

# Our Chess Corner

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

Indicating a renewal of chess activity on the coast is the challenge of the Chess and Checkers Club of Southern California for a telegraphic match between its organization and the Mechanics' Institute Chess Club of San Francisco, to be played on Decoration day.

Negotiations are under way, and it is hoped that nothing will interfere with a successful contest. It has been some years since the two clubs have played a telegraphic match, and steps will be taken to make the match an annual event for Decoration day.

"Little Black Pawn" (Charles Broughton, well known illustrator for Life and other publications), chess editor of the State Islander, made this comment on a three-move problem by J. G. Nix:

"The three-move problem by J. G. Nix, which I have the pleasure to lay before the solvers today, will test their ability to the utmost. It is one of the most brilliant problems I have ever seen."

Thereby hangs a tale. Here is the problem, so that our readers may catch the drift of our conversation:

White (6 pieces)—K at QKt5, Q at Kt4, R at Q7, B at QKt7, Kt at QKt4, P at KB3.

Black (5 pieces)—K at KB6, pawns at KB 4, K3, K5, QKt3.

Attracted by such high praise, The Call problem editor, A. J. Fink, set up the position at the Mechanics' Institute. Inside of four minutes, and notwithstanding the irrelevant (and irrelevant!) suggestions of possible "tricks" from bystanders, Fink not only found the key-move, but had also worked out all the variations. Well, if it takes a thief to catch a thief, by the same token, it takes a shrewd problem composer to successfully hide the key from the eyes of another composer.

The key-move is most subtle. Try and find it.

First honors in the recently concluded jubilee tournament of the Vienna Chess club were secured by Rudolph Spielmann of Munich, who scored 11 out of a possible 14 points. Second place fell to Doctor Tartakower, who scored 10½ points, while R. Reti, one of the younger masters, finished a good third with 9½ points. Schlechter, with the disappointing score of three wins, ten draws and one loss, came in only fourth, although, in this connection, it should be borne in mind that the Austrian champion has been for some time heavily burdened with the editing of the ponderous and important German Handbuch. Fifth prize (for there was a monetary reward for six out of the eight participants), was secured by Dr. J. Perlis, with 8½ points, while the last award went to Leopold Loewy, a well known amateur.—New Orleans Times-Democrat.

Master Henry Herbert Howe, the Table Rock (Neb.) prodigy has a mind of his own. Even though he is but 7 years old he will not be convinced that it is not best to write out in full the solution of a two-move problem. Perhaps this is the reason for his remarkable record in solving. Another reason for his success is found in the following paragraph from a recent letter received from the lad's father: "The interstate contest with California is getting well started. I don't know how the boy will come out, but he has unlimited confidence in his own ability to win."—Nebraska State Journal.

In connection with this "interstate" correspondence match, between Miss Merie Silvius of San Francisco and Master Howe of Table Rock, we have received from Frank Janet, the well known problem composer of New York, two specially composed problems—one for the winner and a consolation prize. The match has attracted considerable comment in the various chess columns of the country. The youthful worshippers at Calissa's throne are playing two games. Miss Merie, marshaling the white forces in Game I, essayed the redoubtable Spanish attack; while in Game II, young Howe having the move, tendered his QKtP as a gift on his fourth move. In other words, he offered the Evans Gambit, which the California girl declined by B to Kt3. Details later.

Edward H. Sharp, chess editor of the State Journal of Lincoln, Neb., is keenly alive to the desirability of securing a chess library for his home city and has written several paragraphs in his column urging the gentlemen who look after such matters there to include books on chess in the budget from time to time. Recently the following appeared in the Journal:

Professor Fowler is the first member of the city library board to recognize the need of starting a collection of chess books for the use of the public. Lincoln, as the center of the chess interests of the state, is rapidly becoming known as one of the live chess cities in the middle west. Her crossboard tournaments rank with the largest in the country, the solving contests conducted in the Journal chess column are second to none in interest or in number of solvers.

