CHESS

By E. J. CLARKE

Address all communications to Chess Editor, San Francisco Chronicle

CHAMPIONSHIP TOURNAMENT

Bernardo Smith, chairman of the committee on the first California state chess championship tournament, announces that the stage is all set for the rise of the curtain Tuesday morning, December 27, at the Mechanics' Institute chess room, 57 Post street. The following are expected to compete for the championship title, first prize of $100 and the Tevis cup: Stasch Mlotkowski and H. Borochow, Los Angeles; E. W. Gruer, Oakland; E. Linares Jr., Santa Clara; F. Metzke, Fresno; Dr. W. R. Lovegrove, A. J. Fink, George Hallwegen, B. Smith and E. J. Clarke. Play will begin at 11:30 a. m., with an evening session. Visitors are welcome to the chess-room during the progress of the tournament.

Universal System of Defense

(Concluded)

Here is the final installment of an interesting article on a possible "Universally Applicable System of Defense," written by Edgar Norris of San Francisco. Nearly all of the positions arrived at are orthodox book, with the possible exception of P-K 4, in reply to 1 P-Q 4 for white, although the counterattack by black (1 P-Q 4, P-Q 4; 2 P-Q B 4, P-K 4) amounts to practically the same thing, i. e., the gift of a pawn with small prospect of its recovery. According to the system as outlined in last week's column, Black's first move is always P-K 4. Next his key move, until further notice, is P-Q 4. The Falkbeer counter gambit was cited as an example wherein the formula is carried out at once. Other examples follow:

Evans Gambit forestalled by meeting the **Giuoco Piano** with the **Two Knights' Defense**. It is the intention, if White plays 4, Kt-K Kt 5, that Black after 4½, P-Q 4; 5. Px P, will play 5½, Q Kt-R 4, avoiding the cramped position that might still follow.

Max Lange Attack—in connection with the foregoing treatment of the Giuoco Piano, the Two Knights' Defense, applied to the Scotch Gambit eliminates all positions from which the Max Lange attack can be played.

Scotch Gambit—1, P-K4, P-K4; 2, Kt-KB3, Kt-QB3; 3, P-Q4, PxP; 4, KB-B4, KtKB3; 5, PK5,P-Q4; but if white plays 4, P-K5 or K Kt x P, Black replies at once 4½, P-Q4.

Centre Gambit—Whether this is transposed to the Scotch Gambit or not, it is similarly met, with the two Kts out at once after 2. Px P.

Two Knights Opening—1, P-K4, P-K4; 2, Kt-KB3, Kt-QB3; 3, Kt-QB3, KBB4. The Black KB in an unharrassed position, takes part in controlling the centre of the board and any move of the QP fulfils the formula.

Queen's Gambit—Forestalled as follows:

Queen's Pawn Opening—1, P-Q4, P-K4; 2, Px P, P-Q4; if 2, P-QB4, P-Q4; if 2, P-Q5, KB-B4. 2, P-K4 gives the Centre Gambit, which has already been considered.

This brings us back to the Ruy Lopez, submitted in my previous letters. I think any openings not here tabulated should be sufficiently indicated in principle.

Yours very truly,

EDGAR NORRIS.

GAME No. 44

The following game is from the recent Budapest tournament, won by Aljechin. The Russian master winds up the game in brilliant style. Score from the New York Evening Post.

Bruckman white	Aljechin black	Bruckman white	Aljechin black
1—P-K4	S-KB3	14—S-B4	B-B4
2—S-KB3	P-QS3	15—KR-Q	B-Q4
3—P-KS3	B-S2	16—S-R3	PxP
4—B-S2	P-Q3	17—RPxP	P-R3
5—P-S3	QS-Q2	18—P-QB4	B-S2
6—B-S2	P-K4	19—S-B2	Q-B4
7—PxP	PxP	20—B-QR3	BxB
8—Castles	P-K5	21—SxB	S-S5
9—S-K5	B-Q3	22—S-B2	R-R7
10—SxS	QxS	23—Q-Q2	K-K2
11—S-Q2	Q-K3	24—S-S4	QR-R
12—P1K3	P-KR4	25—Q-K2	Q-B6(a)
13—Q-K2	P-R5	26—Resigns	

(a) A real "problem" move which leaves White entirely helpless. Consequently, there was nothing left for him to do but to resign. Of course, if 26 BxQ, PxB, and there is no way for king to escape from the mating net, even through sacrifice of the queen.

