

Our Chess Corner

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

With the loss of but one game, Adolph J. Fink has won championship honors for 1913 in the recently concluded tournament at the Mechanics' Institute Chess club. Fink was hard pressed by the veteran, George Hallweger, who, although he defeated the former in the final game of the tourney in 23 moves, needed a half point to tie. The tourney contained a dark horse, as was hinted at in this column several weeks ago—and his name is Smith—but his given name is Bernard and not William. However, as far as Hallweger is concerned, it was a case of "too much Smith." He lost his only game to B., and his draw with W. put the victor's crown just beyond his reach. The winner of third place, Bernard Smith, has played the game only about three years. How he has developed may be judged by his game against Hallweger, printed in this column today.

Following is the final score:

Name	W.	L.	Name	W.	L.
Fink	14	1	Wise	8 1/2	6 1/2
Hallweger	12 1/2	1 1/2	Cutting	8	5
R. Smith	11	3	Lasser	6	9
W. Smith	9	2	C. Smith	3 1/2	11 1/2
Bergman	10	4	Prior	0	15
Haber	8 1/2	5 1/2			

Toradors, picadors, matadors, bandereros and other accessories to the bull fight in Cuba will be "pounding the pavement" looking for jobs, and the gamecocks will have to lead the simple life, if the present craze for chess continues. Havana is planning to stage another tournament in January, 1914, for which the city council has appropriated \$10,000. It is to be styled a championship tournament, and to that end the greatest masters of the chess world have been invited to take part, including Lasker, Rubinstein, Tarrasch, Capablanca, Schlechter, Marshall, Janowski and Teichmann. Unfortunately, however, World's Champion Lasker can not see his way clear to participate and will have to be counted out. This will complicate matters when it comes to bestowing "championship" honors—if, indeed, such is the intention of the tourney promoters. Summing up the matter of Lasker's refusal to compete at Havana, the New York Sun most philosophically comments:

"Lasker's absence will, of course, lessen the importance of the event. Seeing, however, that all the most important recent international tournaments had to be played without Lasker and still proved to be highly interesting, instructive and exciting for chess players all over the world, Havana, one may be sure, will not prove an exception. 'What can not be cured must be endured.'"

One of the founders of the Pillsbury National Correspondence Chess Association, which has flourished since 1896, is Rev. Leander Turney of Corning, Cal. While he finds but little time for chess nowadays, he still has the good of the game at heart, and in connection with the Northern California vs. Southern California 25 board correspondence match, Doctor Turney has forwarded a pamphlet sent out by the P. N. C. C. A., under the joint authorship of Walter Penn Shipley and himself, containing much matter of interest to the practitioners of the postal card branch of the royal game. Some of these observations may prove helpful to those engaged in the above mentioned match:

In correspondence play sacrifices are especially dangerous, for the player remaining with the superior force can commonly be depended upon to find the best line of defense against any attack. * * * Therefore, soundness is the first requisite.

The score of the game should be interspersed at intervals of 10 moves or less with diagrams of the position. This will avoid the necessity of playing the game from the beginning each time a move is received.

When a move is received the new position should be set up and thoroughly considered, without moving any of the pieces. The reason for this is that, by beginning at once the analysis of plausible moves and their remote outcomes, a player is almost certain to sooner or later overlook something of importance near at hand. This plan of studying the undisturbed position should be always adhered to—it is of first importance.

After the move has been recorded the player should play over the most promising variations. But too much must not be attempted. Many games are lost through an effort at too profound and elaborate analysis, with consequent misleading results. It is better to see all the probable continuations one or two moves deep than to analyze some for 20 moves and altogether miss others. It is well to write out some of the variations studied.

It is important to play quickly. Considering moves too long leads to vacillation and weakness. In dispatching a move be sure it is written correctly. Many games are lost by carelessness in this particular.

Ten Correspondence Chess Commandments

1. Be thoughtful, but not slow.
2. Be exacting, but not fastidious.
3. Be bold, but not reckless.
4. Be cautious, but not timid.
5. Do not form opinions hastily, but rely on your own mature judgment, even in the face of authority.
6. Do not grow discouraged. Patience and self-reliance will overcome great difficulties. As long as there is hope, play with determination.
7. When sure your game is lost, resign at once.
8. The simplest and surest way to win or draw is the best; play to win, not to be brilliant.
9. Do not be overconfident against weaker players or timid when opposing stronger—for any one is strong by correspondence.
10. Do not ask for favors outside the rules—and do not grant them. Abide by the consequences of your errors without "crabbing," and expect your opponent to do the same.

