

Our Chess Corner

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

Playing in Pittsburgh, Frank J. Marshall, on the night of April 18, created a new world's record for simultaneous exhibitions. Immediately after the performance, like a good fellow, he sat down and penned the following account to The Call Chess Editor:

"Tonight I played 57 simultaneous games here and had 11 draws with none lost; but this is not wonderful. They were all finished in 3 hours and 50 minutes. Is it a record? I guess it was! About 4½ minutes to a game. Going some!"

"What about the 1915 tournament? Hope it will be arranged. Will be glad to meet my friends in San Francisco at that time. My regards to the chess players of the coast."

The previous record for simultaneous play was held by Capablanca, the Cuban, who conducted 49 games in a little over four hours.

"Der Schachwart" is the title of a new weekly chess magazine of 16 pages, edited alone by Dr. Emanuel Lasker, published by Hans Joseph, Berlin-Schoeneberg, Germany. The preface states that among other things its object is to raise the public intelligence in respect of good play and chess composition, to help form not masters but good taste, and to establish an international organization strong enough to settle disputed points. It will contain well annotated games, excellent endings and all the principal chess news of the world. Success is wished for the venture. Having learned by dear experience in conducting one defunct chess magazine, the doctor may have so profited that his second effort of a similar kind may turn out to be a veritably profitable undertaking.—St. Louis Globe-Democrat.

E. W. Gruer had an opportunity in Chicago last week to boost San Francisco and the 1915 world's fair. He writes: "I was out to the Kenwood Chess club (the liveliest club in the city) at their annual banquet. Some feed! They asked me to make a speech. I told them, among other things, that we would expect to see them at the Panama-Pacific exposition in 1915, witnessing the big masters' international chess tournament at that time."

In this connection it is encouraging to know that Ralph J. Taussig, retiring president of the Mechanics' Institute, in his report to the board of trustees, in which he recapitulated the activities of the Institute, called especial attention to the plans under way looking to a big chess tournament in 1915, under the auspices of the Mechanics' Institute. It is hoped that the trustees will take definite action in the near future. When such action has been taken and a sum of money appropriated toward the prize fund, the matter will be placed before the directors of the P. P. E., who are expected to cooperate in a substantial manner. Time is slipping by. Let's get busy!

GAME DEPARTMENT

Stasch Mlotkowsky, well known in eastern chess circles, where he was one of the strongest players in the Franklin Chess club of Philadelphia, is now living in Los Angeles and has joined the Los Angeles Chess and Checkers club, in the Higgins building, Main street.

Following is a lively game by this young expert in the minor tourney at St. Louis, 1904, which he won, 11 to 1. Playing in the masters' tourney (which immediately followed the minor contest), Mlotkowsky was the only one to spoil Marshall's otherwise clean score by drawing with the American champion in a hard fought game, after 57 moves.

Game No. 38

GRUO COUNTER GAMBIT

Wiedmeyer (white) vs. Mlotkowsky (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	14 K-K2	KxN1
2 Kt-KB3	P-KB4	15 R-KKt	QxP
3 KtP-Q	Q-R3	16 RxBch	R-R2
4 P-KB4	P-Q3	17 K-R3	Q-K6ch
5 Nt-R4	PxP	18 K-B4	N-Q2ch
6 P-Q4	Q-KB3	19 P-R5	Kt-R3ch
7 Kt-K3	Rt-KR3	20 K-K3	R-KNch
8 R-K2	R-K2	21 K-R2	R-B4
9 Kt-B2	Castles	22 P-Kt3	Kt-Q4!
10 Kt-Q3	QxKt	23 Resigns	
11 KtKt	QxP!		
12 KtBch	K-B2		

(a) Threatening mate in three.

With the North vs. South match in progress, correspondence games will possess more than usual interest. Through the courtesy of the Providence (R. I.) Chess club we are able to print a correspondence game won recently by that club from the Washington (D. C.) Chess club.