One advantage of a chess club in connection with a library (as in the case with the Mechanics' Institute Chess Club) is the likelihood of a good reference chess library. Thanks to the liberal attitude of the trustees of the institute, and especially owing to the interest taken in the matter by its able and courteous librarian, F. R. Graves, the institute now contains about 45 volumes on chess. Among them are some rare books, printed more than 100 years ago. In addition, the institute subscribes to three chess magazines and several papers. All this since 1906, when the fire destroyed the library building and its thousands of volumes, including a splendid collection of chess books.

Unfortunately, the San Francisco Public Library contains but a scanty list of chess works, and nothing that is up to date.

## GAME DEPARTMENT

Mr. O. D. Hall of San Jose, among others, was much pleased with the two games between Doctor Lovegrove and Pillsbury and Lasker, recently printed in this column, and asked for some more of the doctor's games. Here is an offhand game played at the Mechanics' Institute recently between Doctor Lovegrove and A. B. Stamer, one of the younger players, who at various times has given evidence of signal ability. Possessed of a keen imagination, Stamer is always on the alert for a combination, and if it is there he is pretty sure to find it:

Game No. 44

MAX LANGE

A. B. Stamer (white) vs. Dr. Lovegrove (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	17 RxR	Q-Q3
2 Nc-K3	Kt-KB3	18 RxB	PxR
3 R-B4	Kt-B2	19 KtXP	Kt-KB3
4 P-Q4	PxP	20 Kt-Q2	K-Q2
5 Castles	B-B4	21 B-K	KKt-Q4
6 P-K5	Kt-Kt7(a)	22 P-QB4	Kt-B7
7 P-B3	P-Q4	23 Kt-K4	B-KB
8 PxP	QxP	24 R-Q	Kt-QB
9 B-Kch	B-K3	25 P-Kt4	K-B2
10 P-QKt4	B-Kt3	26 P-B3	K-Kt3
11 P-K5	QKt-K2	27 KtP	KtXKt
12 BxB	PxB	28 RxKtch	K-B4
13 B-B3	B-B4	29 B-Q7	KxP
14 BxB	QxB	30 RxP	K-Q6
15 KtXP	Castles(Q)	31 R-K7	and wins
16 KtXP	RxQ		

(a) Of course, P-Q4 is "back" here. Doctor L. must have been experimenting. The result vindicates the book.

One of the best chess players ever graduated from Stanford university is E. J. Cummings, '10, who is now an instructor in mathematics at the Belmont academy. Mainly through his efforts, Prof. Isaac L. Rice of New York city, the generous patron of collegiate chess and inventor of the famous Rice Gambit, donated a handsome silver trophy for annual competition between the chess clubs of Stanford university and the University of California. When Cummings was at Stanford he managed to develop much interest, not to say enthusiasm, for the royal game, and headed a winning team that year. Recently the annual match was played at Berkeley, and the boys who sport the cardinal lifted the cup for the year 1913 by a score of 4 games to 3.

Stanford was represented by Messrs. Lough, Horton, Semple, Hackett, Sweet, Burbank and Vaughn.

University of California by Messrs. Peel, Stephenson, Arnold, McIntyre, Goldman, Prendergast and Davis.

Prof. A. W. Ryder of Berkeley acted as referee.

Much credit is due to R. L. Vaughn, Stanford, for the plucky fight he made at board No. 7. Losing a piece by indifferent play, Vaughn, instead of resigning, announced that he "had just begun to fight" (reminiscent of Paul Jones, Don Homme Richard, Scarpis etc.). His opponent, C. Davis, captain of the Blue and Gold team, experienced the sad fate of Captain Pearson of the King's Na-vee. Here is the score:

Game No. 43

CENTER GAMBIT

VAUGHN (WHITE) VS. DAVIS (BLACK)