Added starters in the North vs. South correspondence match are Fred Pelouse of Los Angeles (who is at present on his brother's ranch at Eagle Point, Ore.) and W. M. Dickinson of San Francisco, who are playing board No. 26.

Problem No. 12 in the just concluded Ains C. White solving tournament was indeed an unlucky one. It proved a stumbling block to O. D. Hall of San Jose, among others. The problem is a masterpiece and was highly commended by R. E. L. Windle, who is an authority on the art of problem building. Mr. Hall sent B to QKt5 as his solution. In a supplementary card he wrote: "Now, B to QB7 is also a key. If R x P, 2 Kt—K3 and black can not prevent mate. B—Q6 is correct, too. Three keys—a bunch of them!" Mr. W. was more acute, remarking: "No. 12 is a splendid problem. It took me some time to find just why the bishop must go to Q6." Undoubtedly, No. 12 was the best of the three-movers.

GAME DEPARTMENT

Following is a selection of games from the 1913 championship tourney at the Mechanics' Institute:

Game No. 41
FRENCH DEFENSE
A. J. Fink (white) vs. W. Smith (black).

WHITE	BLACK	WHITE	BLACK
1 P—K4	P—K2	15 Q—Q2	Kt—K3
2 P—Q4	P—Q4	16 B—Q2	B—Q2
3 Kt—QB3	Kt—KB3	17 Kt—K2	B—B
4 B—KK5	B—K2	18 Castles	Kt—B2
5 P—K2	KKt—Q2	19 P—B4	B—Kt4
6 BxR	QR	20 P—B5	BxB
7 Kt—K15	Kt—K13	21 QxB	Kt—Q2
8 P—QB3	P—Q13	22 QR—B	Kt—K14
9 Kt—B3	P—Q14	23 K—K	Castles(b)
10 Kt—B2	Kt—B3	24 P—B6(e)	PxP
11 P—QR4	Kt—B4(a)	25 Q—Kt5ch	K—B
12 P—QK14	PxKtP	26 PxP	KtxP
13 P—K1	Kt—B3	27 Q—K5	Resigns
14 P—QB3	Kt—Q2		

(a) Inferior to 11 1/2 P—QR4. The black knights are driven back and a very cramped position results.
(b) From the frying pan into the fire! Black probably has a lost game here. Hot castling was equivalent to resigning.
(c) White takes instant advantage of his opponent's error. A neat game on the part of Herr Fink.

Game No. 42 FOUR KNIGHTS Hallweger (white) vs. Fink (black).

WHITE	BLACK	WHITE	BLACK
1 P—K4	P—K4	13 QxP	B—K
2 Kt—KB3	Kt—QB3	14 Q—QE5	R—K3
3 Kt—B3	Kt—B3	15 QR—Q	P—Kt4
4 B—K15	B—B4	16 B—K13	Kt—K
5 Castles	P—Q1	17 P—B4	Kt—Q3
6 P—Q4	PxP	18 Q—QE5	R—K1
7 KtxP	BxKt(a)	19 P—K13	Kt—Kt4
8 QxR	R—Q2	20 PxP	KtxKt
9 BxKt	PxB	21 QxKt	R—K14
10 B—K15	P—KR3	22 PxP	HxP(R4)
11 B—R4	Castles	23 Q—Q2(b)	Resigns
12 P—K5	PxP		

NOTES
(a) Bad! B—Q2 is correct here. Now the white pawn advances to K5 and black has practically a lost position.
(b) Winning at least the exchange, after which it would be hopeless to continue. Therefore, black bows to the inevitable.

There is much speculation at the Mechanics' Institute as to the relative chess ability of Messrs. Fink and Hallweger, and a match between the youthful club champion and the veteran, Hallweger, is a possibility of the near future.

Game No. 43 GIUOCO ITALO B. Smith (white) vs. G. Hallweger (black).

