

# CHESS

By E. J. CLARKE  
Address Communications to Chess Editor, Chronicle

December 17, 1922

The board of trustees of the Mechanics' Institute, 57 Post street, at its regular quarterly meeting held December 7, took favorable action in regard to an enlargement of the present chessroom. The matter was officially brought to the attention of the trustees by a communication from H. K. Eells, president of the Institute Chess Club, who pointed out that the steadily increasing number using the room necessitated an expansion. This will be good news to the "regulars," who feel that, inasmuch as the uniform success of the chess club in its various matches has served to make the Mechanics' Institute known from coast to coast, it is only fair that the club be housed in commodious, well-ventilated and comfortable quarters, which is hardly true of the present chessroom. It is understood that alterations will be started about the first of the year.

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Dr. W. R. Lovegrove is home again after a trip abroad which lasted the better part of the present year. In the big European cities the doctor invariably searched out the haunts of Caissa's devotees. In Vienna he visited the chess club and was introduced to Dr. S. Tartakower, the well-known master. Dr. Lovegrove was informed that the "master" would play him at odds of 1 to 2. In other words, Dr. Tartakower paid Dr. Lovegrove 1000 crowns when he lost and was paid 500 crowns for his won games. Dr. Lovegrove explained that while this sounds like a large sum, in reality, reduced to United States values, it was on a five-cent and ten-cent basis. Afterward they played for 10,000 and 5000 crowns—or \$1 to 50 cents. During the progress of the first game, at a stage when the American considered his position at least as good as his opponent's, he so remarked to an onlooker. The latter exchanged a few words with Tartakower in their native tongue, and then solemnly stated, "The master says you have a lost game." Whereupon Dr. Lovegrove drew. The same thing happened another day. Same solemn verdict, "The master says you have a lost game." This time Dr. Lovegrove succeeded in winning the game. Dr. Lovegrove was considerably amused to note the air of finality with which the "master's" pronouncement was delivered by the interpreter. Dr. Tartakower received his degree of doctor of law in 1909. But chess is clearly his avocation. In Paris Dr. Lovegrove played successfully against Auerbach, and in another European capital he was shown a new move for White in the 5½ SxP variation of the Ruy Lopez. What is it? Ah, that would be telling.

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## Chronicle Correspondence Tourney

In order not to disappoint those interested in chess play by correspondence who had responded to a call for volunteers for a match game against Southern California (which met an insurmountable obstacle), a tourney for Northern California correspondence chess players is about to start. Entries will be divided into groups A, B, C, etc., each player playing two games with each player in his group division, which will constitute the preliminary round, after which the winner of each group will play against other group winners till the tournament winner is decided.

Group A—R. Dunipace, Palo Alto; C. W. Collins, Floriston; R. A. Monroe, Berkeley; Alex R. Craven, Alta; S. E. Silvius, San Francisco. Group B—E. L. C. Hinckley, Lawrence; N. D. Baker, Berkeley; R. L. Folger, South San Francisco; W. A. Beebe, San Francisco; E. Russell, Oakland. Group C—L. Schwartz, Stevinson; Dr. W. R. Scroggs, San Francisco; George W. Railton, Berkeley; C. J. Ferguson, San Francisco; G. Pause, San Francisco. Group D—H. Cosman, Modesto; E. Lewis, Sisson; G. W. Sweetser, Martinez; M. Odhner, San Francisco; S. G. Haight, Berkeley. Group E—Three players are needed to fill this group. Several who entered for the original tourney have not yet been heard from. This group will be held open one week. E. W. Gruer of Oakland, first State champion, has consented to act as referee. His decision will be final. Suitable prizes will be given for first game won, best game, and for winner of tourney. Contestants

will be furnished addresses of opponents by mail. In general the rules of the Correspondence Chess League of America will govern the tourney.

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## GAME NO. 133

The following game was given the brilliancy prize in the recent London masters' tournament. An odd feature is that the Black Queen stands unmoved throughout the game till captured by the opposing Queen.

