

# CHESS

By E. J. CLARKE

Address Communications to Chess Editor, Chronicle

The annual championship tournament of the Mechanics' Institute Chess Club is under way, with the following contestants: J. F. Smyth, A. B. Stamer, Bruno Forsberg, W. H. Smith, S. Simon, C. Bergmann and M. A. Odhner. In the minor journey are: E. Beech, H. W. Simkins, C. J. Ferguson, C. L. Bagby, W. E. Baker, A. W. Smith, O. Bolling and W. S. Scroggs.

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From the publishers of Capablanca's "Chess Fundamentals," Harcourt, Brace & Co., New York, comes another book on chess, "The Middle Game in Chess," by E. Znosko-Borovsky, the Russian master. This is a new field and, as the author points out in his preface, "it is impossible to refrain from wonder that the middle game in chess, i. e., the most important and decisive part of the game, its very essence, has up to now been scarcely studied at all." Continuing, he says: "As I pursued my study, I saw very clearly that the middle game in chess is chess itself. Chess is neither the ending nor the opening, which, starting from a constant set position, develops the forces of an involuntary following of beaten paths. The middle game, I repeat, is chess itself—chess, with all its possibilities, its attacks, defenses, sacrifices, etc." Also: "I hope that my book will be of service to many players in the practical game, but still more that it will help them to a comprehension of chess. That I consider the most important point. As chess is the deepest and most logical of games, it needs to be understood in all its qualities and laws. Without that understanding it is impossible not only to play oneself, but also to grasp correctly the play of others and to appreciate their ideas." This book is a distinct addition to the already large literature on the game. Curiously enough, although written for the advanced player, the book contains such a minute study of the elements of chess—"force," "time" and "space"—that it may be recommended as well to the beginner. "The Middle Game" is well printed and contains 100 diagrams, illustrating examples of gain in force, space and time; valuation of the position; construction and execution of plan; superior positions; inferior positions; equal positions; examples of maneuvers, attack, defense; the counter battle.

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The following merry quip appeared in the Long Beach Telegram during the visit of Bernardo Smith in that city recently:

"The confirmed chess player is one bird that answers Lord Dunsen's famous question, 'How can a bird with one feather flock together?' With a red and black squared board before them, two chess players will flock together for ten hours without food or drink and entirely oblivious of the multi-feathered flapper. To the outsider chess players give an impression of being about as sociable as a couple of sphinxes in the desert. That's because the outsider does not understand. Chess players are using a method of soul expression at variance with common tradition; that's all."

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## GAME NO. 130

The following lively game was played recently at the Faculty Club, Berkeley:

### SICILIAN

Ryder White	Lipman Black	Ryder White	Lipman Black
1—P-K4	P-QB4	14—P-KB3	BxB
2—S-KB3	S-QB3	15—PxS	B-K6ch
3—P-Q4	PxP	16—K-R	R-QS
4—SxP	S-B3	17—Q-K4	B-S4
5—S-QB3	P-KS3	18—PxP	B-S2(e)
6—B-QB4	P-Q3	19—PxPch	B-B3
7—SxS	PxS	20—Q-S4(t)	R-S(g)
8—P-K5	S-S5	21—PxP	RxQ
9—P-K6	P-KB4	22—P-R8sunch	R-S
10—Castles	B-KS2(a)	23—RxBch	PxR
11—B-B4	BxS(b)	24—P-K7ch	KxP
12—Q-B3(c)	B-K4(d)	25—Q-R7ch	K-K
13—QxPch	K-B	26—Q-B7mate	

NOTES BY A. W. RYDER

(a) Not P-Q4, because of KtxP, etc.

(b) Up to this point the game follows the better seventh game of the Lasker-Schlechter match of 1910. Lasker here played Q-S6.

(c) If White plays PxS, Black replies

P-Q4, and wins the king's pawn, with the superior game. The proper continuation is not obvious, and the winner permits himself some pride in this move and the fourteenth.

(d) An ingenious rejoinder.  
(e) This looks formidable, but Black is a shade too slow.

(f) Threatening P-S7ch.  
(g) Or, 20½, PxP; 21, QxP, Q-K; 22, RxBch, PxR; 23, QxPch, K-S; 24, Q-S8ch, etc.

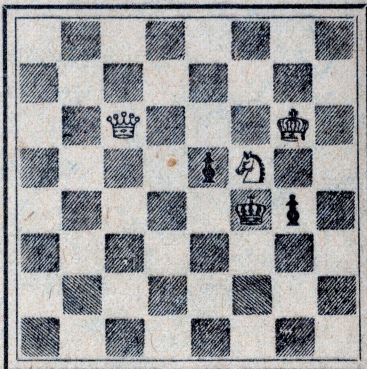
# Problems

A. J. F.

## PROBLEM NO. 144

By L. K. Jokisch

(Shift the position once to the left and we have a three-mover by B. G. Laws of England.)



Mate in three moves.

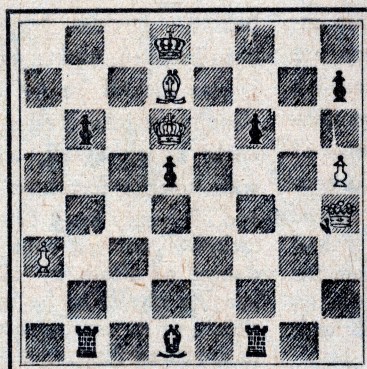
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## PROBLEM NO. 145

By A. J. Fink

(After Loyd)

Mr. L. R., a good solver and very much interested in problems set up the following: 8; 3r3r; 8; 6Q3; 6P2 SP1K1P; 5B2; S4K2...3mover, saying is was his first attempt at composing and wanted my opinion on it. Not to discourage a beginner, I could not help but give a favorable answer. From the solution, I at once saw the possibility of doubling the idea, and it wasn't long afterward that No. 145 was published, in a Pittsburg column, dedicated to R. E. L. Windle, Winnemucca, Nev. When Alain C. White published "Sam Loyd and his Chess Problems," imagine my surprise finding the above, palmed off by L. R., to be a Loyd composition. Loyd composed his to fool the solver, representing a symmetrical position with an unsymmetrical key.



Mate in four moves.

\*Solution given below.

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Solution to No. 142 by Wainwright, B-B2;

If PxBP then B-Q3 and BxP mate.  
If PxRP then R-Q3 and R-S3 mate.

If P-S3 then B-R4 and B-Q7 mate.  
If P-S4 then P-B7 and S-B2 mate.

\*Solution to four-mover (today's issue):

1.—Q-Q4 R-S7      1.—Q-Q4 R-S6  
2.—QxR B-S6      2.—B-B5 RxB!  
3.—Q-Q4 etc.      3.—Q-QR4 etc.

Note—R-B7 and B6 result in echo play of the above. B-B7 and B-K7 is followed by Q-QB3 and Q-K3, respectively. The threat is Q-QP, etc.

Solvers' list held over.

M. H. McCloskey, Oak., S-Q7ch. in



No. 140 is answered by K-K3 discovered ch. Perhaps you figured on S-B5 mate.

E. Russell, Oak., problem too easy.

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