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Prize Winners' Tournament

A tournament that gives every promise of developing some excellent chess, besides determining the status of the leading players of San Francisco and the bay cities, is that scheduled to begin in the near future at the Mechanics' Institute, to be known as the Prize Winners' Tournament. Only such players as have been placed in previous tournaments are eligible. The contest will probably be limited to eight players, each of whom will play one game with the other competitors.

Such a tournament will be somewhat of a novelty for the Mechanics' Institute, as it has been the tacit understanding that when a member succeeds in winning first honors and the annual Institute gold medal, he shall not participate in future medal contests. But the proposed Prize Winners' competition will bring together the best local talent, none barred. Therefore, some exceedingly interesting games should result.

The following entries have been received by the executive committee, and about the only change in the tentative program is an increase from eight to ten contestants:

W. R. Lovegrove, E. J. Slinger, A. J. Fink, G. Hallwogen, E. J. Clarke, B. Smith, all of San Francisco; E. W. Gruner of Oakland, and Prof. A. W. Ryder of Berkeley.

Purchasers of Marshall's latest book, "Modern Analysis of the Chess Openings," have noted the various typographical errors with which the 52 pages of the treatise are literally strewn, including some wonderful and fearful punctuation, spelling, etc. A pleasing feature, however, is that, in spite of the peculiar conditions under which the book was printed, the technical matter (such as the score of the games and analysis of variations and openings) is practically without misprint. The facts are that Marshall (who, like several college graduates I have met, is an indifferent orthographer) forwarded his manuscript from England to J. R. Vrolijk, a printer of Amsterdam, Holland. Instead of sending the author the customary proof-sheets for review, the Dutch disciples of Gutenberg characteristically shipped Marshall several hundred copies of his treatise, printed and bound in book form! It was tough luck for the American that none of the Dutch proofreaders were able to correct even the most obvious errors. However, this little brochure contains some very instructive analysis of the Max Lange attack, with the author's neat win from Dr. Tarrasch in the Hamburg tourney of 1910. Three of the five games between Marshall and Capablanca, arranged specially to test the Marshall variations of the Max Lange, are also printed.

The near-poet Skipling was the center of an interested group of chess enthusiasts at the Mechanics' Institute chess club one afternoon last week. Skipling was airing his views on the proposed match between Lasker and A. K. Rubenstein for the world's championship. The word builder is of the opinion that a real champion should combine the precision and accuracy of Lasker with the daring and brilliancy of Paul Morphy and the pre-Steinitzian school. Skipling handed the editor the following, which, he allows, is his idea of the component parts of an ideal world's champion. Upon looking over Skipling's eruption we find he is heavily indebted to the late lamented W. S. Gilibert—if indeed it is not a case of felony.

THE WORLD'S CHESS CHAMPION

If you want a receipt for that popular mystery known to the world as a chess champion, Take all the remarkable players in history. Battle them off to a popular tune. The pink of a Pillsbury, snatching a victory; Genius of Morphy; devising a plan; The humor of Steinitz (which sounds contradictory);

Quickness of Napier moving a man; The science of Tarrasch, the eminent shrewd; Wit of Herr Anderssen (professor and "fan"); The pathos of Pillsbury (who was also a musician); Style of Capablanca, the famous Co-BAN; A dash of F. KAY Young, divested of quackery; (Dickens played chess, as also did Thackeray); Lecker, Emanuel, club-hanging Pezzelli; Tschigorin, the Russian, and Austrians several; Blackburne and Atkins, the German Marco; Schiffrer; Carl Schlechter, the late Salvio—Take of these elements all that is fusible, Melt 'em all down in a pipkin or crucible, Set 'em to slumber and take off the scum, And a World's Chess Champ is the residuum!

If you want a receipt for this master-like paragon, Go, at the wealth of L. Rice (if you can); The family pride of Ray Lopez of Arrago; Pieces of L. Paulsen and Petroff, Ivan; A smack of Frank Marshall, reckless and reliable; Swagger of Showalter and Richard Teichmann; The keen penetration of David Janowsky; Grace of James Mason and Rudolph Spielmann; The genius strategic of the Englishman, Staunton;

Skill of the masters of old we've forgotten; Flavor of Greco, Winawer, a touch of him; Little of Walker (but not very much of him); Mises of Germany, Marony and Burro; McDonnell and Delmar—each in his turn—Take of these elements all that is fusible, Melt 'em all down in a pipkin or crucible, Set 'em to slumber, and take off the scum, And a World's Chess Champ is the residuum!

