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ddress All C Chess Editor, Communications r, The Chronicle)

A Dramatic Chess Battle

related by the winner to Frank Sternberg, George, Hallwegen greeted me in chessroom of the Mechanics George, Hallwegen green the chessroom of the Mechanics' Institute on Tuesday afternoon of the week of his death, which occurred on Thursday, and wished me a happy new year, but said as for him it was his last one. I told him he was good for many more years. He shook his head and the conversation led up to his telling me of a wonderful game of chess which George the connis telling me
and game of chess which
and with the devil during his
and siege with inflammatory rheumatism. He said that he had lain
for seven weeks flat on his back in
the hospital, absolutely unable to
move with the exception of his
right hand and arm, and that the
doctor had given up the case as
hopeless, and he was simply we
ing for the end to come
night, in his dream
scious state doctor had given up the case as hopeless, and he was simply waiting for the end to come, when one night, in his dreaming, semi-conscious state, the devil challenged him to play a game of chess, the stakes to be his own life. If he wan he was to have it, and if he night, in his discipling the scious state, the him to play a gastakes to be his won, he was to lost, he was to adversary. He safor three hours, a sany game his own life. It is to have it, and if he to forfeit it to the esaid the game lasted s, and was as real to ame of chess he had but he could not restudy.

scious him to play stakes to be his own, he was to have it, as lost, he was to forfeit it to adversary. He said the game lasted for three hours, and was as real to him as any game of chess he had ever played; but he could not remember all the moves of the game. After great exertion and study, George won a checkmate, and then he awoke, and was in such a perspiration that the blankets of the bed were soaking wet as well as his own nightclothes. But he commenced to mend from that hour, and after a period was able to leave the hospital.

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Dr. Milan Vidmar, one of the masters entered in the coming New York tourney, is not quite so well known as the other five contestants. His outstanding successes since his first international tournament at Nuremberg in 1906 have been: First at Goteborg, 1909; tied for second and third with Rubinstein at Sar Sebastian, 1911 (won by Capablanca); second to Alekhine af Mannheim, 1914, when the outbreak of the World war stopped the battle of wits; first at Vienna and at Berlin, 1918; third at London, 1922 (Capablanca first; Alekhine, second). Vidmar was third at Semmering, 1926 (Spielman, first; Alekhine, second).

The following game was played in the Nuremberg tourney of 1906 against Dr. Tarrasch, when that great tournament player was in his prime. Notes are by Dr. Vidmar.

**GAME NO. 6*

QUEEN'S GAMBIT DECLINED

(White) (Black) (White) (Black)

Tarrasch P-Q4

22 S-K5 (i) P-B3 (j)

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**E-K5 (i) P-B3 (j)

**Sech. K-B2

**Sech. K-B2

**Sech. K-B

(Black)
Tarrasch
5 RPxP
1 B-K2
1 B-K2
1 B-K2
1 B-K3
1 K-B

White)
White)
Vidmar
1 P-Q4
2 P-QB4
3 S-QB3
4 P-K3
5 S-B3
6 P-QR3
7 KPxP
8 B-B4
0 BxP K-K P-B4 P-K83(k) P-S4

-B -KS2 -B2 -Q2 -K3 NOTES

This is not good.

The and the White pieces Black has nov

beginning of Black's attack (b) The beginning of Black's attack on hite QP.

(c) If QxSP, there is no escape for the after 128-Q85.

(d) 14½B-Q2 was better.

(e) This is a very strong move.

(f) All this is in continuation of his atch on the QP.

(g) The beginning of the end. Now follows a very strong attack played with much herey.

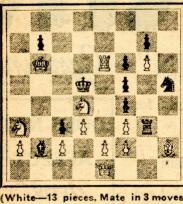
lows a very strong energy.

(h) There is no better move.
(i) Threatening Q-K2 and B3.
(j) If 22½ B-Q2; 23 Q-K2, B-K; 24 Q-B3 and S-S6 to follow,
(k) Black is lost.
(j) If 23½ B-Px; 39 Q-S4ch. If 38½
QPxR; 39 P-Q5ch. KxP; 40 Q-Qch. K-K3;
41 Q-S3 mate; or 40½ K-B5; 41 S-R5 mate.
A very beautiful game.
Note—The fraction ½ signifies Black's move. "S" instead of Kt for Knight. PROBLEMS

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NO. PROB

Bluffs, lov Chronicle) ouncil R. B Gr C By (Com) ed for S. F (Black 10 pieces)



es)

to No. Solution -KxKS Q-QB6, KS Variations Q-R7, then R7 KxQS S-Q6. then BxS,

Solutions received from J. Mateo; P. G., City; H. M., V. M., City. S., San, City;