CHESS

By E. J. CLARKE

July 23, 1922.

Just about a year ago, when The Chronicle chess column resumed publication, after a lapse of some time, the Seventh American Chess Congress was under way at Atlantic City, N. J. That event furnished plenty of live matter for the chess public, especially for those interested in the militant phase of the game—i. e., the battle of masters over the chessboard. However, this year, probably through lack of an Isaac L. Rice to pay the piper, plans for a similar tournament fell through. This proved disappointing to local followers of Caissa, who had raised a fund sufficient to send California's chess champion, Elmer W. Gruer, back to Atlantic City to try conclusions with the pick of America's masters. Meanwhile, the chess world is marking time until the big London international tournament opens about August 1.

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Frank Maus of San Jose, who is well known as a composer of legitimate problems as well as oddities of the chessboard, as witness his 52-check position, Toy Balloon, Black's Revenge, etc., etc., does not agree with the late W. A. Strohmier's views as to the superiority of end-game studies, problems, etc., to the game of chess. In fact, Maus contends that, after all is said and done, "the game's the thing." "There is only one side to chess," he writes, "and that is chess play. A game of chess requires a plurality of minds. A chess problem is a game of solitaire, and a trivial thing, at best—a wire-puzzle pastime, a 15, 13, 14 movement; a hocus pocus. The only good thing about the chess problem is that it always has a diagram that can be looked at. About one-half of 1 per cent of chess problems contain a chess playing idea—the others are gimcracks."

It is a strange thing, the marked aversion many chess players have toward problems. Far from inducing the average player to try to solve a problem, it is difficult to arrest their attention long enough even to show them, say a two-mover. Personally, our idea is that the so-called poetry branch of chess lends just that much more beauty and fascination to the great game. Strohmier was indeed happy in describing the joy and "superexaltation" which reward the solver of a masterpiece of problem composition. In conclusion, we may say that Strohmier's essay won much favorable comment, not only for the main thesis itself, but for his felicitous treatment of the subject.

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Composite game: 12 SxPch, K-B2 (best). Vote on White's twelfth move.

R. M. F.—Do not think Black can win in position submitted. Have you a complete file of McD. vs. L. games?

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Play in the Gruer-Ryder match was resumed at the Faculty Club, Berkeley, last Tuesday. Gruer, playing White, offered the bishop's gambit. Professor Ryder accepted the pawn and defended to such good advantage that Gruer was perhaps fortunate to draw. A pleasing feature of this match is the variety of openings employed. In chess as in life, variety is indeed paprika! The score of the match stands. Gruer 8, Ryder 4; drawn 2. (Winner of first ten games, draws not to count, wins match.) Score of fourteenth game, with notes by Gruer, follows:

GAME NO. 97
KING'S BISHOP'S GAMBIT

Gruer White	Ryder Black	Gruer White	Ryder Black
1—P-K4	P-K4	22—P-KS4	Q-R2
2—P-KB4	PxP	23—K-S2	R-R(g)
3—B-B4	P-Q4	24—SK2-S	R-K
4—BxP	Q-R5ch	25—S-K2	QxP
5—K-B	P-KS4	26—QxO	RxQ
6—S-KB3	Q-R4	27—S-R2	B-K2
7—P-Q4	B-S2	28—K-B3	R-K3
8—S-QB3	S-K2	29—S-KB	P-QB4
9—Q-Q3	QS-B3	30—P-Q5	R-B3(ch)
10—P-KR4(a)	P-KR3	31—K-K4	B-Q3
11—K-S	Q-S3	32—SxP	R-B7
12—PxP	PxP	33—R-K	K-Q
13—RxRch	BxR	34—S-B5	B-QB
14—BxSch	PxB(b)	35—K-K3	R-R7
15—B-Q2(c)	P-QR4	36—R-KB	K-K
16—S-K2	R-R3	37—R-B3(?)	R-R4(h)
17—P-QB4	S-Q4(d)	38—R-B	BxS
18—R-Q(e)	O-O-O	39—RxB	P-B3
19—Q-B2	S-K6	40—R-B	K-K2
20—BxS	PxB	41—K-B3	K-Q3
21—P-QS3(f)	B-B3	42—R-Q	
		43—Draw(i)	

NOTES

(a) Black's defense is very strong and White has no satisfactory continuation.
(b) Much better than SxB.
(c) Here P-QS3 in view of Black's following line of play, would have been better.
(d) An amusing move but not for White!
(e) SxSP could have been played, but it left a rather exposed king.
(f) White's only chance is to keep Black's queen bishop out of play.
(g) Gaining an important move.
(h) On his previous move—White being short of time—thought that any old move would do. If Black also has not been pressed in the same way he would have seen the strong, probably winning move, R-S7.
(i) Black offered White a draw at this stage. He still might have tried playing his king to KS5, followed by P-B4, obtaining a passed pawn.

