

CHESS

By E. J. CLARKE

Address Communications to Chess Editor, Chronicle

December 21, 1922

The Mechanics' Institute Chess Club has received a challenge from the Los Angeles Chess Club for a match on twelve boards to be played on Washington's Birthday.

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Capablanca, in four simultaneous exhibitions—two in New York city, one in Providence, R. I., and one in Philadelphia—played 147 games, winning 127, drawn 17, losing to S. T. Sharp of Philadelphia, S. Katz of the Manhattan Chess Club and to A. Santasiere of Marshall's Chess Club. Wondrous chess!

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E. W. Gruer has won the triangular tourney played at the Faculty Club, Berkeley. Score—Gruer 14½, Professor A. W. Ryder 8½, Professor G. E. K. Branch 6½.

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Correspondence Tourney

The fifth section in the correspondence tourney for readers of this column, group E, has been completed as follows: Group E—C. L. Bagby, E. S. Van Camp, Captain A. L. Guerra and H. Beetz of San Francisco and J. Fish of Oxnard. Several contestants have asked for rules governing correspondence chess. Tourneys conducted by the Correspondence Chess League of America are governed by the American chess code, unless obviously inapplicable. Special rules formulated by the league are:

(a) A player who has dispatched the record of a move of his own must abide by the record so dispatched. He may not alter it by addition or otherwise, except in compliance with a legal requirement.

(b) If a player sends a record of his move that is capable of more than one legal interpretation, his opponent may require him to specify which interpretation of the record is to be taken.

(c) If a player assumes that his adversary will make certain moves, and sends hypothetical moves, they shall not be binding unless the adversary makes the move assumed.

(d) A player sending a reply record must specify: (1) The move and its number; (2) The number of his reply move.

(e) Drawn games shall count one-half point for each player.

(f) In the event of two players tying for first place in a preliminary round, the player winning the individual games will be entitled to place. If games are drawn or each player wins a game from the other, both contestants enter second round.

(g) If a player withdraws from tourney, his opponent shall send to the tournament directors (in this tourney, to the Chess Editor) a copy of the moves that have been made. If the games have not progressed to the fifteenth move they shall be credited to the opponents as wins; if fifteen or more moves have been made the games may be adjudicated or credited as wins to the opponent as may, in the judgment of the tournament director (in this tourney, the referee) appear to be fairest to all concerned.

(h) The winner of each game, or in case of a draw, the first player, shall forward the score of the game to the Chess Editor as soon after completion of the games as possible. The League tourneys are conducted on a sixty-hour time limit, reckoned from time of receiving to dispatching moves. However, in the present tournament, a strict enforcement of a time limit is hardly possible. Therefore, participants will endeavor to conduct their games on a seventy-two-hour time limit between receipt and sending of moves, which, except in case of sickness or absence, should be ample. Contestants failing to get in touch with opponents will notify Chess Editor. Instead of prizes for best game and first game won, prizes of chess merchandise, books, etc., will be awarded to winner of each group division; and a special prize to winner of tournament.

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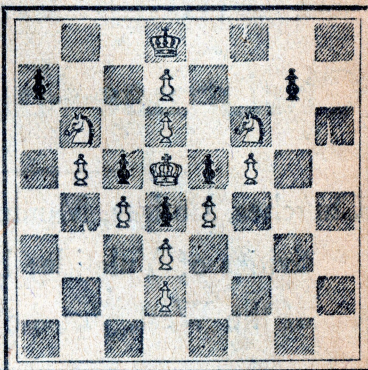
Problems

A. J. F.

PROBLEM NO. 152

By T. R. Dawson

Falkirk Herald, 1918



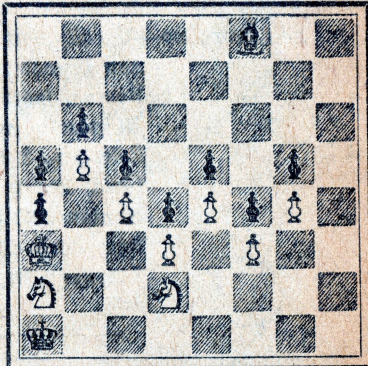
Mate in two moves.

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PROBLEM NO. 153

By E. Woodward

Pittsburg Times, 1912.



Mate in thirty moves.

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Solution No. 151: Kt-Q7. Also solved (as published) by RxQ or R-K3 check (B-K4 mates). A black pawn no doubt was intended at black's king bishop four.

At Xmas time chess columns usually publish some sort of fantasy or trick problem. The above, however, contains straight chess, at the same time having a touch of humor about them. No. 152 would be readily solved if told what classification it belonged to, but the author's name should be some hint, as this is his special theme. No. 153 is a Crusader theme. (Yes! Thirty moves is right.)

Solvers' list held over.

The Poison Kiss

By ARTHUR B. REEVE

(Continued From Page 1-F)

"Would you know him?"

"I think it was the Wop who has a taxi stand down the street and the garage on Minetta lane."

"Well, Mrs. Freely, you would make a mighty good witness," blarneyed Kennedy.

"Oh, knowing how to talk has always been one of my qualities," she returned with a shrewd smile.

