



(Address All Communications, Solutions, Etc., to CHESSE EDITOR, SAN FRANCISCO CALL.)

Marshall's Proposed Tour of Coast

In all probability the next important event in coast chess circles will be the first visit of F. J. Marshall, the American champion, who is contemplating a tour of the chess clubs of the Pacific coast. The tentative schedule embraces Victoria, Vancouver, Tacoma, Seattle, Portland, San Francisco, Los Angeles and possibly San Diego. While a definite engagement can not now be announced, it is unlikely that the chess enthusiasts of this section will miss an opportunity of seeing the champion in action by failure to co-operate. If we are not mistaken, Marshall has yet to set foot on California soil.

While the Mechanics' Institute and Los Angeles chess clubs were playing their telegraphic match on Decoration day, the annual 16 board match between the Manhattan Chess club of New York and the Franklin Chess club of Philadelphia was being contested at the rooms of the former. The New Yorkers won 8½ to 7½. It was the fifth match for the Reichhelm trophy, which becomes the permanent possession of the club which shall first win six matches. The trophy was presented for competition in 1909, which match was drawn, 8 to 8. Manhattan won in 1910, 9½ to 6½, and in 1911, 9 to 7. Last year, with Stasch Miotkowski playing winning chess for the Franklin club, the Philadelphians won, 8½ to 7½. While the Franklin club lost this year's match by 8½ to 7½, the result has just been made known, as one game had to be adjudicated, which left the match a tie. This was at board 16, and Referee Hermann Helms had the unenviable task of passing judgment on the unfinished game.

These intercity matches (played over the board alternately in each city) attract much interest in the east, and the individuals composing the teams are the pick of two cities' chess players. This year the New Yorkers had an exceptionally strong team in the field Frank J. Marshall playing at board 5 against W. P. Shipley, the Quaker City expert. Marshall won a neat game in 31 moves (printed in the Game Department today). Following is a summary of the match:

Bds. Manhattan C. C.		Franklin C. C.	
1—G. H. Koshler.....	1	R. See.....	0
2—J. M. Hanham.....	0	A. K. Robinson.....	1
3—L. Rosen.....	1	S. L. Stadelman.....	0
4—J. L. Clark.....	0	M. Eschner.....	1
5—F. J. Marshall.....	1	W. P. Shipley.....	0
6—G. F. Adair.....	½	J. London.....	½
7—G. E. Northrup.....	½	H. N. Albert.....	1
8—O. Roething.....	0	H. Voight.....	1
9—A. F. Kreymsborg.....	0	S. T. Sharp.....	0
10—J. Rosenthal.....	0	D. S. Robinson.....	1
11—W. M. de Visser.....	1	W. J. Ferris.....	0
12—G. J. Belhof.....	0	A. Goldberg.....	1
13—M. Smith.....	½	S. W. Bampton.....	½
14—A. Pulvernacker.....	½	B. Milnes.....	½
15—L. B. Meyer.....	1	T. C. Rafferty.....	0
16—H. Rosenbaum.....	1	P. H. Driver.....	0
Total.....	8½	Total.....	7½

The Manhattans had white on the odd numbered boards. We do not recollect Franklin's representative at board No. 6. Surely it can not be "Jack" London!

There is a legend which runs: "Toot your own horn." Just to show that now and then we run good stuff in this column we might mention that the information printed recently in regard to the German Handbuch was appreciated by several of our readers, who intend to subscribe for this great work on the Openings. One gentleman wrote that, in spite of considerable inquiry while in New York city, he had been unable to obtain accurate directions for securing the Handbuch and that the paragraph in The Call was the first precise information he had found concerning it.

That successful simultaneous play depends on memory rather than ability to quickly visualize a position was evidenced by an incident that occurred during Marshall's recent exhibition in this city. The attendance outran expectations, and in order to accommodate the overflow two or three additional tables were hastily set up. One of these, a small affair holding two boards, was of the collapsible variety and it did so in due course, tumbling everything on it to the floor. The games were well along, but few pieces had been removed and Marshall had just reached the first board and leaned his elbow on the table when the crash came. "I recall the positions and will reset them on my next round," said Marshall, which he did. There were only 55 other boards!—Pittsburg Referee.

