2 |
| 30 P-K4 | Q-N3 |

The critical position. The queen pins a pawn and threatens a dangerous counterattack, but an unexpected sacrifice decides the game in white's favor.

- | | |
|--------------|------|
| 31 RxB ch. ! | K-B1 |
|--------------|------|

If BxR, Q-Q6ch regains the rook with the complete destruction of black's game.

- | | |
|---------|----------|
| 32 QxB | NxQ |
| 33 RxQ | B-B6ch. |
| 34 K-Q1 | Resigns. |

SEATTLE CLUB CHAMPIONSHIP
THE COLLE SYSTEM

CARL ENZ

RUSSELL VELLIAS

white black

- | | |
|----------|-------|
| 1. P-Q4 | P-Q4 |
| 2. N-KB3 | N-KB3 |
| 3. P-K3 | P-B4 |
| 4. P-QB3 | N-Q2 |

- | | |
|---------|------|
| 5. B-Q3 | Q-B2 |
|---------|------|

- | | |
|---------|--|
| 6. Q-R4 | |
|---------|--|

Thus far all good. White's last is the only move that maintains pressure, as black is threatening P-K4 with a good game

- | | |
|------------|------|
| 6. | PxB? |
|------------|------|

Black gratuitously frees white's queen bishop. Black's most aggressive move is P-KN3 to be followed by B-N2, C-C, and another try for P-K4. Or P-K3, and the queen bishop can be fianchettoed after castling.

- | | |
|----------|-------|
| 7. KPxB | P-KN3 |
| 8. C-C | B-N2 |
| 9. N-K5 | C-C |
| 10 P-KB4 | Q-N3 |
| 11 N-Q2 | NxN |
| 12 BPxB | N-N5 |

This is the point of black's tenth move. He threatens the capture of the King pawn.

- | | |
|------------|--------|
| 13 K-R1 | P-B4 |
| 14 N-B3 | Q-Q1 |
| 15 P-KR3 | N-R3 |
| 16 P-B4 | PxB |
| 17 BxB ch. | P-K3 |
| 18 Q-N3 | R-K1 |
| 19 B-N5 | Q-B2 ? |

Black's game is obviously bad, and his aimless queen moves are gifts of development for his opponent. Better Q-N3 in an attempt to weaken white's pressure by exchanges.

- | | |
|----------|--------|
| 20 QR-B1 | Q-N3 |
| 21 KR-K1 | QxQ |
| 22 BxQ | B-Q2 |
| 23 P-Q5 | N-B2 ? |

Better for black is PxB, 24 BxB ch, B-K3. For if 25 BxNP, R-N1 threatens the white queen's knight pawn while the rook pawn is threatened as well.

- | | |
|-------------|--------|
| 24 P-Q6 | B-B3 ? |
| 25 RxB ! | PxB |
| 26 P-Q7 | KR-QN1 |
| 27 BxKP | K-B1 |
| 28 BxN | KxB |
| 29 P-K6 ch. | K-N1 |
| 30 P-K7 | K-B2 |

- | | |
|---------------|----------|
| 31 P-Q8 (Q) | Resigns. |
|---------------|----------|

A nice lesson in breaking through.

TOURNAMENT SCHEDULE

CHARLES K. JOACHIM _____

TOURNAMENT DIRECTOR

Tournament	Date	System	Entry Fee	Location
WASHINGTON STATE JUNIOR CHAMPIONSHIP	March 31 9 AM 1951	4 Round Swiss	\$1.00*	Assembly Hotel Seattle
PUGET SOUND OPEN	Apr. 28, 29 9 AM 1951	6 Round Swiss	\$2.00*	Assembly Hotel Seattle
<u>DISTRICT TOURNAMENTS</u>				
Seattle District	May 12 9 AM 1951	Decided by Districts	\$1.50	Assembly Hotel Seattle
Southwest Washington	"	"	"	Tacoma, Wash.
Northwest Washington	"	"	"	Everett, Wash.
Central Washington	"	"	"	Yakima, Wash.
EXPERTS TOURNAMENT	May 26, 27 9 AM 1951	6 Round Swiss	\$3.00*	Assembly Hotel Seattle
N.W.U.S. CITIES TOURNAMENT	June 18 9 AM 1951	4 man team Elimination	?	Assembly Hotel Seattle

*Section IX Paragraph 3 of WCF By-Laws allows a 50¢ reduction to all W.C.F. Members.

