

CHESS

By E. J. CLARKE

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May 28, 1922.

Telegraphic Match for Decoration Day

A new system of pairing opponents for the annual telegraphic match between Mechanics' Institute of San Francisco and the Los Angeles Chess club will be tried next Tuesday, May 30, as a result of correspondence between Team Captain Bernardo Smith of San Francisco, and Harry Borochoy, new champion of the Southern club, and likewise team captain; the twelve players on each team are divided into four groups of three each, as follows: San Francisco, Group I, Gruer, Clarke, Fink; Group II, Ryder, Stamer, Rosenblatt; Group III, Bernardo Smith, Branch, Epstein; Group IV, Woskoff, Simon, Smyth. Los Angeles, Group I, Borochoy, Mlotkowski, Perry; Group II, Griffith, Lyon, Grabill; Group III, Woodward, Drouillard, Gowdy; Group IV, Whipple, Mugridge, Lighton. Having won the toss, Team Captain Borochoy will have the option of matching any player from his first group against whatever player Team Captain Smith may send as player at board No. 1. Then Borochoy sends a name and Smith pairs that player with either of the two remaining players from Group I. By this method it is hoped to arrive at an equitable pairing, according to the playing strength of the individual players.

The match will begin at 8 a. m., and continue till the games are finished, thus doing away with the necessity of adjudication as in the recent Chicago-San Francisco telegraphic match. The chessroom of the Mechanics' Institute, 57 Post street, third floor, is open to visitors during the day and all chess players, members or non-members, are invited to be present and watch the progress of the match.

While the institute players have been successful in recent telegraphic matches, defeating Los Angeles a year ago, 7½ to 4½, and following that up by the decisive defeat of Portland, 9½ to 2½, and nosing out Chicago on Washington's birthday, 6½ to 5½, it is known that the Los Angeles club will make a determined fight to down the San Francisco champions. It will be a chess battle well worth witnessing, and it is very possible that not more than half a point will separate the victors from the losers. At least that is the way the match figures. However, there's many a slip in chess as in other things.

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COMPOSITE GAME

Instead of the correspondence in the composite game showing any falling off, as reported in last week's column, there was actually a gain of several participants. Unfortunately, the correction of that statement and the addition of the new names and moves in the game failed to appear. They were as follows:

Dr. H. Epstein	6 P-K3
S. E. Silvius	6 P-Q84
A. Folger Sr., Oakland	6 Q8-Q2
E. R. Wiften, Stockton	6 P-K3
E. L. Berry, Vallejo	6 B-B4
R. M. Folger	6 Q8-Q2
J. G. Ansley	6 Q8-Q2

Black's reply to the move selected, P-K3, is:

E. W. Gruer, Oakland	6½ P-B3
A. Folger Sr., Oakland	6½ P-B3
F. N. Alf	6½ B-B4
"N. N.," Stockton	6½ B-K85
E. R. W., Stockton	6½ P-Q6
Charles Arthur, Petaluma	6½ P-Q6
Felix Santallier, Oakland	6½ B-K85
R. M. Folger	6½ P-Q6
"Incog."	6½ PxP
Bernardo Smith	6½ PxP
E. L. C. Hinckley, Willits	6½ B-QR4
G. W. Sweetzer, Martinez	6½ PxP
F. L. De Long	6½ PxP
J. G. Ansley	6½ B-
Dr. H. Epstein	6½ PxP

Black's most favored move is 6½ PxP. The game stands: 1, P-Q4, P-Q4; 2, P-QB4, P-K4; 3, PxP, P-Q5; 4, S-QB3, S-QB3; 5, P-QR3, B-KB4; 6, P-K3, PxP; 7-?

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The eighth game in the Gruer-Ryder match, played last Tuesday evening at the Faculty club, University of California, resulted in a draw after 50 moves, which leaves the score still at 5 to 2, in favor of Gruer. Although the champion was two pawns ahead, he was unable to win on account of opposite color bishops.

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During his recent visit to the Mechanics' Institute William Metzke of Fresno annnated the following game from the first California state chess championship tourney:

GAME NO. 85

RUY LOPEZ

Clarke	Borochoy	Clarke	Borochoy
E. J., white	H., black	E. J., white	H., black
1—P-K4	P-K4	37—B-S(5)	B-Q2
2—S-KB3	S-QB3	38—KxP	S-B3
3—B-S4	P-QR3	39—B-B2	S-Q5
4—B-R4	S-B3	40—B-Q	S-K3
5—P-Q3(a)	P-Q3	41—R-R7	S-B5
6—P-QB3	B-K2(b)	42—R-R6	R-Q3
7—QS-Q2	B-K85	43—R-K2	R-Q
8—S-B1	P-Q84	44—B-B2	K-B3
9—B-QB2	S-Q2	45—S-Q	R-Q84
10—P-KR3	B-B4	46—R-R6	K-Q2
11—P-KS4	B-K83	47—RxP	B-K3
12—S-S3	P-KN4(c)	48—S-B2	R-KR(6)
13—B-K3(d)	PxP	49—S-Q3	K-K2
14—PxP	RxR	50—P-S5	S-K7ch
15—SxR	S-B3	51—K-Q2	S-Q5
16—S-S5	Q-Q2	52—SxQBP	B-R7ch
17—P-KB3	S-Q	53—K-Q3	B-R6
18—S-S3	S-R2	54—B-Q	B-B8ch
19—Q-Q2	SxS	55—K-B3	R-R7
20—BxS	BxB	56—P-KB4	R-R8
21—QxB	K-K2(e)	57—B-R5	P-B8ch
22—QxQ	QxQ	58—K-S4	P-R4ch
23—P-R4(f)	P-S5!(g)	59—KxP	RxRch(1)
24—P-Q2	R-S	60—K-S6	SxP
25—K-Q4	S-B3	61—R-B7ch	K-Q3
26—S-K2	S-R4	62—R-B6ch	K-K2
27—P-S3	P-QB4	63—R-B7ch	K-Q?

