

CHESS

By E. J. CLARKE

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Entries in the international masters' chess congress, to be held in London this July, are announced as follows: Jose R. Capablanca of Havana, A. Aljechin and E. Bogoljubow of Russia, G. Maroczy of Hungary, Dr. S. Tarlakower of Austria, Dr. M. Vidmar of Jugo-Slavia, Professor D. Marotte of Italy, R. Reti of Hungary, M. Euwe of Holland and V. L. Wahltuch of Manchester, England. In such company Capablanca will have no walkaway.

The Kriegspiel enthusiasts at the Mechanics' Institute Chess club are to hold a tournament. Those entered are E. W. Gruer, R. F. Lyon, C. Barkhaus, J. C. McCready, W. Rawlings, A. J. Fink, S. Maynard and C. Adland. Whether kriegspiel is chess it is difficult to say. At least it is played with chess pieces and approximates chess. A description may be of interest, as the game is evidently not very well known.

Three chess sets and tables are required for one game. An umpire is appointed and the three tables, with pieces set up as in ordinary chess, are arranged in a row. The opposing players sit with their backs to the middle table, which is conducted by the umpire. A at board 1 makes a move, which is immediately duplicated by the umpire at board 2. The umpire then touches B at board 3, thus notifying him that A has moved. B then replies with a move on his board, which in turn is made on board 2 by the umpire. While A and B can only conjecture what move the opponent has made, the actual game is recorded on the umpire's board 2. If a player tries to make an impossible move (he has no way, of course, of knowing) he is tapped twice by the umpire, thus giving no information to the opponent. If at any time during the game a pawn capture is possible, it is announced by the umpire, who says "White (or black) has a try." Whereupon the player who has the possible pawn capture is allowed to designate one pawn after another until he chances on the correct pawn. He must then make the capture. The umpire announces that a piece or pawn has been captured. Also if other captures are made by either player the fact is at once announced; but, of course, not the particular square on which the capture is made. Checks are also announced by the umpire. If a king is checked by a bishop, or queen acting as a bishop, "check on the diagonal" is announced. If by a rook or queen acting as a rook, check on the rank or file, as the case may be, is announced; if by a knight, the check is declared to be a knight check. The game is continued till one of the kings is mated or a draw results. Thus by the information acquired, both positive and negative in character, the expert kriegspieler can closely approximate the position of his opponent's pieces.

Kriegspiel devotees claim that the game places all players on an even footing. It is admitted that the game has a certain fascination, but it must be considered more as a puzzle than as chess.

Sammy Rzeschewski, the boy wonder, who is being educated in New York city, devotes about one evening (Saturday) a week to chess exhibitions. He recently met twenty players simultaneously in Yonkers, N. Y., and made a clean sweep on every board.

In view of the probability of a visit from Frank J. Marshall, America's champion, the following games from Marshall's Swindles will prove entertaining:

GAME NO. 74

Played at Biarritz, 1912, match game.

PETROFF DEFENSE

Janowski White	Marshall Black	Janowski White	Marshall Black
1—P-K4	P-K4	13—PxP(d)	S-B3
2—S-KB3	S-KB3	14—B-S2	SxSP
3—SxP	P-Q3	15—BxPch	K-R
4—S-KB3	SxP	16—PxQ(e)	B-R6ch
5—P-Q4	P-Q4	17—K-S	SxQ
6—B-Q3	B-Q3	18—BxS	R-K7
7—P-B4(a)	B-S5ch	19—R-QB	QR-K
8—K-B(b)	Castles	20—B-B3	QR-K6(f)
9—PxP	QxP	21—B-S4	RxP(B3)
10—Q-B2	R-K	22—B-Q	R-B3
11—S-B3	SxS	23—Resigns(g)	
12—PxP	QxS!(c)		

(NOTES BY F. J. MARSHALL)

(a) The text move is rarely played here. The proper move is castles.

(b) Black's development is too strong to allow such tactics.

(c) Taking Janowski completely by surprise and I heard a murmur of "swindle."