Perhaps never before in American chess history has the "rapid transit" game been so popular. Many clubs throughout the country hold regular weekly "knockout" tournaments, moves being made at intervals of 10 or sometimes 15 seconds. At the Chess Club of Southern California, at Los Angeles, a rapid transit tourney is held every Saturday night. Miotkowski seems to be as clever at this style as at serious play, and has won several times. W. S. Waterman is also a skillful lightning move artist. The game is popular at the local Mechanics' Institute club, where it is played almost to the exclusion of the 29-move-an-hour game. A regular tournament is planned—not the "knockout" variety, but each man to play four games with every contestant, moves to be made at the rate of 10 seconds. While such fast playing may not improve one's game, it is actually good sport, and the spread and general adoption of so called rapid transit chess will do much to further popularize the game and also to remove the stigma—whether justly applied or not—that chess is a slow, tiresome, tedious game, both to watch and to play.

Readers of this column will recall the excellent advice by W. H. Ellis of Nebraska on this matter of quick play. He also cautioned chess players not to take the game too seriously. Let the professionals do the work! What we want is relaxation and amusement. For further confirmation that the chess fraternity has overlooked possibilities for extracting pleasure from the royal game, note this extract from a speech by Colonel G. N. Whistler on "American Chess" at the twenty-third anniversary celebration of the famous Staten Island Chess club of New York city:

"Do not strive to make chess an art or a study; play for fun; do not mind losing, and you will find the game a solace as long as you live."

Colonel Whistler has met nearly all the leaders of the chess world in America from the time of Paul Morphy up to the time of A. B. Hodges and the chief masters of amateur play he described. Captain Mackenzie, the British officer who fought for the north in the civil war and who played chess so brilliantly, was affectionately mentioned by the colonel, who said Mackenzie deserved to be considered an American chess player.

GAME DEPARTMENT

This week's installment of games includes the Marshall-Shipley game played in the Decoration day match be-

tween the Manhattan and Franklin clubs. By request we print two additional games from the recent telegraphic match—Pink of San Francisco vs. Frazier of Los Angeles, and Miotkowski (L. A.) vs. Doctor Lovegrove (M. I. C. C.). Also, the first game finished in the North vs. South correspondence match, won by Herrington of San Francisco from Scobey of Los Angeles in 15 moves!

Game No. 55

FRENCH DEFENSE

Marshall (white) vs. Shipley (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K3	17 P-K4(e)	B-Q2
2 P-Q4	P-Q4	18 QR-K	Q-Q
3 Kt-KB3	Kt-KB3	19 P-B3	R-KB
4 B-EKt5	B-QKt5(a)	20 Q-B2	Kt-B7
5 P-K3	P-EK3	21 Q-Kt3	Kt-B4
6 B-K3(b)	Kt-K3	22 Q-B3	Q-Kt3(f)
7 B-Q3	Kt-Kt	23 B-B2	B-K
8 Q-Q2	Kt-Q5(c)	24 Kt-B4(g)	Kt-Kt
9 QxB	KtxB	25 RxRch	KxB
10 PxBt	Q-K2	26 QxKt	Q-Q
11 Q-Q2	P-QB4	27 B-Bch	R-Kt
12 P-B3	P-B5	28 Q-Kt4	B-B2(h)
13 B-B2	Castles	29 B-B7ch	KxB
14 Kt-B2	Kt-B2	30 BxB	Q-KKt
15 Castles(KP-B4(d))		31 QxP	Resigns
16 PxP e.p.	RxP		

NOTES

- (a) The McCutcheon defense—tried and found wanting.
- (b) Janowski's variation, inviting the following sacrifice of pawns: 6½, Kt-K5; 7 B-Q3, Kt-Kt; 8 Q-Q2, Kt-P; 9 P-QB3, Kt-P; 10 PxKt, B-K2, giving white an almost irresistible attack.
- (c) Shipley here varies, to avoid the above line of play.
- (d) Practically forced, but leaving the inherent weakness of the French—the weak KP.
- (e) Well timed!
- (f) Bad. The Q is needed on the K side to withstand the attack.
- (g) Taking instant advantage of black's error in strategy.
- (h) Losing; but black seems to have no defense against R-B6.