GAME No. 45

The subjoined game was played in a recent tournament for the championship of the Argentine Chess Club of Buenos Ayres. The winner, Ellerman, is also one of the world's leading problem composers. His problems have won prizes all over the globe.

Ibanez white	Ellerman black	Ibanez white	Ellerman black
1—P-K4	P-Q4	15—SxS	BxS
2—PxP	S-KB3	16—BPxB	B-RSch
3—S-QB3	SxP	17—B-B2	S-Q5
4—B-B4	S-KB3	18—Castles(Q)	B-S4
5—P-Q3	S-B3	19—B-K3	P-QS4
6—P-QR3	P-K4	20—B-R2	BxB
7—B-K3	B-K2	21—QxB	P-S5
8—Q-Q2	Castles	22—PxP	QxP
9—S-B3	P-QR3	23—Q-Q2	Q-R5
10—P-R3	Q-Q3	24—K-S	QR-S
11—S-KS5	B-B4	25—B-B4	RxPch
12—P-KS4	B-S3	26—KxR	R-Sch
13—P-B3	P-R3	27—B-S3	SxB
14—KS-K4	SxS	28—Resigns	

For if 28, PxKt, QxPch, forcing checkmate. If, on the other hand, the queen should move to K2 or B2, then black brings about a pretty win by means of 28½, Kt-Q7ch; 29, K-B, Q-R4, etc.

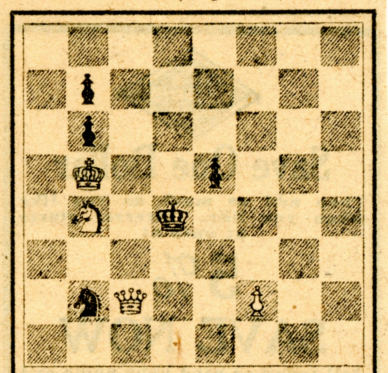
Problems

A. J. F.

PROBLEM No. 52

By J. BERGER

Black (6 pieces.)



White (4 pieces)

White mates in two moves.

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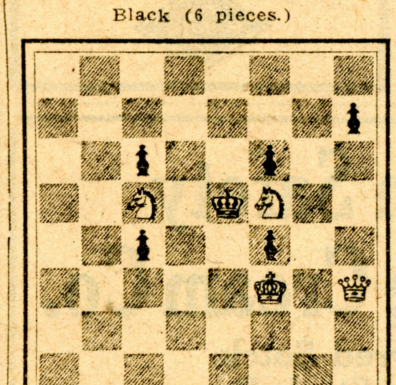
PROBLEM No. 53

By J. POSPISIL.

Black (6 pieces.)



White (4 pieces.)

White mates in three moves.

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Solution to Nos. 50 and 51—Q-K8 and KR-Q2, respectively.

Solvers list—S. L. Jackson, Dyerville; H. H. Howell, Natoma; J. Fulton, Sacramento; J. E. Ford, city; R. R. Reynolds, city; F. H. Mehlhorn, city; H. A. Burke, Tonopah, Nev.; "J. N. S.," San Mateo; H. R. Hackett, Berkeley; C. W. Updyke, Dinuba; "A. J. H.," Palo Alto; C. S. Pixley, Fresno; "Floy," Fresno; E. Linares, Santa Clara; F. M. Wright, city; R. R. Reynolds, city; E. S. Van Camp (correct solutions also to Nos. 48 and 49.)

Problem No. 54, by R. R. Reynolds—6K1—4ps2—7k—6p1—6P1—3b1Q1—6s1—8. Mate in three moves.

Belated solutions to 48 and 49—"A. J. H.," Palo Alto; J. F. Lange, Colfax; C. W. Updyke, Dinuba.