

Our Chess Corner

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

It's Up to Uncle Sam Now

With a delay of but four days, the Northern California vs. Southern California correspondence match is now under way, with 50 players taking part. O. E. Frazier of Los Angeles, who captained the southern team, reported an epidemic of congealed pedallitis among the pawn pushers in Los Angeles and vicinity, which materially reduced the size of his team. Thus his list contained but 25 names, where 40 or 50 were expected. This necessitated a rather delicate task for George Hallwegen, captain of the northerners, who had roped and branded nearly 50 enthusiasts, ready to do or die. Taking the players in the order of their entry, Hallwegen was obliged to dispense with the services of many loyal northern volunteers; and he takes this opportunity to thank the enforced non-combatants and also to express regret for the necessity of thus placing them on the reserve list.

Players representing the north have been notified as to their southern opponents and instructed to send their first move in game No. 1. This will be replied to by the southerners, who will also send their first move in game No. 2. Thus was inaugurated what should prove to be an interesting and hard fought contest, productive of good fellowship and the forging of friendly ties with our chess brothers in orange land.

Contestants follow, southern California players being named first:

- Board No. 1—C. H. Whipple, Los Angeles, vs. George Hallwegen, San Francisco.
 Board No. 2—Rev. E. B. Adams, San Diego, vs. Prof. A. W. Ryder, Berkeley.
 Board No. 3—C. J. Gibbs, San Diego, vs. N. H. Greenwood, Oakland.
 Board No. 4—D. G. Holt, Los Angeles, vs. A. Bocali, Oakland.
 Board No. 5—J. E. Woodbury, Los Angeles, vs. S. C. Haight, Berkeley.
 Board No. 6—V. Asher, Redlands, vs. Manuel G. Eyre, Alameda.
 Board No. 7—Dr. H. Stephens Smith, San Diego, vs. Prof. R. A. Bernstein, Berkeley.
 Board No. 8—C. H. Lemberger, Oroville, vs. H. W. Simpkins, Palo Alto.
 Board No. 9—Leon Borroughs, Los Angeles, vs. F. W. Huber, San Francisco.
 Board No. 10—M. A. Woodward, Los Angeles, vs. A. B. Stamer, San Francisco.
 Board No. 11—A. P. Williams, San Diego, vs. Frank Sierberg, San Francisco.
 Board No. 12—A. V. Goldert, Pasadena, vs. J. Fatjo, Santa Clara.
 Board No. 13—C. W. Darling, Chula Vista, vs. E. Dunipace, Morgan Hill.
 Board No. 14—O. E. Frazier, Los Angeles, vs. H. E. Church, San Francisco.
 Board No. 15—R. A. Hazen, San Diego, vs. W. D. Moore, Alameda.
 Board No. 16—W. L. Jackson, San Diego, vs. Dr. Benjamin Thomas, Palo Alto.
 Board No. 17—George E. Hart, Lemon Grove, vs. E. W. Stoddard, Vacaville.
 Board No. 18—Joseph Eyr, Redlands, vs. Paul F. Woolsey, Sebastopol.
 Board No. 19—L. W. Palmer, San Diego, vs. Charles A. Haufe, San Francisco.
 Board No. 20—B. A. Clarke, San Diego, vs. W. E. Everson, San Francisco.
 Board No. 21—C. H. Scobey, Los Angeles, vs. G. Herrington, San Francisco.
 Board No. 22—G. E. Miller, Los Angeles, vs. Dr. W. J. Haber, San Francisco.
 Board No. 23—M. L. Davis, Los Angeles, vs. G. C. Hunt, Sebastopol.
 Board No. 24—A. G. Pearsall, San Diego, vs. T. H. Martin, San Francisco.
 Board No. 25—W. S. Waterman, Los Angeles, vs. E. J. Clarke, San Francisco.

Here is another installment of the methods of teaching chess which W. R. Ellis has found so successful. One point he makes is especially worth emphasizing, and that is the necessity, in offhand friendly contests, of cutting out the sometimes tedious waits between moves. This is vital when initiating the beginner at chess. We should cultivate a lively, snappy style, win or lose, and reserve the laborious, analytical, syntheical stuff for tournaments or when playing for two-bits!

Hints on Teaching Chess—II.

