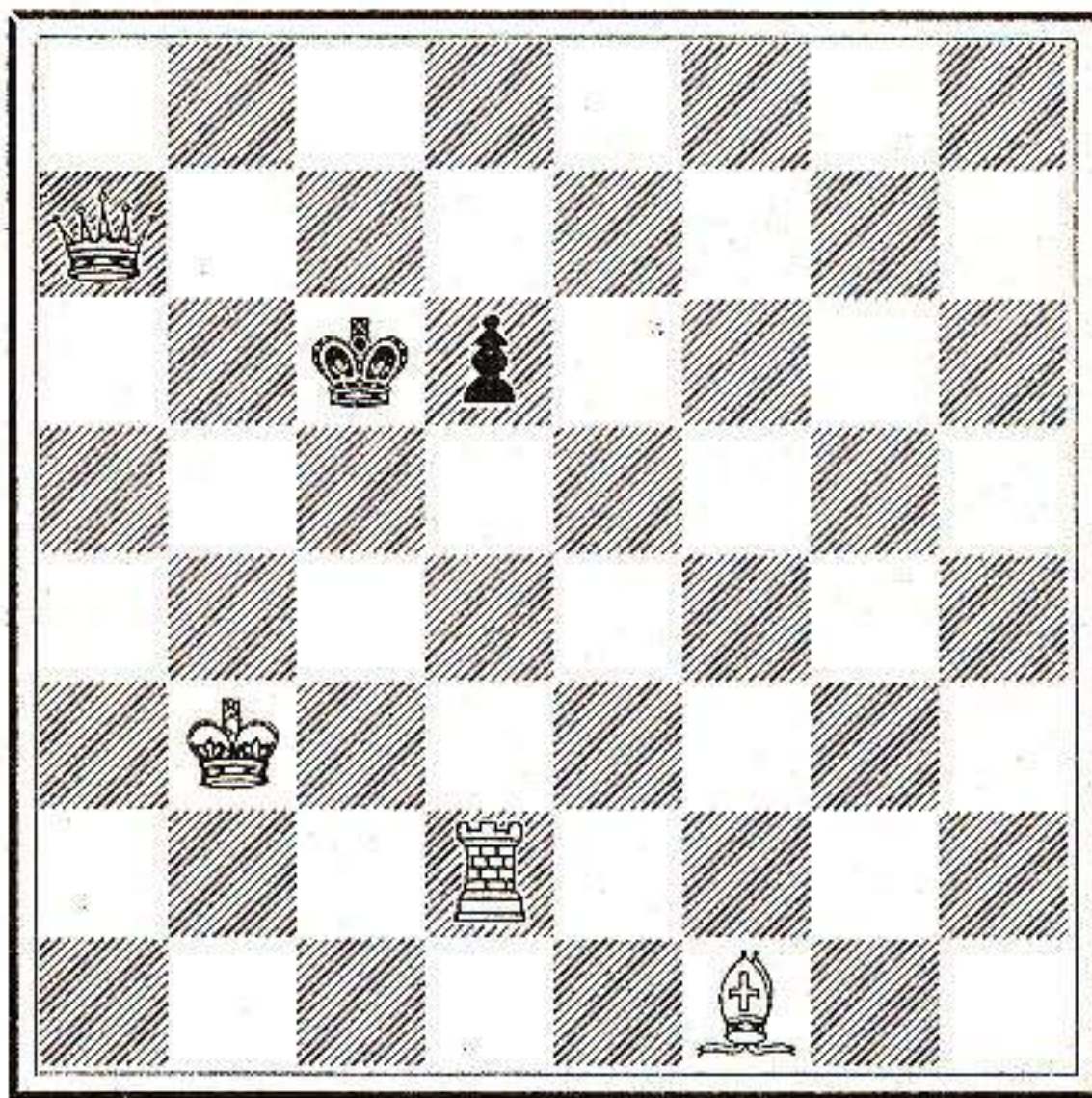


REVIEW

OTTO WURZBURG
"GRAND RAPIDS HERALD"



WHITE MATES IN 2 MOVES

E D I T E D B Y I . K A S H D A N

IN THIS ISSUE:

CHESS PLAYERS ALL — — — — — BARNIE F. WINKLEMAN
THE GENTLE ART OF ANNOYING— — — — — DONALD MACMURRAY
CONTRACT BRIDGE — — — — — GEORGE REITH

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The CHESS REVIEW

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1933

PRESENTS

A renaissance of chess

THERE is a new era in chess. For the past three years new clubs have been springing up in mushroom growths, chess books of all sorts are avidly bought, library shelves are depleted of these volumes. Newspapers are giving more space to the game, recognizing the growing demand for news. Correspondence leagues are thriving, so even one buried in the "sticks" can have his battles royal.

There are new players also, as is only fitting. It is only in the last three years that we recognize the names of Salo Flohr, Sultan Khan, G. Stoltz, E. Eliskases, all well under thirty. In the U. S. A. we have not been wanting. Besides I. Kashdan, whose deeds are well known, there are such worthies as Arthur Dake, I. Horowitz, and H. Steiner of the victorious Olympic Team. There are the prodigies, Sam Reshevsky, the Polish boy wonder, and Reuben Fine, who at eighteen already has several prizes to his credit.

So much for facts. All this has happened in three years. Where shall we look for the explanation? It is significant that the revival of chess interest dates with the commencement of the depression. The orgy of spending is over. People look about for some saner, more economical method of spending their leisure. What more ideally fits the purpose than chess? What form of entertainment ever invented can offer the true pleasure and satisfaction of a hard fought game, of a pretty problem

solved, of a brilliant conception over the board? And all this to be had for the price of a set of chessmen and a board.

For the new era, for the new players and the old, we offer a new chess magazine. We believe there is room for it. Chess is a universal game, played under all flags and under all conditions. There is need for a medium on broad lines which will serve as a point of common contact for chess lovers. Our aims are to provide both entertainment and instruction. We shall have the games of the masters authoritatively annotated. Innovations in the openings will be discussed, interesting end-games brought to light. The problem lover will have a rich selection to whet his appetite. He who reads and runs, who will not take the trouble to play over the scores, may be content with the articles, both serious and witty, that we shall endeavor to present, and with the latest news of chess events and personalities everywhere. An innovation for a chess magazine is a page of bridge. With the development of contract, bridge has reached a point where it almost equals the fascination, if not the depth, of chess.

Our readers are invited to send us their views. If there is anything they like or dislike about "Chess Review" we want to know it. It is, after all, their magazine, and we shall make it as interesting, as indispensable to them, as we can. With that, we wish you all a belated, but sincere "Happy New Year," and invite you to turn the pages.

A REVIEW OF THE YEAR

NO MAJOR championship changed hands in 1932. Dr. A. Alekhine is still the Chess Champion of the World, Frank J. Marshall, the American Champion, and the U. S. A., the holder of the Hamilton Russel cup, emblematic of team supremacy. Nor was there any single tournament of the class of Bled in 1931, which attracted practically every master of note in the game. Yet there was considerable activity all through the past year, marked mainly by outstanding success on the part of the new generation of chess stars.

The Hastings Christmas festival was the first event of the year, as it has been for some time. It marked first blood for the youngsters, being won by Salo Flohr with a score of 8-1. Kashdan followed with $7\frac{1}{2}$ - $1\frac{1}{2}$, still far above the field. Dr. M. Euwe was third with 5-4, and Sultan Khan fourth, $4\frac{1}{2}$ - $4\frac{1}{2}$.

Five players moved from Hastings to London to participate in a tournament run by the "Sunday Referee." They were Flohr, Kashdan, Sultan Khan, Miss V. Menchick, and Sir G. A. Thomas. This is by no means unusual. On the continent there are often groups of masters wandering as a unit to different tournaments, the ranks in each town being filled by the local lights. This is in a way unfortunate, as it is more difficult for a young player to get invitations. On the other hand once he has obtained some rank, his further recognition is assured. Dr. Alekhine consented to play in London, and with the addition of Maroczy and Tartakower, a first class tournament was soon in progress. Alekhine won, playing in his usual

forceful style, scoring 9-2. He was followed at a close, yet sufficiently respectful distance, by Flohr with 8-3, and Kashdan and Sultan Khan, who tied with $7\frac{1}{2}$ - $3\frac{1}{2}$.

The most important tournament of the year was held in Berne, Switzerland, in August. There were ten Swiss players, and six foreign masters. The latter had all the better of it, taking all the prizes with some margin to spare. The leaders were

1	Dr. A. Alekhine	$12\frac{1}{2}$ - $2\frac{1}{2}$
2	D. M. Euwe	$11\frac{1}{2}$ - $3\frac{1}{2}$
3	S. Flohr	$11\frac{1}{2}$ - $3\frac{1}{2}$
4	Sultan Khan	11-4
5	Dr. O. S. Bernstein . .	10-5
6	E. Bogoljubow	10-5

Alekhine started out in fiery style, set on achieving another of his record breaking performances, but this time he faltered towards the finish, at one time being tied by Flohr. He asserted himself, however, and won out. Some of the Berne games are quoted in our Games Department, as are also a number from other tournaments and matches referred to here.

From Berne, Dr. Alekhine made a hurried trip to Pasadena, arriving on the eve of the Masters Tournament following the Olympic Games at Los Angeles. He was first again, defeating I. Kashdan in their individual encounter to establish his margin of victory. The latter was a good second, making the same score against the field as the Champion. The leading scores were: Dr. A. Alekhine $8\frac{1}{2}$ - $2\frac{1}{2}$; I. Kashdan $7\frac{1}{2}$ - $3\frac{1}{2}$; A. Dake, S. Reshevsky, and H. Steiner, 6-5.

Capt. J. J. Araiza, the champion of Mexico, had played in Pasadena. At the conclusion of the Congress there he left for Mexico, and in short order had arranged a tournament in Mexico City. Both Alekhine and Kashdan were invited. They were on their way East by separate routes, but were soon located, Alekhine at Nogales, Ariz., and Kashdan in Denver, Col. It was the first tournament of inter-

national character ever held in Mexico. Immense interest was aroused, and colorful crowds attended the play at each session. The result was not entirely unexpected—a tie for first between the two visiting masters with $8\frac{1}{2}$ - $1\frac{1}{2}$ apiece. Third was Araiza, 6-3; fourth Dr. J. A. Asiain $5\frac{1}{2}$ - $3\frac{1}{2}$.

Maroczy showed he was still master in Hungarian Chess, in the national tournament at Budapest, he placed first in a large field with 13-4. Canal was second, 12-5, A. Steiner third, 11-6, and L. Steiner and Lilienthal tied $10\frac{1}{2}$ - $5\frac{1}{2}$.

Sultan Khan regained the British Championship which he had relinquished to Yates the year before. In a hard fought tournament he scored $8\frac{1}{2}$ - $2\frac{1}{2}$, closely pressed by C. H. O'DAlexander, 8-3. Sir George Thomas was third, 7-4, R. P. Michell $6\frac{1}{2}$ - $4\frac{1}{2}$, F. D. Yates and Tyler tied 6-5.

Karl Helling won the championship of Berlin from a strong field without the loss of a game. His score was 9-2. Second was Rellstab $7\frac{1}{2}$ - $3\frac{1}{2}$, and third Richter 7-4.

There was no dearth of other tournaments. Bad Sliac was the scene of an interesting meet. S. Flohr and Dr. M. Vidmar tied for the lead with $9\frac{1}{2}$ - $3\frac{1}{2}$. Vidmar does not often take part in master play. When he does he is invariably successful. V. Pirc, young Yugoslavian, made a notable showing, finishing in third place, $8\frac{1}{2}$ - $4\frac{1}{2}$. Following him were Canal, Maroczy, and Spielmann, 8-5.

Our own Western Chess Association held its annual meet in Minneapolis. An unusually strong field resulted from the presence of several Eastern players on their way to Pasadena. Reuben Fine of New York was first with $9\frac{1}{2}$, followed by S. Reshevsky 9, F. Reinfeld $8\frac{1}{2}$, and H. Steiner $7\frac{1}{2}$.

Match play between masters is an interesting diversion from the run of tournaments. Some sterling chess was played in a number of matches in 1932. Dr. M. Euwe and S. Flohr had a "home and home" arrangement. In Amsterdam they tied with two wins apiece and four draws. Later in the year they went at it again in Prague. The result was similar, one win apiece and six draws.

Bogoljubow and Spielmann met in a single-handed encounter on the top of the Semmering, the highest mountain in Austria. This was the scene of Spielmann's great tournament victory in 1927. The lofty air must be to his liking, as he again emerged the victor. Bogoljubow won the first two games, but didn't keep his lead long, and was just beaten out—4 to 3, and 3 draws.

In other matches Flohr beat Sultan Khan by 2 to 1 and 2 draws, and Euwe beat Spielmann, 2 to 0, and 2 draws.

1932 was a year of record breaking simultaneous displays. Koltanowski played 160 boards simultaneously at Antwerp, with the fine result of 135 wins, 18 draws and only six losses. Koltanowski also holds the world's blindfold record, having played thirty without sight of the board. Of these he won 20 and drew 10 without a single loss, which ranks as one of the most remarkable feats of our times. In Paris Dr. Alekhine faced 60 teams of 5 each, scoring 37 wins, 17 draws and 6 losses.

Going him one better Capablanca in Havana played against 66 teams of five each, winning 46, drawing 16, and losing 4.

On election day in New York, against very strong teams, Alekhine won 30, drew 14, and lost six against fifty teams of four. This beat by a small margin Capablanca's score against a similar group in the same place in 1931.

GAME STUDIES

EDITOR'S NOTE: *Each month we shall have one or two games more fully annotated, with the view to giving the underlying motives of the masters. We shall show how favorable middle-games depend on the opening tactics, and how the end-game structure must be kept in mind through all the complications. For the first issue I have selected two of my own games, merely because I am more familiar with the issues at stake.*

PASADENA, AUGUST 1932

(Notes by I. Kashdan)

I. Kashdan	H. Steiner
White	Black
1 P—Q4	Kt—KB3
2 Kt—KB3	P—Q4
3 P—K3	P—K3
4 B—Q3	QKt—Q2
5 QKt—Q2	B—K2
6 Q—K2	P—B4
7 P—B3	

White is playing the "Colle System," so called because it was the favorite of the late Edgar Colle, well known Belgian master. It is a slow development, but woe to Black if he attempts too early aggression against it. The plan for White is to play P-K4, rather than P-B4, with a view towards a strong K side attack.

8 O—O	O—O
9 P—K4	P—QKt3
	PxKP

This P must be taken, or else P-K5 follows.

10 KtxP	B—Kt2
11 R—Q	

An interesting gain of time. If at once B-KKt5, Black can play KtxKt, exchanging the minor pieces with an even game. Now he must move his Q off the file.

	Q—B2
12 B—KKt5	KR—K

Necessary to protect the B, for if here KtxKt, 13 BxB KR-K, 14 B-R4. The two bishops constitute a distinct advantage in this position.

