

SUNDAY, JANUARY 15, 1922

C H E S S

By E. J. CLARKE

Address all communications to Chess Editor, San Francisco Chronicle

Name—	1	2	3	4	5	6	7	8	9	10	11	Won.	Lost.	Pct.
E. W. Gruer		1	1	1	1	1	1	1	1	1	1	10	0	1000
A. J. Fink	0		1	1	1	0	0	½	0	1	1	5½	4½	550
William Metzke	0	0		½	1	1	0	1	1	1	0	5½	4½	550
W. R. Lovegrove	0	0	½		1	0	½	1	0	1	½	4½	5½	450
G. Hallwegen	0	0	0	0		1	0	½	0	1	0	2½	7½	250
C. Woskoff	0	1	0	1	0		0	1	½	0	½	4	6	400
H. Borochow	0	1	1	½	1	1		½	0	1	0	6	4	600
B. Smith	0	½	0	0	½	0	½		0	0	½	2	8	200
S. Mlotkowski	0	1	0	1	1	½	1	1		1	½	7	3	700
S. Swanson	0	0	0	0	0	1	0	1	0		0	2	8	200
E. J. Clarke	0	0	1	½	1	½	1	½	½	1		6	4	600

California first chess championship was officially concluded Sunday afternoon, January 8, when The Chronicle chess editor won a postponed game from S. Swanson and thereby tied H. Borochof of Los Angeles for third prize. A. J. Fink, by defeating George Hallwegen, tied W. Metzke of Fresno for fifth prize. Therefore, the complete list of prize winners is as follows:

- E. W. Gruer, Oakland—First prize, gold medal and Tevis cup.
- S. Mlotkowski, Los Angeles—Second prize.
- E. J. Clarke, San Francisco, and Harry Borochof, Los Angeles—Tied for third and fourth prizes.
- A. J. Fink, San Francisco, and W. Metzke, Fresno—Tie for fifth.

The above table gives standings of all the players and shows individual wins and losses.

Before taking leave of the tourney, we wish again to express our admiration for the wonderful brand of chess played by State Champion Gruer. Ten straight victories without so much as allowing a draw against him! Re-markable!! The Mechanics' Institute Chess Club to a man is proud of him!

Also a word concerning the man who made the tourney possible—Bernardo Smith. We have been requested to contradict a report that Mr. Smith was not accorded the proper support. He wants it stated in the strongest terms that he met with loyal and hearty backing, moral and financial, on every hand.

The tourney results were sent out day by day by the Associated Press and were reported locally by the newspapers. As a result of the tourney, chess has received a considerable advancement.

Items of interest were: Longest game (a Sicilian), Hallwegen vs. Gruer, 111 moves; nine hours.

Shortest game (a Ruy Lopez), B. Smith vs. Wosicoff, twenty-one moves; fifty minutes.

After several moves in the Mlotkowski vs. Swanson game, sixth round, it was discovered that "Mlot" had two kings and was minus a queen. Rules provide that game shall stand after four moves if any error in placing pieces is not discovered before. But two kings! In the words of Artemus Ward, that was "too much." So "Mlot" gave up one of his kings for a queen.

While a pawn down is considered a lost game, we are rather proud of an ending against Mlotkowski, which we managed to draw after a difficult end-game fight, wherein the Los Angeles master had a potential and finally an actual passed king rook's pawn.

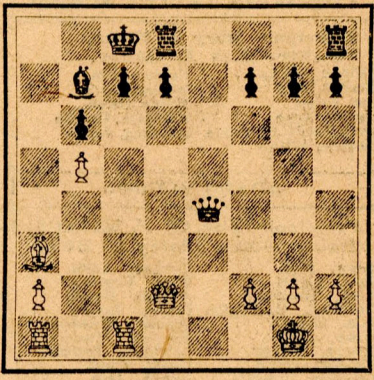
In the Gruer vs. Woskoff game, the latter was pressing an attack that appeared good enough to win. Whereupon Gruer baited a lovely trap with a pawn—and Woskoff made haste to seize it. Woskoff eventually returned a knight for the pawn bait.

GAME No. 52

In last Sunday's column reference was made to the Evans gambit (Mlotkowski vs. Metzke), which the latter won. It appears that the Los Angeles expert missed a winning combination. As it was, Mlotkowski studied the position so long that he was in time difficulties. "Mlot" couldn't fathom the position beyond Black's apparently sufficient defense of Q-K3, pointed out in analysis below. After considerable study, it remained for A. J. Fink and Frank Maus of San Jose, a well known problem fan, to point out the correct procedure. Curiously enough, precisely the same tactics were employed by the great Paul Morphy in one of his immortal games. (See Lowenthal's "Morphy's Games," page 155). Mlotkowski may well be excused for not finding the win. A fast ticking clock gets on one's nerves and often a game becomes more a fight against time. Following is the score:

EVANS' GAMBIT

Mlotkowski white	Metzke black	Mlotkowski white	Metzke black
1—P-K4	P-K4	26—BxP	QR-K
2—S-KB3	S-QB3	27—K-B2	R-K3
3—B-B4	B-B4	28—B-B3	KR-K
4—P-Q84	BxP	29—P-S4	P-Q4
5—P-B3	B-R4	30—RxR	RxR
6—P-Q4	P-Q84	31—R-K	K-Q2
7—B-Q5	PxP	32—B-K5	P-R3
8—SxP	Q-B3	33—B-S8	RxR
9—O-O	S-K2	34—KxR	P-Q5
10—B-R3	P-R5	35—P-B4	B-Q4
11—BxS	SxB	36—P-QR4	B-S6
12—SxS	QxS	37—B-R7	BxP
13—Pxp	B-S3	38—BxP	K-Q3
14—Q-Q2	B-R3	39—B-Q8	BxP
15—R-B	Q-S2	40—Rxp	K-Q4
16—S-B3	B-S3	41—B-K7	P-B5
17—P-S5	O-O-O	42—P-R4	P-B6
18—S-Q5	QxKP	43—P-B5	P-Q6



Stasch Mlotkowski, White (ten pieces.)
Position after black's nineteenth move.