28—PxSP	RxP	64—P-S6	R-R4
29—PxBP	PxP	65—R-B8ch	K-K2
30—K-B3	S-B3?(h)	66—P-S7	B-B5
31—S-B	R-Q5	67—P-B5	R-R3ch
32—S-Q3	K-Q3	68—K-B7	S-R4
33—R-R(1)	P-B3	69—P-B6ch	RxP
34—R-R8	B-B2	70—R-K8	mate
35—S-S2	K-B2		
36—R-R7	S-S5		

NOTES BY W. METZKE

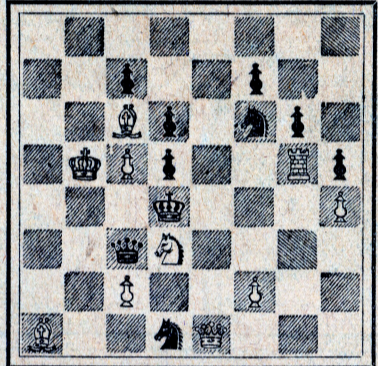
- (a) It is interesting to note how experts differ as regards this move. The late Anderssen claimed this to be White's best move. Dr. Tarrasch condemns it, because White gives up his chance to capture the center.
- (b) Better is P-KS3 and B-S2.
- (c) Black's position is inferior. He cannot castle because S-B5 followed by P-R4-R5 would give White a very strong attack.
- (d) It seems White could get a decided advantage by playing 13, PxP, BxP; 14, SxB, RxR; 15, B-S3!, threatening not only S-Q4, but also B-Q5.
- (e) Black has succeeded exchanging pieces, always an advantage in a cramped position and now he forces the exchange of queens. To retreat would evidently lose two tempi, 22, Q-K3, Q-R5; 23, Q-B2.
- (f) Premature. Better 23, P-S4 first.
- (g) Very clever; if PxP than S-B3, recapturing the pawn and getting a good position for the knight.
- (h) This maneuver brings Black into difficulties. Much better would have been P-B3; 31, R-R, B-B2; 32, S-B, R-S; 33, R-R7, K-B; 34, R-R8ch, B-S, with a draw the probable result.
- (i) The White castle now enters Black's game with disastrous effect. The black king in defending his weak QB pawn has blocked his rook. A desperate situation. But the ingenuity of the Los Angeles expert enables him to put up an extremely hard fight and make this end game one of the most exciting of the State tournament.
- (j) If RxP than S-R7 mate.
- (k) 48, S-K7ch and S-Q5 seems to be stronger.
- (l) Black has succeeded in winning a piece, but has lost too many pawns. White now finishes the game in his slow but sure style.

Problems

A. J. F.

PROBLEM 95

By R. G. Thomson



Mate in two moves.

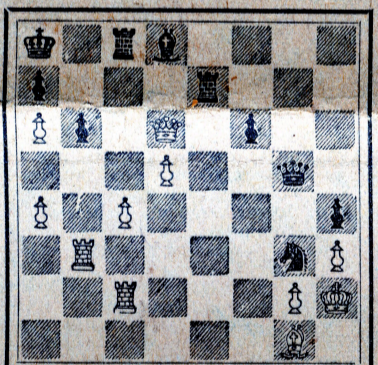
GAME ENDING NO. 96

Played between Aljechin (white) vs. X. X. (black).

White gives his opponent the odds of a knight, and after some thirty odd moves arrives at the following position, with both kings in a dangerous corner. Notes and score from the Deutsche Schachzeitung. Game played at Petersburg, 1919.

1, P-B5 P-Kt4

Best. If instead Kt-K5 white plays Pxp. (Qxpch is not mentioned as a possible reply. It, however, needs some analysis.—Ed.) If black attempts Kt-B8ch, then K-R; Kt-Kt6ch RxKt; QxR Pxp; QxQ RxRch; Q-Kt P-Kt7ch, and emerging with a pawn ahead.



Aljechin, white to play.

2, IxP Kt-K5

The following wonderful combination would have resulted had black instead played Kt-B8ch:

- 3—K-R Kt-Kt6
- 4—RxKt QxR
- 5—PxKt6! QxQ
- 6—PxQ RxR
- 7—PxR BxP
- 8—P-Kt7 K-Kt
- 9—B-R2 R-B7
- 10—B-B4! B-B4
- 11—P-Kt3 PxP
- 12—P-R4 B-Q5
- 13—BxR KxB
- 14—P-Q6 K-Kt

followed by 15, P-Q7, and if B-Kt3, 16, P-R5 wins.

3 P-Kt6 KtxQ

4 PxKt R (K2)-QB2

A very remarkable position. Q-Kt6 ch. is answered by K-R, and if RxR mate in six moves follows.

5 P-Kt7ch K-Kt

6 P-Q7!!! Q-Kt6ch.

7 K-R!

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Solution to problem No. 93, R-R5: A very catchy two-mover. Q-Kt8 mate changes to Pxp en passant, mate.

Solvers' list—V. M. Kimm, Presidio; W. H. Webb, city; V. M. K., four-mover would not interest our solvers. Two-movers are hard enough; A. J. H., Palo Alto; J. Ellis, Los Gatos; S. L. Jackson, Dyerville; J. G. Ansley, city; F. Santallier, Oakland; F. B. Abbott, Mountain View. Additional solution to No. 91 by P. H. Williams, Vallejo.