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	19 RxR	RxR
2 P-Q4	PxP	20 B-QB3	Q-K7
3 QxP	Kt-QB3	21 Kt-Q4	B-Q2
4 Q-K3	P-Q3	22 P-KKt3	R-KB5
5 Kt-KB3	Kt-KB3	23 P-KKt3	Q-K6
6 Kt-QB3	Kt-K2	24 K-Kt2	RxKt
7 Nt-Q5	Castles	25 RxR	QxB
8 KtxBch	QxKt	26 P-B3	Q-Q7ch
9 B-Q3	B-K	27 K-KR	B-KB5
10 Kt-Q2	B-K3	28 R-KK1	Q-KB7
11 Castles	Kt-QKt5	29 Q-Q3	QxP(Kt2)
12 P-K5	KtXB	30 P-KKt4	PxP(Kt)
13 PxKt	QxP	31 Q-K4	P-KKt3
14 QxKt	B-B4	32 Q-KB4	Q-Q6
15 Q-QKt3	P-QKt3	33 Q-Kt3	B-KB8
16 Nt-KB3	P-KB3	34 P-KB4	Q-Q4ch
17 B-Q2	R-K5	35 Resigns	
18 KR-K	QR-K		

## PROBLEMS

PROBLEM NO. 33. BY SIGMUND GOLD.  
(Composed for The San Francisco Call.)

Black—3 Pieces.



White—5 Pieces.

White to play and mate in two moves.

PROBLEM NO. 34. BY HUGO LEGLER.  
(Composed for The San Francisco Call.)

Black—5 Pieces.



White—5 Pieces.

White to play and mate in two moves.

PROBLEM NO. 35. BY HUGO LEGLER.  
White: K-K5, Q-KKt3, Kt-KB4, Kt-KB5, P-QB4, QKt3, Q5 and KRt5.  
Black: K-K5, P-QB5 and KRt5.

White to play and mate in three moves.

PROBLEM NO. 36. BY G. SLATER.  
White: K-Nsq, Q-QKt5, R-KB4, Kt-K8, R-KKt2 and KB8.  
Black: K-K3, Kt-Kt2, Kt-QKt3, B-K2, P-QKt2, KRt3 and KRt5.

White to play and mate in two moves.

## SOLUTIONS

Problem No. 27.

1 Q-B8	R-Nt2
2 Q-B8	Any
3 Q mates	

Problem No. 28.

1 B-B2	BxB
2 KtXB mate	

## SOLVERS' LIST

Hall, San Jose.  
Patja, Santa Clara.  
Norman, city.  
"Ray Lopez," city.  
W. B. C. Niles.  
Fraser, Los Angeles.  
"Ignoramus," city.  
Huber, city.  
Ellis, Los Gatos.

## End Game No. 11

(By A. J. Fink.)

A clever composition. How many followers of these end game studies can find the line of play which draws? Solution published herewith can be covered while studying position:

Black—12 Pieces.



White—5 Pieces.

White to play and draw.

## SOLUTION

1 R-Req	RxB	8 Kt-Bsch	K-Qsq
2 B-Req	K-R7	9 Kt-Bsch	KxKt
3 Kt-Bsch	K-R6	10 B-Bsch	K-Bsq
4 Kt-Bsch	K-Kt5	11 B-Bsch	K-Kt5
5 Kt-Qsch	K-Kt4	12 Kt-Ktch	K-Rsq
6 Kt-Qsch	K-B3	13 Kt-Ktch	perpetual check
7 Kt-Ktch	K-B2		

## Correspondence

C. A. K. City—Your interesting letters received. Yes, a problem must be solved in stated number of moves. Your continuation of the Wiedmeyer-Mlotkowsky game No. 38 is a wonderful and fearful piece of work. Some pawn pushing! But look over the game. White played P-Q4 on his sixth move. In your delightful conception (wherein WHITE mates in 14 moves!) you make white repeat P-Q4 on your ninth move. Pretty row! And now you conclude: "Do I show any indications of ever becoming a chess player?" You have arrived! No "becoming" about it. Auf wiedersehen.

S. D. Carmel, Cal.—Guess you have found that No. 15 was perfectly sound. Drop us a card if solution as given last week doesn't meet your objections.

B. Niles—Sorry we couldn't pair you in correspondence match. Look up W. B. C., a resident of your city, who plays a fair game. Think you will find him at C. N. Co.

O. D. H., San Jose—Received your third card in re T. P. No. 13 too late to alter paragraph which appeared last week. Very glad to learn that "much interest is manifested in chess" in San Jose.