Sept. 17, 1955

Visiting Chess

Mechanics' Group Swamps Easterners

By Dr. H. J. Ralston

The Mechanics' Institute chess club massacred the touring Log Cabin chess club of New Jersey in a 7-board match played at Mechanics' Aug. 26.

Log Cabin could score only one point, made up of draws at top board and fifth board.

The detailed score:

MECHANICS'

1 W. Addison

2 J. Schmitt

3 N. Falconer

4 C. Capps

5 E. Pruner

6 R. Currie

7 C. Banhy LOG CABIN

1 J. Sherwin

2 T. Miller

3 R. Haefner

4 V. Pupols

5 L. Coplin

6 R. Houghton

7 F. Laucks 1/2

Hans Berliner, chess master of Washington, D. C., gave a simultaneous exhibition at Mechanics' Sept. 10. Berliner did not do so well against the strong opposi-

Wins were secured by Smook, D. Peizer, E. Logwood and H. Bullwinkel. The latter's

tion, scoring 11 wins, 6 draws and

4 losses for a total of 14-7.

game is given below.

Mover Solved were recorded by O. Draws Wreden, G. Ramirez, G. Olshausen, B. Zeiler, H. Holden and C.

Brussel. The 6-mover by Rev. H. Bolton,



Task No. 114-By T. M. White Mates in Two Moves (Value three points)

Answer to Task No. 113: See column

appearing in last week's column

as Task No. 113, is solved by

R-Kt6 discovered check, the main being: 1 R-Kt6ch, RxQ; line 2 RxP, QxPch; 3 RxQ discovered check, and mate in a couple of moves.

If Black plays K-Q1 or K-B1 on his first move, then White plays Q-K8ch, forcing Black to capture, and then follows with RxP as before.

The 4-mover by Shinkman, published ni this column two weeks ago, is solved by Q-Q4, etc.

Neat End Game

Here is a rather easy, but neat little end game shown to us by

young Herbert Holden at Mechanics' Institute. The name of the composer is unknown. White is to play and win: White (five men): King on

QB7; Rook on QB5; Bishop on KR2; Pawns on KKt6 and KB5. Black (four men): King on K1;

Rook on KR1; Bishop on QR8; Pawn on KB2.

The following game was played Sept. 10 in the simultaneous ex-hibition given at Mechanics' In-stitute by chess master Hans Berliner, H. Bullwinkel of Me-chanics' plays very sound and and

accurate chess to take the initiative and win neatly. NIMZOINDIAN White-H ite—H. Berimer k—H. Bullwinkel Black-

Bullwinkel 18 B-B1 19 Kt-B5 20 PxB 21 Q-Kt4 22 K-R1 23 R-Q1 24 R-B3 25 Q-R5 26 QR-B1 27 KBxKt 28 R-R3 Kt-KB3 P-K3 B-Kt5 BxKtch P-B4 P-Q3 O-O 1 P-Q4 2 P-Q84 3 Kt-Q83 4 P-QR3 5 PxB 6 P-B3 0-0 Kt-B3 Kt-K1 P-K4 P-QKt3 Q-K2 QPxP Kt-R4 Kt-K5 QKt-Q7 KtxB 28 R-R3 29 RxKt 30 QxPc 31 Q-Kt Kt-B7cl QxR K-B2

-Kt3 16 Q-K2 17 QR-K1

Q-K1