

# CHESS

By E. J. CLARKE

A twelve-board team match will be played at Mechanics' Institute Chess Club, 57 Post street, next Saturday evening, December 8, between the second team of the institute and the best players of the University of California Chess Club and the Greater Oakland Chess Club. Henry Gross will captain the latter, while C. L. Bagby heads the institute. Visitors welcome.

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The British Chess Magazine for November describes a new form of four-handed chess, patented in Great Britain under the name "Neo Chess." It is played on a 10 by 8 board. Forty pieces are used, divided into four groups (separately colored or marked). Each player uses five pieces and five pawns; R, S, B, K, Q, set on the board in that order. A and C play against B and D, but the move alternates A, B, C, D. Each player is limited to the use of his own pieces.

However, it does seem that the gentlemen who patented the new game should have chosen another name. Mr. Hugo Legler of Mount Tamalpais and San Francisco, inventor and popularizer of a real NEW game of chess under the title, "Neo-Chess," in which certain pieces have added powers, protests the use of that name. Legler had the new pieces used in his "Neo" specially turned out; financed two tourneys at the institute; "Neo-Chess" was described under that name in the American Chess Bulletin several years ago, and visiting international masters have played Legler's "Neo" here in San Francisco. These facts, we think, should amply prove priority for Legler's use of the name "Neo-Chess."

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Norman T. Whitaker sends an addition to his Notes to Game 134, printed last week: Note (1) read KS-K5. Delete note (1). The variation is defeated by Black's 22 . . . Q-R6.

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## GAME NO. 136

Played in the pending handicap tournament at the Mechanics' Institute. Both contestants are in class C. Byron is secretary of the San Francisco Bay Region High School Chess League. This game has a remarkable feature, as will be explained below.

### RUY LOPEZ

White	Black	White	Black
1 P-K4	P-K4	18 P-QR4	P-S4
2 S-KB3	S-QB3	19 P-R5	P-S5
3 B-S5	P-Q3	20 S-Q2	P-B6
4 P-Q3	B-K2	21 P-S3	Q-R3
5 Castles	P-B4	22 SxP	Q-R4
6 S-B3	P-B5	23 S-R4	R-B6
7 P-Q4	B-B3	24 P-R6	B-R
8 P-Q5(?)	P-QR3	25 Q-B4ch	K-R
9 B-R4	P-QS4	26 SxR	PxS
10 BxSP	PxB	27 Q-Q3	K-KB
11 PxS	B-R3	28 P-R4	Q-S5
12 P-QS4	S-K2	29 K-R2	S-K2
13 S-Q5	SxP	30 Q-K3	R-B5
14 SxBch	QxS	31 Q-R7	S-S3
15 Q-Q5	B-S2	32 QxBch	K-S2
16 QxP	R-QS	33 BxR	SxB
17 P-B3	Castles	34 Resigns(a)	

(a) On the whole, White has conducted his game very well. But here he resigns with a winning move at his disposal: 34 Q-B8! followed by PxS, winning without a struggle!

## PROBLEMS

A. J. F.

No. 157—J. Bunting

Grantham Journal, 1926

Special Prize for Originality



W9-B11—Mate in Two

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No. 158 (From Bad Kissingen Tournament)

This position was arrived at in a game Nimzowitsch vs. Yates, and drawn by the latter by repetition of moves: 1 . . . Q-S8ch, 2 K-S2, Q-S8ch; 3 K-B3, Q-QR's, ad fin. But Black wins. How?

Black (Yates)—Eight Pieces



White (Nimzowitsch)—Seven Pieces

Black to play and win.

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Solvers' list: J. E. E., Los Gatos (153); S. W. French, Palo Alto (153, 154); E. S. Gilbert, Oakland; A. B. C., Berkeley (153, 104); R. W. King, Villits (153, 154); N. Rosonoer, Petaluma (153, 154); J. F. Lange, Colfax (153); W. R. Shaw, city (153); R. Dunipace, Palo Alto (153, 154); Q. M. Spencer, Vallejo (153, 154); S. Steen, Redwood City (153, 154); Merle Walters, Oakland (154).

S. W. F., Palo Alto—The "Two Knights" is made by Black. Original idea, no doubt, was to avoid the dreaded Evans Gambit. Solution: No. 155—B-S4; No. 156—R-K7.