

# C H E S S

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## Pillsbury's Wonderful Blindfold Play

Glancing through an old number of Checkmate, a Canadian chess magazine, long since checkmated, we discovered an article describing Pillsbury's great blindfold exhibition during the Hanover tournament of 1901. It is safe to say that the late American master's feat has never been approached, let alone equaled in the history of the game. Details of this particular simultaneous exhibition are:

First, Pillsbury contested twenty-one games without sight of board or men, while he was in the thick of an international tourney comprising the world's best players. Secondly, the twenty-one players were all first-class amateurs, who were engaged in a concurrent tournament at Hanover for the title of master. Thirdly, Pillsbury's opponents were allowed to consult. (It is pointed out that the consultation of weak players produces greater weakness, but the consultation of strong players such as these means a great accession of strength.) Fourthly, they were permitted to analyze their ideas by moving the pieces freely without obligation of touch and move, etc. The result was that Pillsbury won three games, drew eleven and lost but seven. The play lasted eleven and a half hours. With the positions of 672 pieces in his head, Pillsbury made 643 moves in 690 minutes. Surely such a feat stands alone.

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## Mechanics' Institute C. C. v. Los Angeles C. C.

Bernardo Smith, acting secretary of the Mechanics' Institute Chess club, is in receipt of a challenge from the Los Angeles Chess club for a match by telegraph for Decoration day. While the institute experts would prefer to rest on their well earned laurels and play the southerners later, it is probable that the challenge will be accepted and that May 30 will find the rival chess centers engaged in a keen fight for chessic honors. The Angel players are reported to be not only hungry and thirsting for revenge, but to be actually famished and parched.

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From the Schatzeitung, edited by Jacques Meises, comes a new idea in chess problems, known as the help-mate or co-operative mate. The conditions are: White plays and aids black to effect mate in the required number of moves. Here is a beautiful example: White to play, black mates the white king in three moves: White king at KB2, rooks at K3 and K7, black king at QR, rook at QR6, bishop at KR, knight at KS2. Looking at the open field of the white king, and the blocked black pieces, it would seem impossible to form a mating net even with the white aiding in the process. But here's how it's done: 1, R(K7)-K4, S-K3; 2, R-K2, B-B6; 3, K-K3, B-K8 mate.

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E. R. Wiffen, 611 East Main street, Stockton, would like to get in touch with chess players of that city.

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The following letter has been received from the secretary of the Martinez Chess club:

Martinez, Cal., March 17, 1922.

The Chronicle Chess Editor, San Francisco, Cal.—Dear Sir: I have been informed through The Chronicle chess column that the Standard Oil Chess club and the Richmond Chess club are anxious to have matches with other commercial clubs.

The Martinez Chess club has a membership of twenty-five, who are practically all connected with the Shell Company of California at Martinez, and I would be very much obliged if you would publish in your column that we will be glad to meet other clubs.

We could arrange to visit clubs in the bay region and we have sufficient accommodations to receive visitors.

Any information which would put us in connection with other chess clubs would be greatly appreciated. Very respectfully yours,

MARTINEZ CHESS CLUB.

W. G. GEURTS, Secretary.

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## GAME NO. 72

The following game (one of eighteen, fourteen chess and four checkers) was played by Pillsbury, blindfold, at Hanover during the tourney of 1901, mentioned in the item on Pillsbury above. However, this game was played prior to the blindfold simultaneous exhibition against the strong group of tournament players. Whether any of the games from the latter exhibition are preserved we do not know:

### IRREGULAR

Pillsbury white	Nicholson black	Pillsbury white	Nicholson black
1—P-K4	P-Q83	16—P-K5	B-S2
2—P-Q4	P-K3	17—P-R5	P-KR3
3—B-Q3	B-S2	18—PXP	PXP
4—P-KB4	P-K83	19—R-R7	K-B2
5—S-KB3	P-QB4	20—B-R6!	R-Q8
6—PXP	P-QBP	21—Q-S5	KR-Q(?)
7—Q-K2	S-QB3	22—S-R5!	Q-B4ch
8—QS-Q2	S-Q5	23—QxQ	PxQ
9—SxS	BxS	24—SxB	R-QR
10—S-S3	B-S2	25—RxB	RxR
11—Castles	S-B3	26—SxP	K-S3
12—B-Q2	Q-K2	27—P-Q84	RxB
13—B-B3	Castles(Q)	28—SxR	KxS
14—P-QR4!	P-Q4	29—R-Rch	K-S4
15—BxS	BxB	30—R-R8	Resigns

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(i) It is curious how completely on the defensive and more or less in each other's way black's pieces are. There seems to be no way for him to go about the task of extricating himself. Therefore, white turns his attention to the queen's side of the board in the hope of creating a weakness there.

(j) This, however, is meeting white half way. The latter no doubt expected P-B3, and in that case, after exchange of pawns would most likely have posted his rook on the open QKt file.

(k) For if 24½, K-Q2, white recovers the queen with RxP ch and a great advantage in material.

(l) A checkmate is forced after K-Q by RxP ch, followed by RxR ch, etc. Played by the champion in his happiest vein.—Notes by Hermann Helms in the New York Evening Post.