13 PxP

What has been accomplished so far? Black has played the opening carefully and is now ready to liquidate in the center, which will ensure his equality. White has maintained a slight edge in

development, with a rook already on an open file, and his pieces somewhat better placed.

	BxB
14 BxB	KtxB
15 QxKt	KtxP
16 Q—QB4	BxB
17 KtxB	Q—K2
18 Kt—B3	

The smoke has cleared, and the battle is to be resumed with diminished forces. What White has played for is an advantage of pawns on the Q side. These he will advance, eventually obtaining a passed pawn, or else isolating one of the remaining Black pawns, and attempting to win it. Black can similarly advance his K side pawns, but there are two difficulties. In the middle game, he would endanger his K. In the end game, the distance of the K from the other side might well prove the deciding factor in White's favor. A pawn majority on the Q side is therefore worth obtaining when the opportunity offers.

KR—Q

Still wishing to simplify, which White is not yet ready to do.

19 Kt—Q4	Q—R5
----------	------

The best move, threatening P-K4, and driving the W Q back. Had he played QR-B, White would force an entrance with 20 P-QKt4. If then Kt-R5, attacking the Q, 21 Kt-B6! RxRch (or 21 Q-B2, 22 RxRch RxR, 23 P-Kt5, winning at least the exchange) 22 RxR Q-B2, 23 Kt-K7ch K-B, 24 KtxR! QxQ, 25 R-Q8 mate. After P-QKt4, should the Kt retreat Kt-B6 would still be very effective.

20 Q—K2	QR—B
21 P—QR4	

Not P-QKt4, because of Kt-R5.

Q—B3

To play P-K4, but he is allowed no time.

22 P—QKt4	Kt—Q2
23 Kt—Kt5	Kt—B

If P-QR3, 24 Kt-Q6 RxP, 25 Kt-K4 wins.

24 Q—K3

Protecting the QBP, and threatening RxR followed by KtxP. The object is to force a weakening advance of Black's pawns. The advantage of the extra Q side pawn is already telling.

	P—QR3
25 Kt—Q6	R—Kt

If RxP, Kt-K4 RxQ. KtxQch, with the exchange plus. R-B3 however, was better than the text.

26 R—Q2

Not P-QB4, for RxKt, RxR QxRch would be unpleasant. The advance cannot be delayed.

27 QR—Q Q—K2
 28 P—QB4 Q—B2
 29 Q—QB3 R—Q2
 30 Kt—K4 P—R3

In order to play P-B5, and if PxP, retake with the Kt. Also the exchange of one R will be welcome, to clear the way for the passed pawn.

31 RxR RxR
 32 Kt—Q6 R—B
 33 P—B5 R—Q

This had to be carefully analyzed. Such an advance, if it does not bear immediate fruit, may result in the pawn becoming a weakness. If PxP, 34 QxP QxQ, 35 PxQ, R-Q2, (otherwise at once P-B6 and B7) 36 P-B6 R-B2, 37 R-B2 Kt-Kt3, 38 Kt-K8 R-B, 39 P-B7 Kt-K2, 40 Kt-Q6 wins. The student can note how important is the absence of the black K from the scene of action.

Q—B3

Attacking the QRP, but White has an effective counter.

34 Q—B3

Black dare not exchange Q's which would allow the same play noted above, so

35 QxPch QxRP
 K—R2

But here it would appear, what with Black threatening mate, also the KtP, that White has overplayed his hand, and is in some distress. But there is a hidden resource which makes everything right again.

36 P—R3

Stopping the mate. If now QxP, 37 Kt-K4!! threatening mate in two by Kt-B6ch, and also RxR.
 PxP

37 PxP

And not at this point 37 Kt-K4, because of Q-R8ch, 38 K-R2 RxR, (the check at B6 is now defended!) 39 KtxR Kt-Kt3, with the advantage.

R—Kt

If Q-R8ch, 38 K-R2 Q-K4ch, 39 P-B4 QxQBP, 40 Kt-K4 would again prevail.

38 K—R2 Kt—Kt3
 39 R—K2

Not QxKP on account of Q-B5ch winning the R. Now the pawn can hardly be saved.

40 QxKP R—KB
 41 P—Kt3 Q—B5ch
 42 Q—K3 Q—Q5
 43 PxQ QxQ
 Kt—K4

After all the strife, White has emerged with a pawn plus, but the win is still far from easy. Black plays to keep the pawns back, and gain time to move his K to the center. White will attempt to advance the BP with all seemly haste.

44 K—Kt2 P—QR4
 45 R—QB2 Kt—B3
 46 Kt—Kt5

In order with Kt-Q4 to drive back the Kt, or exchange it leaving the black R tied to a defensive position in front of the P.

R—Q

To prevent Kt-Q4, but it can be played nevertheless.

47 Kt—Q4 KtxKt
 48 PxKt RxP
 49 P—B6 R—Q
 50 K—B3

P-B7 would only draw, strange to say. The game would go R-QB, 51 K-B3 P-R5, 52 K-K4 P-R6, 53 K-Q5 P-R7, forcing the exchange of pawns. The K is one move short of being able to protect the advanced pawn. He therefore sallies forth at once.

P—R5

Equally unavailing would be K-Kt3, K-K4 K-B3, P-B7 R-QB, K-Q5 K-K2, K-B6 and Kt 7 winning the R.

51 K—K4 P—R6
 52 K—K5

Now he is in a position to advance P-B7 and K-Q6, which ensures the victory.

R—Q6

A last desperate attempt which succeeds in delaying matters.

53 P—B7 R—R7
 54 RxP R—QB6
 55 K—Q6 R—Q6ch
 56 K—B6 R—B6ch
 57 K—Kt7 R—Kt6ch
 58 K—R8 R—QB6
 59 R—R7 Resigns

K-Kt8 follows, and if R-Kt6ch R-Kt7.

* * *

HASTINGS, JANUARY 1932

(Notes by I. Kashdan)

I. Kashdan

Dr. M. Euwe

White

Black

1 P—K4 Kt—KB3

Alekhine's Defense. It had quite a vogue in the 20's, but is infrequently played to-day. The idea is, instead of meeting White half-way in the center, to induce the P's forward. If white is too

aggressively inclined, he can easily expose himself to a sharp counter attack. But there are several ways for him to retain command of the important center squares, which is about as much advantage as one can expect in the opening.

2 P-K5 Kt-Q4
3 P-QB4 Kt-Kt3
4 P-Q4 P-Q3

About the only move. In the game H. Borochow vs R. Fine in Pasadena last summer, Fine carelessly inverted moves, playing 4-Kt-QB3. This lost a piece by 5 P-Q5 KtxKP, 6 P-B5 Kt(Kt3)-B5, 7 Q-Q4.

5 PxP

The typical variation in this opening is 5 P-B4 PxP, 6 BPxP. White tries to constrict the Black game with the help of his advanced pawns. Black's aim is to attack these pawns, usually castling Q's side to use his open file. It leads to interesting combats, with the theoretical result still in doubt. The text move, although leading to a quieter game, gives White a clearer positional edge, in view of his greater freedom and control of the center.

KPxP

6 Kt-KB3

6 Kt-QB3 was a shade better. There is a good principle which can be exemplified here. When there is a choice of developing moves in an opening, the proper order to be followed depends on two considerations. First, - move the piece which has only one good square. That is the reason for the well known maxim "Move your knights before your bishops." The Kts are generally best placed at their respective B3, whereas the post for the B will depend on the position. Second, - make the move which gives your opponent least choice. In the game as played, Black can immediately pin the Kt. This could have been delayed by Kt-QB3, and even B-K3.

7 P-KR3 B-Kt5
8 B-K2 B-R4
9 P-Q5 Kt-B3

This deliberately loses time to force BxKt. Experience has shown that the possession of two B's is an advantage. It is part of master practice to play for this and it has even been termed "winning the minor exchange." But losing moves in the opening is always dangerous, and this game will show the type of difficulties that have to be met.

BxKt

He cannot play Kt-K4 at once, for 10 KtxKt BxB, 11 QxB would win a pawn.

10 BxB Kt-K4

11 B-K2

Not 11 P-QKt3 because of Q-B3. The threat is KtxBch and QxR. And if 12 Kt-B3 Kt(K4)xP, wins. The retreat of the B protects the P, for if KtxBP, 12 BxKt KtxB, 13 Q-R4ch wins a piece.

Q-R5

The QBP is now attacked three times, and only once defended. If P-QKt3, Black still plays Q-B3, with the same attack on the Q's R as in the last note.

12 O-O

It had to be foreseen that this would be playable before White could venture on P-Q5. The P bears a charmed life. If Kt(Kt3)xBP, 13 P-B4 wins. And if Kt(K4)xP, 13 P-KKt3 Q-K5, (or QxRP, 14 BxKt KtxB, Q-R4ch again), 14 R-K. Black must lose at least a piece.

P-Kt4

An attempt at a K side attack which can hardly be justified. His pieces are not coordinated, and White has ample defensive power. It is still a dangerous game to face, and came very near succeeding. One consideration which prompted the move was that otherwise White plays P-B4, driving back the only well placed piece.

13 Q-B2 R-KKt
14 Kt-Q2 P-Kt5
15 PxP KtxKtP
16 Q-K4ch?

A mistake, as will soon be shown. The idea was, if the B interposed, to maintain the pin, and thus delay Black's castling. But it does not work out that way. The correct continuation was at once 16 Kt-B3 Q-R4, 17 B-B4. If then O-O-O, 18 Kt-R2 P-KB4, 19 B-Q3. This wins a pawn, and the attack would not be sufficient.

B-K2

17 Kt-B3 Q-R4
18 B-B4 P-KB4!
19 Q-B2

White had trusted that he could here play Q-K6, attacking the R, quite overlooking that R-Kt3 would follow, winning the Q. This forces an abject retreat.

O-O-O

Now we have the same position as in the previous note except that Black has been allowed, without penalty, to place his B on K2, and his P on KB4. The difference should probably have decided the issue in his favor.

20 KR-K

Threatening B-Q3, uncovering on the Black B. Kt-Q2!

Very fine. The last piece is to enter the fray. Now if 21 B-Q3 Kt(Kt5)-K4! With the Kt at

Q2, BxP is no longer a check, and cannot be played. The game might go 22 KtxKt PxKt, 23 BxKP KtxB, 24 RxKt B-Q3, 25 BxPch K-Kt, 26 KR-K Q-R7ch, 27 K-B QxPch, 28 K-K2 QR-Kch, 29 B-K6 R-Kt6!, with an overwhelming position.
 21 Kt—R2 Q—B2
 22 B—Q3 KtxKt?

So far Black has played beautifully, but here he goes astray, and this proves the turning-point of the game. He had to play QR-B, not so much to protect the P, as to prevent the entry of the White B at B5. White is well satisfied with the exchange of Kts, which relieves the pressure considerably.

23 BxKt P—B5

Now he cannot play QR-B, because of 24 BxBP QxB, 25 QxQ RxQ, 26 RxB. On the last move, the B on B4 would have been "en prise."

24 B—B5

Gaining time through the threat of B-K6. The B will retire to R3, defending the position completely. Then White can at leisure pick at the weaknesses of the Black camp. The game presents quite a different picture from what it was two moves ago. It is surprising how many games

are tossed away through the desire for a headlong advance, without taking some simple precaution, such as R-B would have been.

 R—Kt4
 25 B—R3 P—B6
 26 Q—K4

White's game is now won. Black can best protect the B by R-Kt2. Then 27 B-B4 PxP, 28 B-R6 R-Kt3, 29 QxB QxQ, 30 RxQ RxB, 31 KxP. Although equal in material, Black is helpless against the threat to win the pinned Kt. White will play QR-K, and double the R's on the seventh rank.

 Q—Kt2

This is a miscalculation, which loses more quickly.

27 QxB RxPch
 28 K—R

Of course the R cannot be taken, but now there is no continuation.

 R—Kt ?
 29 Q—K8ch RxQ
 30 RxR mate.

Advice to Beginners

By Hector Rosenfeld

1. Always impress your adversary with the belief that you have beaten recognized players. It will fill him with a wholesome awe, which is a great advantage.

2. Lead off with P-K4 with the careless swing of assurance. It will set your opponent thinking, and it is a move that has won a great many games.

3. Always attack your adversary's Queen when you can. You may waste a move, but it will worry him, which is always advisable.

4. On the other hand, when your Queen is attacked, regard the move with contempt, and reply instantly with an unexpected and entirely irrelevant move. This will give color to the suspicion that you are planning a Morprian combination beyond the discernment of your antag-

onist, who will accordingly refuse to take the Queen.

5. When through an oversight you have lost a piece, any hesitation in making your next move will be fatal. Therefore, answer quickly, keeping up the impression in your adversary's mind, suggested in Advice 4.

6. Never resign until you are mated, and even then, you may induce your antagonist to let you take back the last three or four moves, and still win.

7. When your opponent's game is hopeless, let him try ALL the moves at his command; this can do you no harm, and will give you a reputation for liberality.

8. Finally, — check whenever you can. It may be mate.

CHESS PLAYERS ALL

By **Barnie F. Winkleman**

During the past few years, a marked increase in interest in chess has been noted throughout the world. The causes of this are numerous, but rest principally upon the inherent fascination of the game itself. "Once a chess player, always a chess player" has long been a by-word in the chess world. In boom periods, many have left the keen intellectual delight of the game for more boisterous pleasures, only to return to it again in the calmer aftermath of depression and normalcy. The same trend has been noted in the individual lives of those who early learn the game. A period of keen interest in chess before the responsibilities of life grow onerous is often followed by a return to the game later when these responsibilities have been performed.

In America we have lagged behind other countries in our devotion to chess. On the continent of Europe, it is a serious matter, taught in many of the schools, with a vast current literature of its own. In England, too, clubs are numerous, matches are played with fifty and one hundred on a side; it is the recognized diversion and study of the professional and business classes, and all in all, constitutes one of the important arts in the United Kingdom. On this side of the Atlantic, we are just beginning to take our chess seriously, and are developing several players who command the respect of the Continental masters. This a late development, for previous to the debut of Capablanca in the international chess arena in 1911, the experts of Europe considered the United States

quite provincial and backward chessically. It is indeed difficult for these old centers of the chess art to feel that we in the provinces are capable of playing the game in its classic style. Of course, Paul Morphy, who in 1858 made a triumphal tour of the Old World, still remains the patron saint of all chess players. His games remain an inspiring monument to the depth and resourcefulness of the human mind. Pillsbury's achievements in the late nineties command the unstinted respect of the European experts. Marshall, too, in a long and brilliant career, has done much to place America chessically at the forefront of international events. And now, young Irving Kashdan, of New York, in manner and style reminiscent of Morphy, continues placidly to register victory after victory against the European grand masters, and, if—as may be in the stars—he is destined to bring the world's crown to his native land, a new era for chess in America will surely arise.

