

By Dr. H. J. Ralston

Seven high school boys, ranging in age from 14 to 16 years, upset the venerable Mechanics' Institute in the second round "B" division matches of the San Francisco Bay Area Chess League.

The boys recently formed the "Kings" chess team in order to participate in the annual league team tournament. But little did they think they were to score their first win over such a redoubtable opponent!

### The Score

The score—Kings 4, Mechanics' Institute 3: Eisenstadt 1, Bendit 0; Ramirez 1, Branton 0; Peizer 0. Cappa 1; Holden 1, Kurman 0; Gould 0, Norcia 1; Chang 1, Post 0; Zeiler 0, Tomori 1.

Oakland scored a close win over Alameda, 4-3: Yaeger 0, Talcott 1; Lien 0, Fontan 1; Simanis 1, Kelly 0; Theodorff 1, Tinnin 0; Dodge 1, McGinley 0; Ledgerwood Sr. 0, Ogilvie 1; Keplinger 1, Holman 0.

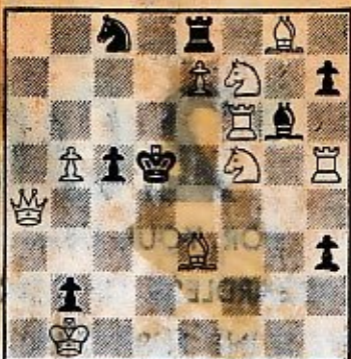
This victory puts Oakland into a tie for first place with Palo Alto, which scored over the Russians by 4½-2½. Detailed scores of the latter match are not available at the present writing.

### Second Round

Tomorrow night the second round in the "A" division will be played. University of California will meet Golden Gate, Castle tangles with Mechanics' Institute, and the Russians play Oakland.

The outcome of the Golden

**TASK No. 30—By Alberto Mari**



**White Mates in Two Moves**  
(Value 5 points)

Answer to Task No. 29: K-Kt3

Bears vs. Golden Gate match will be watched with the greatest interest. The Bears scored a stunning victory over Oakland two weeks ago.

A considerable number of our readers seemed to be confused over Task No. 28, the three-mover by G. Hume, having the key-move Q-Kt2.

Quite a number claimed that K-Kt3 resulted in a mate in two. But they overlooked the fact that Black would simply promote his pawn to a Knight, checking the white King, after which there would be no mate in two moves or in the required three moves.

A number of other solvers apparently did not appreciate the meaning of the term "variation." A variation is a line of play by white following the first move made by black.

The problem under consideration has only one key-move which will lead to mate in the required three moves, namely 1. Q-Kt2. If a problem has more than one key-move it is described as "unsound" and is thrown in the wastebasket.

After white plays his first move, Q-Kt2, black has several possible rejoinders each leading to a distinct "variation."

**Solutions Submitted**

For example, if black plays KxP, white plays 2. Q-Q2 and mates next move. If black plays P-B8 promoting to Queen, white plays 2. Q-R8 ch and mates next move. If black plays P-B8 promoting to Knight white plays 2. Q-QB2 and mates next move. These are the three main variations.

Seventeen correct solutions to

the three-mover submitted by A. K. Bell were received.

The mating procedure is: 1. B-B3, P-R7; 2. B-R5, KxP; 3. B-B7 discovered checkmate.

Quite a few readers insisted there was no solution to this problem, and, we fear some were a bit peeved at the editor of this column!

The seventeen solvers who found the mate were: Richard Albert, John Beck, Ray Bragg, Melvin De Boer, Henry Gross, Wilber Leeds, Pat Mahoney, Mission High School Chess Club, Dr. Horace C. Pitkin, J. V. Powell, all of San Francisco; Dr. D. E. Baldwin, Corte Madera; B. D. Box, San Anselmo; W. L. Roberts, San Bruno; R. H. Rogers, Redwood City; S. A. Ungemach, USS Norton Sound; C. A. Van Patten, San Carlos; Keith Wentz, Alameda.

### Tricky Three-Mover

Here is a prize-winning three-mover by S. Clausen, which is not difficult but is a little tricky:

White: King on King Knight eight; Queen on King Bishop eight; Rook on King Bishop two; Pawn on King Knight seven. Black: King on King Knight eight; Rook on King one. White mates in three moves.

Correct solutions received by next Wednesday will be acknowledged in this column.

Dr. H. J. Ralston,

As a witness to this match Saturday night (Jan. 23) at Golden Gate Club, I'd have to admit the kids did a terrific job. Sixteen years is the top age of these prodigies and they whipped men old enough to be their fathers.

Eisenstadt played the most consistent game, winning over Bendit on board one. The Mechanics Institute, even after Eisenstadt's early win, figured to have the match won with three wins to one loss.

Then came the turning point. Little H. Holden scored a "forced" mate in three against Kurman. Then a few minutes later P. Chang defeated L. Post. That left the match squarely on the G. Ramirez-H. Branton game. It looked like a draw all the way, so I left. Apparently I missed a telling move, for Ramirez won!

The kids are great.

Tommy Cargo

Sports writer, The News

P. S. I saw this match after being a ringside witness to the Olson-Rindone fight. The chess game was just as interesting.