

CHESS

By E. J. CLARKE

Address all communications to Chess Editor, San Francisco Chronicle

May 14, 1922

Harry Borochoy has won the annual tournament for the championship of the Los Angeles Chess club by the narrow margin of half a point over Stasch Mlotkowski. Two rounds were played. The following table shows final standings:

	Won	Lost
1—H. Borochoy	16½	3½
2—S. Mlotkowski	16	4
3—L. A. Rosenblat	13	7
4—E. W. Grabill	12	8
5—D. H. Muiridge	11½	8½
6—D. R. Perry	11	9
7—C. H. Whipple	11	9
8—W. R. Lighton	7½	12½
9—G. W. Gowdy	5	15
10—D. G. Holt	3½	16½
11—P. E. Great	3	17

The new champion succeeds E. R. Perry, city librarian of Los Angeles. Those winning from Borochoy were Grabill (1), Muiridge (1), Gowdy (1), while Whipple drew one of the two games played.

THE COMPOSITE GAME

The composite game being played by Chronicle chess column readers has taken hold nicely. Many correspondents send analysis with their selection, showing that the move chosen is the result of some study. Black's moves must be correctly timed and of an aggressive nature as White is a pawn to the good. Black's strategy must be to develop quickly, while retarding White's development if possible. To those who have not taken part, it may be suggested that all that is necessary to get in the game is a little analyses and a postal card addressed to the Chess Editor. This week's selections for Black's move 5½ are:

R. M. Folger	5½	B-KB4
George W. Sweetser, Martinez	5½	P-QR4
E. Santallier, Oakland	5½	B-K3
D. W. Bruer, Oakland	5½	B-KB4
B. Smith	5½	B-KB4
"Incog"	5½	KS-K2
W. L. C. Hinckley, Willits	5½	B-KS5
E. L. Berry, Vallejo	5½	P-KB3
F. L. de Long	5½	P-KB3
E. R. Wiffen, Stockton	5½	B-QB4
Dr. H. Epstein	5½	B-KS5
Charles Arthur, Petaluma	5½	P-KS3
A. E. Bary	5½	B-KB4
A. Folger Sr.		KS-K2

The move most favored for Black is 5½ B-KB4. It may be the best, but Black's king side pieces seem rather backward. Still the move selected is one that cramps White's game.

The game stands: 1, P-Q4, P-Q4; 2, P-QB4, P-K4; 3, PXP, P-Q5; 4, S-KB3, S-QB3; 5, P-QR3, B-KB4; 6, —? What is White's best move?

Marshall's Chess club has won the annual tournament of the Metropolitan Chess league, comprising chess clubs of New York city and vicinity. The club bearing the name of the American champion went through the season without loss of a match, winning the trophy by a score of 10 to 1, the losing point consisting of two tie matches, curiously enough, the first match with Brooklyn and the last match with the Swedish Chess club. Bruno Forsberg, formerly of the Mechanics' Institute Chess club, contributed largely to the success of the Marshall club's victory. The Rice Progressive club was second, 9½ to 1½; Manhattan Chess club and Newark, N. J., Chess club tied for third and fourth; Brooklyn Chess club, fifth.

The sixth game in the match between E. W. Gruer, state champion, and Professor A. W. Ryder of the University of California was won by the former in twenty-five moves.

The score now stands: Gruer 4, Ryder 2. Following are the scores of the fourth and sixth games, with notes by the respective winners:

GAME NO. 82

(Fourth game of match)

IRREGULAR

E. W. Gruer White	A. W. Ryder Black	E. W. Gruer White	A. W. Ryder Black
1—P-Q4	P-Q4	26—RxB	Q-Q7(f)
2—S-QB3	P-KB4(a)	27—R-R2	Q-Q3
3—P-K3	P-K3	28—R-S3	QR-Q
4—P-B4	S-Q2	29—Q-K2	Q-QSch
5—S-B3	S-R3	30—K-S2	QxQch
6—S-K5	P-B3	31—RxB	R-Q6
7—S-K2	B-Q3	32—P-K4	PxP
8—P-B4	S-B3	33—RxB	RxB
9—S-QB3	O-O	34—K-R3	R(S)xRct
10—B-K2	S-K5	35—PxB	R-QS6
11—O-O	K-R(b)	36—K-S4	K-S2(g)
12—B-Q2	B-Q2	37—R-K7ch	K-S3
13—P-KS4(c)	SxB	38—R-K6ch	K-S2
14—QxS	BxS	39—R-K7ch	K-S3
15—P-S5	B-B3	40—R-K6ch	K-B2
16—PxB	PxRP	41—RxB	K-S2
17—P-QR4	PxB	42—R-Q6	R-S3
18—B-B3	Q-K2(d)	43—R-Q7ch	K-S3
19—Q-K2	P-B4	44—P-R5	R-S4
20—P-Q5(e)	R-Sch	45—P-R6	PxP
21—K-B	BxS	46—P-B5ch(h)	K-B3
22—PxB	PxB	47—R-Q6ch	K-K4
23—BxB	B-B3	48—R-K6ch	K-Q4
24—QxP	Q-Q3	49—RxB	R-S2
25—B-B3	BxBch	50—K-B4	P-B5 and wins

NOTES BY A. W. RYDER

(a) Probably the best reply to White's somewhat bizarre opening. The stonewall forma-

tion is strong and sound, but usually slow. In this case Black has time, for White must free his queen's side.

