

# CHESS

By E. J. CLARKE

Returning from the annual two weeks' respite from the grind, during which A. J. Fink has kept the chessic fire burning, we find several letters awaiting replies. George Goehler, formerly secretary of the local chess club, writes from Los Angeles: "During the week, September 1 to 7, the Los Angeles Chess Club will hold the annual State championship tournament. Entrance fee, \$10. Prizes: First, \$50; second, \$25; third, \$10. Probable entrants from the South are Patterson, Scholtz, Elliot, Pray, Bateman, Weinbaum and myself. Usual expenses of two accredited Mechanics' Institute Club players will be paid. I keep in touch with Northern chess activity by buying a Sunday Chronicle each week."

Young Arthur Dake, formerly of Portland, Or., now living in New York city, and whose ambition it is to become United States chess champion, already has crossed swords with some of the leading metropolitan experts. Dake writes: "Since my arrival here I have played with Kashdan, Horriwitz, Tenner and Tholfson. I came out even with the first two and beat Oscar Tenner and Tholfson. I haven't played Kupchik yet."

Another correspondent, Henry F. Marshall of Mill Valley, writes to inform the chess column of the recent death of Rev. Leander Turney at Rio Vista, Cal. Rev. Mr. Turney was one of the founders of the Pillsbury National Correspondence Chess Association at Chicago, January 14, 1896, out of which has grown the great Correspondence Chess League of North America. Rev. Mr. Turney is said to have been one of the organizers of the Mechanics' Institute Chess Club. Whenever in San Francisco he never failed to visit the chess club to meet his many friends over the board in a test of skill. Rev. Mr. Turney was active in correspondence chess and was considered one of the strongest players in Northern California. One by one the old war horses drop out of the ranks. It behooves lovers of chess to interest youth in the game to replace the toll of the Reaper.

H. Hokensen of this city sends the following analysis of the Kevitz-Fox game printed in this column July 28. Mr. Hokensen writes:

I was very much interested in the game between Kevitz and Fox. The sacrifice of a pawn by white in the opening was very interesting, and I believe the result should have been different.

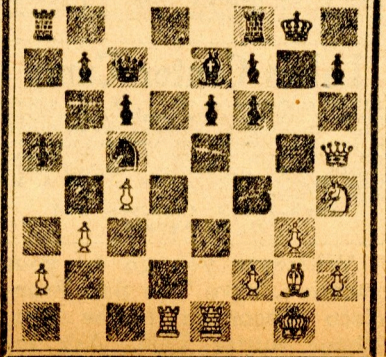
Fully developed, with all the pieces in play, coupled with the exposed position of the black king, it surely was very creditable to black the manner in which he got out of the difficulties and turned the game in his favor.

White senses the possibilities of the position; he wants to sacrifice the knight, and prepares for this by moving 18 B-R3. This is where black gains an important tempo by moving his rook, making place for the bishop.

However, I believe this preparation for the sacrifice is unnecessary, and that he should have won the game by simply reversing his 18th and 19th move, as follows:

Here is a diagram of the position. White to play. Black has just moved 17... B-K2:

Fox (Black)—13 Pieces



18 S-B5!	PxS(a)	23 Rxs	Q-K4
19 B-R3	K-S2(b)	24 RxSP	Q-R8ch
20 BxP	R-R(c)	25 K-S2	Q-QB8
21 R-Q7	SxR	26 P-KR4	
22 RxB	QR-KB		

With an overwhelming advantage in position.

(a) If 18... K-R: 19 R-Q4, followed by R-R4.

(b) If 19... S-K3: 20 BxP, S-S4: 21 R-Q7, etc. If 19... KR-Q, White mates in five.

(c) If 20... P-R3: 21 R-Q4, R-R: 22 R-Q7, etc.

And if Black does not accept the knight sacrifice and plays 18... KR-Q, the following line of play gives White a marked superiority both in material and position; in fact, a won game:

18 S-B5!	KR-Q	23 K-S2	R-Q5(d)
19 B-K4!	SxB(a)	24 RxR	P-KB4
20 S-R6ch	K-S2(b)	25 R-R4ch	BxR
21 QxPch	KxS(c)	26 QxQ and wins.	
22 Rxs	RxRch		

(a) Forced as white threatens 20 S-R6ch, etc. 19... Pxs, or 19... B-B is out of the question as white mates in five or two moves, respectively.

(b) If 20... K-R, white can, of course, regain his piece and pawn and win the exchange besides, or he may play after 20... K-R: 21 SxPch, K-S (or K-S2, see below): 22 RxRch, BxR: 23 Rxs, P-KB4 (if 23... Q-S: 24 R-S4ch, and black has nothing better than 24... Q-S3; as upon 24... K-B he would lose the queen anyway and in a less favorable position); 24 S-R6ch followed by 25 RxP. If in this variation the black king is now standing on S2 white would continue with 24 SxB, QxS: 25 RxP, and black must lose another pawn, besides having a poor position.

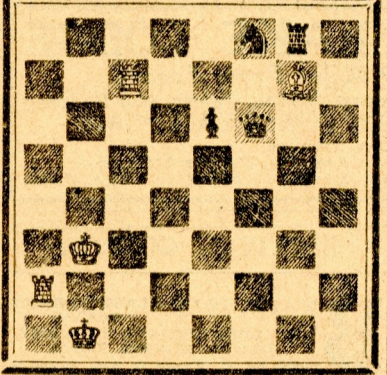
(c) If 21... K-R: 22 RxRch, QxR (22... RxR: 23 Rxs, R-KB?; 24 R-S4, Q-B: 25 Q-S8ch, RxQ: 26 S-B7 mate); 23 Rxs, Q-KB: 24 Q-R5, P-KB4; 25 RxP with a won game.

(d) As there is no way of avoiding the threatened mate except by 23... P-KB4, and that would be futile on account of 24 RxPch, black must first get the white rook away from his king's pawn.

## PROBLEMS

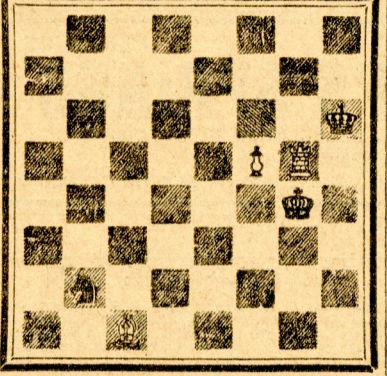
A. J. F.

No. 230—C. H. Bagby, City



W(4) B(5)—Mate in Three

No. 231—Anonymous, City



W(4) B(2)—Mate in One

(Retract White's last move and mate, instead of playing as he did.)\*

\*In order to know whether we should serve our solvers with the above type of problem, we invite comments, etc. This style of composition is, of course, not anything new, but to those who are unfamiliar entirely, the following example is given: Place (White) K-KR5 and R-KS8; place (Black) K-KR2 and R-KR square. White just moved and overlooked a mate on the move. We allow white to retract the inferior move and take the mate instead. The solution is R-KB7 mate. (White just played rook from KB8 to KS8 capturing a knight).

Solution: No. 228—B-B2. Solvers' list held over one week.