CHESS

By E. J. CLARKE

Berkeley Defeats M. I. C. C.

Under the leadership of E. W. Gruer, a quintet of Berkeley chess experts invaded the Mechanics' Institute Chess Club of San Francisco a week ago Saturday night and defeated the institute team by a score of 3 to 1. One game, Forsberg vs. Ryder, was unfinished and was sent to Mlotkowski of Los Angeles for adjudication. "It were a delicate stratagem" to omit certain embarrassing details. But however "strategic" it might be to cover up disagreeable facts, it would hardly be appreciated by those who follow The Chronicle chess column for chess news. So here's the sad tale: A. J. Fink, State chess champion, captained the Mechanics' Institute team. Gruer and Fink decided on pairings for the match, and Gruer won the toss for choice of color, Berkeley having white on odd-numbered boards. Pairings and results were:

Board—Berkeley.		M. I. C. C.	
1—Gruer	1	Fink	0
2—Ryder	*	Forsberg	*
3—Branch	1	Clarke	0
4—Haldeman	½	Stamer	½
5—Vedensky	½	Smyth	½
	3		1

*Unfinished.

The Berkeley players, by reason of the tourney now in progress at the Faculty Club, were in excellent fighting trim, and it was not long before the fatal handwriting appeared. At board 1 Gruer opened with his favorite queen's pawn, to which Fink defended with P-K3 and P-KB4, a form of the Dutch defense popularized by Dr. Tarrasch. Gruer, after castling on the queen's wing, worked up a strong attack on the black king. Fink made a weak move on his twenty-second turn, and soon resigned to avoid mate. At board 2 Professor Ryder played S-KB3 and P-QB4 against Forsberg's queen's pawn opening. The game proceeded evenly enough till Forsberg embarked on a losing exchange of three pieces for the black queen. It proved to be a bad bargain. After fifty-four moves the chances of victory favored Ryder rather than Forsberg. Probably a draw will be the official verdict. At board 3 Professor G. E. K. Branch started off with the English opening, which soon drifted into a regulation queen's gambit declined. Mention was made above of "unpleasant details." It concerns this game. After a neat sacrifice by Branch and skillful play his opponent resigned to forestall a mate. At board 4 Stamer forced the fighting against Haldeman of Berkeley, but had to be content with a draw, owing to time pressure. At board 5 Vedensky held Smyth of the mechanics to a well played draw throughout.

While one always prefers to be on the winning side, the consoling thought was expressed that it is a matter of congratulation that there are such chess players in this locality. A return match will be played, and the Mechanics' Institute players hope to turn the tables on the Berkeley experts.

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Bernardo Smith, who was due to return to this city last week, delayed his departure from Santa Barbara to repeat the successful exhibition of simultaneous chess given in that city recently. Bernardo, in his second exhibition, was opposed by thirty players, which is probably a record for simultaneous chess in Santa Barbara.

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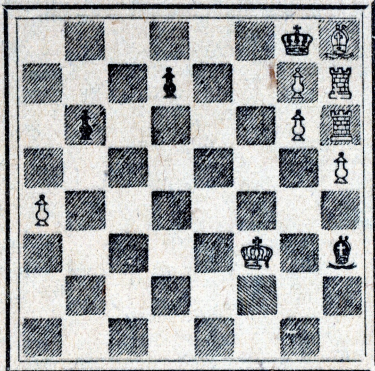Correspondence Match: Still waiting for the southern lineup.

Problems

A. J. F.

PROBLEM NO. 138

A novel end-game from the October issue of the American Chess Bulletin. Solution given below:

By W. A. Shinkman, Grand Rapids, Mich.


WHITE TO PLAY AND DRAW

Solution of Shinkman end-game novelty:

1 K-K4, B-K3; 2 K-K5, B-Kt6; 3 K-Q6, BxP; 4 K-B7 (the first move of a beautiful novelty. Here Black's best procedure is 4 P-K4; 5 KxP, P-Kt5 (dis. check). Again Black's strongest play in attempting to win 6 K-Q6, P-Kt6; 7 K-B5, P-Kt7; 8 K-Kt4. Now the two-fold stragetic idea becomes apparent. For if: 8 P Queens, White plays KxB. And henceforth, try as he may, Black cannot do better than draw, inasmuch as he can not utilize the power of his King to assist in mating. "Very good," says the solver, "maybe we noticed all that." "But, why not, instead of being in a hurry to Queen the Pawn, simply proceed by removing our Bishop from danger, thus: 8 B-B7. Now, surely we can Queen that Pawn, and win in short order." "All right," says Mr. Shinkman, "in that case I play 9 K-R3." For now you stalemate if you Queen the Pawn, whereas if you promote it to a Rook you can not mate with Rook and Bishop (alone) against King. An absolute novelty, worthy of the wizard of Grand Rapids.

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PROBLEM NO. 139
By A. W. Daniel
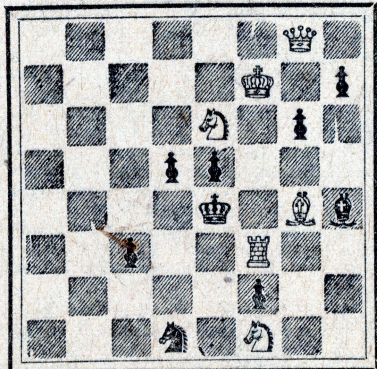
WHITE MATES IN TWO MOVES
✳ ✳ ✳ ✳

Solution to No. 136, Q-B4.
If KxB then Q-Q4, etc.
If PxB then R-R1, etc.
Solution to No. 137., S-R5.
Four variations follow the knight checks.

John E. Ellis, Los Gatos; W. L. Pedrick, Ferndale; A. J. H., Palo Alto; C. J. Ferguson, C. Bagby, A. Schwartz, Stevenson, W. A. Beebee, city.