A wealth of literature is at the disposal of the chess enthusiast. The only requirement is a grasp of the game sufficient to appreciate its many beauties. A game of chess has a permanence no other art can boast. It can be reproduced a century later in any part of the globe without losing a bit of its original freshness. In addition to the genius of the past masters—Anderssen, Morphy, Zukertort, and a host of others—the chess devotee can follow the progress of the game in the work of the masters from Tournament to Tournament. And the efforts of the modern gladiators—Capablanca, Alekhine, Euwe, Kashdan, Flohr, and their followers—offer artistic thrills comparable to the compositions of the great composers and artists in music or bronze. "A genuine Capablanca" was the comment of an English journal relative to his game against Nimzowitch at New York in 1927; and all of these masterpieces of the chess board combine the beauty of a great picture or

painting with the finesse of a great fighter, both of which the chessist may enjoy. Chess fans do not loom large in the minds of the general public, but they cover the entire world from Buenos Aires to Bangkok, and all in all, make up a respectable total. Thus the games of a great Tournament or world championship match are sent by cable to every part of the globe to be played over within a few hours after the masters have left the table.

The true chess player finds the game a mental tonic, and arises from a session at the board mentally rejuvenated and ready for another week of routine work. This is true of players of every walk in life. The number of professional men who turn from their daily problems to the chess board for relief and stimulus is legion. It was my personal good fortune to play with Dr. Elmer E. Southard, noted neurologist of Boston, who represented his college in the intercollegiate matches, and scored the astounding total of twenty-four victories out of twenty-four games in the four annual contests of his collegiate career. He was one of the greatest chess geniuses we have produced, yet withal attained the highest rank in his profession and lived a complete and rounded life. The charm of his personality lingers with all who knew him. At Philadelphia, Dr. J. William White, noted surgeon, found in chess problems splendid relaxation, and also played an able game throughout his life, treasuring a drawn game with the world champion among his accomplishments. At Washington, Dr. Harvey Wiley, food authority, was a keen chess enthusiast and played a good game, contested with master players in their simultaneous exhibitions, and appreciated the best in the art. These three stand out, but the number of physicians who play and enjoy the game would make a formidable list. Among the dentists, Dr. Putzman of Boston stands out as a real expert, and throughout the country many practitioners of the arduous work of dentistry find a stimulating hour

at the board.

Among the lawyers, chess holds a real place. The mention of names is difficult, so numerous are the noted legal lights who play the game. John G. White, of Cleveland, not only played a real game, but collected a valuable chess library which he left to his city. D. Stuart Robinson of Philadelphia, Judge Showalter of Detroit, Judge Labat of New Orleans, Justice Mahlon Pitney, come to mind among those who have gone. George Emlen Roosevelt, ex-Governor Charles S. Whitman, the late Herbert Limburg, Harold M. Phillips, W. M. P. Mitchell, John L. Clark, all of New York, Walter Penn Shipley of Philadelphia, and John F. Barry and Harold Perrin of Boston, are merely mentioned because personally known to the writer from the vast number of attorneys in every city who play and enjoy the game.

The ministry has always played the game, from the days of the monks in the monasteries; and able exponents of the chess art they have proved themselves. The late Dr. B. M. Neil, of Philadelphia, was in his day one of the strongest players in the United States, and held the title of New England champion; a keen enthusiast all his life, though at a later date, he played in matches under an assumed name, possibly feeling that the competitive spirit of match play was at variance with his years and his work. In England no such conflict could even be conjured up, and the ministry not only plays a good game of chess, but writes books on the subject, and the works of Ranken and Cunningham are equal to the best. In fact, outside of Holland, where chess is taught in the schools, and some parts of Germany where the children carry their chess boards to the school house each day, England teems with chess players. The best business and professional elements play the game, and captains of finance and industry participate in the matches.

Continued on page 32

GAME DEPARTMENT

CARO-KANN DEFENSE

LONDON, FEBRUARY 1932

(Notes by Dr. Alekhine from the London Tournament Book)

Dr. Alekhine W. Winter
White Black

1 P—K4 P—QB3
2 P—Q4 P—Q4
3 PxP PxP
4 P—QB4

One of the best lines of play against the Caro-Kann.

5 Kt—QB3 Kt—KB3
6 Kt—B3 Kt—B3
7 PxP B—Kt5
8 B—QKt5 KKtxP
 Q—R4

This move, which I introduced in my game against Nimzowitch at Bled, 1931, is decidedly too risky. After 8 R—QB, preventing 9 Q—R4, White's advantage would be very slight.

9 Q—Kt3! BxKt
10 PxB KtxKt
11 PxKt

In the Bled game, Nimzowitch played here 11 BxKt ch, PxP; 12 Q—Kt7? and after Kt—Q4 ch; 13 B—Q2, Q—Kt3; 14 QxR ch, K—Q2, 15 O—O! Kt—B2; 16 B—R5, etc., lost a piece and the game, with the simple text move White keeps the initiative.

 P—K3
12 P—Q5!

It is necessary to sacrifice the Pawn at once, as after 13 O—O—O, R—Q, Black would obtain a satisfactory position.

 PxP
13 O—O O—O—O

The only move. After 13 B—K2; 14 R—K the pin on the King's file would be deadly.

14 BxKt PxP
15 QR—Kt Q—B2

Or 15 K—Q2; 16 P—QB4, etc., with a tremendous attack.

16 Q—R4 R—Q2
17 B—Q2! B—B4
18 P—QB4 K—Q

Again the only move. If 18 B—Kt3; 19

P—B5, BxP; 20 Q—R6 ch, K—Q; 21 B—R5, B—Kt3; 22 RxB and wins.

19 B—R5 B—Kt3
20 BxB PxP
21 Q—R8 ch

Most of the Continental annotators have failed to appreciate this Queen manoeuvre. The idea is the following. If White plays at once 21 PxP, Black can answer 21 RxB; 22 KR—Q, K—K2!; 23 RxR, PxR; 24 R—K ch, K—B3; 25 Q—R4 ch, K—Kt3, and White would have no more than perpetual check. Therefore he has to prevent the Black King escaping via K2.

 Q—B
22 Q—R3 Q—Kt
23 PxP PxP

After 23 RxB; 24 KR—Q1, R—K1; 25 RxR ch, PxR; 26 R—Q, Q or R—K4; 24 P—KB4, Black would have no adequate defense.

24 R—Kt4

The winning move as Black has no time to play 24 R—K on account of 25 R—QR4, etc.

 Q—Q3
25 R—K! R—B2

Or 25 R—K2; 26 R—Q, with a winning attack.

26 Q—Kt3 R—K
27 R—Q R—K4

Obviously Black cannot protect both his Pawns.

28 RxKtP R—B3
29 RxR R—Kt4 ch

Forced (29 QxR?; 30 Q—Kt8 ch, etc.).
30 K—R QxR
31 R—K!

Initiating the final attack.

 Q—B3
32 Q—Kt8 ch K—Q2
33 P—B4 R—Kt3

I expected here 33 R—R4; 34 Q—K8 ch, K—Q3; 35 R—QB1!, RxP ch; 36 K—Kt1, forcing the win.

34 Q—K8 ch K—B2
35 R—QB ch K—Kt3
36 R—QKt ch K—B4
37 Q—Kt5 ch Resigns.

If not the most brilliant, this is, to my mind, the best game I succeeded in playing in London.

QUEEN'S GAMBIT DECLINED

LONDON, FEBRUARY 1932

(Notes by Dr. Alekhine from the London
Tournament Book)

S. Flohr	G. A. Thomas
White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	P—Q4
4 B—Kt5	QKt—Q2
5 P—K3	P—B3
6 PxP	KPxP
7 B—Q3	B—K2
8 Q—B2	O—O
9 KKt—K2	R—K1
10 Kt—Kt3	Kt—B1
11 O—O—O	P—QKt4
12 Kt—B5	BxKt

Up to now Black has followed the modern theoretical method and obtained a position with good fighting chances. But this exchange was not necessary. The logical line was 12 ... P—QR4, followed by P—R5 and eventually P—QKt5, etc.

13 BxB P—Kt5?

Allowing the White Kt to get control of the important spot QB5. 13 ... P—QR4 (-R5) was still preferable.

14 Kt—R4	Kt—K5
15 BxB	QxB
16 K—Kt1	Q—B3
17 BxKt	RxB
18 R—QB1	

The situation is now cleared. Black has no compensation for the weakness of his Queen's side Pawns. Flohr's method of exploiting his advantage is very instructive. He finally succeeds in obtaining pressure on the King's wing after having forced Black's move 28 ... P—KB3, and the combined attack on both wings puts Black in inextricable difficulties. The final moves are pretty.

	R—B1
19 Kt—B5	R—K2
20 K—R1	P—QR4
21 Kt—Q3	Q—Q3
22 Q—R4	R—R2
23 Kt—B5	P—KR3
24 R—B2	Kt—K3
25 P—KKt3	Kt—Q1
26 KR—QB1	Q—Kt3
27 R—Q2	R(B1)—R1
28 Kt—Q3	P—B3

29 Kt—B5	Q—B4
30 Q—Kt3	K—R1
31 P—QR4	R—K2
32 Q—Q1	Kt—B2
33 Kt—Q3	R—R3
34 P—Kt4	Q—B1
35 Kt—B4	R—Q2
36 P—R4	Q—K1
37 R(Q2)—B2	R—Q3
38 Q—Q3	R—R1

Or 38 ... R—Kt3; 39 R—QB5, etc.

39 RxP!	RxR
40 RxR	Kt—Q1

The Rook cannot be taken on account of 41 Kt—Kt6 ch, followed by 42 Kt—K7 ch.

41 R—B7	QxRP ch
42 K—Kt1	Q—K1

Or 42 ... P—Kt6; 43 Q—Kt6 and the White King escapes to KB3.

43 R—K7! Resigns.

With the possible end: 43 ... Q—Kt1; 44 Kt—Kt6 ch, K—R2; 45 Kt—B8 ch, K—R1; 46 R—K8, followed by 47 Q—R7 ch, QxQ; 48 Kt—Kt6 mate.

* * *

QUEEN'S PAWN OPENING

BERNE TOURNAMENT, JULY 1932

(Notes by F. Reinfeld)

S. Flohr	Dr. O. Naegeli
White	Black

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5
4 Q—B2	P—Q4
5 PxP	PxP
6 B—Kt5	B—Kt5

In the first Berne tournament Naegeli played as follows against Alekhine: 6 ... P—B3; 7 P—K3, B—Kt5; 8 Kt—K2, QKt—Q2; 9 Kt—Kt3, P—KR3; 10 B—KB4 with chances for both sides.

7 Q—Kt3!

This forces Black to exchange subsequently because of his unprotected QKt Pawn.

Kt—B3

8 P—K3

Naturally 8 P—QR3 would be premature because of ... KtxP; 9 Q—R4ch; B—Q2.

	O—O
9 P—QR3	BxKt ch
10 QxB	

Now White has obtained two Bishops and a powerful pressure on the QB file. Hence Naegeli

decides to seek complications.

Q—Q3

11 P—B3

The simplest way to parry the threat of ..., Kt-K5.

B—B4

A subtle move. If he retreats ..., B-Q2 directly, White gets a beautiful game by B-Q3, Kt-K2 etc. After the text-move, however, White can only develop his pieces in this way by playing P-KKt4, giving Black some chances of counter-attack.

12 Kt—K2

KR—K

13 P—KKt4

B—Q2

14 B—B4

Q—K2

15 Kt—Kt3

The threat of 16 P-Kt5 is very awkward for Black to meet.

BxP?

Probably best under the circumstances.

16 PxB

KtxKtP

Threatening 17 ..., P-KKt4 as well as 17 ..., KtxKP; 18 BxKt, QxB ch; 19 QxQ, RxQ ch; 20 K-Q2, R-Kt6 with a good game. How can White meet both threats?

17 O—O—O!

Played with Flohr's usual ingenuity.

Kt—B7

17 ..., KtxKP is clearly out of the question because of 18 R-K, while 17 ..., P-KKt4 can be answered by 18 R-KKt, PxB; 19 Kt-B5, Q-Kt4?; 20 RxKt ch.

18 KR—Kt!

KtxR

19 KxKt

Now White is left with two minor pieces against Rook and two Pawns. He has the two Bishops and some attacking chances, but his Pawns are weak and his King somewhat exposed. A draw is the legitimate outcome.

Q—R5?

But this is too impetuous. In order to take the sting out of 20 Kt-B5 he should have now played 19 ..., P-KKt3, for example: 19 ..., P-KKt3; 20 Kt-B5, Q-K3 with a difficult game for both sides.

20 B—Q3

Threatening Kt-B5, which could not be played on the previous move because of ..., Q-R4 ch.

Kt—K2

His last chance was 20 ..., P-KKt3; 21 Kt-B5, Q-Q (but not 21 ..., Q-B3; 22 Q-K, K-R; 23 B-Kt5, Q-K3; 24 Q-R4).

21 K—B

Kt—Kt3

Possibly with the intention of retreating the Queen, which he soon perceives to be impracticable.

22 Kt—B5

Now that Black has relinquished command of this square a catastrophe soon follows.

Q—B7

Black has no satisfactory continuation. If 22 ..., Q-Q; 23 P-KR4, P-KR4; 24 Q-Q2 followed by Q-Q.

But the Queen is lost now.

23 R—B

Q—Kt7

24 B—Kt3

R—K3

25 Q—K

QR—K

26 Q—Q!

Q—R6

27 R—B2!

Flohr has systematically taken away the Queen's available squares and now threatens 28 B-B.

P—KR4

In order to reply 28 ..., Q-Kt5 to 28 B-B. But he gets a surprise from another diagonal.

28 Kt—R6 ch!

PxKt

29 B—B5

Very neat.

RxP

30 BxQ

R—K8

31 BxP

RxQ ch

32 KxR

R—K5

33 R—Q2

Kt—R5

34 R—Q3

P—B3

35 B—B8

R—K2

36 B—Q6

Resigns.

* * *

CARO-KANN DEFENSE

BERNE TOURNAMENT, JULY 1932

(Notes by F. Reinfeld)

Dr. A. Alekhine

Sultan Khan

White

Black

1 P—K4

P—QB3

2 P—Q4

P—Q4

3 PxP

PxP

4 P—QB4

Kt—KB3

5 Kt—QB3

Kt—B3

6 Kt—B3

B—Kt5

Probably best. 6 ..., P-K3, ..., P-KKt3, or ..., B-B4 are all advantageously met by 7 P-B5.

7 PxP

KKtxP

8 B—QKt5

P—QR3

The best reply seems to be 8 ..., R-B.

9 BxKt ch

PxB

10 Q—R4

KtxKt?

This Pawn sacrifice is subsequently shown to be inadequate. It is not clear why Black does not play 10 ..., B-Q2; 11 Kt-K5, P-K3 and White cannot capture the BP.

11 QxP ch B—Q2
 12 QxKt R—B
 13 Q—K3 B—Kt4
 14 P—QR4 B—B5
 15 P—QKt3 B—Q4
 16 O—O Q—Kt3

Not 16, BxKt; 17 QxB, QxP; 18 B-K3 followed by KR-Q, QR-B, or Q-Kt7 according to circumstances.