"Did you notice anything else about the girl?"

"Only that she had something wrapped up in a paper parcel and she carried it under her arm. But chiefly I watched the nervous ways of her. Pretty soon, Mr. Dexter come to me and told me things was all right now and I could finish a little later. He giving me a fine tip. So, I puts me hat and coat on and leaves the two of them spark-

Dr. Lovegrove has requested a correction of the story of his games with Dr. Tarkatower, printed in this column last week. In justice to both of these doctor-chess players, let it be known that, while the circumstances surrounding the games mentioned were exactly as stated, the final score of their games was: Dr. Tarkatower 2, Dr. Lovegrove 1, drawn 1, while one game was unfinished in a position favorable to our doctor.

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Here are two games from the recent international masters' tourney at Teplitz, Czecho-Slovakia. Game No. 134, between Reti and Wolf, received the brilliancy prize:

GAME NO. 134

QUEEN'S GAMBIT DECLINED

R. Reti White	H. Wolf Black	R. Reti White	H. Wolf Black
1—P-Q4	P-Q4	18—SxR(e)	SxKP
2—P-QB4	P-K3	19—Q-K2	SxR
3—S-QB3	S-KB3	20—B-S	SxP!
4—B-S5	B-K2	21—S-S6(f)	S(K4)- B6ch
5—P-K3	Castles	22—PxS	Q-S4ch
6—S-B3	QS-Q2	23—KxS(g)	RxQch
7—R-B	P-B3	24—SxR	Q-K7ch
8—Q-B2	P-QR3(a)	25—S-S3	QxPch
9—P-B5	P-K4!	26—R-B2	QxB(h)
10—PxP	S-S5	27—R-K2	B-K3
11—BxB	QxB	28—P-B4	P-S3
12—S-R4	R-K	29—S-R8	P-KR4
13—B-Q3	P-R3(b)	30—S-B7	P-R5
14—S-Q4	QSxKP	31—S-R	Q-Q6
15—S-S6(c)	SxBP!	32—R-B2	B-S5
16—B-R7	K-R	33—Resigns(i)	
17—Castles(d)	S(B7)-S4		

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NOTES

(a) Played by Alekhine. White's reply is doubtful.

(b) Spielmann points out that if 13½ S-B, 14 S-S6, R-S; 15 SxB, RxS; 16 B-B5!

(c) Evidently quite unaware of Black's intentions.

(d) Best. If 17 KxS, S-S5ch and then QxKPch, winning easily; or 17 QxS, KxB; 18 Q-B2ch, S-S3; and if 19 SxR, QxKPch, winning.

(e) He must go for material, being a pawn down, and must stand the gaff.

(f) If 21 KxS, of course Q-R5ch; 22 K-S, QxSch, etc.

(g) If 23 Q-S2, QxRch; 24 KxS, QxB or Q-B5ch.

(h) All very clever. White has now practically the odds of Q against R against him, as his QS cannot get into play.

(i) There is no defense against the threat of Q-R6ch; 34 K-S, B-B6. A classical game by Wolf, whose knight made an extensive and devastating tour.—Exchange.

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GAME NO. 135

QUEEN'S PAWN

Rubinstein White	Tartakower Black	Rubinstein White	Tartakower Black
1—P-Q4	P-K3	17—RxRch	P-QR3
2—S-KB3	S-KB3	18—S-B3	SxR
3—P-B4	P-B4	19—Q-K	B-S2
4—P-Q5(a)	P-QS4	20—S-K4	P-Q5
5—P-K4(b)	SxKP	21—S-S5	PxP(f)
6—PxKP	BPxP	22—S(B4)-K6	Q-Q2
7—B-Q5	S-KB3	23—B-B4	S-R3
8—S-S5(c)	Q-K2(d)	24—B-Q	P-Q6
9—PxP	P-Q4	25—SxB	P-R3
10—Castles	P-S3	26—S-B3	SxS
11—R-K	B-KS2	27—Q-R5	R-K
12—Q-K2	P-R5	28—B-K3	P-S4
13—B-R2	Castles	29—Q-S7	S-KB4
14—SxKxP	R-K	30—Q-R7	R-K3
15—S-B4	Q-KB2	31—R-B	Q-K2
16—Q-B	(c)	32—Resigns(g)	SxB

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NOTES

(a) Tried and found wanting. The proper continuation against the Blumfeld gambit is 4P-K3.

(b) A little home brew," but it does not seem good. Rubinstein probably had this sacrifice in mind when he played P-Q5.

(c) A trap, into which, however, an experienced player like Tartakower was not likely to fall.

(d) Avoiding the trap. If 8½ PxP, then 9 BxRP, SxB; 10 Q-R5ch, K-K2; 11 SxS. If 8½ B-K2, then 9 BxP, in either case with advantage.

(e) If 15½ Q-S5, then 16 QxRch, SxQ; 17 RxSch, K-B2; 18 SxQP, and the issue would have been doubtful.

(f) Black now has much the better game because of his strong advanced pawns.

(g) For if 32 PxS, then RxP, and he would be a pawn down with a hopeless position, all his pieces being badly out of play.—Notes

(condensed) by Amos Burn in London Field.