

CHESS CORNER

By **CHARLES EDWARD GRAY,**
President

Cosmopolitan Chess Club

Cosmo, a public interracial club, meets Wednesdays, 7:30 p.m., at 2180 W. Adams. Everyone welcome.

WHITE MATES IN TWO

This week's problem is a clever one by P. H. Williams. White: P-QN4; Bs-QB5, KB3; Q-KN4; K-K6. Black: K-QN4.

Last week's 3-mover is extraordinary because the first two moves are waiting king moves. 1 K-R8; if 1 . . . R-N; 2 Q-R6 mate; if 1 . . . P-R3; 2 K-N8, P-R4; 3 Q-Q2; or if 2 . . . P-N6; 3 Q-R4.

PLAYING OVER MASTER GAMES

What would you think of a boxer who wanted ring success, but never studied the techniques of champions? Or an artist or composer who thought he could create master works without carefully noting the methods employed by great painters and musicians?

Yet most chess players go on pushing pawns for years, doomed to mediocrity because they do not play over and analyze games by experts to learn their know-how on the chess-board. Studying master games is no guarantee you will become a great chess player—but failure to study them is a sure guarantee you won't.

The game printed each week in this Eagle column has been carefully selected for outstanding technique. If you do not know how to interpret the score, Cosmo members will gladly teach you.

J. CROSS		R. MARTIN	
1. P-Q4	N-KB3	16. R-Q2	N-K4
2. N-KB3	P-KN3	17. NxN	BxN
3. P-QB4	B-N2	18. P-Q6	P-B3
4. N-B3	P-Q4	19. N-Q5	Q-Q
5. Q-N3	PxP	20. N-47ch	K-N2
6. QxP	O-O	21. R-K	N-N5
7. P-K4	N-R3	22. Q-KR3	PxB
8. B-K2	P-QB4	23. RxB	N-B3
9. P-Q5	P-K3	24. RxQBP	NxN
10. B-N5	PxP	25. Q-B3ch	K-R3
11. PxP	B-B4	26. PxN	Q-N3
12. O-O	R-K	27. P-KR4	PxP
13. KR-Q	Q-N3	28. R-B4	P-N4
14. B-Q3	BxB	29. Q-K5	K-R4
15. QxB	N-KN5	30. R-Q6	Resigns