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The following remarkable game was played in the pending tournament of the French Correspondence Chess Federation:

GAME NO. 98
CENTER COUNTER
(Played by correspondence)

Dr. Imbaud White (Bordeaux)	Stroumillo Black (Paris)	Dr. Imbaud White (Bordeaux)	Stroumillo Black (Paris)
1—P-K4	P-Q4	11—B-S5ch	K-Q3
2—PxP	S-KB3(a)	12—S-K4ch !	KxS
3—S-QB3(b)SxP		13—P-KB4chK-Q5	
4—B-B4	S-S3	14—RxB(g)	K-K6(h)
5—B-S3	B-B3	15—Castles	S-Q5(i)
6—S-B3	P-K4	16—QR-Kch	S-K7ch
7—P-Q3	B-KS5(c)	17—RxSch	KxR(j)
8—P-KR3	B-R4(d)	18—R-R5ch	K-K6
9—SxP !(e)	BxQ(f)	19—R-B3ch	K-Q5
10—BxPch	K-K2	20—B-B7(k)	

NOTES

(G. A. T. in British Chess Magazine.)
(a) Often played, but inferior to 2½, QxP.

(c) This pin is seldom effective in the Center Counter. Here, as White quickly shows, it is actively bad. It would be much better to develop the KB.
(d) Giving White an opening for a beautiful stroke.
(e) Brilliant and quite correct. The queen sacrifice is, of course, familiar. But the additional sacrifice of the knight, the long chase of the Black King before he is cornered, and other details of the working, make this combination a remarkably fine example of its kind.
(f) Refusing the offer of the queen would be less disastrous. But Black would then have no sort of compensation for the pawn lost.
(g) The tempting 14, K-Q2 (threatening mate by P-B3) would be defeated by 14½, BxP.
(h) Into the jaws of death! But Black has no escape. Here are one or two possible alternatives: 14½, QxB; 15, P-B3ch, K-K6; 16, PxQ, K-B5; 17, R-Bch, K-K4; 18, P-Q4ch!, KxS; 19, K-Q2, wins. Or, 14½, QxB; 15, P-B3ch, K-K6; 16, PxQ, S-K4; 17, Castles, R-Q; (if 17½, SxB; 18, R-B3ch, K-K7; 19, R-Q2ch, and mates next move).
(i) Here White announced mate in 7 moves. (But Black evidently wanted to be shown, as the game was continued.—C).
(j) If 17½, K-Q5; 18, R-B3, B-S5; 19, P-B3ch, and mates next move.
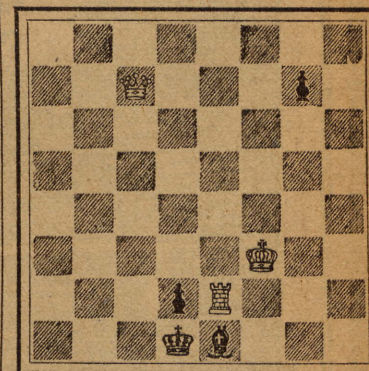(k) And mates in two. A beautiful little game.

Problems
A. J. F.

PROBLEM NO. 110
By A Decker
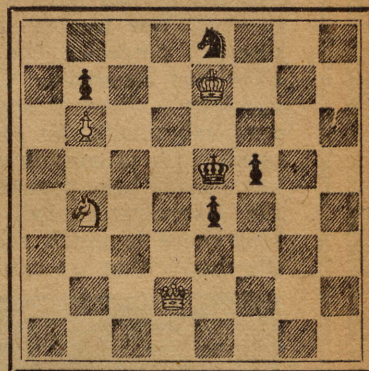
Mate in two moves.

PROBLEM NO 111
By A. W. Galitzky

Mate in three moves.

Solution to No. 108 by Maus—S-K6. The position leads to four mirror-mates.

Solution to No. 109 by Roberts—S-B6. One of our solvers points out a dual continuation after KxS, viz: S-R5 or S-K5 will bring about mate.

Belated solutions to Nos. 106 and 107 received from B. Chavalas, Oakland; J. E. Ellis, Los Gatos; W. A. Beebe, city. Correct solution to Nos. 108 and 109 received from B. Chavalas, Oakland.