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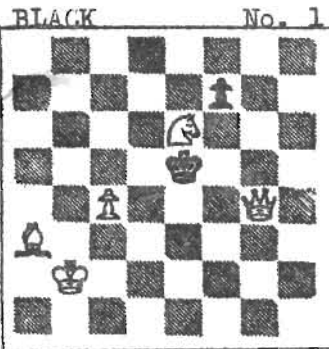
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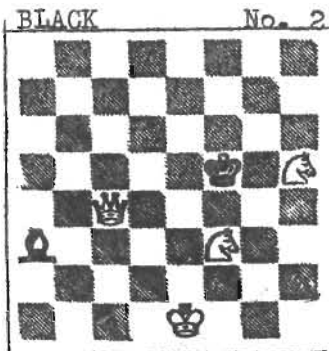
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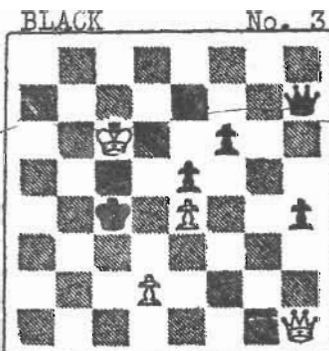
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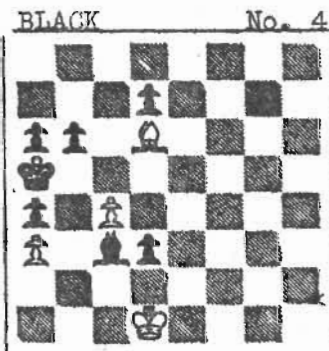
WHITE TO MATE IN 3



WHITE TO MATE IN 3



WHITE TO PLAY & WIN



WHITE TO PLAY & WIN

Problem No. One
by Heatcothe

Black is extremely outnumbered, but he has many ways to keep from losing in three moves, though not anyone of them sound if white finds the right answer.

WHITE has one pawn on QB4, one knight on K5, one bishop on QR3, one queen on KN4 and King on QN2.
BLACK has one pawn on KB2 and his king on K4.

Problem No. Two
by Alain C. White

Another problem where the only question is how soon can white win.

WHITE has two knights on KR5 and KB3, one bishop on QR2, one queen on QB4 and his King on K1.
BLACK has a lone king on KB4.

Problem No. Three
by Henri Rinck

White wins against numerical superiority in a very clever and ingenious manner.

WHITE has two pawns on Q2 and K4, one Queen on KR1 and his King on QB6.

BLACK has three pawns on KR5, KB3, and K4, one Queen on KR2 and his King on QB5.

Problem No. Four
by Hermen Helms

Position is everything in this clever little position. White needs to transfer the move. How can he do this?

WHITE has two pawns on QR3, QB4, one bishop on Q6 and his King on Q1.

BLACK has five pawns on Q2, Q6, QN3, QR3, and QR5, one bishop on QB6 and his King on QR4.

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McMartin	997
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Moore	1137
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Norman	1167
Orme	998
Patry	1012
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Class B

Roberts	961
Running	
Seekamp	1098
Taylor	1077
Vail	1158

Class C

Baker	890
Connell	777
Hiscox	875
Karch	746
Marshall	720
McGonnell	850
Mrs. Moss	734
Neilson	805
Plume	732
Sanford	920

RESULTS:

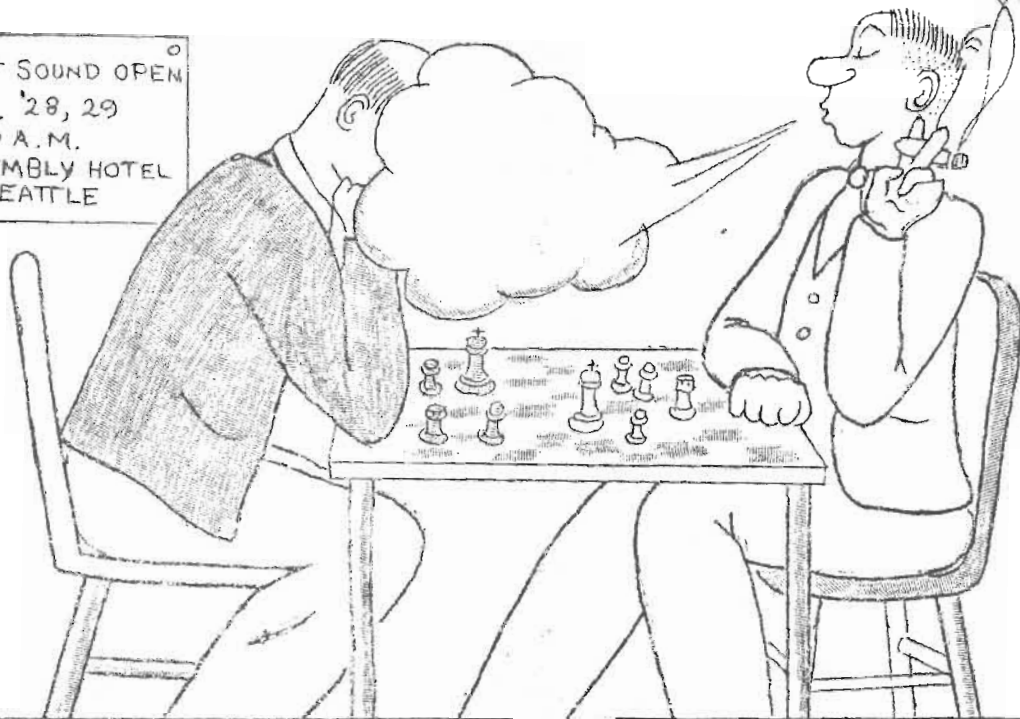
49-A-9	Naas	1	Yocom, H. E.	0
	Naas	1	C. Ballantine	0
50-A-10	Greene	1	Same	0
49-B-9	Sams	1	Baker	0

POTZERS ON PARADE

BY JACK FINNIGAN

THE STRATEGIST

PUGET SOUND OPEN
APR. '28, 29
9 A.M.
ASSEMBLY HOTEL
SEATTLE



SOLUTIONS to PROBLEMS

Problem No. 1. -- 1. E-B2, Exil 2. Q-B3, K-Q5; 3. Q-B4 mate. Or, ... K-B3; 2. N-B3; 3. K-K4; 3. N-Q7 mate. Or, 1. ... P-B4; 2. Q-N5, Kxil or K5; 3. Q mates. Or, ... B-K7, P-B4; Q-K2

Problem No. 2. -- 1. Q-B3, K-K5; 2. Q-Q2, KxN; 3. Q-K2. Or, 1. ... K-N5; 2. Q-K5, KxN; 3. Q-K2, Or, 1. ... K-K3; 3. Q-R4*; if K-Q4, N-B6; or, if K-B2, N-K

Problem No. 3. -- 1. Q-QN1, K-Q5; 2. Q-N3, QxP*; 3. K-Q6, Q-R1; 4. Q-K3*, K-B5; 5. Q-B3*, K-K4; 6. Q-N3*, K-R3; 7. Q-R4*, K-N2; 8. Q-N5*, K-R2; K-B7 wins. Or, if 8. ... K-B1; 9. Q-Q7*. K-N1; 10. Q-B7 Ma

Problem No. 4. -- 1. K-B1, B-K8; 2. K-N2, E-Q7; 3. K-R1, B-B6*; 4. K-N1, B-K8; 5. K-B1, B-B6; 6. K-Q1 wins. Or, 3. K-R1, B-K8; 4. K-R2, B-B6; 5. K-N1, B-Q7; 6. K-N2, B-K8; 7. K-R1, B-B6; K-Q1, Etc.

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Port Blakely, Wash.

EXPIRE 7/51