(d) Certainly not PxQ, because of 13½, B-R6ch; 14, K-S, R-K8ch, etc.

(e) Apparently winning a piece, but the position is lost.

(f) At once 20½, RxB; 21, RxB, R-K3! was quicker. (The position is somewhat similar to the famous Paulsen-Morphy game, in which Morphy also missed a quicker win, which was pointed out many years later by Steinitz.)

(g) For if 24, R-B3, then R-K8 mate. Again, if 24, BxR, R-S3ch; 25, B-S4, RxB mate.

GAME NO. 75

Played in the international tournament at Paris, 1900:

QUEEN'S GAMBIT DECLINED

Marshall White	Marco Black	Marshall White	Marco Black
1—P-Q4	P-Q4	13—S-K5	BxS
2—P-QB4	P-K3	14—PxB	Q-S4
3—S-QB3	S-KB3	15—Q-B3	QxKP
4—B-S5	B-K2	16—Castles(Q)	K-S2
5—P-K3	P-QS3	17—Q-R3	S-B3
6—S-B3	B-S2	18—P-B4(c)	Q-K3
7—B-Q3	Castles(a)	19—Q-R6ch	K-B3
8—PxP	PxP	20—Q-S5ch	K-S2
9—BxS	BxB	21—P-B5	Q-K4
10—P-KR4	P-S3(b)	22—P-B6ch	QxP
11—P-R5	P-B4	23—Q-R6ch	Resigns
12—RPxP	RPxP		

(NOTES BY R. TEICHMANN)

(a) The correct move here is QS-Q2. The text move enables White to institute an irresistible king's side attack.

(b) This move gives White the opportunity to force the rook's file open, after which Black's game cannot be saved. But P-KR3 looks equally weakening and would be met by P-KS4.

(c) The winning move. It is noteworthy that Burn lost with the same variation against Marshall in 17 moves. The fact that Marco played it can, nevertheless, only be explained by the assumption that he analyzed the variation and thought the attack unsound. He very likely overlooked this move in his calculations.

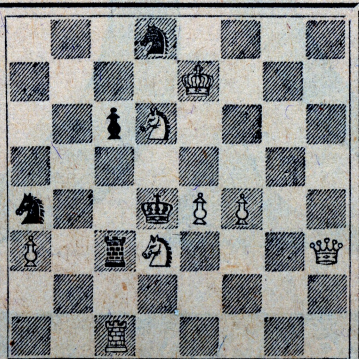
(Using the above game as a model and by reason of his appreciation of the value of taking the black knight at KB3, when unsupported by a knight at Q2, A. B. Stamer was able to win his game in the recent telegraph match with Chicago.)

Problems

A. J. F.

PROBLEM NO. 82

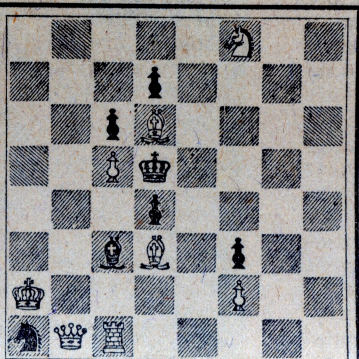
By A. HOFMANN



MATE IN TWO

PROBLEM NO. 83

By E. BRUNNER



MATE IN TWO

Solutions—No. 80, B-B2. If B-Q2 then R-QB6; if BXR then BxKtch.

Reflex mate must not be confused with help-mate or sui-mate (no solutions received). No. 81, K-Kt4.

This was selected on account of its lightweight appearance, but somehow proved difficult to unravel. If K-Q4, then Q-B8; if P-Q4, then RXP. Composers as a rule "cook"

up something at Christmas time to trap the solvers, but Frank Maus of San Francisco, who favors problems of a humorous turn, caught several with a one-mover, which he diagrammed and posted at the local club.

"Mate in one." Who could resist it? After looking over some thirty-four checks of white, some realized that it was April 1, and, of course, black mated white.

Solvers' list held over. It may be mentioned some solver sent in solutions and used the word "over."

Another 1st of April idea.