

# Our Chess Corner

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

## North vs. South Correspondence Match

So much interest has been manifested by the chess players of California in the tentative correspondence match that a definite date has been decided upon for its commencement. O. E. Frazier of Los Angeles, representing the southerners, called at the rooms of the Mechanics' Institute Chess club last week and discussed general rules to govern the match with George Hallwegen, who will captain the northerners. Frazier reports keen interest among the orange pickers and says he expects to have from 40 to 50 players on his team when time is called to drop the postals in the mail box.

For some reason the northern followers of the royal game have been a trifle slow to respond, but it is hoped to have a northern representative for every man on Frazier's team.

The match is scheduled to start April 15, entries to close April 8 with O. E. Frazier, 426 North Burlington avenue, Los Angeles, for players in and south of Santa Barbara; and with George Hallwegen, 57 Post street (Mechanics' Institute Chess club), San Francisco, for northern California. Or players desiring to break a friendly lance at long range may send their names and addresses to the Chess Editor, San Francisco Call.

The Call Chess Editor offers a prize of \$5 worth of chess merchandise, from the stock of the American Chess company, for the best game played; and Herman Helms, publisher of the American Chess Bulletin, will give a year's subscription to the Bulletin for another prize. In case the winner of the latter is a subscriber to the A. C. B., a copy of either the "Fifth American Chess Congress Book" or the "Monte Carlo Tournament of 1903" will be substituted. J. O. Chilton, an able analyst and first class player, has consented to act as one of the judges of award. A referee will be selected later.

Following are the rules decided upon by Messrs. Frazier and Hallwegen to govern the contest:

1. Any player in California may enter this match.
2. Each player shall play two games (simultaneously) with his opponent, each to play white in one game.
3. Players withdrawing from match shall forfeit their unfinished game or games.
4. The time limit between receiving and posting replies shall not exceed forty-eight (48) hours.
5. The winner of each game (or in case of a draw, the first player) shall forward in five (5) days the score of the game to the captain of his team.
6. A move, once dispatched, can not be recalled. If a legal move, it must be abided by. If illegal or impossible, king moves. The rules of the American Chess code to govern.
7. If a move bear more than one interpretation, sender shall be required immediately to specify his intention, upon notice from his opponent. But if the omission shall occur a second time, player receiving move may take his choice.
8. The referee shall decide all disputes arising, and his decision shall be final.
9. Contestants are placed STRICTLY ON THEIR HONOR not to consult during match.
10. Play will begin April 15, 1913.

These rules are simple and to the point. Rule No. 7 is intended to provide against a slip which might occur in correspondence play, and, if receiver were given the option of deciding, might spoil an otherwise carefully played game. On the other hand, an "unmoral" chessist could take advantage of this provision by deliberately sending moves capable of a double interpretation, in order to gain time. Hence the limitation.

Rule No. 9 is vital to a well conducted correspondence match and can not be too strongly insisted upon. Individual analysis and examination of published analyses is perfectly legitimate; but the solicitation or acceptance of outside assistance is a distinct breach of the amenities.

Chess players differ widely in their valuation of the problem, whether considered from the standpoint of art or as a means of "improving their game." The most brilliant player of the Queens County Chess club of New York city, a gentleman well known for his imaginative combinations in actual play, looked upon problems as the soap bubbles of chess. If he could be inveigled into looking at a problem, he would make the natural move as in a regular game. Seeing a black queen pinned by a white bishop, my friend would say, with a merry twinkle in his eye: "Why, take off the queen, check!" This would usually leave the poor black king with but a couple of faithful pawns as bodyguard, and completely surrounded by an army of white soldiers—but, of course, it wouldn't mate! Whereupon Mr. B. would archly ask: "What's the use?" At that time I fully agreed with him. Since then, however, I have come to regard a finely constructed chess problem as a work of art, worthy to be compared to any other effort of creative genius. But as stars differ in their "glory" according to high authority, so do chess problems.

## GAME DEPARTMENT

Here is a game played by the gentleman alluded to above in a championship tourney at the Q. C. C. C. some years ago:

### Game No. 23

#### BIRD'S OPENING

Mr. B. (white) vs. Weeks (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K3	9 B-Q5	P-KB4
2 Kt-KB3	P-Q4	10 Q-R5	B-K3
3 P-Q4	P-QB4	11 B-B3	B-K2
4 Kt-K3	Kt-KB3	12 Kt-Q3	P-K4
5 P-QB4(x)	P-Q5	13 Kt-QP	P-K5
6 B-K2	Kt-KB3	14 Kt-K3 ch	K-R
7 Castles	B-Q5	15 QKtKP	PxKt
8 P-QKt3	Kt-K5	16 QxKt	Resigns
9 Kt-K5	Kt-KR3		

One of the most difficult tasks in chess seems to be the winning of a won game. Unfortunately, no books have been published on this subject. However, in the appended game from the championship tourney now in progress at the Mechanics' Institute, Mr. Fink demonstrates that, besides being a master problem builder, he is skillful in over the board play, and further, fully understands the gentle art of "winning a won game."