17 B—Q2! P—K3

17, BxP is out of the question because of 18 KR-Kt; but if 17, QxKtP; 18 QxQ, BxQ; 19 KR-Kt, B-B5; 20 R-Kt6 with advantage.

18 KR—B R—QKt

He must avoid the exchange, for after 18, RxR; 19 RxR, QxKtP; 20 Q-B4 White has too many threats.

19 Kt—K5!

Beginning a series of moves with the Knight which offer a further proof of Alekhine's virtuosity in the handling of this piece.

P—B3

20 Kt—B6!

An unexpected reply. Naturally the Kt cannot be taken.

 R—R
 21 Kt—R5 K—B2
 22 Kt—B4 Q—Kt2
 23 Q—Kt3 B—K2
 24 P—R5 QR—Q

...., BxKt would enable him to put up a more prolonged resistance.

25 Kt—Kt6

This entry of the Kt is decisive, the immediate threat being 26 R-B7, Q-Kt; 27 RxB ch, KxR; 28 QxP ch, K-Q3; 29 B-B4 ch.

 B—B3
 26 R—B4 KR—K
 27 QR—QB B—Kt4

Not 27, R-Q3, 28 B-B4.

28 R—B7 Q—K5
 29 P—Q5!! K—Kt

Somewhat better was 29, P-K4, but, PxP would be fatal:

I. 30 R-K, Q-Q5 (Black must prevent B-Kt4); 31 B-B3!, Q-Q6; 32 QxQ, BxQ; 33 B-Kt4 and wins.

II. 30 R-K, B-K7; 31 Q-B4!, QxQ; 32 BxQ, B-Kt4; 33 B-Q2! threatening; 34 B-Kt4 (if 34, K-B, 35 RxB, RxR; 36 B-Kt4, R-K; 37 KtxP).

III. 30 R-K, B-K7; 31 Q-B4!, Q-Q6; 32 R-B3!, Q-Kt4; 33 R-K3, B-R4; 34 Q-B7 and wins.

The concentrated power and harmonious cooperation of the White pieces in these variations are

noteworthy.

30 R—K Q—B4

Or 30, B-K7; 31 P-Q6, B-B (31, RxP; 32 RxB); 32 P-Q7, R-K2; 33 R-B8, RxP; 34 KtxR, RxKt; 35 Q-K3 and wins.

31 B—Kt4 R—Q2

32 RxR BxR

33 BxB PxP

34 Q—Q6 Resigns.

* * *

QUEEN'S PAWN (COLLE SYSTEM)

BERNE TOURNAMENT, JULY 1932

(Notes by F. Reinfeld)

Dr A. Alekhine S. Flohr

White

Black

1 P—Q4	P—Q4
2 Kt—KB3	Kt—KB3
3 P—K3	P—K3
4 B—Q3	P—B4
5 P—B3	Kt—B3
6 QKt—Q2	Q—B2
7 O—O	B—K2
8 Q—K2	O—O
9 P—K4!	

An innovation of Alekhine's which is superior to the hitherto usual line: 9 PxBP, BxP; 10 P-K4, B-Q3; 11 R-K, Kt-KKt5; 12 P-KR3, KKt-K4 etc.

QPxP

If 9, BPxP Tartakower gives 10 P-K5, Kt-Q2; 11 PxP with a strong center for White; but Black can play 10, Kt-KR4; 11 PxP (11 BxP ch is clearly unsound) Kt-B5, with good chances.

10 KtxP	PxP
11 KtxP	QKtxKt
12 PxKt	KtxKt
13 BxKt	P—KB4?

Creating a permanent weakness at K3. Flohr was possibly afraid of 13, B-Q2; 14 B-K3 (after 14 Q-B3, QR-Kt; 15 B-B4, B-Q3; 16 QR-B, Q-Kt3; 17 BxB, QxB; 18 BxP, Q-Kt3 Black has nothing to fear) QR-B; 15 QR-B, Q-Kt; 16 Q-B3. But Black simply replies 16, P-QKt3 and exchanges Rooks on the Queen-Bishop file.

14 B—B3	B—B3
15 R—Q	R—Q
16 B—K3	P—B5?
17 QR—B!	Q—Q3
18 B—Q2	BxP?

Not 18, QxP; 19 B-R5. Black's 13th to 18th moves inclusive have been part of a consistently carried out plan which leads directly to a lost game. Relatively best, according to Tartakower,

was 18 R-Kt; 19 B-R5, P-QKt3; 20 R-B6, Q-K2; 21 B-B3, B-Q2; 22 R-B7, P-QR4 followed by Q-Q3.

19 B-R5!

White exploits his superiority with a few powerful, decisive moves.

R-Q2

19 R-K; 20 Q-B4.

20 RxB! QxR

21 QxP ch R-B2

Or 21 K-B; 22 R-K, R-Q (22 P-KKt3; 23 B-B3 wins the Queen); 23 Q-K7 ch, K-Kt; 24 B-B3, Q-Q2; 25 B-Q5 ch!, K-R; 26 BxP mate.

22 RxB ch RxR

23 QxR(B8) ch R-B

24 QxP R-K

25 P-KR3 Q-B4

26 B-B3 Q-K2

27 B-Q5 ch K-R

28 QxQ Resigns.

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QUEEN'S GAMBIT DECLINED

BAD SLIAC TOURNAMENT, JUNE 1932

(Notes by F. Reinfeld)

E. D. Bogoljubow Dr. M. Vidmar
White Black

1 P-Q4 P-Q4
2 P-QB4 P-QB3
3 Kt-KB3 Kt-B3
4 Kt-B3 P-K3
5 P-K3 QKt-Q2
6 B-Q3 PxP
7 BxBP P-QKt4
8 B-Q3 P-QR3
9 O-O P-QB4
10 P-QR4 P-Kt5
11 Kt-K4

Probably stronger is Kt-Kt-Q2-B4.
B-Kt2

12 KtxKt ch

Or 12 KtxP, KtxKt; 13 PxKt, BxP; 14 Q-K2 (threatening B-Kt5 ch, O-O; 15 P-K4 with a very good game (Flohr-Kashdan, London 1932). But Alekhine's suggestion 13 BxKt!; 14 PxP, KtxP should equalize.

13 Q-K2 KtxKt
14 KtxP PxP

An excellent alternative is 14 PxP, B-K2; 15 B-K3, O-O; 16 Kt-K5.

B-K2

15 Kt-Kt3

In order to play P-K4.

O-O

16 P-K4 Kt-Q2

17 P-B4?

A useless and weakening move. Much better was the simple 17 B-K3, preventing Kt-B4, and if 17 Kt-K4; 18 B-B2, QR-B; 19 P-B4, Kt-B5; 20 B-Q4 with a good game.

Kt-B4

18 KtxKt BxKt ch

19 B-K3 B-Q5!

20 Q-KB2

Preferable to this loss of a Pawn was 20 BxB, QxB ch; 21 K-R, KR-Q; 22 KR-Q.

BxKtP

21 QR-Q B-B6

22 B-B5 R-K

23 B-B2

Possibly Bogoljubow had been contemplating 23 B-Kt5, but he must needs content himself with the more modest text-move, for after 23 B-Kt5, PxP; 24 RxQ, KRxQ; 25 PxP, BxP (threatening R-Q7); 26 B-K3, P-Kt6; 27 B-B, R-R7 the game is over.

Q-B2

24 B-Kt6 Q-B5

Threatening P-Kt6.

25 B-Q3 Q-B3

26 P-R5 QR-B

27 P-K5 R-K2

28 B-B2 R-Q2

29 B-Kt3 RxR

30 RxR P-Kt3

31 P-R4 Q-K5!

The final stage.

32 K-R2 Q-B4

33 R-Q7 B-K5

34 B-K3

In order to free the Queen from the protection of the BP.

P-R4

35 Q-K2 R-Kt!

36 R-Q6

If 36 QxQRP, Q-Kt5; 37 Q-B, B-K8! (threatening 38 QxRP ch; 39 K-Kt, B-Kt6); 38 B-KB2, QxBP ch; 39 K-Kt, BxB ch; 40 QxB, QxKP and wins.

BxKP!

37 R-Kt6 B-B2

38 RxR ch BxR

39 QxQRP BxP ch

40 BxB QxB ch

41 K—R

Forced; if 41 P-Kt3, Q-B6; or 41 K-Kt, Q-K6 ch.

Q—QB8ch

42 K—R2 Q—Kt7

Resigns.

Dr. Vidmar has handled the concluding phase very neatly.

* * *

QUEEN'S GAMBIT DECLINED

SEMMEERING, JANUARY 1932

(Notes by I. Horowitz)

Bogoljubow
WhiteSpielmann
Black

1 P—Q4

P—K3

2 P—QB4

Kt—KB3

3 Kt—QB3

P—Q4

4 Kt—KB3

QKt—Q2

5 PxP

PxP

6 B—B4

P—B3

7 P—K3

B—K2

8 B—Q3

Here P-KR3 is preferable to safeguard the QB against an attack by the Black Kt.

9 B—Kt3

Kt—R4

10 RPxKt

KtxB

11 Q—B2

Kt—B3

12 O—O—O

P—KR3

13 K—Kt

Q—R4

14 B—B5

B—KKt5

15 BxB

P—KKt3

16 Kt—K5

KtxB

17 PxKt

KtxKt

18 P—K6

O—O—O

Such a move is generally very good or very bad. There is no happy medium. Its strength lies in the advanced nature of the P into enemy territory, temporarily hampering activities. Its strength is paradoxically its weakness, — the advancement of the pawn makes it difficult of protection. This is the turning point of the game.

19 P—KKt4

P—KB4

20 QxP

PxP

21 Q—B2

QR—Kt

22 P—K4

K—Kt

23 Kt—K2

P—Q5

If RxP then Q-K4 regaining the P with a good

position.

24 P—B4

P—B4

25 PxP

PxPep

Q—R3

Until now black has defended himself well. Here, however, he should have played R-Kt7, the object of which is to hinder the mobility of the white forces, and also to threaten Q-R3 attacking Kt and P. If 25 R-Kt7, then either R-Kt R(R)-Kt, and black's supremacy of the seventh rank cannot be challenged. If after R-Kt7 26 Q-Q3 then Q-Kt3 to be followed by Q-Q3. Black can gradually develop an attack against the white K with his two extra P's on the wing, and white's center P's can be held in abeyance.

26 Kt—B4

Q—Q3

27 Q—R2

Apparently overlooked by black. He cannot now prevent the Kt from obtaining a central position.

28 Kt—Kt6

R—K

QxQ

R-R2 was no better. If P-B4 QxP, P-B5ch Q-Q3, P-K5 Q-B2, KtxB R(R2)xKt, P-K6 P-Kt3, P-Kt4 QxQ, RxQ PxP, RxP followed by P-B6 and 7, and black cannot repel the advance of the white P's successfully.

29 RxQ

R(R)—Kt

30 Kt—K5

B—Q3

31 Kt—Q7ch

K—B2

32 RxP

R—KR

33 R—Kt6

R(K)—KKt

34 RxR

RxR

35 P—K5

B—K2

36 P—B4

Resigns

An enjoyable game. White alert to his opportunities pressed a small advantage to the limit.

* * *

MATCH SPIELMANN-BOGOLJUBOW

SEMMEERING, JANUARY, 1932

R. Spielmann
WhiteE. Bogoljubow
Black

1 P—K4

P—K4

2 Kt—KB3

Kt—QB3

3 B—Kt5

P—QR3

4 B—R4

Kt—B3

5 Q—K2

Avoiding the stereotyped defenses, as the variations resulting from this move have not been fully exploited.

6 P—B3

B—K2

P—Q3

7 P—Q4 B—Q2
8 O—O O—O
9 B—B2

Black threatened PxP, PxP KtxQP.

10 P—Q5 R—K
11 P—KR3 Kt—Kt
12 PxP P—B3
13 P—B4 BxBP

Fixing the black QP and also retaining command of the center. If P-QKt4 then Kt-QB3.

14 Kt—B3 QKt—Q2
15 P—QKt4 Kt—B4
16 B—K3 Kt—K3
17 KR—Q B—B
18 QR—B Q—B
 P—QKt4

Until now black has resisted passively. With this move he makes an attempt to free himself of the backwards QP and to challenge the center. If 19 PxP then PxP, KtxKtP RxP, KtxQP BxKt, RxB KtxKP to be followed by either B-R5 or Kt-B6.

19 Kt—Q5 Q—Kt2
20 Kt—R4

There is nought to be gained by KtxKt ch PxKt, for then black's pressure on the KP and in the center would compensate for the doubled pawn.

21 PxP Kt—Q2
 QxP
PxP offers better chances.
22 B—Q3 Q—Kt2
23 B—QB4 B—R5
24 R—K P—Kt3
25 Q—Kt4 QR—B
26 Kt—B5 P—KR4
27 Q—B3

Pretty! If PxKt PxP, Kt moves Kt-B6ch winning the Q.

28 Kt—R6ch R—B3
29 BxB BxKt
30 Kt—B6ch Kt—Q5
31 B—Kt7ch K—R

The "coup de grace."

32 KtxRch KxB
33 QxBP K—R3
 Resigns

A fine game of theoretical significance.

QUEEN'S GAMBIT AMSTERDAM, MARCH 1932

(Notes by I. Horowitz)

Euwe Flohr
White Black

1 P—Q4 P—Q4
2 P—QB4 PxP
3 Kt—KB3 Kt—KB3
4 P—K3 P—B4
5 BxP P—K3
6 O—O Kt—B3
7 Q—K2
If PxP then R—Q

8 R—Q P—QR3
9 PxP P—QKt4
10 B—Q3 Q—B2
11 P—QR4 BxP

Forcing the advance of black QKtP, and thus securing a good post at QB4 for the Kt at Kt.

12 QKt—Q2 P—Kt5
13 P—QKt3 Kt—QR4
14 B—Kt2 Kt—Q4
 Kt—B6

Black should have completed his development by O-O and B-Kt2 before going into complications. He soon gets into trouble for want of development.

15 BxKt PxP
16 Kt—K4 KtxP
17 QR—Kt Kt—R4
18 R(Q)—QB B—K2
19 RxP Q—Q
20 R—Q Q—Kt3
21 Kt(B3)—Kt5 P—Kt3
22 Q—B3 O—O
23 Kt—B6ch BxKt
24 QxB B—Kt2

At last completing his development, but white has something in store for him.

25 KtxRP! KR—Q

If KxKt then BxPch followed by R-Q7ch and mate in a few.

26 P—KR4!!

Again if KxKt then P-R5 and there is no defense.