By W. R. ELLIS

Second evening—I begin again by pointing out the moves, for I assume he has forgotten how to set up the men and the moves for some of them. We again play over four or five miniatures of the brilliant order, I reading the notations and letting him make the moves on the winning side. Then I seat him on mating with castles and with rook and king. If he has forgotten how I do not show him at once, but let him move around and waste time, for this impresses his mind with the fact that the game is a science and its rules must be observed if he is to win, and by suggestions, if necessary, I indicate why certain moves are a waste of time and how the proper move proves effective. Then I let him mate with king and queen alone and explain the danger of stalemate and its effect. Who hasn't found to his surprise when attempting to end a surely won game with queen and king vs. king, that his opponent is stalemated? The student will run into a stalemate more often than he will avoid it, but the lesson is now learned with every repetition. I now have the student to a point where I contest a game with him, giving him odds of queen and rook and directing his moves along the lines of some standard opening. I make it an ironclad rule that students "must move rapidly," for I emphasize the fact that there is nothing more tedious in the realm of sport than a slow chess player—that first impressions are usually best in chess as in some other things, and that the rule, "He who hesitates is lost" is applicable to the royal game.

Permit me to digress here to say that in my humble opinion the lack of chess popularity is largely due to the habit, almost universal, among drawers of studying over every move and drawing the game out until it becomes tiresome to both player and bystander. In important matches between experts there is reason for study because the master is able to penetrate deeply into combinations threatened or planned, but not so with the ordinary player. I have time and again seen players study five minutes or more over a move and then make a rank blunder, leaving queen or some other piece to be taken, and after it was gone they would remark that they had seen the threat, but had forgotten it—a statement very likely true. Chess players who play for the enjoyment of the game should learn that there is more real pleasure in playing three games in half an hour and losing two of them than in taking the entire time for one game and win it. Furthermore, both players have shared in the enjoyment, which may not have been the case if but one game was contested. Recently I played three games with my son, and finished all in less than half an hour. Although I lost two of them yet I enjoyed the contest, and so did he. Try to break yourself of the habit if you are a slow player, for surely you stand in the road of chess progress and chess popularity, and when you teach another the game insist that he move rapidly. Thus will he not tire of the game and the ability to see the proper play will develop just as quickly and surely as though he were a hesitating, undecided-what-to-move player.

GAME DEPARTMENT

In connection with the articles on teaching chess by W. R. Ellis, it is our intention to print a number of so called "Brilliant's" to aid those who are willing to work along these lines, but who may not have access to such games. No chess scrapbook is complete without that little gem between Morphy and the Duke and Count in consultation:

Game No. 33
PHILIDOR
Morphy (white) vs. Duke of Brunswick and Count Isouard (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	16 KtXP	PxKt
2 Kt-KB3	P-Q3	17 BxPch	QKt-Q3
3 P-Q4	B-Kt5	18 Castles(Q)	B-Q
4 PxP	BxKt	19 KtKt	RxR
5 QxB		20 R-Q	Q-K3
6 B-QB4	Kt-KB3	21 BxPch	KtXR
7 Q-QK3	P-K2	22 Q-K5!	KtXQ
8 Kt-B3	P-B3	23 B-Q5mate	
9 B-KK5	P-QK4		

Game No. 34

THREE KNIGHTS

Berger (white) vs. Frolich (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	7 B-R4	P-QKt4
2 Kt-QB3	Kt-QB3	8 B-Kt3	Kt-R4
3 B-K3	P-Q3	9 KtXP	BxQ
4 B-K5	B-Kt5	10 Kt-KBch	PxKt
5 Kt-Q5	Kt-K2	11 BxPmate	
6 P-B3	P-QB3		

Game No. 35

SCOTCH

Mazurki (white) vs. Kottisch (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	9 BxB	KtXP
2 Kt-QB3	Kt-QB3	10 Q-Q3	Q-K2
3 P-Q4	PxP	11 Castles(Q)	P-Kt6
4 KtXP	Q-B5	12 P-B4	QxPch
5 QKt-B3	B-Kt5	13 B-Q2	Q-KKt
6 Q-Q3	Kt-B3	14 Q-Qch	RxQ
7 KtXQKt	QPxKt	15 B-Kt5-ch	ch K. moves
8 B-Q2	BxKt	16 B mates	