(b) The king knight's file is certain to be opened.

(c) In this process White prefers to take the lead.

(d) Up to this point Black has played with a consistent plan, but here misses the best move, Q-B2, which should lead to quick advantage. It is so hard to win a won game.

(e) Not 20, BxB, because of 20½, PxB; 21, BxB, PxB; 22, B-B3, PxB, and the advanced pawns win.

(f) Overlooking White's reply and so losing time. The game now begins to assume a drawish look.

(g) Better is K-S.

(h) This is unwise, for now the Black king becomes an attacking piece. It is so hard to draw a drawn game.

GAME NO. 83

RUY LOPEZ

(Sixth game of match)

E. W. Gruer White	A. W. Ryder Black	E. W. Gruer White	A. W. Ryder Black
1—P-K4	P-K4	14—P-QS3	Q-Q2
2—S-KB3	S-QB3	15—P-QR3	P-KR4
3—B-S5	S-KB3	16—P-B5	B-B2
4—P-Q3	P-Q3	17—S-KR4	PxB
5—P-KR3(a)	B-K2(b)	18—Q-P	B-B
6—P-QB4(c)	O-O	19—R-R2	KR-B
7—P-KS4	B-K3	20—R-KS2	R-B2
8—QS-Q2	S-Q5(d)	21—Q-S3	P-K
9—SxS	PxB	22—S-S6	R-Q4(g)
10—P-KB4	S-K	23—Q-R4	B-Q3
11—S-KB3	P-QB4	24—Q-R8ch	K-B2
12—BxS	RxB	25—B-R6(h)	Resigns
13—O-O(e)	P-KB3(f)		

NOTES BY E. W. GRUER

(a) Not defensive, but the foundation of a king's side pawn attack.

(b) In the slow attacking variations of the Ruy Lopez, the king's bishop is not well posted on this square. On the previous move, B-QB4 was playable and on this move P-KS3 followed by B-S2 was much better.

(c) Duras' move more usual in the P-QR3 variation of the Ruy Lopez. Its object is to prevent P-Q4 on the part of Black.

(d) Not good. White exchanges a not well placed knight, strengthens his pawn advance on the king's side, and blocks an important diagonal for Black.

(e) White, being free from attack, can develop his game to the maximum advantage. In this type of game the bishop and knight are stronger than two bishops.

(f) Black soon gets an untenable position without making any blunders, simply because there are no good moves.

(g) There is no saving the game. A variation is 22½, BxS; 23, PxB, Q-K; 24, R-B5, B-K2; 25, R-R5 and the Black Q is lost.

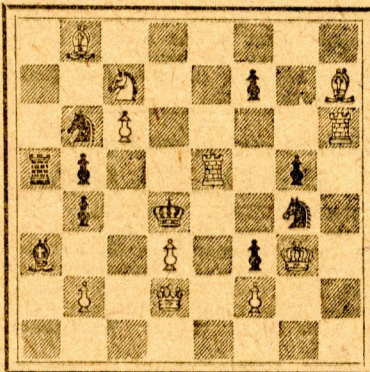
(h) Mate cannot be avoided. The bishop moves but once during the game, but that once is quite enough.

Problems

A. J. F.

PROBLEM NO. 91

By W. Leclercq

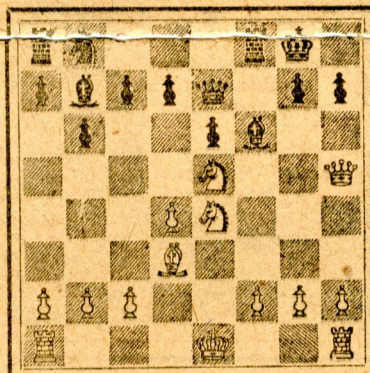


Mate in two moves.

Game Ending No. 92

The following interesting position is culled from the Boston Transcript as having been played between Ed Lasker of Chicago and an amateur. The diagram is arrived at with 1B-Q4, P-K3; 2 S-KB3, P-KB4; 3S-B3, S-KB 3; 4B-S5, B-K2 5 BxS, BxB; 6 P-K4, PxB; 7 SxP, P-QS3; 8 S-K5, O-O; 9 B-Q3, B-S2; 10 Q-R5, Q-K2.

Black—Amateur.



White—Lasker

White to play. How would you continue?

The winup was as follows:

4 P-R4, 6 B-K2, 2 SxB, 7 R-R2, 5 P-S3, 1 QxP, 3 S-S4, 8!!!

Solution to No. 89, R-KB4. Solution to No. 87, received from F. R. S., Susanville; A. J. H., Palo Alto; J. G. Ansley, city; F. Santallier, Oakland; F. N. Alf, city, but they all gave Q-Kt6, which is defeated by a black queen check. J. E. Ellis of Los Gatos fails with K-Kt3. S. L. Jackson, Dyerville, solved correctly. A. R. Morse, city, White moves first when not specified. D. H. Muiridge, Los Angeles, game ending in line for next week. Thanks for news of tourney; will use games soon.