## Problems

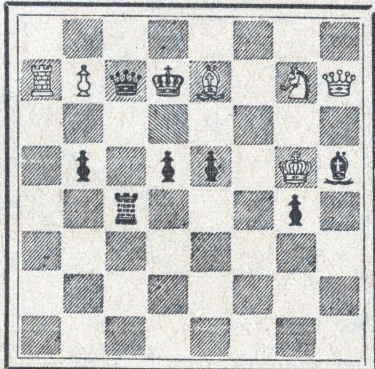
A. J. F.

### PROBLEM No. 76

By T. M. Stott

### PROBLEM NO. 78

By G. Chocholous

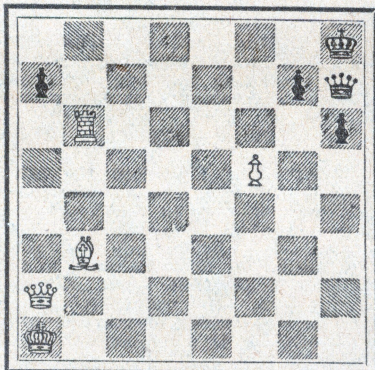


Mate in three.

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### PROBLEM NO. 79

By N. M. Gibbins



White mates in three moves.

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Solutions to No. 76 and No. 77: In No. 76, P, at 34, should be a white rook. Author's key, Q-K3. Threat QXQ. A clever scheme, based on moves of a free black Q, but unfortunately there is a second solution by the brutal capture, SXQ, which can be eliminated by placing a black R on KR8, No. 77, S-S4.

C. R. Bobb, Mountain View.

S. L. Jackson, Dyerville.

"A. J. H.," Palo Alto.

E. J. Russell, San Jose, problems turned over to Woskoff not up to standard for publication.

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### DEFINITIONS FOR BEGINNERS

In a two-move problem, white makes the opening move, known as the key-move or key; black, therefore, may reply by any legal move at his command, such moves being known as black's defenses; to each defense white must therefore answer with a mate. These three classes of moves make up the solution. If no mate is possible after a particular defense, the problem is unsolvable, and is said to have no solution. If the problem can be solved by more than one key, it is said to have a second solution, or cook. Problems with no solution or with cooks are called unsound.

By general consent, problems are required to be possible in actual play. This means that the initial position, or position shown in the diagram, could be reached by some legal succession of moves in a regular game of chess. The promotion of pawns to permit captures necessary to allow the given position to be arrived at is considered permissible; but no promoted piece is permitted to remain present in the diagram. Promoted pieces in a diagram are called obtrusive, and constitute a minor form of unsoundness.



## GAME NO. 73

Those who look for brilliancy in chess were greatly disappointed in the games from the Lasker-Capablanca match at Havana. The most minute search failed to show anything approaching a hazard or risk indulged in by either player. As a world's championship and at least \$20,000 were at stake, the masters engaged need not be blamed for the ultra-conservative tactics employed. But the deadly accuracy and precision of the Cuban got on Lasker's nerves, and when it was all over the defeated champion declared that the "adventure had gone from chess." Whether such machine-like tactics will hereafter characterize championship matches remains to be seen. However, in the following game, one of forty played by Capablanca at the Manhattan Chess club recently, the champion throws caution to the winds and the result is chess of the "old school"—the kind with a sparkle:

### KING'S GAMBIT

Capablanca white	Chase black	Capablanca white	Chase black
1—P-K4	P-K4	14—B-Q3	BxS
2—P-KB4	PxP	15—Castles	Q-S(h)
3—Q-B3(a)	QS-B3(b)	16—RxB	R-KB
4—P-B3	S-B3	17—QR-KB	S-Q(i)
5—P-Q4	P-Q4	18—P-QS4	Q-S2
6—P-K5	S-K5	19—P-KR4	K-K
7—BxP	P-KS4(c)	20—P-S5	P-S3(j)
8—B-K3	P-KR4	21—B-K2	S-K3
9—S-Q2(d)	B-KS5	22—B-B3	SxS
10—SxS	BxQ	23—BxS	Q-R2
11—S-B6ch	K-K2	24—BxP	Q-Q6(k)
12—SxR(e)	B-R3(f)	25—B-B6ch	Resigns(l)
13—SxSP	B-S2(g)		

(a) Not in the books; at any rate, not to the extent that it is recognized as a practical continuation. In short, it might be termed a "sporting" move appropriate to simultaneous play.

(b) Black is considered to have the better of it, if he continue as follows: 3½, Q-R5 ch; 4, Q-B2, QxQ ch; 5, KxQ, B-B4 ch; 6, K-B3, BxKt; 7, RxB, P-KKt4, etc. If white should play 4, P-Kt3, PxP; 5, PxP, Q-B3, with superiority. His only alternative would be to play 4, K-Q, which would also be to black's advantage.

(c) Black is evidently a player of the aggressive type and believes in vigorous measures. He is soon to be accommodated to his heart's content.

(d) With thirty-nine other games to think about, the champion may have overlooked that his queen was being hemmed in and neglected to provide a retreat by means of P-KKt3. On the other hand, he may have been in an adventurous mood and invited the seeming predicament that follows.

(e) White now has two minor pieces in return for his queen.

(f) In order to prevent the capture of the KtP by the bishop.

(g) Black is somewhat handicapped by the fact that his QP is protected only by the queen.

(h) It would not do to play 15½, BxP, on account of 16, KtxP, etc.