

Our Chess Corner

Address All Communications, Solutions, Etc.,

Following his victory at Havana, Marshall has been on tour throughout the south and west (speaking from an eastern point of view). April 1 found him the guest of the Chicago Chess and Checkers club. Unusual interest was manifested in a simultaneous exhibition given by him on that evening, the club-rooms being packed to suffocation. Marshall (who should be home taking a well earned rest in the city of rubber plants and baby carriages, i. e., Brooklyn) was reported as being very nervous. Thirty players opposed the novice. C. W. Phillips, state champion, and J. Winter, club champion, both won; and "a guy from Omaha" and one other also were victorious. Four games were drawn. E. W. Gruer was playing Marshall over the board in the last game of the seance, and the Mechanics' Institute star claims that only the lights saved Marshall from another loss. However, the latter avowed the position was a draw. Here it is:

White (Marshall)—6 pieces: K at KR2, R at KB3, B at QB4, pawns at KKt3, Kt3, Q4.
Black (Gruer)—7 pieces: K at KKt2, R at Q, Kt at QB3, pawns at KKt3, KB2, Kt3, QR4.

Black claims a win by RXP. If then RXPch R—R2, White must lose another pawn and the two black united Q side pawns should win.

Yea, verily!

At the above club the first round of the championship tourney has been finished, the standing of the leaders being: Gruer, won 2, lost 2; C. W. Phillips, won 5, lost 2; Winter, 3½ to 3½; Kent, 4½ to 4½. If Gruer wins, his friends in San Francisco plan to meet him on his return to California with a brass band, followed by suitable "doings" at a well known cafe.

Edward P. Sharp, whose bright and entertaining chess column in the State Journal of Lincoln, Neb., is read with much pleasure by many chess players outside the Peerless One's state, is we learn from a recent writer, a shut in, suffering from a paralytic stroke, which left him barely able to move his arms. But, judging from his keen, incisive paragraphs, it is evident that his brain escaped the cruel stroke. If chess is in any way responsible for Mr. Sharp's cheerfulness and abounding good humor, which are weekly reflected in his Journal column, then, indeed, blessed be chess! Commenting on our paragraph about The Call's youthful problem solver, Miss Merle Sivius, aged 3 years, he calls attention to an infant prodigy of Table Rock, Neb., Master Herbert Howe, aged 7 years, who sent in correct solutions to problems in the pending Journal tourney. Sharp says that the California miss is thus not entitled to "infant" honors, and adds that Master Howe will "stand up for Nebraska." Well, it's California vs. Nebraska, because the Table Rock phenom has been challenged to contest two games by postal. The gauntlet has been picked up by the youth from the prairies and Uncle Sam will do the rest.

When the Clio of Chess affairs comes to write the history of the royal game in California we hope the muse will inscribe our name in her book as one who humbly endeavored to diffuse light and understanding on the mysteries of the "rook" as used in the jargon of problematic lore. "Our Chess Corner" of March 2 contained the definition. Since then we have had many inquiries, and for the benefit of A. P. G. and others, here it is again:

"COOK"

A cook is a fatal defect in a problem. (1) If a problem submits to more than one key-move. (2) If a problem can be solved in fewer moves than specified. (3) An impossible position, i. e., one that could not arise in actual play, is a cook. For instance, a problem containing white pawns at KR2, KR3 and KKt2 is defective, because they could never arrive in such position legally.

For further information on "cook," address the King of Denmark, who is reckoned an authority on the subject.

GAME DEPARTMENT

By drawing his final game with Capablanca, A. Kupchik, the East Side New York expert, saved the day for Marshall and gave the American the recent Havana tourney honors by ½ point. The Cuban tried hard for a win, but at the finish he had to save the game by perpetual check. Notes by chess editor, New Orleans Times-Democrat.

Game No. 28

THREE KNIGHTS

Kupchik (white) vs. Capablanca (black).			
WHITE	BLACK	WHITE	BLACK
1 P—K4	P—K4	26 Kt—B	QR—KR
2 Kt—KB3	Kt—QR3	27 P—R4	P—KR4
3 Kt—B3	P—KKt3	28 P—Kt3	R—R3
4 P—Q4	P—Kt3	29 R—K5(d)	P—Q5
5 KtP	R—Kt2	30 RHP—K	P—R5
6 R—K2	KKt—K2	31 PXP	RXP
7 P—KKt3(a)	KKt—K2	32 R—K6(e)	Q—Kt
8 R—Kt2	P—Q2	33 K—Kt	Kt—B4
9 Castles—	Kt—R4	34 Kt—Q3	BxKt
10 R—Kt	P—QR3	35 QxR	RXP
11 Q—B	Kt—K5(b)	36 RXPch	K—R
12 Q—Q2	Kt—B	37 PXP	KtXP
13 QxKt	P—KB4	38 R—K4	R(R)—B3
14 QR—Q	PXP	39 R—K7	R—B
15 KtP	P—Q4	40 Q—K3	Kt—B4
16 Kt—QR3	Q—Q3	41 Q—K5	Q—Q
17 Kt(B5)	KRxKt(c)	42 R—KB7(f)	Q—Qch
		43 K—R	Q—Kch
18 KtP	R—Kt5	44 K—R2	Q—Rch
19 QR—K3	QR—K	45 K—Kt	Q—Qch
20 P—KB3	R—Q2	46 K—R	RXPch
21 R—R2	P—B4	47 BxR	Q—Qch
22 Kt—Kt2	P—Kt4	48 K—R2	Q—Kch
23 R—Kt4	P—Kt3	49 K—R	Q—Kch
24 P—QR3	R—R2	50 K—R2	Q—Kch
25 Q—Q2	R—R5	51 K—R	Q—Qch
			Draw

