

Our Chess Corner

(Address All Communications, Solutions, Etc., to CHESS EDITOR, SAN FRANCISCO CALL.)

"Knight Errant," who visited the Mechanics' Institute chess club, 51 Post street, during his tour of the west in the closing months of 1912, and an account of whose adventures was published in the American Chess Bulletin in a series of articles under the heading, "Beyond the Mississippi," gave the local Temple of Catena a most unflattering writeup. However, if the gentlemen could drop in at present perhaps his impressions would be more favorable. An energetic body of officers were elected at a recent meeting, as follows: President, J. J. Dolan; vice president, Captain H. Meyers; treasurer, John H. Wood; secretary, E. J. Clarke. Mr. Dolan has appointed the following "live wires" as members of the executive committee: George Hallwegan, A. J. Fink, Hu Jones, J. L. Jauret and S. P. Hogue. Upon these gentlemen will depend the success of the 1915 tournament in connection with the Panama-Pacific exposition—at least as far as the preliminary steps are concerned.

The annual club championship tournament started March 17 with 19 competitors, as follows: Mesers, Bergman, De Chantress, Cutting, Dickenson, Fink, Gruer, Hallwegan, Harding, Habber, Krueger, Lazar, Neville, Prior, Rawling, R. Smith, C. Smith, W. Smith, Wagner and Wise.

A correspondence match of two games, Mechanics' Institute vs. Portland Chess club, was begun on March 15. The northern players opened their game P-K4, while the local club offered the Queen's gambit in Game No. 2.

Another cause of congratulation among those who are endeavoring to put the Institute to the fore in chess matters is the return to the scene of his former triumphs of Dr. W. R. Lovegrove, who, when playing his best game, is a match for any player in the United States. In this connection, we have been promised an article specially written for this column by the referee of two memorable match games won by Doctor Lovegrove from two of the world's most skillful players. The first, between Doctor Lovegrove and Doctor Lasker (then, as now, the world's champion); the other a battle royal between the local expert and the late Harry N. Pillsbury (then the American champion).

So much interest has been manifested by the readers of "Our Corner" in the series of end game studies published in this column from week to week (nearly a score sending solutions to the remarkable position by J. Bething) that some remarks on the End Game by C. H. Hatheway, for years secretary of the Manhattan Chess club of New York, will no doubt be appreciated:

"The end game today stands about as the direct mate problem did some 60 years ago. Then the position allowed for the first move a check or a compelling move, which was followed up by a 'straight shoot' of forcing moves until the mating move was reached. In short, the problem of that era was usually of about 10 moves and without variations. Now, comparing the end game of today with the problem of 60 years ago, the resemblance is very marked. * * * Now, it seems to me that the end game with variations is just coming into its own and that in the near future the attention of our composers will be turned to the much more difficult task of composing end games with variations than of problems.

"There can be no question as to the greater value of end games, as compared with problems, to the student of chess, because every game is won in the end game, and the end game studies presuppose an equality of force on the board, which is unusual in a problem."

Commenting on the above, the editor of the American Chess Bulletin (in which it originally appeared) writes:

"It may be as well to place somewhat more emphasis upon the restrictions by which the composer of end games is hampered and not to overlook the important fact that, whereas problemists enjoy the wider range which artificial construction affords, the expert in end game studies must conform to the tenets requiring approximate equality of force and a reasonable balance of position."

GAME DEPARTMENT

Two errors crept in game No. 17 (Jaffe vs. Blanco) last week. White's ninth move should read, Castles; also 11 Kt-K12.

Marshall was kind enough to mail the Call chess editor a couple of copies of the Havana Post, from which we gather that Capablanca was somewhat peeved at the result of the tourney. The Cuban is quoted as saying: "I never saw such luck in a tournament as Marshall had in this contest. Five of the straight games won by the American should have been lost." If that is true, Marshall was indeed "lucky." In their second game, played Sunday, March 2, Caps, playing the white side of a Petroff, could easily have forced a draw on his forty-sixth move. But in trying to win he came to grief. Here is the position (the game was rather prosaic, although Jose had at one time a slight pull):

White (7 pieces)—K at Q2, B at QKt4, pawns at KR2, KKt4, Q4, QB4, QR2.

