

CHESS



By E. J. CLARKE

There is a strong likelihood that Alexander Alekhine, conqueror of Capablanca, will visit the Pacific Coast. A letter to the Chess Editor from Herman Helms of New York, managing Alekhine's tour, is to the effect that Alekhine will be in the United States for two months, and has been engaged to give an exhibition at Denver, which is a good start to the Coast. With the co-operation of the Coast chess centers—Los Angeles, Santa Barbara, Seattle, Portland, and, of course, the Mechanics' Institute Chess Club of San Francisco—the matter of Alekhine's first visit as champion to the Coast should be arranged.

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When the mystery-story author, writing under the name of S. S. Van Dine, spun his intriguing "The Bishop Murder Case," just concluded in a current magazine, it is not probable that he intended his story to be chess propaganda. However, such was the effect among some students of Mt. Tamalpais High School. In a letter to the Chess Editor we learn that as a result of reading the story, "some of us Tamalpais High School students are playing chess and like the game immensely." A movement is on foot to start a chess club in the school.

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Chess enthusiasts who wish to add to their library will be glad to have their attention called to a collection of chess books by A. J. Souweine, 611 West 177th street, New York city, from whom a catalog may be obtained.

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GAME NO. 165

The following game was contributed to Marshall's "Chess Masterpieces" (Simon & Schuster, N. Y.), by Dr. S. Tartakower, as his best game, "because it was played against a master of the highest rank and victory was not obtained through a serious blunder by my opponent, and because the sacrifice which I made at the seventeenth move, when subsequently analyzed, in all the variations, was proved to be perfectly sound."

DUTCH DEFENSE

Maroczy Tartakower		Maroczy Tartakower	
White	Black	White	Black
1 P-Q4	P-K3	19 K-R(b)	S-B3
2 P-QB4	P-KB4	20 R-K2	QxSP
3 S-QB3	S-KB3	21 S-S	S-R4
4 P-QR3	B-K2	22 Q-Q2	B-Q2(c)
5 P-K3	Castles	23 R-KB2	Q-R5ch
6 B-Q3	P-Q4	24 K-S	B-S6!
7 S-B3	P-QB3	25 B-B3(d)	BxRch
8 Castles	S-K5	26 QxB	P-S6
9 Q-B2	B-Q3	27 Q-KS2	R-KB(e)
10 P-QS3	S-Q2	28 B-K	RxBch
11 B-S2	R-B3	29 KxR	P-K4
12 KR-K	R-R3	30 K-S	B-S5
13 P-KS3(a)	Q-B3	31 BxP	SxB
14 B-KB	P-KS4	32 R-K(f)	S-B4
15 QR-Q	P-S5	33 Q-KB2	Q-S4
16 SxS	BPxS	34 QPXP	B-B6dis ch
17 S-Q2	RxP!	35 K-B	S-S6ch
18 KxR	QxBPch	36 Resigns	

NOTES

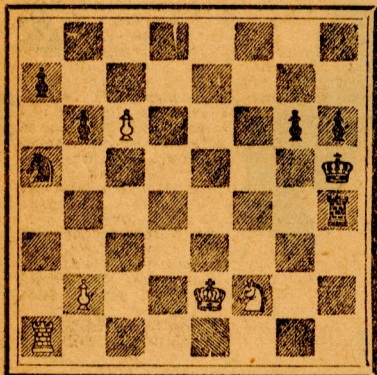
(a) At this early stage Black threatened BxP ch and if KxB, then Q-R5 would win. (Tartakower.)

(b) Should White play B-S2, then the

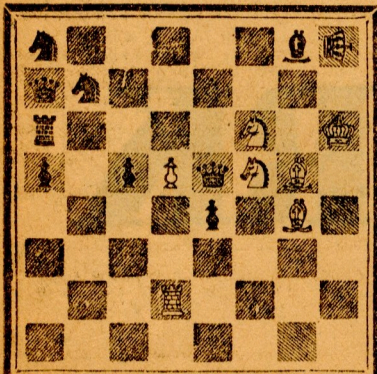
PROBLEMS

A. J. F.

No. 185—C. H. Coster, London



W(5) B(7)—White plays and wins
No. 186—M. Wrobel



W(8) B(9)—Mate in two

Solvers' list—R. Dunipace, Palo Alto; A. R., city; L. B. Hart, Newman; A. R. Waters, Chico; S. A. Reynolds, Chico; P. Oser, Chico; J. Malone, Benicia; Mrs. G. F. Williams, Carmichael; B. Hadlow, Auburn; J. E. E., Los Gatos; L. H. Kerfoot, Modesto; R. W. King, Willits; V. M. Calp,

Sacramento; C. Clayton, Capitola; W. R. Shaw, city; D. St. Johnson, Mill Valley.

Solutions—No. 181, sacrifice unsound; White should win by capturing rook; No. 182, S-Q8; No. 183, P-S4ch, B-S6ch, QxR mate; No. 184, P-K4.

quiet looking move, S-B3, would win (T.).

(c) Despite the fact that Black is minus a rook, he is able to proceed quietly with his preparations for the final attack (T.).

(d) It is remarkable how White's pieces seem to be quite useless for defense and it is difficult to find a single good move, while, on the contrary, every move made by Black has a dynamic effect and brings victory nearer (Marshall).

(e) Threatening R-B7, followed by R-KR7, winning the queen (T.).

(f) If instead he play R-Q2, then Black would win with KPXP (T.).

(g) For if K-S, then S-R8 dis. ch. wins the queen and mate in a move or two (M.).

GAME NO. 166

Played at the Hastings, England, tournament. G. M. Norman, the London expert, tries to rush matters. But Marshall just wouldn't be rushed!

QUEEN'S PAWN OPENING

Marshall	Norman	Marshall	Norman
White	Black	White	Black
1 P-Q4	S-KB3	12 Q-S3	B-K2
2 S-KB3	P-K3	13 B-KB4	P-B4
3 P-B4	B-S5ch	14 QR-B	P-KS4
4 QS-Q2	Castles	15 B-K3	K-R
5 P-K3	P-QS3	16 BxS	QPxB
6 B-Q3	B-S2	17 SxP	Q-Q4(a)
7 Castles	P-Q4	18 R-B7	BxS
8 S-K5	P-B4	19 BxB	QxQ
9 QS-B3	BPxP	20 PxQ	B-Q4
10 KPXP	S-K5	21 B-K7	Resigns(b)
11 PxP	PxP		

(a) If 17 . . . BxS; 18. BxB, QxB; 19. S-B7 ch, RxB; 20. QxR, Q-S2; 21. QxQ ch, KxQ; 22. R-B7 ch, etc.

(b) For if 21 . . . R-K; 22. B-B6 ch, K-S; 23. R-S7 ch, K-B; 24. RxKRP, etc.