NOTES

(a) Sound enough, especially considering the parallel development of his opponent. At the German Chess association congress of 1903, Wolf (vs. Marshall) continued, instead, P B—QR4, Castles; 8 Castles, Kt—K4; 9 B—R2, P—KB4; 10 PXP, KtP; 11 KtKtP, RxBt; 12 P—KB4, ultimately gaining the superiority. That and the present parties form very interesting variants.

(b) Obviously to stop White's menaced B—KB6, etc.

(c) 17½ QxKt, instead, would probably have led to 18 QxKt, QxQ; 19 KtQ, R—R2; 20 KtR, BxKt, with the draw pretty plainly looming up.

(d) Well played; White's position is therefore, if anything, the superior—and it remains so to the end.

(e) Again the coup foete. Of course, 32 BxKt, stand, would have instaurer by 32½ R—B7 (ch, ch), etc.

(f) All of this difficult ending has been admirably conducted by Kupchik—and, at that, against most spirited play by his adversary. Manifestly, now Black's only resource is perpetual check.

The appended lively game (taken from the late Chess Weekly, notes by Napier) is the kind of chess worth playing over:

Game No. 29

SIENSKIERTY GAMBIT

Napier (white) vs. Leonhardt (black).			
WHITE	BLACK	WHITE	BLACK
1 P—K4	P—K4	15 Kt—B2	Q—Kt3
2 P—KB4	PXP	16 BxKt	RxB
3 Kt—B3	P—KB4	20 QR—Q	P—Rt6!
4 P—K5	P—Kt3	21 R—R2	KR—Kt!
5 R—K5	Kt—B2	22 KtXP	BxKtch
6 B—B4	P—Q4	23 QxR	R—Kt!(f)
7 PXP	R—Kt2(a)	24 Kt—B4	KtKt!
8 P—Q4	Kt—B4	25 RxBt	RXPch
9 QRt—B3	Castles	26 K—B	Q—Kt!
10 Kt—R2	P—QB4(b)	27 R—Q2	Q—R6
11 BXP	PXP	28 RxB	OxR6
12 Kt—Q3	Kt—Q2	29 K—K	R—Rch!
13 Q—Q2	Kt—K5	30 K—Q	R—Bch!
14 R—Kt3	P—B4(c)	31 RxB	OxR6
15 P—R4	KtXP	32 K—Q2	R—Ktch
16 R—Kt5	Q—Q3	33 Bxg6(g)	
17 Castles(KB3)	K—K3		

NOTES

(a) Thus avoiding the well analyzed Rice Gambit which ensues on B—Q2.

(b) A capital move which has no small share in the ultimate victory.

(c) Taking time by the forelock in case white intends to castle on the Q side.

(d) Kt—Q3 was better, although he would have to submit to a troublesome BxKt.

(e) The beginning of a combination is hereby.

(f) Threatening mate in three.

(g) Truly refreshing chess!

Introducing the following neat game, played recently in a New Zealand championship tourney, Lasker, in his Courier-Journal column, writes:

"New Zealand seems to have a healthy chess life. From time to time a well played game comes from the island, and

to CHESS EDITOR, SAN FRANCISCO CALL)

all reports tend to show that among the white part of its population chess is popular and well organized. Even a few of the Maoris, probably the most intellectual class of them, have taken to the royal game. In other respects, too, the geographical progress of chess has of late been astounding. There is now no spot on the five continents where chess players could not be found."

