



CHESS



By E. J. CLARKE

GAME NO. 169

Conrad Bergmann is leading in the pending main tournament at the Mechanics' Institute. Following is a game he won from Henry Gross, former U. of C. chess champion:

TWO KNIGHTS DEFENSE			
Bergmann	Gross	Bergmann	Gross
White	Black	White	Black
1 P-K4	P-K4	20 P-A3	S-Q6
2 S-KB3	S-QB3	21 P-Q4	K-S2
3 B-B4	S-B3	22 Q-B3	K-S
4 P-Q4	PxP	23 S-B6	P-QR4
5 Castles	SxP	24 P-S5	K-R1
6 R-K	P-Q4	25 Q-Q7	QR-B
7 BxP	QxB	26 S-B6	R-KS
8 S-B3	Q-Q	27 P-B5	SxP
9 SxS	B-K2	28 SxS	PxS
10 B-S5	B-KS5	29 QxPch	K-S
11 BxB	SxB	30 P-S6	R-S3
12 QxP	BxS	31 PxBch	RxP
13 QxSP	K-Q2	32 QxP	R-R2
14 QR-Qch	BxR	33 Q-K5ch	K-S
15 RxBeh	K-B	34 P-B4	KA-QR3
16 RxQch	RxR	35 P-B5	RxP
17 P-KR3	P-QS3	36 P-B6	R-A3ch
18 QxBP	S-Q4	37 K-R2	R-KB3 (?)
19 P-QB4	S-S5	38 Q-S5ch	Resigns

The American Chess Bulletin for February contains an article, "Memories of the Eden Musee and Ajeeb," being in part a reprinted editorial from the New York Times of January 25, captioned "Ajeeb Is Dead." The recent death in Boston of Peter J. Hill, for years the "god of the machine," called forth the editorial reminiscences of the bygone days, when the Eden Musee and Ajeeb were one of the great city's leading attractions. Ajeeb played chess, checkers and told "fortunes" by means of playing cards. If one desired to play chess, it was best to plan a week-day visit, as the proletariat flocked to the Musee on the day of rest, eager to learn from Ajeeb of possible rich relatives, etc., who would one day leave a fortune; while the fair sex usually interrogated the automaton on the perennial subject of love, for the modest sum of 25 cents a "fortune." This steady flowing silver stream proved too profitable to Ajeeb's lessees to interrupt by a lengthy game of chess.

Hill's biographer relates that Hill was once stabbed in the mouth with a hatpin by any angry woman opponent who had lost a bishop. Also, "an irate Westerner once emptied his six-shooter into the automaton, wounding Hill in the shoulder."

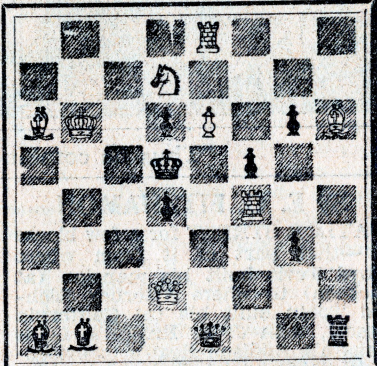
The chess editor has a few recollections of the famous Ajeeb. Years ago we were living in the great city, on the staff of Lasker's Chess Magazine, member of the Brooklyn Chess Club and well acquainted with the leading chess players. One evening a group of experts planned a visit to the Musee, and we endeavored to persuade Lasker, then the world's champion, to go along and "show up" Ajeeb. But probably out of professional courtesy Lasker declined. However, Frank J. Marshall, now United States champion but at that time unknown outside of Brooklyn, readily consented to join the party and contest a game with the supposedly invincible automaton. Among the visitors was a well known journalist engaged on one of the big dailies.

Marshall with the black pieces (Ajeeb always played white), soon initiated a dashing, if unsound, attack and finally had the pleasure of receiving Ajeeb's resignation, signaled by overturning the King. It was such an unusual occurrence (in fact, the claim was made that Ajeeb's defeat was impossible) that the large gallery of spectators burst into applause. But it was discovered later on going over the game in a nearby cafe that by a simple Q to R4 check the allegedly mathematically exact automaton could have won a clear piece and hence the game. This incident proved good "copy" for the journalist, who wrote a column story for the New York Times, in which he called attention to Ajeeb's omission and humorously wound up his account by observing that it was difficult to understand how a well regulated automaton should fail to win a piece when the opportunity presented itself." The full score of the game was also

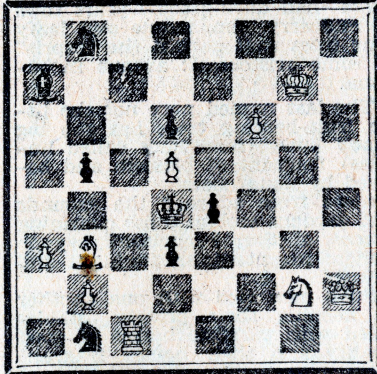
PROBLEMS

A. J. F.

No. 187—A. J. Fink, Philadelphia Item, 1911
(One of the local composer's earlier efforts.)



W(8) B(10)—Mate in Two
No. 188, by the same composer



W(9) B(8)—Mate in Three
Solutions: No. 185—P-B7, R-QB5; R-R1 ch, K-S4; R-QB1, RxR; S-K4 ch. No. 186—S-K3 (black king on K5 and white queen on KR8).

Hotels and Pl

SOUTHERN

"IN THE CENTER OF THINGS"