### Game No. 24

#### STAUNTON OPENING

Fink (white) vs. Bergman (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-K4	21 PxP	B-B3
2 Kt-KB3	Kt-QB3	22 Q-B3	P-B4
3 P-QB3	Kt-B3	23 PxP	Q-B3(d)
4 P-Q4	PxP	24 Q-B2	P-QKt3
5 P-K5	Kt-K5	25 Kt-K4	PxP
6 PxP	P-Q4	26 Kt-R	P-B5
7 B-QKt3	B-K5 ch	27 Q-B2	Rxkt
8 B-Q2	Kt-R	28 Kt-Q4	Q-Kt3
9 Kt-Q2	Kt-R	29 B-K1 sq	R-K1 sq
10 Castles	Kt-K3	30 B-Q sq	R-R3
11 Kt-K3	Kt-K3	31 R-Q2	Q-Q sq
12 P-QB3	B-K2	32 Q-Kt3	P-Kt3
13 Q-Q2	P-QB3	33 Q-Kt5(e)	QxQ
14 B-Q1	Q-Kt3	34 PxQ	R-R4
15 P-B3	N-B sq	35 P-B6	RxP ch
16 Kt-B2	B-Q2(a)	36 K-B2	B-B5
17 P-B4	QR-B sq	37 P-B7	K-Kt3
18 QR-B3	P-Kt4(b)	38 P-K7	Kt-B4
19 P-Kt4	Kt-B5	39 P-B5 ch	RxP
20 P-KKt3	B-K sq	40 Kt-K6 ch	Resigns

## NOTES BY THE WINNER

1. Better would have been Kt-B5, remaining with two bishops against two knights.
2. This gives white a passed pawn, but P-B5 had to be stopped.
3. Premature; 20g, RxP, 21 R-K sq, P-B4 and black has a safe game.
4. Of course, 23g BxQ would lose.
5. With this move black is left defenseless.

The following game was played in the pending championship tournament of the Chicago Chess club, between J. Winter, present club champion and a former San Franciscan, and Elmer W. Gruer of Oakland, who is taking post-graduate chemistry work at the Uni-

versity of Chicago. In forwarding the score the latter says that it was a "hard game, and we were both rather tired at the finish," a Gruer's manner of winning is really instructive, beginning with his sixty-seventh move:

### Game No. 25

#### SICILIAN DEFENSE

Gruer (white) vs. Winter (black).

WHITE	BLACK	WHITE	BLACK
1 P-K4	P-QB4	27 R-KKt3	Kt-R
2 Kt-KB3	Kt-QB3	28 PxKt	QB-KR
3 P-Q4	PxP	29 R-Kt3	P-KB3
4 Kt-K3	P-KKt3	30 Q-Kt2	K-B2
5 P-QB4(x)	B-K2	31 R-Q3	R-R5
6 B-K2	Kt-KB3	32 R-B	Q-Kt3
7 Kt-QB3	Castles	33 R-K4	Q-Kt2
8 B-K2	P-Q5	34 R(Q3)-Kt3	R(R5)-R2
9 Castles	B-Q2(b)	35 Q-B3	P-B4
10 Q-Q2	R-B	36 Q-Q5	Q-R4
11 P-QB3	P-QB3	37 K-Kt2	P-B5
12 QR-B	Kt-K4	38 R-K3	PxP
13 P-QKt3	R-B3	39 Q-P	R-R
14 KR-Q	R-K	40 P-R3	KR-R
15 P-KR3	Q-R4	41 Q-Q2	KR-QR5
16 Q-K	Kt-K4-Q	42 R-QB5	R-Q
17 Q-R2	P-K3(c)	43 Q-Q8	K-R4
18 B-Q3	Kt-R4	44 R-Kt3	R-R2
19 B-K1	Q-R6	45 R-B2	R-QKt
20 Kt(R3)-K2(d)	B-B	46 P-KR4	B-Q(1)(1)
21 P-KKt4	Kt-Kt3	47 PxP	PxP
22 Kt-R	PxKt	48 RxP ch	K-Q2
23 K-B	Q-R4	49 BxP	RxR
24 Kt-Kt3	R-K2	50 R-Kt7 ch	K-R
25 R-B2	P-K4(e)	51 Q-Kt4	K-Kt
26 R-Q2	Kt-K3	52 P-B6	R-KB
27 Kt-K2	Kt-KB3	53 R-Kt2 ch	K-R
28 Q-Kt3	P-Kt4	54 R-Kt5!	RxR(j)
29 Q-R2	P-QB4	55 QxR ch	K-R2
30 Rt-Kt3	Kt-Q5	56 Q-Kt5!	K-R3
31 K-Kt2	K-Kt2	57 R-Kt5!	QxR
32 Kt-B5 ch	NxKt	58 QxR5ch	Q-R2
33 Kt-K3	P-KR3	59 Q-B5ch	Q-Kt3
34 B-K4(f)	P-R4(g)	60 QxRch	R-Kt3
35 PxP	R-KR	61 Q-Kt5!	Resigns
36 K-B	RxP		