WHITE	BLACK	WHITE	BLACK
1 P—K4	P—K4	24 Kt—B2	P—B4(b)
2 Kt—KB3	Kt—QB3	25 Q—B3!	BxKt
3 B—B4	B—B4	26 RxB	PxP
4 Castles	Kt—KB3	27 QxP	Q—K2
5 Kt—QB3	P—Q3	28 RxB	K—Kt
6 P—Q3	QR—K15	29 R—B5!(c)	Q—B2
7 B—QK15	Castles	30 Q—B5!	P—K14
8 BxKt	PxB	31 R—B6	K—B
9 Q—K2	P—K13	32 PxP	Q—K12
10 B—K2	B—K13	33 R—K16	PxP
11 P—KR3	B—KR4	34 RxB	HxQ
12 K—R14	Kt—B2	35 KxKtch	KxB
13 P—KK14	B—K13	36 PxB	R—KKt
14 R—KK1	Q—Q2	37 Kt—K4	K—B3
15 Kt—B4	QR—K	38 B—K15	P—QB3
16 QR—KB	P—Q4	39 B—R2ch	K—K12
17 BxB	RPxB	40 B—KR5	K—B2
18 Kt—B5	P—B3	41 R—B5ch	K—B
19 P—KR4	Q—K13	42 Kt—Q6	R—K12
20 P—Q3	P—Q5	43 RxB	KxB
21 Kt—Q	P—B4	44 Kt—K4	P—B4
22 P—KB4	PxP	45 P—K13	Resigns
23 RxB	P—QKt4		

NOTES
(a) Preparing for B—Kt and the advance of the king side pawns.
(b) A little trap. Of course, if white plays 25 PxP or P—K15, he loses a piece. But it cost the veteran the game.
(c) Cleverly played. Threatening Q—K16, winning.

PROBLEMS

PROBLEM NO. 29. BY W. ARNOLD.
(Inscribed to A. Fink.)
Black—5 Pieces.



White—7 Pieces.
Either to play and mate in two moves.

PROBLEM NO. 30. BY A. FINK.
(Inscribed to E. Clarke.)
Black—8 Pieces.



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

PROBLEM NO. 31. BY KOITZ AND KOCHER-KORN.

White: K—Q16, R—K4, B—Q5, Kt—Q6, P—QKt4.
Black: K—Q12, P—Q2.
White to play and mate in three moves.

PROBLEM NO. 32. AUTHOR UNKNOWN.

White: K—Q6, Q—KB3, B—QK2.
Black: K—Q5.
White to play and mate in two moves.

SOLUTIONS

Tourney Problem No. 15.

1 K—B3	P moves
2 B—B2	B checks
3 RxB	R checks
4 RxB, mate	

Problem No. 26.

1 Q—KB7	Q—B4ch
2 RxB, etc.	

SOLVERS' LIST

Name and residence—	Grand Total	Name and residence—	Grand Total
Windle, Winnemucca	45	McCracken, Vacaville	36
Church, city	45	Chilton, Oakland	35
Eaton, city	43	Rodolph, Oakland	34
"D. E. F. E." city	42	"May Lopez," city	30
Norman, city	42	"O. N.," Berkeley	30
"Ignoramus" city	41	Moore, Alameda	29
Hall, San Jose	38	Halls, city	29
Darling, Carmel	38	Fatjo, Santa Clara	27
Haber, city	36		

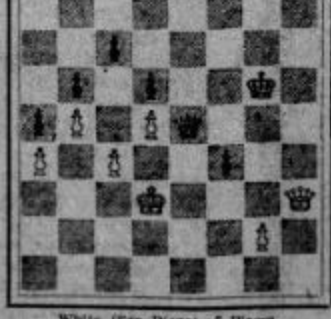
Ains C. White Contest

Messrs. Windle and Church will be awarded two books each ("White Rooks" and "More White Rooks"); the next two with one book each ("Chess Melodie" and "The Theory of Pawn Promotion").

End Game Position No. 10

In forwarding the appended diagram, which shows a position occurring in a correspondence game between San Diego and Los Angeles, Dr. H. Stephen Smith of the former city incloses the following analysis:

Black (Los Angeles)—7 Pieces.



White to play and win.
"White played Q—K6ch and won. No one has yet shown a way out for black. The game was continued:

1 Q—K6ch	K—K14	6 K—K2	K—K4
2 QxQch	PxQ	7 PxP	K—Q2
3 P—B5	K—B4	8 PxP	K—B
4 P—Q6	P—K5ch	9 K—B2	Resigns

"Had black taken the first P offered the immediate offering of the QP opens the way for the KtP to queen and win. If Q had interposed on first check white's K moves up to destroy the lone pawn, and equally wins."