

THE CHESS PLAYER

By Dr. H. J. Ralston

TASK No. 30—By Sam Loyd



WHITE MATES IN TWO MOVES
(Value 5 points)

Answer to Task No. 28: R-K7.

Answer to Task No. 30 should be post-marked not later than September 11. It is required only that White's first move be given.

MR. CARROLL M. CAPPS of San Francisco is one of California's leading players. He learned to play chess at about the age of sixteen, and was active in chess at Oakland Technical High School. Later he graduated to club play, at the Oakland, Castle and Mechanics' Institute chess clubs. Except for a period during the late war, when he served in the Navy, he has confined his activities almost entirely to the San Francisco Bay Area.

Mr. Capps has won many important tournaments, but he takes particular pride in his record on the Mechanics' Institute chess team. Out of some thirty match games, he has drawn only about four, winning all the rest!

We have asked Mr. Capps to contribute one of his games to this column. He describes the game below as one of his most frolicsome. It was played in a match between the Mechanics' Institute and the Russian Chess Club last April. The notes are by Mr. Capps.

ENGLISH OPENING

White	Black
<i>C. Svalberg</i>	<i>C. M. Capps</i>
1. P-QB4	Kt-KB3
2. Kt-QB3	P-K4
3. Kt-B3	Kt-B3
4. P-Q4	P-K5
5. Kt-Q2	B-Kt5
6. P-K3	O-O
7. B-K2	R-K1
8. O-O	BxKt
9. PxB	P-Q3
10. B-Kt2	B-B4
11. R-K1	Q-Q2
12. Kt-B1	B-Kt3
13. Kt-Kt3	QR-Q1
14. R-Kt1	P-Kt3
15. B-R1?	Kt-QR4
16. R-Kt4	P-B4

Gains space, locks the Q-wing, and seals in White's dead bishop.

17. R-Kt5 R-K2

Clears a path for the other Rook, and a square for the KKt.

18. P-KR3	Kt-K1
19. R-Kt1	P-B4
20. P-Q5	Kt-KB3
21. R-Kt2	R-KB1
22. B-B1	Q-B1

Q-R3 isn't much of a threat, but Kt-Q2 is!

23. Q-K2 Kt-Q2

24. P-B4? -----

A losing sort of move.

----- PxPe. p.
25. PxP P-B5

26. Kt-K4 BxKt

27. PxB P-B6

No hurry about capturing material. White will be tightly blockaded, while all Black's pieces go to work—even the exiled QKt!

28. Q-R2 Kt-K4

29. R-KB2 R-B3

30. K-R1 R-R3

31. Q-Kt3 Kt-Q6

32. RxP KtxR

33. QxKt RxKP

34. Q-B2 KtxP

35. R-Kt3 Q-KB1

36. R-B3 R-B3

37. RxR QxR

38. Q-Kt2 -----

If 38. QxQ, PxQ; 39. B-Q3, RxP!

----- KtxP
39. QxR QxBch

40. K-R2 Q-B7ch

Resigns.

If 41. K-R1, Q-K8ch; 42. K-R2, Kt-B8ch, winning practically everything.