

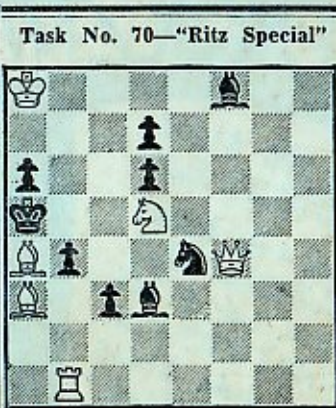
Another Series of 'Ritz Special' Chess Problems Released for Solution

By Dr. H. J. Ralston

We present today the seventh in the series of "Ritz Special" problems. For full credit on this problem, you should give not only the key-move, but three variations leading to mate, corresponding to three distinctly different defenses by the black pieces.

Since there are 11 solvers with perfect records so far, and a considerable number of others not far behind, we must begin to be more exacting in our conditions for full point-credit. Between now and the end of the year, we have to decide who are the three top solvers out of a list of about 30!

We had hoped to announce in today's column that the Dutch chess-master Lodewijk Prins, would be seen in simultaneous play over the coming weekend. However, visa difficulties have delayed Prins, and it is even possible that his projected trip to California may not be realized. But perhaps next week we may have more



White Mates in Three Moves

(Value seven points)

Answer to Task No. 69: The main line is 1 K-R7, P-Q7; 2 Q-Kt3 and mate next move.

definite information on the matter.

Golden Gate Club

The Golden Gate Chess Club, located in the Press & Union League Club, 555 Post-st, will hold its weekly meeting tomorrow

night instead of the usual Friday night. This change was due to confusion regarding the time of arrival of Prins, as mentioned above.

We are pleased to note that this area has recently acquired a new and very strong chess player, Dr. Andrew Acrivos of Berkeley.

Dr. Acrivos is an instructor in chemical engineering in the University of California. Earlier, he was known for his collegiate chess play in the state of New York.

Bay League Player

Presumably, Dr. Acrivos will play for the UC chess team in the annual team tournament of the San Francisco Bay Area Chess League, to begin soon. If so, the university team will be a strong contender for first place. The team already contains such leading players as James Schmitt, V. Zemitis, Robert Burger, Robert Currie and Peter Dahl. A potent line-up!

The key-moves to the two min-

atures by Jokisch and Laws, published in this column two weeks ago, are Q-R8 and Q-KKt1, respectively. Correct solutions to both problems were received from:

Vasili Bassalaeff, Paul Berco-
vici, Karl Bopp Jr., Henry M.
Newcomb, John F. Yale, all of
San Francisco; Harry Hokensen,
Santa Rosa; Pfc. E. C. Jonas,
Fort Ord; Keith Wentz, Alameda.

Jokisch Problem

Wilber Leeds of San Francisco sent in a correct solution to the Jokisch problem, but omitted the other.

The following miniature, by Rev. Horatio Bolton, was published 113 years ago:

White (four men): King on KB4; Rook on QB8; Knight on Q8; Pawn on QB2. Black (one man): King on Q5. White to play and mate in seven (7) moves.

Evidently the Civil War did not entirely dampen the ardor of chess players for their game. The following two games were

played by correspondence in the dark days of 1863, between teams of New York and Philadelphia.

We do not know who played for the New York team, but the famous Philadelphia player and chess writer, Gustav Reichhelm, was the leader of the team representing his city. Philadelphia's play is good, even by modern standards. The same cannot be said of the play of the New Yorkers.

RUY LOPEZ

White—New York
Black—Philadelphia

1 P-K4	P-K4	21 P-QKt3	Q-QB3
2 Kt-KB3	Kt-QB3	22 P-KKt4	Q-KKt3
3 B-Kt5	P-QR3	23 P-KR3	P-KR4
4 B-R4	Kt-B3	24 R-B3	B-K5!
5 P-Q4	PxP	25 KR-B1	PxP
6 P-K5	Kt-K5	26 PxP	Q-R2
7 O-O	B-K2	27 Q-R2	BxKt
8 KtxP	Kt-B4	28 PxB	QxP
9 Kt-B5!	O-O	29 QR-K1	Q-Kf3
10 BxKt	QPxB	30 R-B3	P-B4!
11 KtxBch	QxKt	31 P-Kt5	KR-K1
12 B-B4	B-B4	32 R-R3	K-B2
13 Kt-B3	QR-Q1	33 R-K2	P-Kt4
14 Q-K2	Kt-K3	34 K-B1	P-B5
15 B-K3	P-B4	35 Q-Kt2	R-Q2
16 P-B4	Kt-Q5	36 K-K1	P-Q6
17 BxKt	PxB	37 QR-K3	Q-Kt3!
18 Kt-K4	Q-K3	38 P-Kt6ch	K-K3
19 Kt-B5	Q-QKt3	39 Q-Kt2	R-KR1!
20 Kt-Q3	P-B4		New York resigns

SCOTCH GAME

White—Philadelphia
Black—New York

1 P-K4	P-K4	18 KtxB	PxKt
2 Kt-KB3	Kt-QB3	19 QR-B1	R-B1
3 P-Q4	KtxP?	20 B-QB4	Q-B4
4 KtxKt	PxKt	21 BxKt	KxB
5 B-QB4	Q-B3	22 P-B4	P-K5
6 O-O	B-B4	23 B-Q3	B-K3
7 P-K5	Q-B4	24 BxP	Q-QR4
8 P-QB3	PxP	25 Q-R4ch	K-Q2
9 KtxP	Kt-K2	26 KR-Q1ch	K-K1
10 B-Q3	Q-K3	27 K-R1	P-QB3
11 Kt-K4	B-Q5	28 RxP!	R-Q1
12 Kt-Kt5	Q-QKt3	29 QR-B1	RxRch
13 Q-R5	P-Kt3	30 RxR	P-R4
14 Q-R6	BxKtP	31 Q-B6	B-B1
15 KR-K1	Q-KB3	32 BxQKtP!	Resigns
16 Kt-B3	P-Q3	For if BxB, 33 P-	
17 B-KKt5	Q-K3	QKT4! wins pronto	