Capablanca is having a walkaway in the masters' tournament at the Rice chess club of New York city, having won 10 straight games. Otto Duras, the Bohemian master, has arrived and was the first player to spoil Kupchik's otherwise clean score.

Prof. Henry E. Chambers, professor of psychology at Tulane university, university of Louisiana, who is a prominent member of the New Orleans chess and checker club, and an expert in the chess line, is due to arrive on the Pacific coast about the first of next month. While in San Francisco Chambers expects to visit the Mechanics' Institute chess club, where he will break a friendly lance with some of the local sharps. The professor beat Capablanca during a simultaneous exhibition by the Cuban at the New Orleans chess club last year.

GAME DEPARTMENT

The three following games were played in the recent match between the new Russian master, Alechin, who has given every indication of possessing genius of a high order, and his fellow clubmate, Lewitzky of the St. Petersburg chess club. Alechin won the match, 7 games to 3.

Game No. 80

IRREGULAR OPENING

Alechin (white) vs. Lewitzky (black).	
WHITE	BLACK
1 P-Q4	P-K4
2 Kt-K3	Kt-KR3
3 P-KR3	P-Q4
4 B-K12	Kt-KR3
5 P-Q3	P-QR3
6 P-QR3	P-Q3
7 Kt-K2	P-K2
8 Kt-Q5(a)	P-K2
9 Q-K13(b)	Castles
10 Castles	QR-K1
11 Kt-Q16	Kt-K1
12 BxKt	Kt-Q5
13 Q-Q	B-KK15
14 B-K15	P-QR3
15 B-K12	P-B4
16 P-R1	P-B4
17 P-QK14	P-B2
18 Kt-K12	P-B2
19 P-K14(f)	Q-R5
20 P-B3(g)	Kt-K1
21 QxKt	B-K2

NOTES

(a) The only way to make use of the QRP. The Kt being strongly placed will finally force its capture.

(b) But here P-QK14 should first be played. The Q exposes itself unnecessarily. The attack on the K1P is futile.

(c) If now 16 QxP? BxKt; 17 PxR, Kt-QR4 wins.

(d) In order to prevent P-QK14, white is now on the defense and has no chance for counter attack.

(e) Or B-B3, Kt-K13, Kt-K1, P-KB4, with an excellent attack.

(f) Also PxP would be answered by Q-R5.

(g) The capture of the bishop would be immediately fatal: 20 PxR, Kt-K1; 21 QxKt, BxPch and win.

(h) The reply to PxR would be B-Q4.

(i) The most energetic finish.

(j) Thus the queen is lured from the king's

wing that it should protect. But white takes a last desperate chance.

(k) If BxP, Q-K13 followed by RxB is equally decisive.

(l) White hopes to bring his rook into action. But the king is fatally exposed.—Notes by Lasker in N. Y. Evening Post.

Game No. 81

BISHOP'S GAMBIT

Alechin (white) vs. Lewitzky (black).	
WHITE	BLACK
1 P-K4	P-K4
2 P-KR4	PxP
3 B-B4	Kt-KR3
4 Kt-QB3	B-K10(a)
5 Kt-K2(b)	P-Q4(c)
6 PxP	P-BG(d)
7 PxP	Castles
8 P-Q4	B-KR3(e)
9 B-KK15	B-K17(f)
10 KR-Kt	BxP
11 Q-Q2	B-K7(g)
12 Castles	B-B4(b)
13 QR-K	OK1-Q2
14 Kt-B4	B-K13

(a) Or Kt-B3, followed by B-K15. These opening moves have been incorporated in the theory as having stood the test of both the Vienna and Abbazia' gambit tournaments.

(b) An innovation, but not a good one, since black could reply KtP, followed by P-Q4.

(c) Kt-B3 should be played. The text move seems premature.

(d) B-K15 might be reconsidered.

(e) Trying to prevent white from castling, but it is more dangerous to force castling QR because of the open Kt file. The safer course would have been KtP, threatening Q-R5ch.

(f) All in white's favor obviously.

(g) If 11 Kt-K5 black would lose a piece, because of 12 BxQ, KtQ; 13 B-B6, P-KK13, 14 KxKt, etc.