Game No. 39

SCOTCH

Providence (white) vs. Washington (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	15 QR-Q	QR-Q
2 Kt-KB3	Kt-QB3	16 R-K2(b)	RxP
3 P-Q4	PxP	17 P-QB4	R-K4
4 KtP-K3	Kt-K3	18 KxB	PxKt
5 KtKt	KtPxB	19 PxP	Q-R3
6 R-Q4	P-Q4	20 Q-R2(c)	Q-R4
7 Kt-Q2	R-Q3	21 R(K2)-Q	R-Q5
8 PxP	Castles	22 Q-K4	K-K2
9 Castles	PxP	23 P-KB4	P-KR3
10 Kt-KB3	R-K3	24 P-KB4(d)	Q-M4ch
11 P-KB2	B-B4	25 K-R2	R-KRsq(e)
12 R-KK5	R-K	26 P-KR5	PxR
13 P-KK4	R-K3	27 R-QB3	Q-K3
14 RxB	RxB	28 R-QB3	Q-K3
15 R-K	Q-Q2	29 R(Q)-QK1	Q-Q5(f)
16 RxB	PxB	30 RxRPh	R-B3(g)
17 Q-Q3	R-K4		

White announces mate in eight moves.

NOTES BY PROVIDENCE C. C.

- P-K3 is the usual move here, but the text move may be played where a safe, durable game is the object.
- There were many moves to be considered here, but the text move seemed to offer the best chance for an even game.
- White is willing to exchange queens and probably draw, as Providence had the advantage in the second game.
- With this move white assumes the initiative and black miscalculates the result, especially so the following move, when the check of the queen places the white king where he is out of danger.
- Getting deeper into the mire.
- Q-B4 would lose also by PxP, etc.
- The rook sacrifice at B7 came rather unexpectedly on the players of the black pieces. Doubbling the rooks on the seventh row after exchanging queens was the expected move, which would give black some chance to draw.

Appended is a game, also played by correspondence, between two contestants in the pending North vs. South match. The winner's play is very neat, his moves being timed to a nicety. Especially clever is his maneuvering with the king so as to allow the bishop sanctuary on his own square, out of reach of the bold, bad knight!

Game No. 40

QUEEN'S GAMBIT DECLINED

C. H. Lemberger (white) vs. A. G. Paarsall (black)

WHITE	BLACK	WHITE	BLACK
1 P-Q4	P-Q4	24 P-QR3	R-R3
2 Kt-KB3	P-K3	25 Kt-KB3	Q-K4
3 P-QB4	Kt-KB3	26 R-QB3	R-QK1
4 R-K3	R-K2	27 R-QB3	K-R
5 Kt-K3	P-QB3	28 Kt-KB3	B-B
6 P-K3	PxP	29 R-K	K-Q
7 RxB	R-QB4	30 Q-Q2	K-B2
8 R-Q3	B-K3	31 Kt-QB2	RxBP
9 Q-K2	QK1-Q2	32 PxR	P-K17
10 R-Q	Kt-K3	33 R-Kt	R-B7
11 Castles	P-R3	34 Q-R2	RxR
12 RxB	PxB	35 QxB	Q-K7
13 R-K4	P-B3	36 R-Q3	KB-K3
14 Kt-K	Q-R2	37 Kt-K3	RxKt
15 P-B4	P-N3	38 PxR	R-K18
16 Kt-K1	P-Q4	39 P-K4	K-K13
17 R-QB	Kt-QR4	40 P-Kt3	K-K14
18 Kt-Q2	P-R3	41 RxBch	PxR
19 RxB	KxB	42 Kt-Q3	Q-QB7
20 R-KB2	Q-R3	43 P-Bch	K-R5
21 Kt-KB	B-B	44 KtPch	K-B6
22 Rt-Q3	R-R3	45 Q-Kch	KxKt
23 Q-Q	P-K15	46 Resigns	

Correspondence

- E. W. G., Chicago—Your letters much appreciated by the boys. Will write soon.
- J. E. E., Los Gatos—Your "attempt" in T. P. No. 11 is frustrated by B-K5. Of course, the defense in a problem must always be the best. The key move, PxP as published, is the only mate in three. There is a neat mate if black plays KxP.
- J. BETTS, Oakland—In T. P. No. 12

if black, in reply to key-move (Kt-Q3), plays KtR, white plays 2 KtPch. K moves; 3 Q-K6 mate. Neat, isn't it? Pleased to have you as a solver.

H. H., New York City—What about Conway stuff? Did you receive it?

CORRESPONDENCE MATCH—If any of the contestants in the North vs. South match failed to get action, please notify George Hallwegen, 57 Post street, San Francisco, or O. E. Frazier, 425 North Burlington avenue, Los Angeles.