Black (11 pieces)—K at K2, B at KB2, pawns at KR2, KKt4, KR5, Q4, QR2. Here 46 P-B5 easily draws. Capablanca lost as follows:

46 B-B5 PxBP 51 B-B2 K-K16
47 KtP P-B6 52 K-K4 B-B5
48 P-Q5 ch K-K4 53 P-Q6 P-B7
49 K-Q5 K-K2 Resigns.
50 P-Q6 ch B-K4

Here are three Marshall games. In the Jaffe partie, the latter fell for an old trap. Blanco made a surprising blunder for tourney play, while Corzo was clearly up in the air. Some of these contests are probably included by Caps in his five "lucky" games:

Game No. 19

QUEEN'S PAWN OPENING

Jaffe (white) vs. Marshall (black).

WHITE	BLACK	WHITE	BLACK
1 P-Q4	P-Q4	13 KtxB	Kt-K12
2 Kt-KB3	P-R4	14 QKt-QxKtKt	BxKtKt
3 P-K3	P-K3	15 KtKtKt	BxKt
4 P-K4	BxP	16 QxB	KR-K
5 PxB	PxP	17 B-Q	B-K7
6 B-K3 ch	Kt-B2	18 B-Kt	QR-K
7 Castles	Kt-K2	19 B-K2	Kt-K4
8 QKt-Q2	Castles	20 QxB?	B-K8 ch
9 Kt-K12	B-K12	21 KtB	QxQ
10 P-B2	B-K12	22 B-Q	B-K2
11 B-K2	Q-Q5	23 QR-Q	B-K12
12 Kt-Kt-Q4	BxB		Resigns

Game No. 20

FOUR KNIGHTS

Blanco (white) vs. Marshall (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	15 B-Q2	B-Q1
2 Kt-KB3	Kt-B3	16 P-B2	B-B4 ch
3 Kt-KB3	Kt-B3	17 K-K4	P-KB4
4 B-K15	Kt-Q5	18 B-B	P-Q5
5 KtKt	PxKt	19 B-K2	PxP
6 P-K5	PxKt	20 BxP	B-K6
7 PxB	QxP	21 B-Q	BxP
8 QxB?	P-B2	22 B-Q?	P-QKt4
9 P-K2	B-QB4	23 B-B?	B-K3
10 Castles	Castles	24 P-QB4	P-R3
11 Q-Q2	P-Q4	25 B-B ch	K-B2
12 Q-R3	QxQ	26 B-QB4	B-Q3
13 BxQ	B-B4	27 BxB	PxB
14 B-Q	KR-K	28 B-B4	B-Q5
15 B-Q2	QR-Q	29 BxB	BxB
16 B-K2	BxB ch	30 BxB?	BxB
17 BxB	B-K		Resigns

Game No. 21

QUEEN'S GAMBIT DECLINED

Marshall (white) vs. Corzo (black).

WHITE	BLACK	WHITE	BLACK
1 P-Q4	P-Q4	16 PxB	BxP
2 P-QB4	P-K2	17 B-B	P-B3
3 Kt-QB3	P-QB4	18 Kt-K5	B-Q1
4 BxB?	KxB?	19 Q-R4	B-Q8
5 Kt-B3	Kt-QB3	20 KtKt	BxKt
6 B-KK3	Kt-B3	21 KtKt	KtKt
7 P-KK2	B-K2	22 BxB	BxB
8 Castles	P-KR2	23 B-B ch	Resigns
9 B-B4	B-K2		

Here is the game of which mention was made last week. Gruer loses to Phillips. Had the U. of C. expert won he would thereby have annexed the title of Illinois state champion. Certainly Gruer had a "gandy" position; whether a winning one or not it is difficult to say.

Game No. 22

BIRD'S OPENING

Gruer (white) vs. Phillips (black).

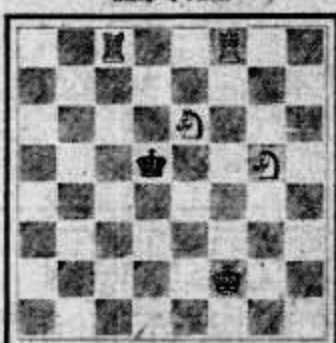
WHITE	BLACK	WHITE	BLACK
1 P-KB4	P-Q8	19 Q-K13	QKt-Q2
2 P-K4	P-K4	20 P-Q4	PxB
3 P-Q3	Kt-KB3	21 BxQP	B-Q
4 Kt-KB3	B-K15	22 Q-B2	B-K3
5 B-K2	QKt-Q2	23 B-B1	B-K3
6 Castles	B-K2	24 B-B5	P-QKt4
7 Kt-B3	P-B1	25 BxKtP	PxB
8 PxB	PxB	26 KtKt?	Q-B3
9 B-K2	Q-Q2	27 KtKt	QxNP ch
10 Q-Q2	B-Q	28 K-Kt	B-K3
11 P-KK3	B-B4	29 P-B4	Q-K12
12 B-B2	Kt-K13	30 P-B4	B-B2
13 QR-KB	B-QK13	31 B-B5	Kt-K5
14 Q-R	P-SK13	32 Q-B3	QKt-B3
15 B-R	BxKt	33 B-QK5	Q-B3
16 BxB	B-K2	34 B-K	Q-Q3
17 P-KKt4	B-Q2	Resigns(a)	
18 Q-K	B-Q1		

(a) White concentrated all his forces upon his opponent's K-B3. When met by black's sturdy defense of that point, he became impatient and reckless and quickly found his own position indefensible.