Game No. 30

ZUKERTORT

H. L. James (white) vs. H. L. Miles (black).			
WHITE	BLACK	WHITE	BLACK
1 Kt—KB3	P—Q4	13 Q—K2	P—QR4
2 P—Q4	Kt—KB2	14 KR—Q	Castles
3 B—B4	P—K3	15 Q—B2	P—Rt6!
4 P—K3	P—QR3(a)	16 R—B5	P—QR4
5 P—B4	B—Kt2	17 Kt—K3	PXP(f)
6 Kt—B3	P—QR3(b)	18 B—Rtch	N—R
7 PXP	PXP	19 KtXPch	RxBt
8 B—Q2	QRt—Q2	20 Kt—Kt6ch	KxB
9 R—QR	B—K2	21 Kt—B6ch	K—Kt
10 Castles	Kt—R4(c)	22 Q—Rtch	KxBt
11 Kt—K2	Kt—R	23 Q—Kt6ch	
12 KtXP	QR—R(d)		

NOTES BY LASKER

(a) A complicated defense. The simplest, quickest and probably soundest mode of development was B—Q3; 5 B—Kt3, Castles.

(b) Unnecessary. Black could have played B—K2. If, 7 Kt—QR3, Kt—B3, and black is safe enough.

(c) Black should castle and advance P—KB4 as soon as possible. The attack on the bishop might be met by B—K3, whereupon the knight on B4 would be forced to lose a move.

(d) If Black castles at once, Q—B2 attacks the KRt and the QRt simultaneously.

(e) Black fears making "holes" on KR3 or KB3 by pushing P—Kt6, but this KB would have warded off all peril from those spots. And it would have been worth while to let his pawns obstruct the hostile bishop. For these reasons the reply chosen by Black was weak. White takes quick advantage of the mistake.

(f) Black apparently wins a piece or the queen; but he has not calculated accurately, he even wins three pieces. Unfortunately, however, he is checkmated immediately afterward.

(Black gets all the notes, but White takes the game!)

PROBLEMS

TOURNEY PROBLEM NO. 11. BY A. J. FINK.

Black—11 Pieces.

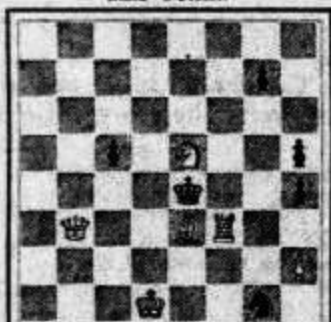


White—11 Pieces.

White to play and mate in three moves.

TOURNEY PROBLEM NO. 12. BY A. J. FINK.

Black—6 Pieces.



White—6 Pieces.

White to play and mate in three moves.

SOLUTIONS

- Tourney Problem No. 7:
1 Q—Kt2 KtP
2 K—B2 K—K4
3 K—B3 dis. mate
- Tourney Problem No. 8:
1 Kt—Kt5 K—B3
2 Q—Ktch KxBt
3 Kt—K6 mate

"SOLVERS' LIST"

Name and residence—	Points	Name and residence—	Points
Windle, Winnebago, Ill.	22	Darling, Carmel, Cal.	18
Church, city	22	Huber, city	17
Hall, San Jose	22	McCrahen, Vacaville, Cal.	17
Easton, city	20	"O. N.", Berkeley	16
D. E. P. E., city	20	Buttrick, city	15
"Ray Lopez," city	20	Rodolph, Oakland	15
Norman, city	19	Calton, city	15
"Ignoramus," city	18	Fazio, Santa Clara	9
Halls, city	18	Ellis, Los Gatos	5

*Other solvers' scores remain as printed in Solvers' List of March 20.

End Game Study No. 6

The following is known as the "Immortal" among end games. In order to effect mate, white gives up every piece on the board and a despaired pawn administers the coup de grace. The composer of this brilliancy is unknown; incorporated in Halpern's end game collection. Solution is given herewith. Ambitious solvers can easily cover up the winning line of play until they work it out, and thus no harm will be done!

Black—10 Pieces.



White—6 Pieces.

White to play and win.

SOLUTION

- 1 R—Kt7 QxR 8 P—Bch RXP
2 BxPch NxB 7 QxKtch RXP
3 Q—Ktch BxBt 8 R—K4ch RXP
4 Q—Ktch R—K4 9 P—Qtmate!!
5 Q—Ktch R—B4

Solution to End Game No. 5:

- 1 P—R5 B—B
2 K—Q5 B—R2
3 P—Ktch BXP
4 K—K4! B—R2
5 K—B1! and wins

Correspondence

W. D. P., Vallejo—The four-movers will follow the three-ers. No. 6 was a three-er. "Null" said.

IGNORAMUS, City—We find no "cook" in No. 7. What is the first move in your alleged "cook"? Couldn't decipher it. Problem seems sound as a nut.

T. H. City—Your suggestion that The Call be the medium of information for correspondence players in N. California vs. S. California match is O. K. We had planned to print the names of the players with their respective opponents. T. H. also suggests that players write out their moves as well as notate them. For example, 16 R—B3 (rook to bishop two). One will serve to check up the other and thus lessen liability of annoying delay or misunderstanding.

L. H. City—Your problem is in cold storage. Please see note to W. E. A. last week. Same thing goes for your creation.