### QUEEN'S GAMBIT DECLINED

R. Reti	E. Znosko-borovsky	R. Reti	E. Znosko-borovsky
White	Black	White	Black
1—P-Q4	P-Q4	17—PxR	P-S4
2—P-QB4	P-K3	18—B-S3	RxP(c)
3—S-QB3	S-KB3	19—P-KR4	K-S-Q4
4—B-S5	Q-S-Q2	20—Q-R5	K-S2
5—P-K3	B-K2	21—Bx8	PxB(e)
6—S-B3	Castles	22—SxP(f)	RxS
7—Q-B2	P-B4	23—B-K5ch	R-B3
8—R-Q	RPxP	24—PxP	PxP
9—KPxP	PxP	25—QxPch	K-B2
10—BxP	P-KR3(a)	26—Q-R5ch	K-S
11—B-R1	S-S3	27—R-S(g)	QR-B3
12—B-QS3	B-Q2	28—R-S3	B-K
13—Castles	R-B	29—R-S3ch	B-S3(h)
14—Q-K2	P-R3	30—RxRch	RxR
15—KR-K	B-S5(b)	31—Q-R5ch	K-B2
16—S-K5!	BxS	32—QxQ	R resigns

### NOTES

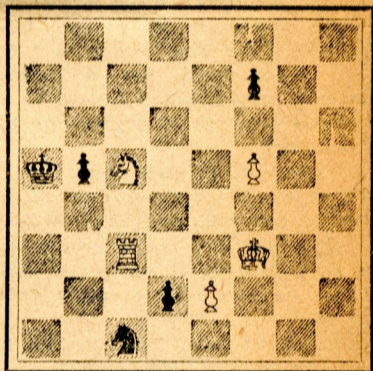
- (a) Q-R4 should be played.
- (b) Played to prevent P-Q5. If necessary, then Black's development is faulty.
- (c) Black should develop, instead of grabbing pawns. (See "The Middle Game," by E. Znosko-Borovsky.)
- (d) White threatens 20, PxP, PxP; 21, Q-Q2, K-S-Q4; 22, BxS, SxS; 23, SxS, and wins.
- (e) Now if SxR; 22, PxP, PxP; 23, SxS.
- (f) A neat and perfectly sound sacrifice.
- (g) White intends 28, R-S3, RxR; 29, PxR, followed by R-K3. If 27½, S-B5; 28, Q-S5ch, K-B2; 29, RxP, and Black is badly tied up.
- (h) This loses the Queen. On the other hand, 29½, R-S3, results in mate; 30, Q-R5ch, K-B2; 31, Q-R7ch, K-B; 32, B-S7ch, K-B2; 33, R-B3ch, etc.

# Problems

A. J. F.

## PROBLEM NO. 150

By R. Reti

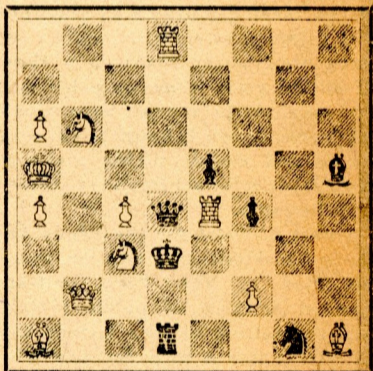


White plays and wins, thus—  
\*Solution given below.

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## PROBLEM NO. 151

J. Doney, Winnipeg, Manitoba.



Mate in two.

Solution No. 148, B-Kt4.

Solution No. 149, S-B3.

Solutions received from John E. Ellis, Los Gatos; A. J. H., Palo Alto, and E. J. Russell, Oakland, to No. 146 QxQ in No. 147 is defeated by RxP. No. 148 and 149 solved correctly by R. B. Knox, city, and J. E. Ellis, Los Gatos. No. 148, by A. J. H., Palo Alto.

\*Key to end game by Reti—

White. Black.

1. R—B2! P—Q

2. R x Kt Q—Q4 ch

Best. Anything else, and the Q is lost at once.

3. P—K4 Q—K4

Again best. If, for instance, Q—R7, then 4. R—QR1.

4. R—QR1 ch and wins the Q in 2 more moves. Reti is not only a great master and the champion blindfold player, but a composer of very fine end-games, as the above example proves. Why can't White play 1, R x Kt? Because of the tricky reply PxR, becoming a knight.

Additional solutions received from H. B. Beetz, city.