Game No. 56

ITALIAN

Pink (white) vs. Frazier (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	13 Q-Q2	B-Q2
2 Kt-KB3	Kt-KB3	14 P-B4	B-Q5
3 B-B4	B-B4	15 BxKt	QxB
4 Castles	P-Q3	16 Kt-K2	B-QB4
5 P-B3	Kt-B3	17 P-B5	P-B3
6 P-Q4	PxP	18 QR-B	B-K2
7 PxP	B-Kt3	19 P-Q6	B-Q
8 Kt-B3	Castles	20 E-RB3	Q-B5
9 P-Q3	Kt-K4	21 Q-Q2	P-B4
10 Kt-Kt	PxKt	22 B-Q5	R-QKt4
11 B-KKt5	P-QB3	23 Q-Q	BxKt
12 K-R	Q-Q5	24 QxB	B-Kt3

White played P-B6 and black lost immediately by taking it.

Game No. 57

EVANS GAMBIT

Miotkowski (white) vs. Lovegrove (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	13 PxP	RxP
2 Kt-KB3	Kt-KB3	14 BxB	QxB
3 B-B4	B-B4	15 Kt-B3	P-KKt3
4 P-QKt4	RxP	16 QM-Q	Q-K4
5 P-B3	B-R4	17 B-B3	K-Kt2
6 P-Q4	P-Q3	18 P-B4	Q-Bch
7 Q-Kt5	Kt-P	19 K-R	B-B
8 Kt-Kt	PxKt	20 Kt-Q5	B-B2
9 BxPch	K-B	21 Q-Kt2ch	K-Kt
10 BxKt	RxB	22 B-B	QxBch
11 Castles	B-Kt3	23 QxQ	Resigns
12 B-Kt2	Q-KB3		

Game No. 58

BUY LOPEZ

G. Herrington (white) vs. C. H. Scobey (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	6 P-QB3	B-Kt5
2 Kt-KB3	Kt-QB3	10 B-KKt5	RxKt
3 E-QKt5	P-QB3	11 QR-K	Q-Q5
4 B-B4	Kt-B3	12 BxKt	PxB
5 Castles	P-QKt4	15 BxP	K-Q2
6 B-Kt3	Kt-P	14 Kt-Q3	B-Kt2
7 R-K	P-Q4	15 Kt-R4	Resigns
8 P-Q3	Kt-KB3		

PROBLEMS

PROBLEM NO. 47. BY R. E. WINDLE.
(Composed for The San Francisco Call.)
Black—10 Pieces.



White—5 Pieces.
White to play and mate in two moves.

PROBLEM NO. 48. BY R. E. WINDLE.
(Composed for The San Francisco Call.)
Black—7 Pieces.



White—5 Pieces.
White to play and mate in two moves.

SOLUTIONS

- No. 41: Kt-Q5
- No. 42: B-Q5
- No. 43: Q-B8
- No. 44: Kt-B

SOLVERS' LIST

- Eston, city
- "Ely Lopez," city
- Huber, city
- Chilton, city
- Colophon, Oakland
- "D. E. F. E.," city
- Berkowitz, city
- Hall, San Jose
- McCracken, Vacaville
- Ellis, Los Gatos
- Norman, city
- W. R. C. Miles
- Fafo, Santa Clara
- "Ignoramus," city

Correspondence

- "Ignoramus," City—Your suggestion is very good, but name must also be given.
- W. McC., Vacaville—Showed your letter to circulation manager. Trust you will receive paper hereafter.
- H. E. C., City—"We aim to please." See Game Department.
- O. E. F., Los Angeles—Sorry, but he "requested" it; so what could we do?