PROBLEMS

TOURNEY PROBLEM NO. 3, BY A. J. FINK

Black—1 Piece.



White—5 Pieces.

White to play and mate in three moves.

TOURNEY PROBLEM NO. 4, BY A. J. FINK

Black—2 Pieces.



White—7 Pieces.

White to play and mate in three moves.

SOLUTIONS

Tourney Problem No. 1: R-K7

Tourney Problem No. 2: Q-KKt4

SOLVERS' LIST

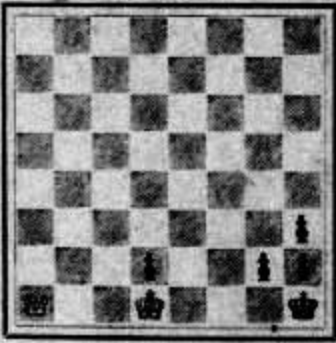
Name and residence—	Total points
Church, city	4
Norman, city	4
Elton, city	4
Herrington, city	4
Warrington, Oakland	4
Hall, San Jose	4
"Ray Lopez," city	4
Winds, Winnemucca, Nev.	4
"D. E. F. E.," city	4
Roberts, Oakland	4
"Ignoramus," city	4
"E. W. S.," Vacaville	4
BarLuz, Carmel	4
Ellis, Los Gatos	4
Halle, city	4
Hutchings, city	4
"C. W. W.," Berkeley	4
"W. H.," Berkeley	4
McCracken, Vacaville	4
Cooker, Oakland	0
Ansley, Ebbesen	0
Moore, Alameda	0
Otto, Ocotill	0
Frazier, Los Angeles	0
"X. Y. Z."	0
Lloyd, city	0
Melroy, city	0
Fatja, Santa Clara	0

END GAME DEPARTMENT

Here is a distinct novelty in end game studies. After working out the author's idea, we discovered a certain trick move, which really makes this a two in one proposition. Who can discover the fly in the ointment?

No. 3—BY W. HOLZHOUSEN

Black—4 Pieces.



White—2 Pieces.

White to play and win.

Solution to last week's end game by Troitsky:

1 P-Kt(Q);	B-B4 ch!
2 K-B3!	P-B5(Q)
3 Q-K13 ch	B-Q5
4 Q-Q5 ch	K-B6
5 QxB ch	B-Q7
6 QxQ ch	NxN
7 Kt-B5!	P-B6
8 K-Q5!	B-Q7
9 P-B4	P-B7
10 Kt-Kt4	K-K8
11 K-K4 and wins	

It is a pretty feature of this study and worthy of note that if white, instead of 8 K-Q5, advances his RP to queen, black can draw.

Correspondence, Etc.

BELMONT, Cal.—Would be pleased to know the name of the writer of letter of March 16. Was the omission of signature intentional?

IGNORAMUS, City—I congratulate you on your ability to play games from a printed score without board or men. Very few can do it. In regard to your oversight in the Bething end game, it is easily understood. It really was "good, interesting, difficult," wasn't it? You were perfectly correct in regard to the two-move mate in Game No. 13 (Martin vs. Pearsall). I did not allow your chosen pseudonym to stand in the way of making acknowledgment. Unfortunately the paragraph was "killed" for lack of space. You remember the nurse's plea in "Peter Simple": "Please, sir, it was such a little one." Well, there was a mate in two in above game; but, please, sir, the mate in four was such a pretty one! So, now, "Ignoramus," we quit fair foes. If you do not choose to unmask at 12, why, all's well.

C. W. W., Berkeley—I'll wager \$5 worth of chess goods that our analysis of the Bething end game was not "defective." Also that your five-move solution is incorrect.

GEDDEON MAKING GOOD

Three Washington label recruits are receiving warm boosts from the newspaper men at Charlottesville. They are Geddeon, the Coast magazine writer; Morley and Williams. Geddeon is said to have a good chance of beating Morgan and Laporte out of the second team job.