27 P—R5 R—Q2
28 P—R6 Q—Q
 Resigns

QUEEN'S GAMBIT DECLINED

AMSTERDAM, MARCH 1932

(Notes by I. Horowitz)

Euwe White	Flohr Black
1 P—Q4	P—Q4
2 P—QB4	P—QB3
3 Kt—KB3	Kt—KB3
4 Kt—QB3	P—KKt3
Avoiding the routine.	
5 B—B4	PxP
6 P—QR4	Kt—Q4
7 B—Q2	Kt—Kt5
Black does not risk holding the P by KtxKt, followed by P-QKt4. He plays instead to win a B for a Kt, which is an advantage. If P-K3 then Kt-Q6ch.	
8 R—B	B—Kt2
9 Kt—QKt	P—QR4
10 Kt—R3	P—QB4
Played with precision. Hitting the center and hitting it hard.	
11 KtxP	PxP
12 Kt—Kt6	
White is a P behind and without compensation, therefore he plays to get a few checks. It may lead to mate.	
	QxKt
13 RxBch	K—Q2
14 R—B4	R—Q
15 P—K3	K—K
16 KtxP	Kt (Kt)—B3
Black will recapture the P in his own good time.	
17 KtxKt	PxKt
18 Q—Kt	BxKtP
If QxB then Kt-Q6ch winning the Q, if BxKt then B-R6.	
19 RxKt	PxR
20 QxB	RxP
21 B—B4	P—Kt6
The final blow, there is no defense.	
22 BxP	R—Kt
23 O—O	QxB
24 Q—R8ch	K—Q2
25 QxP	R—R8!
26 B—K	Q—B5
27 Q—R3ch	P—B4
28 Q—Kt3	R(Kt)—Kt8
29 P—B3	Q—K7
30 Resigns	

QUEEN'S GAMBIT DECLINED

AMSTERDAM, MARCH 1932

(Notes by I. Horowitz)

Spielmann White	Euwe Black
1 P—Q4	P—Q4
2 P—QB4	P—QB3
3 Kt—KB3	Kt—KB3
4 Kt—QB3	P—K3
5 P—K3	QKt—Q2
6 Kt—K5	
Premature, but there is no way to take immediate advantage. Capturing the Kt would leave white with a promising K side attack.	
	B—K2
7 B—Q3	O—O
8 P—B4	P—B4
The correct method of hitting the white P formation, and properly timed.	
9 BPxP	KtxP
10 QKtxKt	PxKt
11 O—O	Kt—B3
12 B—Q2	PxP
P-B5 to be followed by an advance of the Q P's seems indicated, however this is not bad.	
13 PxP	Kt—K5
14 B—K3	Q—Kt3
15 P—B5	QxP
Captures without fear or trepidation, disregarding all traditions to the contrary. Black feels confident that he can repel any attack successfully.	
16 Q—B3	B—Kt4
Well played! Black with a P ahead combines to simplify to his advantage.	
17 BxKt	PxB
18 Q—Kt3	
If QxP then BxP!	
	BxBch
19 QxB	BxP
Grabbing everything that isn't nailed down.	
20 KR—Kt	Q—QB7
21 RxP	QR—Kt
22 R—QB	QxRP
23 RxR	RxR
24 Kt—B6	R—K
25 P—R3	P—KR3
With this move goes the last hope of white.	
26 R—B5	Q—Kt8ch

27 K-B2	B-Q2
28 P-Q5	P-B4
29 R-B ?	Q-R7ch
30 K-Kt	QxQP
31 Resigns	

* * *

DAKE-ALEKHINE

PASADENA, AUGUST 1932

(Analysis by Reuben Fine)

The following position occurred in the tournament at Pasadena, Cal., last August, in a game which Dake eventually won. It has been widely published and commented on. All the annotators blamed the champion's weak play in the opening for his loss. Yet his game was very playable, as the analysis will show.

A. ALEKHINE
Black



White
A. W. DAKE

Position after White's 17th move

Here Black played P-KB4(?), a poor move. Had he instead played P-Kt4 as pointed out by Dr. Alekhine immediately afterwards, the game would have equalized.

1. 18 BxP?, P-B3; 19 P-KKt4, PxKt; 20 PxKt, Q-Kt5ch and Black wins.

2. 18 Kt-B3, P-Kt5; 19 Kt-K5, P-B3; 20 Kt-Q3, Q-B4; 21 Kt-Kt4, P-K4; 22 KtxBP, Q-K3; (22 ... Q-Q2, or Q-B 23 KtxR!, QxQ; 24 KtxQ, BxKt; 25 P-B6 with advantage, or 22 ... R-QB2, 23 KtxQP!, R or BxKt; 24 QxB or R etc. with advantage). 23 Kt-Q8, Q-B; 24 Q-R5, R-R!; (24 B-Q2; 25 P-B6!, B-B4; 26 Q-Kt6, etc., as well as 24 ... B-Kt3; 25 Q-Kt6, R-QB2; 26 Q-K6ch are not good for Black). After 24 ... R-R Black wins a piece.

3. 18 Kt-Q3, Q-B4; 19 Kt-Kt4, BxP; 20 Kt(Kt4)xQP, BxQBP; 21 KtxPch ?, RxKt; 22 RxR, QxPch etc. 20 KtxBP would lead to the same variations.

4. 18 Kt-Q3, Q-B4; 19 Kt-Kt4, BxP; 20 Kt(Kt4)xQP, BxQBP; 21 P-KKt4, Q-B6; and Black is again a pawn ahead.

5. 18 P-KR3, Kt-B5; 19 BxKt, PxP; 20 Kt-Q3, Q-B4; or 20 ... Q-B2, followed by B-B3 gives Black very good attacking chances because of his two Bishops and the open KKt file.

6. 18 Q-B2, Kt-B5; 19 BxKt, PxP; would transpose into variations similar to 5.

7. 18 P-KKt3, P-KB3; 19 Kt-B3 (Kt-Q3 would transpose into variations similar to those in 2) Q-B4; 20 K-Kt2, P-K4!; 21 PxP, PxP; 22 KtxKtP, P-K5! and Black has an overwhelming attack.

8. 18 Kt-KB3, P-Kt5; 19 Kt-R4, B-B3; 20 P-KKt3, Kt-Kt2; (BxKt gives White too many chances).

Note 8 seems to be White's best line, but still yields Black a good game.

After the move actually played, P-KB4, the black KP was left backward, and later lost. Dake played the ending in masterly style, and won prettily.

NEWS OF THE MONTH

DECISIVE victor in every match, the College of the City of New York successfully defended their championship in the thirty-second annual tournament of the Intercollegiate Chess League, and retained possession of the Harold M. Phillips Trophy for another year. Though without the services of their captain, Reuben Fine, the City College boys were the class of the field, rolling up the score of $25\frac{1}{2}$ to $2\frac{1}{2}$, with only one outright loss. New York University had a chance up to the last round, when they lost to the leaders by $3\frac{1}{2}$ to $\frac{1}{2}$. The matches, played at the Marshall Chess Club, were the best attended in the history of the League. Eight teams participated, St. Johns of Brooklyn, and Yeshiva College of New York being newcomers.

College	Matches	Points
City College .	7-0	$25\frac{1}{2}$ - $2\frac{1}{2}$
New York ...	6-1	22-6
Columbia	$4\frac{1}{2}$ - $2\frac{1}{2}$	$18\frac{1}{2}$ - $9\frac{1}{2}$
Brooklyn	$4\frac{1}{2}$ - $2\frac{1}{2}$	$17\frac{1}{2}$ - $10\frac{1}{2}$
Yeshiva	3-4	$10\frac{1}{2}$ - $17\frac{1}{2}$
Pittsburgh ...	2-5	9-19
Brown	1-6	$7\frac{1}{2}$ - $20\frac{1}{2}$
St. Johns	0-7	$1\frac{1}{2}$ - $26\frac{1}{2}$

The leading individual scores were:

W. Jacobs, C.C.N.Y.	7-0
G. Hellman, C.C.N.Y.	$6\frac{1}{2}$ - $\frac{1}{2}$
M. Hamermesh, C.C.N.Y. ...	$6\frac{1}{2}$ - $\frac{1}{2}$
H. D. Cutler, N.Y.U.	$6\frac{1}{2}$ - $\frac{1}{2}$
D. Bernstein, Columbia	$6\frac{1}{2}$ - $\frac{1}{2}$
C. Zimmerman, Brooklyn	6-1
N. Beckhardt, C.C.N.Y.	$5\frac{1}{2}$ - $1\frac{1}{2}$
D. H. McClellan, Columbia ...	$5\frac{1}{2}$ - $1\frac{1}{2}$
M. W. Herrick, N.Y.U.	5-2
H. Polachek, Yeshiva	5-2

Harvard resumed its victorious sway in the H. Y. P. D. League in the eighth annual competition for the Belden-Stephens trophy at the Marshall Chess Club. Princeton had won the year before, inter-

rupting a string of four successive victories by Harvard. This year Harvard was on its mettle, and romped through the meet, winning three matches with an almost perfect point score. The final standings:

College	Matches	Points
Harvard	3-0	$11\frac{1}{2}$ - $\frac{1}{2}$
Dartmouth	2-1	$5\frac{1}{2}$ - $6\frac{1}{2}$
Yale	1-2	$4\frac{1}{2}$ - $7\frac{1}{2}$
Princeton	0-3	$2\frac{1}{2}$ - $9\frac{1}{2}$

The leading individual scores:

M. C. Stark, Harvard	3-0
M. A. Mergentheim, Harvard .	3-0
J. B. Hickam, Harvard	3-0
J. F. Coggan, Harvard	3-0
R. J. Fowle, Dartmouth	$2\frac{1}{2}$ - $\frac{1}{2}$
F. T. Strong, Yale	2-1
J. G. Williams, Yale	2-1
E. T. McCormick, Princeton ...	2-1

Dr. Alexander Alekhine, after a very successful four months in America has departed to complete his world tour by way of the Orient. He left December 23 from San Francisco for Honolulu. He has numerous engagements in the clubs and foreign legations of Hawaii, Tokio, Shanghai, and Singapore. He may find time to visit Australia. He does not expect to be back in Europe before April or May.

Before leaving for San Francisco, Dr. Alekhine spent some time in Los Angeles. At the Los Angeles Athletic Club he played simultaneously against 22, winning 19 and drawing 3. Playing seven blindfolded at the new Hollywood Chess Club he won 5 and drew 2.

S. T. Sharp, Pennsylvania State Champion, won the championship of the Mercantile Library in Philadelphia by the narrow margin of one-half point. Sharp has won this, as well as practically every other chess title in Pennsylvania, on numerous occasions, and showed he is still in the forefront of chess there. The leaders were: S. T. Sharp, 9-2; J. Levin, $8\frac{1}{2}$ - $2\frac{1}{2}$; S. Drasin, 8-3; J. Gordon, 7-4;

Continued on page 24

CONTRACT BRIDGE

By George Reith

Author of Reith's One-Over-One

IT is a pleasure to write about Contract Bridge for the readers of a Chess Magazine. While Contract is the popular diversion of great numbers of people, it is a lamentable fact, that comparatively few have the capacity as well as the inclination to really understand it. For that reason most experts who write feel that they must *write down* or not be understood; but the mind which is inclined to and is capable of playing chess should usually be interested in and able to grasp the underlying principles of Contract also. The playing of the two hands by the declarer, requires the use of certain combinations and strategical manoeuvres, which, while not so complicated are nevertheless akin to the moves on a chess board. They are the basis for the other phases of the game; defensive play by opponents, and the bidding before the play of the cards takes place. It is my intention in this series of articles to deal principally with the theory and tactics of bidding, and I am assuming that my readers will understand references to the *play* of the cards without detailed explanation.

When the cards have been dealt the problem presented to both sides is to arrive at the most favorable contract. That most favorable contract may be that in which one of the partners plays constructively for a part score, a game or a slam; or it may be a contract which they permit their adversaries to play, either undoubled or doubled. Therefore, all the players must give constant thought to both possibilities, and at every stage of the bidding, the penalty contingency must not be forgotten.

The most favorable contract is, of

course, that at which in the combined hands the most profitable results can be produced. To disclose that contract, it is desirable that both partners exchange full information of their holdings. That information should cover primarily the possession of cards which have immediate or deferred probability of taking tricks directly by reason of their rank, and the "suit patterns" which permit the "establishment" of small cards as trick-takers, and of "ruffing" tricks.

Because of the apathy or lack of capacity of the average bridge player, nearly all of the advocates of bidding systems place too much emphasis upon the value of easily recognizable high cards and too little upon the more elusive factor of suit distribution. As a result one hears constant patter about two tricks, three tricks, four and a half tricks etc., as if the possession of those few high cards in a hand were the only important factor in trick-taking probability. Actually, possession of high cards is merely one of the several contributing elements.

The best procedure is to require that each of the early round bids conveys specific distributional information, permitting the possession of high cards to be *implied* by the bids and rebids and raises. Following this principle, hands in which there is any departure from the 4-3-3-3 suit distribution should nearly always be opened when their strength qualifies them, as suit bids. Furthermore, when so opened as suit bids of One, they must be assumed to be 4-card suits until rebid or until by the bid of another suit by the same player is implied in the first suit. When a suit is bid, it also should be understood to comply with some standard strength requirement to justify subsequent raises by partner. Conversely when the whole hand is distributed 4-3-3-3 or when none of the suits held complies with the minimum bid-dable requirement, such a hand may be

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A NOTE ON THE CARO-KANN DEFENSE

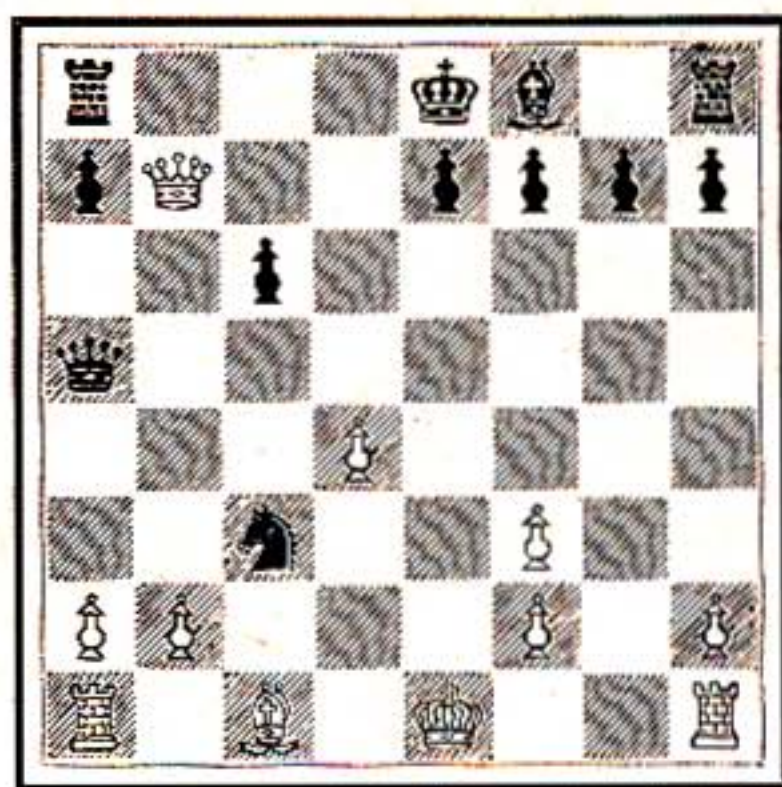
By F. Reinfeld

In recent years the Caro-Kann Defense has experienced a tremendous increase in popularity. Formerly the favorite defensive resource of Capablanca, Nimzowitsch, and Tartakower, this defense has come to be universally recognized as the safest reply to 1 P-K4. The reason for this view lies in the fact that while the Caro-Kann offers Black slight winning chances, it gives him an adequate command of the center and reduces White's initiative to a minimum. Hence its adoption is admirably suited for those occasions where Black wishes to "keep the draw in hand."