19—SxBch	RPxS	44—B-S5	K-K5
20—P-B3	Q-Q4	45—P-B6	P-Q7ch
21—Q-B3	P-QB4	46—BxP	PxBch
22—R-Q	Q-K3	47—KxP	B-K
23—R-K	Q-B3	48—P-S5	K-B4
24—QxQ	PxQ	49—K-K3	K-S5
25—B-S2	KR-S	50—K-K4	KxP
		and wins.	

Mr. Maus has obliged with a history of the game and analysis. The position bids fair to become a classic. In Paul Morphy's game he "sewed up" his opponent and marched his king from KKt square to QB8, whereupon the game was instantly won.

By FRANK MAUS

The spectacular lines of play that would have followed move 20—Rxp, KxR (see diagram), had it been made, were noted by the spectators and both players during the game. Metzke pointed at the pawn and Mlotkowski shook his head. After the game the two players analyzed the lines of play after 20½KxR and gave their verdict of a draw. For four days many players went over this line of play, claiming various wins and mates—all of which were won or drawn by Metzke. Then Fink and I gave our attention to the position resulting from the possible move, 20—Rxpch, KxR, and found the following incisive win for white:

21—Q-Q6ch	K-B	25—R-B7ch	K-S (best)
22—R-Bch	B-B3	26—QxQ!	PxQ
23—PxB	Q-K3	27—B-Q6	
24—PxPdbch	K-S2		

And black loses, as neither of his rooks can leave black's first rank without losing the game. White plays P-B3 on his twenty-eighth move and the white king then starts on his long trip across the board, carefully avoiding the danger of rook checks, and enters the conflict with disastrous results for black.

GAME No. 53

The subjoined game, from the eighth round of the California championship tourney, is considered to be one of the best games won by Gruer. We are indebted to California's chess champion for the notes to the game, written specially for The Chronicle column. Gruer chose the Hungarian defense to avoid Mlotkowski's pet Evans' gambit, wisely declining to play his opponent's favorite game.

HUNGARIAN DEFENSE

S. Mlotkowski white	E. W. Gruer black	S. Mlotkowski white	E. W. Gruer black
1—P-K4	P-K4	18—P-QB4	B-B
2—S-KB3	S-QB3	19—P-Q83	B-Q2
3—B-B4	B-K2	20—P-KS4(f)	P-QB3
4—P-Q4	PxP	21—S-B3	Q-B3(g)
5—SxP(a)	P-Q3	22—Q-Q2	S-K3
6—S-QB3	S-KB3	23—S-K2	S-S4
7—Castles	Castles	24—Q-K3(h)	SxK
8—B-K2(b)	B-Q2(c)	25—QxS	Q-K3(i)
9—P-KB4	R-K	26—S-S3	QxSP
10—B-B3	SxS	27—Q-Q3(j)	P-KB4(k)
11—QxS	B-B3	28—B-Q2(l)	PxP
12—K-R	S-Q2	29—SxP	B-B4
13—S-Q5	B-B3	30—R-K2	RxS
14—Q-Q	S-B4	31—RxR	R-K
15—R-K(d)	P-QR4	32—RxS(m)	BxRch
16—R-QS	B-KR5(e)	33—OxB	QxRch
17—P-KS3	B-K2	34—Resigns	

NOTES

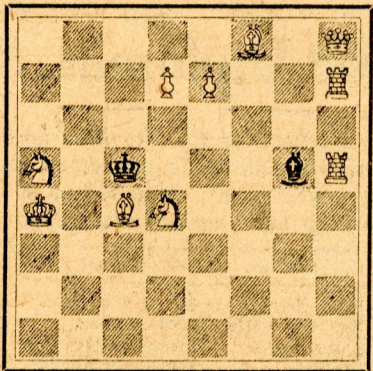
By E. W. G.

- (a)—Formerly P-QB3 was considered best, but S-QR4 is a very satisfactory reply for Black.
- (b)—A very good move. Black threatened SxP, followed by P-Q4. The bishop posted here protects his KS4 square, and gives support to the pawns after they have been pushed.
- (c)—It is very questionable if Black develops his pieces along the best lines.
- (d)—Here P-KS4 was much better as it defends the KP indirectly. If then Black plays SxP, P-S5 wins a piece.
- (e)—To provoke White's next move.
- (f)—To prevent P-KB4.
- (g)—The following queen and knight moves are well concealed, and White in trying to avoid simplification and a draw (his score called for a win) soon got a lost position.
- (h)—If 24 PxS, QxB ch.
- (i)—The point of the combination. White now loses a pawn.
- (j)—27. QxQ, with drawing, chances were better.
- (k)—This very strong move is decisive.
- (l)—If 28—P-K5 then PxP; 29—QxB Q-B6 ch.; 30—K-S B-B4 ch., and wins the exchange and superior position.
- (m)—There is no defense. If 32—QR-K, Q-S3 or BxR ch., wins a piece.

Problems

A. J. F.

PROBLEM NO. 59
By FRANK MAUS
Black (two pieces).



White (ten pieces).

White mates in two moves.

No. 59 was composed especially for The Chronicle. Mr. Maus is a local composer, with several problems to his credit.

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Solutions—No. 57, Rook to Q3. No. 58, QxP, followed by B-R5 ch., if Black plays BxQ.

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Solvers' list and correspondence held over until next week.