Game No. 36

SALVIO GAMBIT

Thompson (white) vs. Markens (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	8 P-QB3	P-Q3
2 P-KR4	PxP	9 KtXP	PxKt
3 Kt-KB3	P-KKt4	10 B-Q3	B-Kt
4 P-Q4	P-Kt5	11 B-B	QxPch
5 Kt-K5	Q-B5ch	12 RxB	B-Kt2ch
6 K-Q2	Q-B7ch	13 P-K5	BxPch
7 K-B2	Kt-QB3	14 K-K4	Kt mates

Game No. 37

CENTER GAMBIT

Potter (white) vs. Amateur (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	8 P-K5	KtXP
2 P-Q4	PxP	9 KtXP	RxQ
3 P-QB4	P-QB4	10 B-QKt5ch	K-K2
4 Kt-KB3	P-Q3	11 B-K5ch	P-B7
5 Castles	Kt-QB3	12 Kt-K5ch	ch K-B2
6 P-R3	P-Q3	13 KtXR	mate
7 B-K	B-R5		

PROBLEMS

TOURNEY PROBLEM NO. 15. BY A. J. FINK.

Black—11 Pieces.



White—11 Pieces.

White to play and mate in four moves.

PROBLEM NO. 26. BY L. HALLE.

Black—7 Pieces.



White—11 Pieces.

White to play and mate in three moves.

SOLUTIONS

Tourney Prob. No. 15:	1 PxB	NaP	Tourney Prob. No. 12:	1 Kt-Q3	P-K5
2 QxPch	PxQ		2 Q-Ktch	KtXR	
3 B mates			3 BxKt	dis mate	

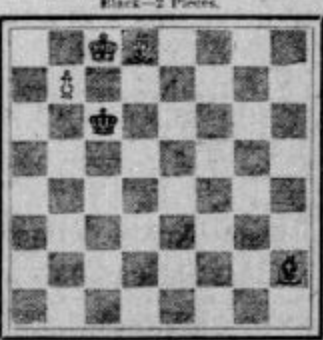
SOLVERS' LIST

Name and residence—	Total points	Name and residence—	Total points
Hall, San Jose.....	34	McCracken, Vacaville.....	28
Church, city.....	34	Halle, city.....	27
Windle, Winnemucca, 34 "Ray Lopez," city.....	26	Winton, city.....	26
Eaten, city.....	22	Rodolph, Oakland.....	26
"D. E. F. E.," city.....	32	More, Alameda.....	25
"Norman," city.....	31	Chilton, city.....	24
"Ignoramus," city.....	30	"O. N.," Berkeley.....	24
Derling, Carmel.....	30	Fatjo, Santa Clara.....	15
Huber, city.....	29		

End Game Study No. 8

(Analysis by Lasker; composer unknown.)

Black—2 Pieces.



White—3 Pieces.

White to play and win.

The position shown in the diagram is one of the most charming end game conceptions evolved since the days of the Arabian Stamma. The economy of force is almost startling. Yet the winning combination comprises a total of 11 moves. White plays 1 B-KR4, threatening B-B2, thence —R7 and Kt8, and wins as shown later. Black parries by

- 1 ——— K-Kt3
- 2 B-B2ch K-B2

Now follows a fine coup, the purpose of which is to force the black bishop to either KKt5, KB5, or K4, but not to permit B-Q2.

- 3 B-B5
- 4 ——— B-R4
- 5 B-K7

White now threatens, B-Q8-B7 winning, hence

- 6 ——— K-Kt6
- 7 B-Q8ch K-B3

The situation is now as at the starting point, except that the black bishop has been forced into the open. This circumstance allows white to gain a move and thus the game.

- 8 B-B5
- 9 B-R7
- 10 B-Q7
- 11 B-K5
- 12 B-R6
- 13 B-K6
- 14 B-R5
- 15 B-R4
- 16 B-R3
- 17 B-R2
- 18 B-R1
- 19 B-Kt and wins

Correspondence

A. G. B. Berkeley—Glad to hear from you. Sorry you couldn't take part in correspondence match. How about a return match, M. I. C. C. vs. the Berkeley "Nuts"?

E. C. Belmont—Your plea for a return to two-movers in Problem Department is well timed. With this issue we conclude the solving tourney with No. 15, Problem No. 26, a three-mover, is contributed by a reader. But after this week we plan to return to two-movers for those who have difficulty with the more complex problems. Say, one two-er and one three-er each week. That's a fair division.

F. B. R. Oakland, on the other hand, writes: "You certainly have printed some beautiful problems. Glad so many persons are taking an interest in the 'Corner'."