The three most frequently played lines (after 1 P-K4, P-QB3; 2 P-Q4, P-Q4) are (I) 3 P-K5, with which White commits himself to certain weaknesses without any compensating attack; (II) 3 Kt-QB3, probably the most promising line, but insufficient to win against careful counterplay; (III) 3 PxP, which gives White a microscopic positional advantage. In general, the results (from the standpoint of the player of the White pieces) have been unsatisfactory, and hence a good deal of interest was aroused by Nimzowitsch's game against Dr. Alekhine at Bled, where the former revived an old move of Schlechter's that seems to give White excellent chances. The game went as follows: 1 P-K4, P-QB3; 2 P-Q4, P-Q4; 3 PxP, PxP; 4 P-QB4, Kt-KB3; 5 Kt-QB3, Kt-B3; (A) 6 Kt-B3, B-Kt5; (B) 7 PxP, KKtxP; 8 B-QKt5, Q-R4; (C) 9 Q-Kt3!, BxKt; 10 PxP, KtxKt; 11 BxKt ch, PxP; 12 Q-Kt7? Kt-Q4 ch; 13 B-Q2, Q-Kt3; 14 QxR ch, K-Q2; 15 O-O, Kt-B2; 16 B-R5 and Black won easily.

In his notes to this game in the "Wiener Schachzeitung," Becker pointed out that with 11 PxKt! P-K3; 12 P-Q5! PxP; 13 O-O, White could obtain a very strong game due to the exposed position of the

ALEKHINE



NIMZOVITCH

Position after White's 12th move

hostile King. No doubt this line was pointed out in analysis after the game; at any rate Alekhine tried out this suggestion against Winter (London, 1932) and after 13 ... O-O-O; 14 BxKt, PxP; 15 QR-Kt White won by means of a finely executed attack.

Let us see whether Black has any satisfactory alternatives to this line of play.

(A) 5 ... P-KKt3, 6 Q-Kt3! B-Kt2 (practically forced); 7 PxP, O-O; 8 B-QB4, QKt-Q2; 9 KKt-K2 (Alekhine-Euwe, Berne 1932).

(B) Against 6 ..., B-B4; ..., P-K3, or P-KKt3 White has the powerful reply of 7 P-B5! Likewise against 6 ... B-K3? White plays 7 P-B5, P-KKt3 (7 ... B-Kt5; 8 B-QKt5, R-B; was preferable); 8 B-Kt5, B-Kt2; 9 Kt-K5, Q-B (9 ... Q-B2 is slightly better, 10 B-KB4 being answered by ... Kt-R4); 10 Q-R4 (Dake-Alekhine, Pasadena 1932).

Somewhat better for Black would be 6 ... PxP (transposing into the Queen's Gambit Accepted); 7 BxP, P-K3-.

(C) Here 8 ... P-QR3 (Alekhine-Sultan Khan, Berne 1932) is to be considered with the continuation 9 BxKt ch, PxP; 10 Q-R4, B-Q2; 11 Q-Kt3.

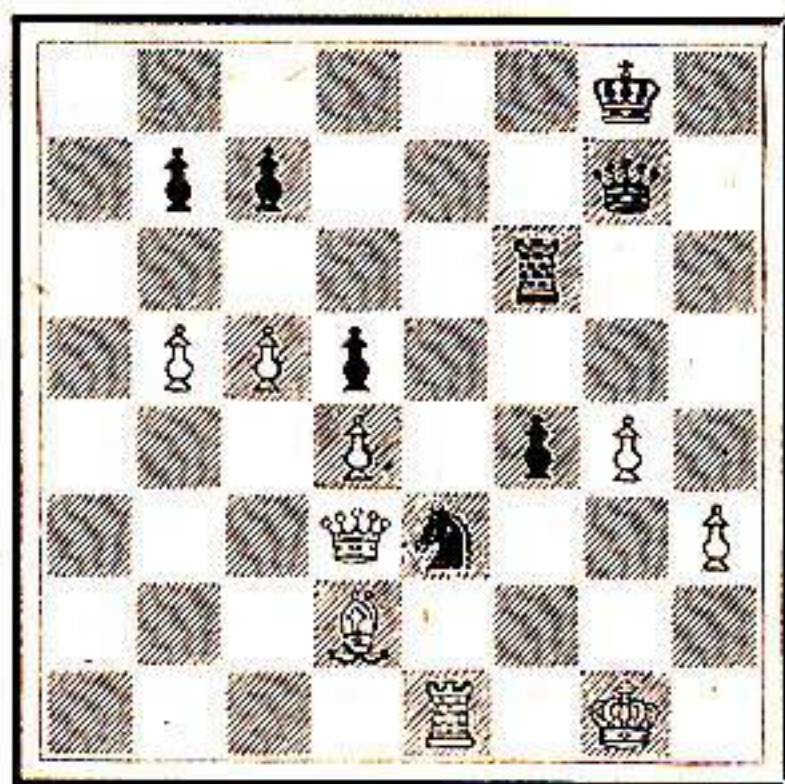
Black's best move is undoubtedly 8 ... R-B (Dr. Krause) which gives him an even game.

MISTAKES OF THE MASTERS

That Jupiter will nod, and even the masters err, is a trite statement. None the less it is human to take a keen delight in witnessing the experts at their worst. Following are some positions which were lost or drawn, although a win practically on the move was possible.

LONDON, 1932.

MILNER-BARRY



KASHDAN

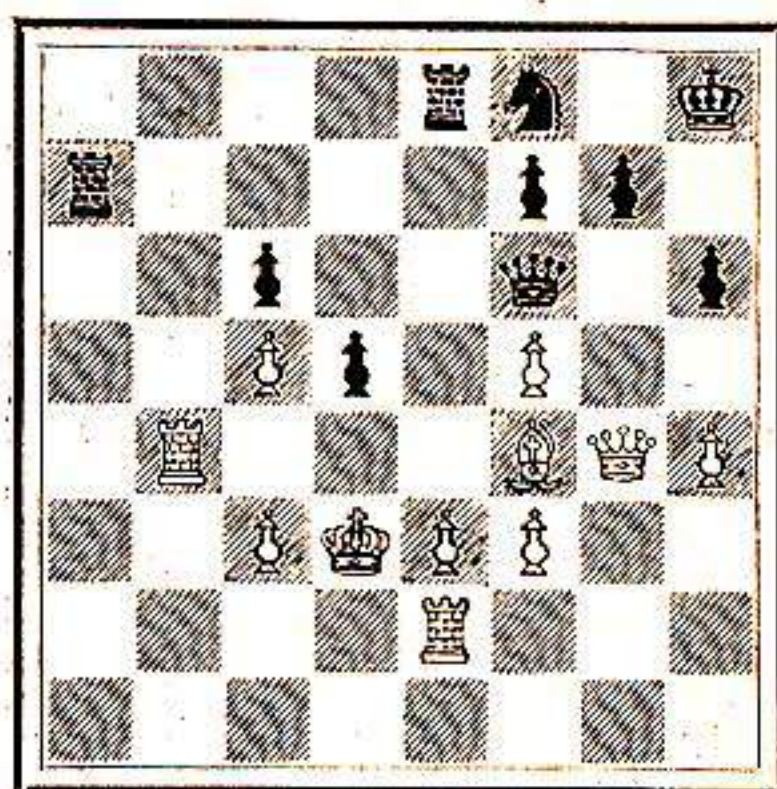
Black to play and win

The game: 34 ... KtxP? 35. PxKt QxPch 36. K-B2 etc. Kashdan reached a winning end game by trading rooks and giving back his extra piece.

According to Dr. Alekhine, Black could have had things all his own way by playing 34 ... Q-R3! For instance, (I) 35. K-R2? QxPch and mates next move. (II) 35. BxKt QxP 36. Q-K2 or Q2, Q-Kt6ch, etc. (III) 35. RxKt PxR 36. QxP QxQch 37. BxQ R-B6 38. B-B2 RxP 39. K-Kt2 R-QKt6 40. B-Kt3 P-B3 etc.

BAD SLIAC, 1932.

SPIELMANN



BOGOLJUBOW

White to play and win

Bogoljubow played 36. B-Q6? and lost. Kt-Q2 37. P-R5 R-R4 38. P-K4 Kt-K4ch (not 38 ... KtxBP 39. BxKt RxB 40. P-K5 RxKP? 41. R-Kt8ch K-R2 42. RxR QxR 43. Q-Kt6ch and wins) 39. BxKt QxB 40. R-Q4 RxBP 41. R-KKt2 PxPch 42. BPxP (if 42. QxP then Q-QKt1!) RxPch 43. KxR P-QB4 and won in six more moves.

A reader of Deutsche Schachblaetter points out that 36. B-Kt5 would have won brilliantly.

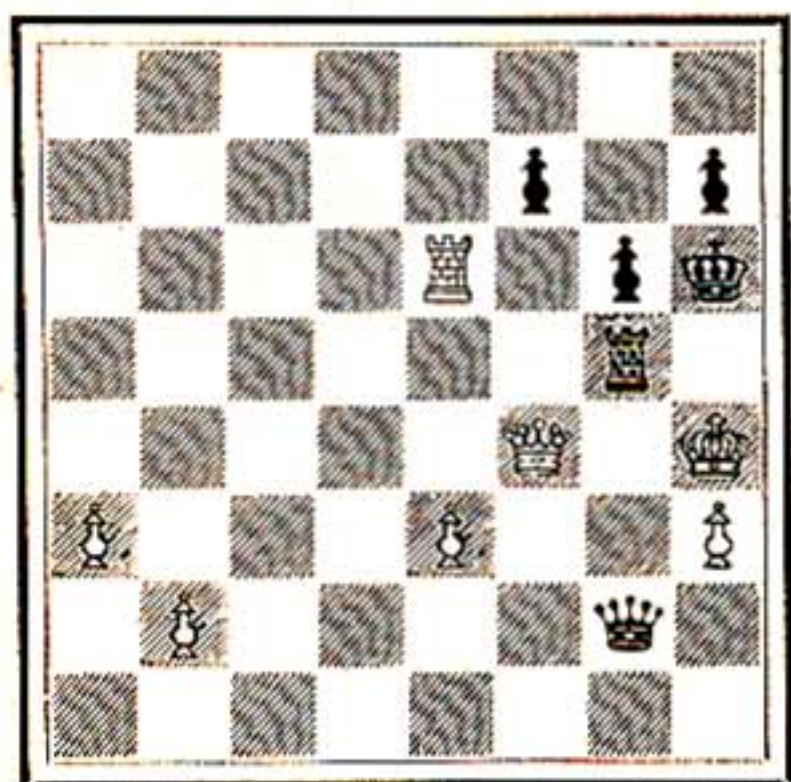
I. 36. B-Kt5 PxP 37. PxP Q-K4 38. P-KB4 Q-K2 (or B2). White wins by playing Q and R to the KR file.

II. 36. B-Kt5 Q-K4 37. P-KB4 Q-B2 38. BxRP PxP 39. R-KKt2 Kt-Kt3 40. PxKt

1. 40 ... Q-K2 41. R-KKt3 P-Q5 42. Q-B5! PxKP 43. PxBP R-Qch 44. R-Q4 RxR 45. PxR R-R6ch 46. K-B4 etc.

2. 40 ... Q-R4 41. PxBP Q-R3ch 42. K-B2 Q-R7ch 43. R-QKt2 Q-R5ch 44. K-Q2 RxBP 45. Q-Kt6 etc.

BERNE, 1932.
PROF. NAEGELI



DR. ALEKHINE
Black to play and win

The game: 38. Q-Kt8

Prof. Naegeli here misses a forced mate by 38 ... P-B4! 39. RXPch PxR 40 Any pawn move Q-Kt6ch 41. QxQ R-R4 mate.

39. R-KB6 Q-K8ch

40. Q-B2 R-KR4ch

And here 40 ... Q-Q8 wins. If 41. R-B3 then ... R-Kt8. If 41. Q-B3 R-KR4ch 42. K moves Q-KKt8ch 43. Q interposes (if 43. K-B4 Q-Kt4ch and mates in three) R-KKt4ch, winning the Queen.

41. K-Kt3

Now that the king is freed the game is drawn. Actual moves were 41 ... Q-KR8 42. Q-B4ch R-KKt4ch 43. K-B2 QxRP 44. P-Kt4 Q-Kt7ch 45. K-K Q-Kt7 46. RxBP Q-B8ch. Drawn by perpetual check, for if 47. K-K2 Q-B7ch 48. K-B3? Q-KKt7 mate.

NEWS OF THE MONTH

Continued from page 20

D. Weiner and L. Beuchler 6½-4½.

Reuben Fine, 18 year old C.C.N.Y. student, retained the Marshall Chess Club Championship, winning the tournament in brilliant style, without the loss of a game. A. Kevitz, former champion of the Manhattan and Brooklyn Chess Clubs, finished second in a close fight. Fine has made a remarkable advance in the last year. He won the Western Chess Association meet

LONDON, 1932.
MAROCZY



SULTAN KHAN
Black to play
10. PxQP?

Better 10 ... PxKtP! If 11. P-B5 BxBP 12. PxB KtxBP 13. BxKtch PxB 14. Q-B2 Q-Kt4. With three pawns for the piece and a strong attack, Black should win. (Alekhine)

11. P-B5 KtxBP

12. PxKt BxBP

13. BxKtch?

Now Sultan Khan misses a win: 13. Kt-Kt3! PxKP 14. KtxB PxPch 15. K-B QxKt 16. B-R3 Q-Kt3 17. R-B R-QB 18. B-B5, etc.

QxB

14. QxQch PxQ

Both sides have about equal chances. Sultan Khan had a draw almost to the end but finally he blundered — and lost.

at Minneapolis last summer. At Pasadena his score was only fair, but he had the worst of the breaks. He is good material for the American Team, and must be borne in mind when the selections are made. Following are the leading scores at the Marshall Chess Club:

R. Fine	11½-1½
A. Kevitz	9-4
R. Smirka	8½-4½
A. Costa-Rivas	8-5
T. A. Dunst	7½-5½
D. Polland	7½-5½
E. Tholfsen	7½-5½

THE GENTLE ART OF ANNOYING

By Donald MacMurray

As everyone knows, the worst thing that can happen to a chess player is to lose a game. Because this is so, it is evident that what the chess public needs is a method of winning easily without first mastering the difficult and unnecessary technique of making good moves.