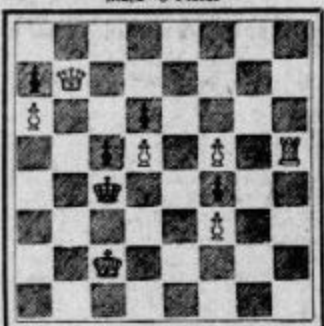
## NOTES (BY THE WINNER)

1. Maroczy's move. It gives black a very cramped game.
2. BxKt, followed by P-QKt3, may also be tried.
3. The QP appears weak, but there seems to be no way to get at it.
4. Threatening the weak QP.
5. Shutting out the adverse white bishop.
6. A waste of time; bad.
7. White has to be very circumspect from now on. Obviously, RxP would lose.
8. Black prepares to attack on the queen's side, whereupon white adopts belligerent tactics on black's defenseless king side.
9. A blunder. Black touched his bishop, intending to play B-K5—a case of chess blindness, the result of a hard game; but in any event white's game is now superior.
10. If 51g Q-K, then 55 RxR, QxR; 56 Q-K5. And if 54g RxP(R4), then 55 RxR ch, K-R2; 56 R-B5, etc.

# PROBLEMS

## TOURNEY PROBLEM NO. 1. BY A. J. FINK.

Black—5 Pieces



White—7 Pieces

## TOURNEY PROBLEM NO. 2. BY A. J. FINK.

Black—2 Pieces



White—6 Pieces

## SOLUTIONS

- Tourney Problem No. 1: Kt-K5.  
 "Cook" in Tourney Problem No. 2: Q-K7.  
 Tourney Problem No. 4: R-B6.

## SOLVERS LIST

Name and residence—	Total points	Name and Residence—	Total points
Norman, city.....	10	"W. H., Berkeley.....	6
Windie, Winemuccs. 10		Moore, Alameda.....	4
Hall, San Jose.....	10	Fazio, Santa Clara.....	4
Haber, city.....	8	McCracken, Vacaville.....	4
Church, city.....	8	Perman, city.....	4
"B. E. F. E., city.....	8	Grant, Denver.....	4
Easton, city.....	8	Frazier, Los Angeles.....	4
"Ray Lopez," city.....	8	Ellis, Los Gatos.....	4
Pennegrook, Vallejo.....	8	Leary, Vallejo.....	4
Herrington, city.....	8	"O. N., Berkeley.....	4
Hutchings, city.....	8	Merle Silver, city.....	4
Halle, city.....	8	Andey, Edison.....	4
Darling, Carmel.....	8	Lloyd, city.....	4
"D., city.....	8	"X. Y. Z., Nipomo.....	4
"E. W. S.," Varaville.....	8	Walker, Hopland.....	4
"Ignoramus," city.....	8	McLeroy, Presidio.....	2
Bodolph, Oakland.....	6	"G. W. W., Berkeley.....	2
Warrington, Oakland.....	6		

## END GAME DEPARTMENT

The subjoined diagram shows a position from a game played recently at the Mechanics' Institute between "X" (white) and Messrs. K. and C., in consultation (black). The allies are a pawn down, but in trying to maintain it white is neatly outplayed.

### END GAME STUDY—NO. 4

Black—10 Pieces



White—11 Pieces

- Black to play, won as follows:  
 1. Q-Kt5  
 2. R-B5  
 3. Kt-Q  
 4. K-B2(a)  
 5. PxP(b)  
 6. P-Kt3  
 7. PxP  
 8. K-Kt3  
 9. K-B3  
 10. Kt-B3(c)  
 11. KxR  
 12. Q-B  
 13. K-Kt5  
 14. K-Kt6  
 15. K-B6  
 16. K-K7

- (a) R-K6 and Q6 is threatened.  
 (b) Not QxP, because of B-B5 ch, followed by Q-B7 ch, etc.  
 (c) If 10 KxR, Q-R2ch; 11 K-Kt3, K-Kt2, wins!

Solution to end game No. 3, by W. Holzhausen, will be printed next week.

## MARINES VS. VALLEJO TODAY

(Special Dispatch to The Call)

VALLEJO, March 29.—The Vallejo and Marines will have a baseball game at the Crocoderos tomorrow afternoon.