PROBLEMS

NOTE TO SOLVERS

Now that the Alain C. White solving tourney has been concluded, a return to the popular two-move problem will be made. Solving tournaments are interesting and lead to keen rivalry among the experts; but they have their disadvantages, one of which is that many followers of the game who take pleasure in dissecting two and three move problems, find themselves in strange waters when they are asked to tackle four-movers. Indeed, many prefer not to go beyond two-movers. Therefore, we shall run at least one two-or and sometimes two of them each week. Brief comments on the problems by solvers is a good feature of chess columns, and we shall be glad to print what our friends find worthy of comment (be the criticism what it will, praise or otherwise).

We will be able to announce the winners in the solving contest next week.

PROBLEM NO. 27. BY "IGNORAMUS"

(Composed for The San Francisco Call.)

Black—8 Pieces.



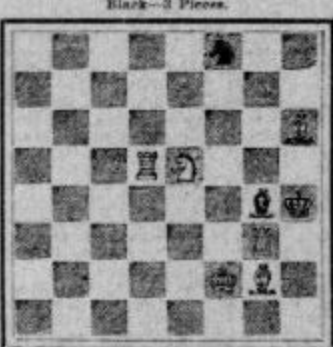
White—6 Pieces.

White to play and mate in three moves.

PROBLEM NO. 28. BY WILLIAM E. ARNOLD.

(Composed for The San Francisco Call.)

Black—3 Pieces.



White—6 Pieces.

White to play and mate in two moves.

SOLUTIONS

Tourney Problem No. 12

1 B-Q6	RxP(B4)	1 B-Q6	RxB
2 R-B5	AxP	2 Q-K5ch, etc.	
3 Kt-R2mate			

Tourney Problem No. 14

1 K-K7	K-Q4	3 P-Q6mate	K-Q4
2 R-R5	K-B5	4 Q-K7mate	

SOLVERS' LIST

Name and residence—	Total points—	Name and residence—	Total points—
Windsor, Wilmamucca, 41	1	McCracken, Vacaville, 32	1
Church, city, 31	1	Huber, city, 30	1
D. E. F. E., city, 29	1	"Roy Lopez," city, 28	1
Norman, city, 28	1	"O. N.," Berkeley, 26	1
"Ignoramus," city, 27	1	Moore, Alameda, 25	1
Darling, Carmel, 24	1	Fajfa, Santa Clara, 22	1

End Game No. 9

During the hey-day of the automatic chess tables at the local Graney billiard parlor—and that is to be understood as being soon after their installation, before their clever inventor had perfected them, when they would often remain open for a couple of hours after depositing the initial 5 cent piece—there drifted into the chess section one afternoon an ancient devotee of Chess who evidently had been for many years an intimate of John Harleycorn. He was a stranger to the regulars—one of those ships, or rather hulks, that pass in the night. The old boy soon had the habitués gathered around, while he reeled off personal reminiscences of the great ones of the chess world of a previous generation. One of his tales was as follows. We reproduce it as nearly as possible in his words:

"I was born in New Orleans, and when but a kid I was taken by my father (who was very fond of chess and who had taught me the moves) to watch the famous Colonel Beaupree and Ernest Morphy, grandfather of the great Paul Morphy, play a match for the championship of New Orleans. Morphy Sr. was playing white and his afterward celebrated grandson watched the play intently. Beaupree secured a passed king's rook's pawn and eventually won. After the game the usual postmortem took place. All praised the Colonel's skill and agreed that he had the upper hand throughout. But young Paul quickly arranging the pieces, spoke up: 'Grandpa, in this position you could have mated in 16 moves!'"

The old boy, while talking, had set up the following position:

Black (Beaupree)—12 Pieces.



White (E. Morphy)—10 Pieces.

All were greatly impressed by the stranger's narrative, and, of course, he was duly rewarded by a trip to the wet goods counter, where he took his straight without a chaser. Then he passed on.

Well, to conclude, the suspicions of some were confirmed. At first glance the problem above looks plausible, but on closer examination it was found to be most artfully designed. Inquiry as to the reality of "Colonel Beaupree" showed him to be a myth and, of course, no match with Ernest Morphy ever took place. Now the question remains, where did the ancient unknown get the above position. Perhaps some of our readers can identify it. Here is the solution:

1 R-K6ch	R-K12(a)	6 Kt-Q2ch	K-R7
2 Q-R5ch	KxQ	7 B-Bch	K-R5
3 B-B5ch	R-K14	8 Kt-K15ch	K-R7
4 P-R4ch	RxP	9 Kt-Q4ch	K-R8
5 B-B6ch	KxKt	10 Kt-R2mate	

(a) The visitor explained that K-Q instead would equally result in a mate. He didn't say whether "Paul" saw it or not! Our friends can work out that variation for themselves.