To begin with, you must realize clearly that your principal object is to disturb your opponent as much as possible in order to distract his attention from the game. Of the numerous ways of accomplishing this, the easiest and most common is talking.

Talking to annoy may be done in several ways. You may, for example, talk *to your opponent*, either pointing out bad moves to him, or making any other misleading remark about the position. If your opponent so much as comes near to touching a piece it is always disconcerting to say sternly "Touch-move." If this involves you in an argument with him, so much the better for your chances of upsetting his train of thought.

An example from actual experience will serve to demonstrate the practicability of this piece of advice. Several years ago, in the interscholastic championship tournament in New York, there arose an end-game position where White, who was on the defensive, had only one way of saving the game, to wit, by pushing a certain pawn. He permitted his hand to hover over the pawn, without touching it, whereupon Black cried gleefully, "You touched it!" White denied the charge vigorously, and, when the referee finally decided the fight in his favor, triumphantly proceeded to move another piece, thus losing the game.

You may also talk *to the kibitzers*, pref-

erably discussing the previous game with them so heatedly that you draw your opponent into the argument, and so take his mind completely off whatever he was considering.

If you like, you may talk *to yourself*. Every chess club boasts at least one genius of the talk-to-yourself school. Curiously enough, the favorite method of these experts is the recitation of nonsense rhymes. The eminent champion of the West has great success in declaiming passages from Lewis Carroll's "Hunting of the Snark;" while one of the most prominent American professionals has confided to me that about half of his yearly income is derived from the recitation, at critical points in his games, of "Mary Had a Little Lamb."

Another ready means of annoying which you have at your disposal is music. There are several different ways of employing music for this purpose. If you are a timid player, you may try humming, which is the most unobtrusive of the lot, and the least likely to call forth rebuke, but which, when raised to high pitch and accompanied by the gestures of a conductor, will throw your opponent entirely off his game.

As your courage waxes, you will find a shrill, piercing whistle more effective than even the most artistic humming. You should take great care in selecting a tune to whistle. The tune must be one far too difficult to be whistled correctly, so that it will sound at best like an undecided peanut-roaster.

Finally, being carried away by the beauty of your noises, you may break into full song, accompanying yourself either as before, with appropriate gestures, or else by tapping in time with your feet.

If you do not happen to be musically inclined, you will still find a big field open to you in drumming and tapping, either with hands or feet. This is one of the best ways known to induce your opponent to make a hasty move, and is favored by nearly all of the masters who

have no confidence in their singing voices.

Other great resources which you possess are coughing, sneezing, and blowing your nose during the progress of the game. These are to be used freely, especially during the winter time, both as a general distraction and to instill in your adversary the fear of germs.

Similarly, when your opponent does not move quickly enough to suit you (and, if you are a right-minded chess player, this should be nearly all the time), you should first heave a sigh, then yawn and look at your watch, and finally groan mournfully. For those interested in this subject, it may be mentioned that some of the most soulful groaning ever heard in the New World has been produced over the chess-board by the German-American master of the Manhattan Chess Club.

A large class of nuisances not yet touched upon comprises those which aim at distracting the visual attention of the enemy. Of these, the one most highly sanctioned for your adoption is the system of blowing smoke rings across the board. This is useful, not only because it obscures the position, but also because it will surely get into your opponent's eyes or choke him, and thus put him completely at your

mercy.

Another annoyance of this type is adjusting pieces which you would like your adversary to take, or else pieces which are on the other side of the board from where your threat is.

If you habitually rest your head on your hand, be certain to keep your elbow constantly on the edge of the board, shifting its position from time to time so as to be always concealing under it at least two or three important squares.

As the evening wears on, you may resort to stretching, in doing which you should take care to fling at least one arm all the way across the board.

Whenever you have what you think is a fairly good position, rock your chair back and forth on its hind legs, assuming meanwhile a complacent attitude, with your thumbs in your vest-pockets, as much as to say, 'Why do you not resign, you duffer?'

There is only one more kind of disturbance worth mentioning. Although it is infrequent of occurrence, and, when it does happen, it is entirely accidental, it is as upsetting as anything else. It is making a strong move.

CONTRACT BRIDGE

Continued from page 21

opened as a bid of No Trump, if the values meet the required minimum standard of strength.

The partner of the opening bidder also must make his responses to show the distributional pattern of his hand, as by raising or bidding another suit, when his distribution is irregular, or by bidding No Trump when he holds the 4-3-3-3 distribution or a distribution which balances the suit named by his partner. Thus the auction proceeds as slowly as possible, until the implied distributions in both hands have formed a combined pattern in the minds of both the partners. Ultimately both partners will be in position then to

calculate the combined trick taking power and determine at what point to fix the final contract.

This method is known as Approach bidding and in using it certain other principles must be applied. One is that nearly all hands must be opened as bids of One. Another is that nearly all responses should be minimums. A third is that no legitimate re-bid should be withheld.

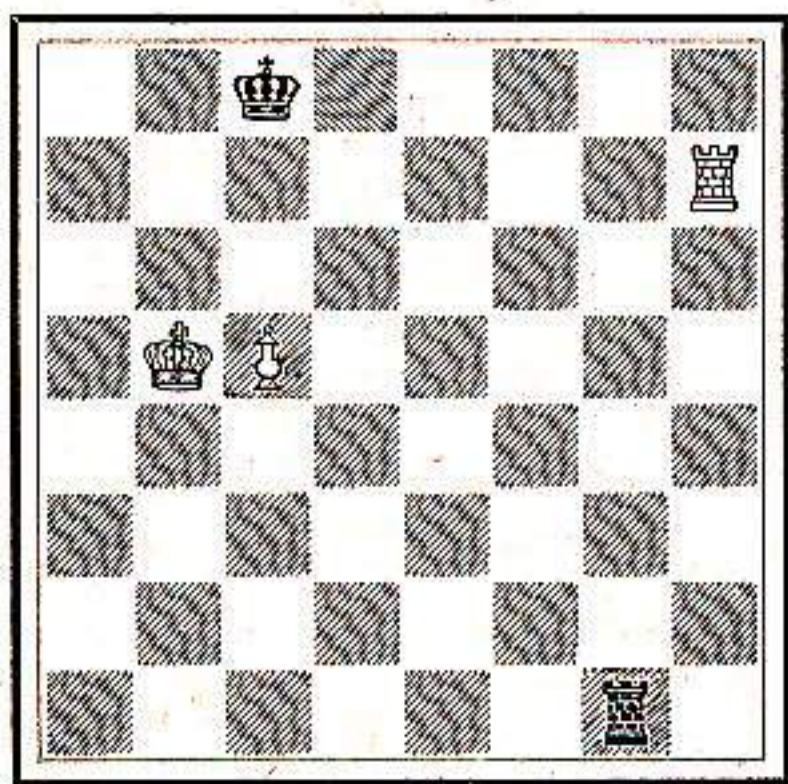
Applying the principles outlined above, how would you bid both partner's hands in the following deal?

N	S
S A K 8 5	S 9 7
H 8 2	H A J 9 4 3
D Q J 7 3	D A K 8 4
C 9 8 2	C K 7

END GAME ANALYSIS

THE difficulty of chess is exemplified in the end-game, more than anywhere else. The fewer the pieces get and the more open the board, the greater opportunities there are for extended manoeuvres, and exact calculations. The combinations in the ending may not be as pretty as those of a middle-game mating attack, but they are deeper in general, requiring a more far-sighted imagination. The importance of the ending is being more and more felt in modern chess, and all players to-day should have some knowledge of the fundamentals.

The very simplest looking positions on the surface may have depths of strategy that only close examination will reveal. The following ending is a good example. It is a type that has occurred thousands of times, yet is constantly misplayed, even by the masters.



White to play

If Black is on the move, he draws easily by R-Kt3. The R simply remains on that rank to prevent the entrance of the white K. If White ever plays P-B6 then at once R-Kt8 (or any square far enough to the rear) K-Kt6, R-Kt8ch. The K cannot hide, and is forced away.

But in the diagram position it is White's move. He plays.

1 K-Kt6

Now Black has a hard problem. If 1. ... R-Kt3ch; 2. P-B6, R-Kt; (mate by R-R8 was threatened) 3. R-R7, K-Kt; 4. P-B7ch, K-B; 5. R-R8ch wins.

If 1. ... R-Kt8ch; 2. K-B6, K-Q; 3. R-R8ch, K-K2; 4. K-B7 with a winning ending. White will advance P-B6, K-B8, P-B7. Then with the aid of the R, he will force the black K out of the way, and soon queen his pawn.

What, then is Black to do? He has actually but one move to draw.

R-QB8!

2 K-B6

If 2-R-R8ch, K-K2; he cannot continue P-B6ch, because the R captures with check, an all important point.

K-Kt!

And this, curiously enough, is again the only move. K-Q looks more natural, but would lose by 3. R-R8ch, K-K2; 4. R-QB8! The R thus protects the P. White will proceed with K-Kt7, and if R-Kt8ch; K-B7 followed by P-B6. This is the same position as in the previous note.

3 R-R8ch

K-R2

4 R-QB8

The best chance, though now it does not succeed in forcing the win. If 4. K-Q6, K-Kt2; and the P cannot advance. 5. R-R7ch, K-B leads to the original position.

R-KR8

The point to playing the black K to the side of the board is that now the R has room to march to the other end, and hamper the white K. If 5. K-Q7, R-R2ch, etc. The reader will note that the same manoeuvre was not possible in the note to move 2.

5 R-Q8

To interpose if R-R3ch, and gain time for K-B7.

R-QB8!

Back to his post. The K must not be allowed to reach the 7th rank. If K-Q6, again K-Kt2.

6 R-Q5

Again protecting the P, and preparing to advance the K.

K-Kt

7 K-Q7

K-Kt2

The P is stopped. White has made every attempt, and can make no further headway. The game is drawn.

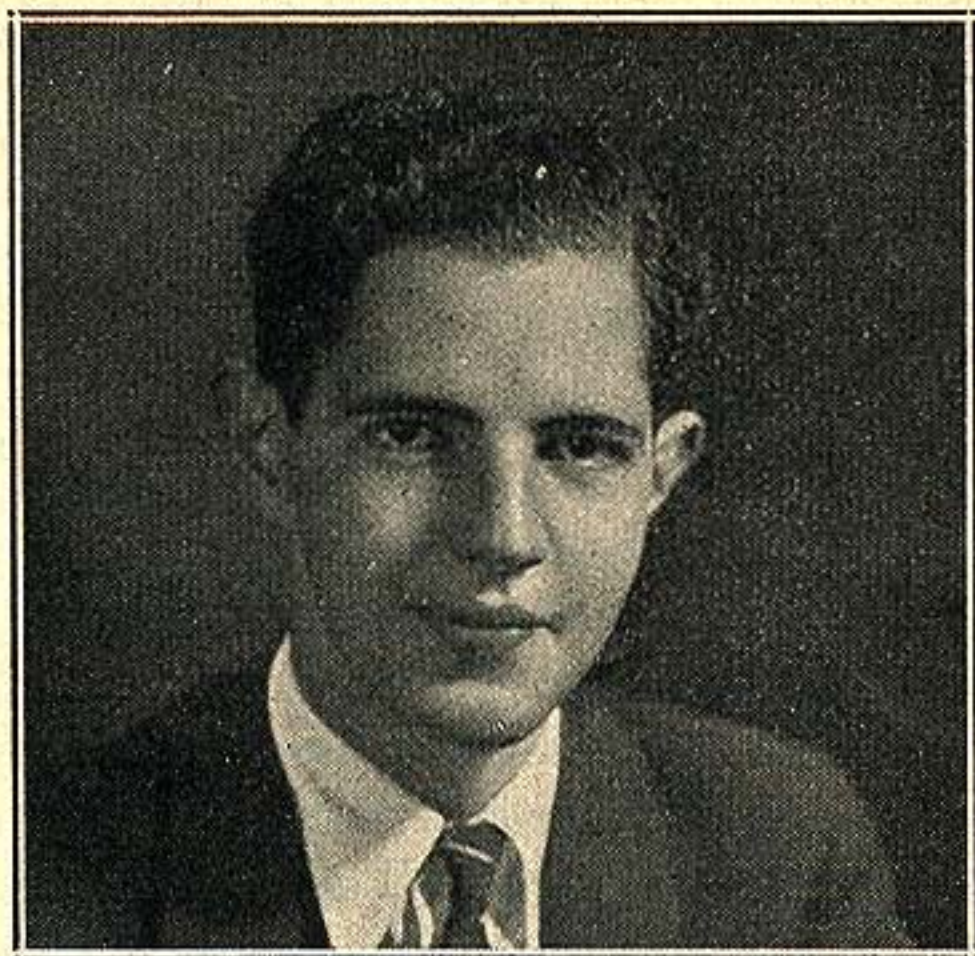
Globe Trotter

With one exception I. Kashdan, young American star, covered more territory last year than any other ranking chess master. Dr. Alekhine, as behooves the World Champion, led in this as in other respects. Following is a brief review of Kashdan's activities.

January 1, 1932, saw him in England, participating in the Hastings Tournament. In this he placed second to Flohr. Invited to the London Tournament in February, he took advantage of an interval of three weeks to make a short tour of simultaneous play. He was the guest of the Liverpool Chess Club for three days, and also played at Bournemouth, Tunbridge Wells, and London. In the tournament he tied for third with Sultan Khan.

He sailed for home soon after, carrying many pleasant memories with him. He remained in New York for all of two months. Then the wanderlust fever got him again and he was off for new conquests. This time it was a tour of the States, perhaps the longest and most successful ever undertaken. Below are his ports of call and the results of the displays.

			W.	L.	D.
May	9	Reading, Pa.	37	0	0
"	10	Wilkes-Barre, Pa.	19	1	0
"	11	Scranton, Pa.	20	0	1
"	12	Binghamton, N. Y.	20	0	1
"	13	Allentown, Pa.	57	1	2
"	14	Philadelphia, Pa.	18	4	2
"	16	Harrisburg, Pa.	16	0	1
"	20	Cincinnati, O.	26	0	3
June	4	Chicago, Ill.	13	2	2
"	11	Chicago, Ill.	17	1	1
"	15	Minneapolis, Minn.	23	3	1
"	20	Omaha, Neb.	38	1	1
"	22	St. Louis, Mo.	36	2	2
"	25	St. Louis, Mo.	18	0	0
"	28	Denver, Col.	24	1	1
"	30	Billings, Mont.	15	0	0
July	2	Yellowstone Park, Wyo... ..	15	0	1
"	15	Seattle, Wash.	31	2	1
"	18	Portland, Ore.	24	0	0
TOTAL			467	18	20



I. Kashdan

Then followed a leisurely trip down the Pacific Coast, arriving in Los Angeles in time to participate in the Masters Tournament at Pasadena in August. Kashdan was satisfied with second place behind Dr. Alekhine, who had made a hurried trip from Berne, Switzerland, for this rendezvous. Pasadena marked Kashdan's only loss to Alekhine in six encounters. They met again soon after in Mexico City, and there came the climax of Kashdan's career to date—no less than a tie for first with the World's Champion. This feat had never before been achieved since Alekhine won the title from Capablanca in 1927. Both masters were engaged for exhibitions in Mexico City and the provinces. Then Kashdan returned to New York, making stops at Dallas, Chicago and Cleveland.