(h) Although difficult to meet the position, yet a better fight might have been made with 12 Kt-K5, 13 KtKt, BxKt, followed by B-K13 at the first opportunity.

(i) The beginning of an elegant final attack prepared at leisure, black being helpless to stay it.

(j) If 21 QxP, then 22 BxKt, and black could not retake because Q-K15 must.

(k) Herr Alechin could have well stood a more serious resistance than that offered by his opponent.—N. Y. Sun.

Game No. 82

GIUOCO PIANO

Lewitzky (white) vs. Alechin (black).	
WHITE	BLACK
1 P-K4	P-K4
2 Kt-KR3	Kt-QR3
3 B-B4	B-B4
4 Castles	P-Q3
5 P-B3	B-KK15
6 P-KR4	B-K15
7 P-QR4	P-QR3
8 P-Q3	Kt-B3
9 B-K2	P-Q4
10 PxP	KKtP
11 Q-K13	BxKt
12 PxP	KtxB
13 BxPch	K-B
14 PxKt	QxP
15 Kt-B3	BxPch
16 K-B	B-B5
17 B-B4	Q-Q7
18 B-B2	Q-Q3
19 B-Q	Q-R2
20 B-Q3	Kt-Q
21 Kt-B2	P-KK13
22 Kt-Q4	K-K12
23 Kt-K4	B-KB1(a)

NOTES

(a) Instead of 22 Kt-B2, Alechin should preferably have played 23 Kt-B2 in order, if 24 Kt-B5, to continue with P-B3 and P-KK1.

(b) Naturally, since white threatens B-K1P and R-Q7.

(c) Threatening KtPch. Better would have been 21 Q-K2, whereafter white would have made his game far safer and would have obtained free play for his rook.

(d) 21 B-QR2 was reasonable. In the endgame black has the advantage.—Deutsches Wochensach.

Here are a couple of miniatures Duras defeats an "amateur" in 13 moves. Dr. Tarrasch, at a simultaneous exhibition recently at Frankfurt-on-the-Main, is defeated by the well known end game composer and problemist, W. von Holzhausen, playing white (the same gentleman, by the way, that our Prof. Ryder defeated so brilliantly in a game played at Leipzig some years ago and published in this column June 28):

Game No. 83

KING'S GAMBIT

Duras (white) vs. Amateur (black).	
WHITE	BLACK
1 P-K4	P-K4
2 P-KR4	PxP
3 Kt-KB3	P-Q4
4 PxP	QxP
5 Kt-B3	Q-KR4
6 P-Q4	B-KK15
7 BxP	BxKt

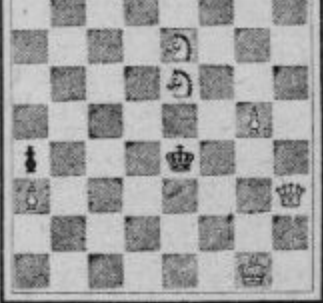
Game No. 84

TWO KNIGHTS DEFENSE

Holzhausen (white), Tarrasch (black).	
WHITE	BLACK
1 P-K4	P-K4
2 Kt-KB3	Kt-QR3
3 B-B4	Kt-B3
4 P-Q4	PxP
5 Castles	P-Q3
6 KtP	B-K2
7 Kt-QR3	Castles

PROBLEMS

PROBLEM NO. 61, BY J. G. NIX
(From St. Louis Globe-Democrat.)
Black—2 Pieces



White—6 Pieces
White to play and mate with three moves.

PROBLEM NO. 62, BY W. R. RICE
(A rising Philadelphia composer.)
Black—10 Pieces



White—10 Pieces
White to play and mate in two moves.

SOLUTIONS

PROBLEM NO. 61—A. OBERHANSKI
Key: B-K10

PROBLEM NO. 62—A. CORLIAS
Key: Q-R4

SOLVERS' LIST

Name and residence	Numbers	57	58
"Ignoramus," city	3		
F. R. Rodgers, Oakland	3		
J. W. Eaton, C/O	3		
"Ray Lopez," city	3		
W. McCracken, Vacaville	3		
"D. E. E.," city	3		
F. Norman, city	3		
"C. O. T."	3		
N. Greenway	3		

In baseball, for a number of years, there has been an irrepressible conflict between nitches and batsmen. W.