Arrived in New York, Kashdan's plans were quite uncertain. He had an invitation to Hastings for the 1933 edition of their Christmas Festival and was sorely tempted to go. But his friends urged him to remain. Then the thought of some day running a chess magazine had been going through his head. Now he found the necessary support forthcoming, the organization at hand, and he embarked on the task. The result is "Chess Review."

PROBLEM REVIEW

By I. Kashdan

WE take great pleasure in announcing that beginning with the February number Mr. Otto Wurzburg, internationally known composer, will take the post of Problem Editor. Unfortunately we obtained his consent just as we were going to press, too late for him to assume control this month. All solutions and comments should be sent to him—*Otto Wurzburg, 712 Atwood Ave., Grand Rapids, Mich.*

For this first issue we are giving a selection of the finest problems composed last year. It is in a sense a review of the year's activities in that field. In the future, however, we shall want more original work, and all contributions will be welcome.

Perhaps a discussion on the value of problems may not be out of place here. For years there has been a division of camps between chess Players and Problemists. The two classes apparently had nothing in common. The player would look upon problems as sheer waste of time, exhibiting positions that were practically impossible of occurrence over the board. On the other hand the problemist found the game too dry, uninspiring, lacking in that wit and polished stratagem to be found in his clever creations.

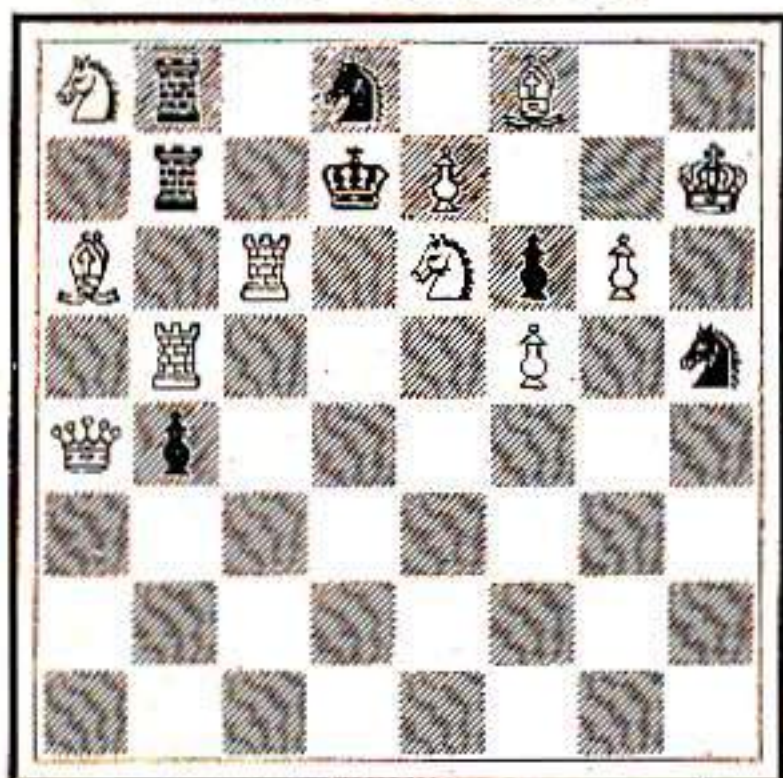
Personally, I was brought up in both camps. I learned most of my chess under the tutelage of a clique of problem composers, of whom Maxwell Bukofzer of Long Island was the leader. Others, some of them still active in various branches of the game, were Dr. Keidanz, Val Huber, Louis Friedlander, and some players of my own age, I. Horowitz and

D. Polland.

Bukofzer and Friedlander were the most prolific, always turning up with hard nuts to crack. We would all take a hand suggesting corrections and changes. From that it was only natural that I should turn to composing. At that time H. L. Dolde was running a wonderful column in the Pittsburgh Post, mainly devoted to problems. I sent him some of my efforts, and what a thrill when the first one was published! It was all very absorbing, and I could hardly understand the attitude of the players, who would sneer when they passed the table at which our problem coterie was gathered, and sit down to play their "useful" games.

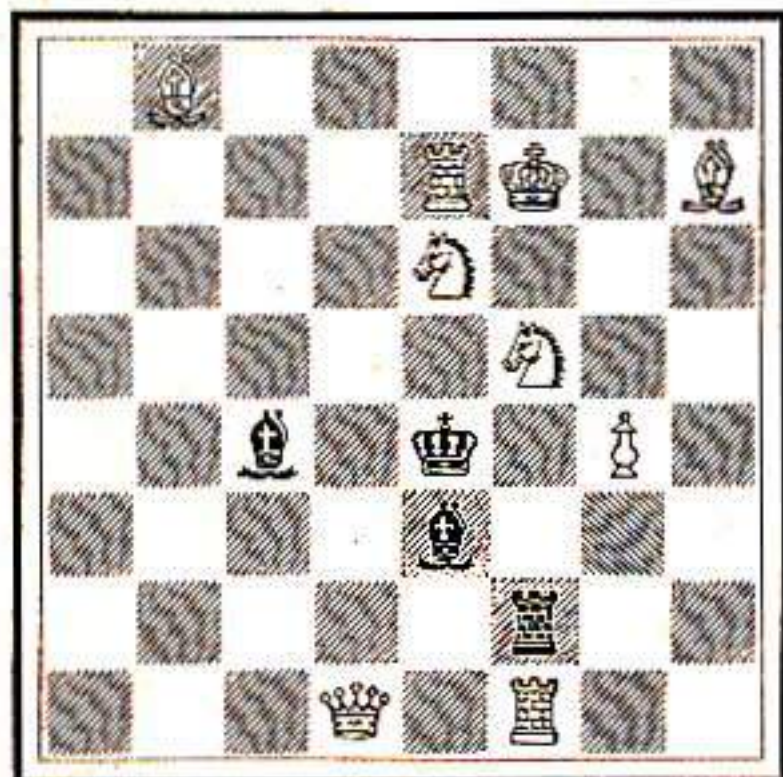
I found, when I began to play more chess, that problems had improved my game considerably. I do not hesitate to recommend solving as a method of advancing one's playing strength. Problems are the most concentrated form of chess strategy. A problem may contain dozens of ideas, any one of which occurring in a game would be considered brilliant and remarkable. The average mobility and scope in a problem are so great that after a course in solving the positions in practical play look easier. The powers of imagination are greatly extended in problem work, an important asset for over the board play. However, all this is beside the point. Don't solve problems because it will benefit your playing ability. That will come of itself. It is the sheer joy of peering below the surface and revealing the composer's thoughts that is the chief aim.

No. 1
O. STOCCHI
1st PRIZE
"L'ITALIA SCACCHISTICA"



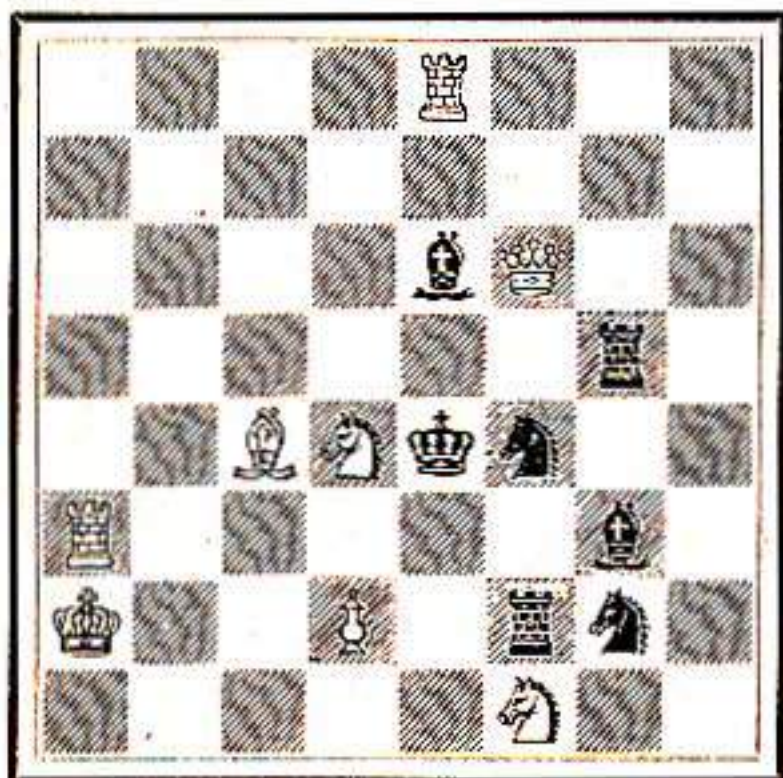
White mates in two moves

No. 2
A. MARI
1st PRIZE
"IL PROBLEMA"



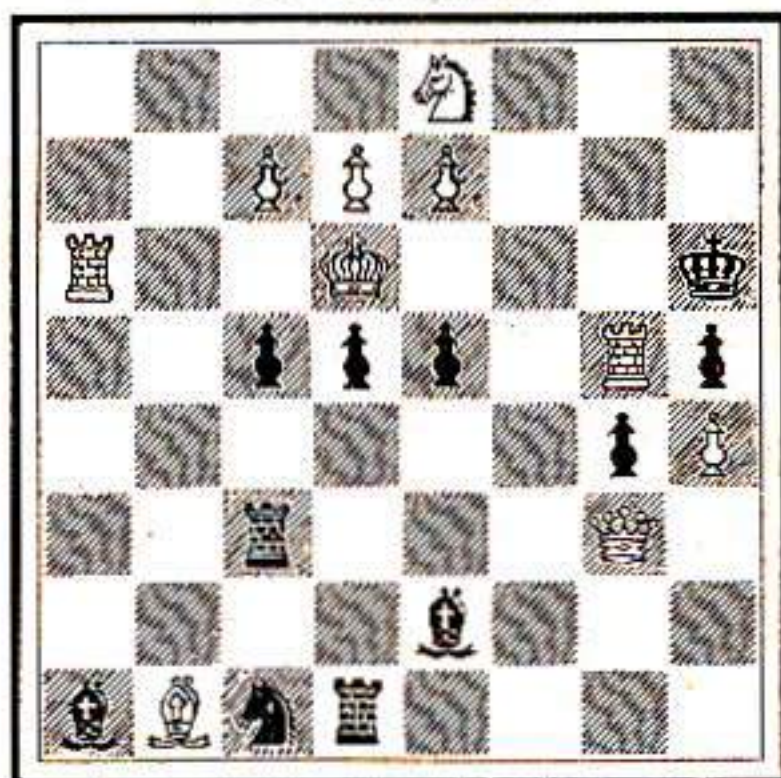
White mates in two moves

No. 3
S. LEWMANN
2nd PRIZE
"IL PROBLEMA"



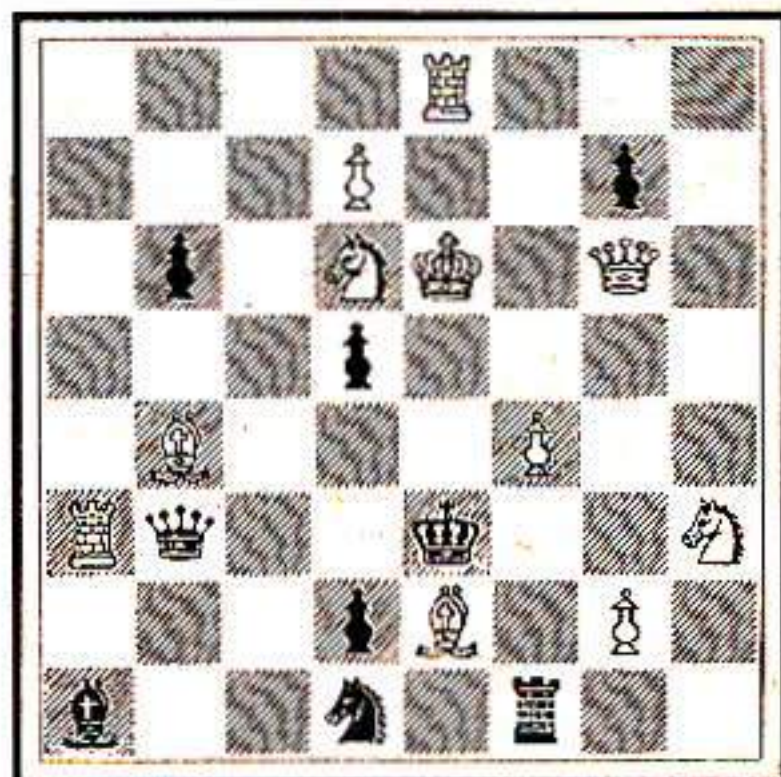
White mates in two moves

No. 4
A. ELLERMAN
1st PRIZE
"DE PROBLEMIST"



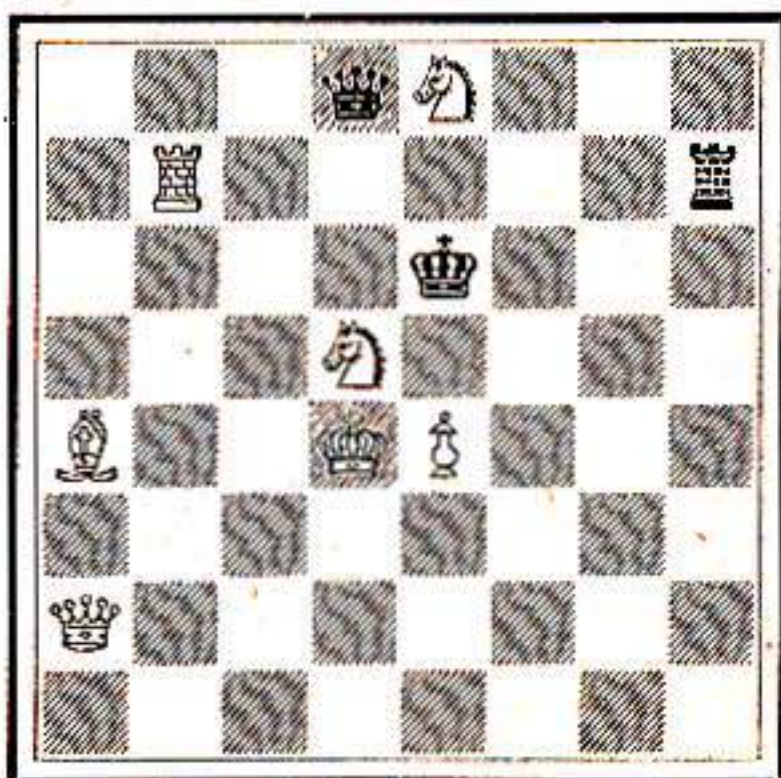
White mates in two moves

No. 5
A. ELLERMAN
2nd PRIZE
"NEUE LEIPZIGER ZEITUNG"



White mates in two moves

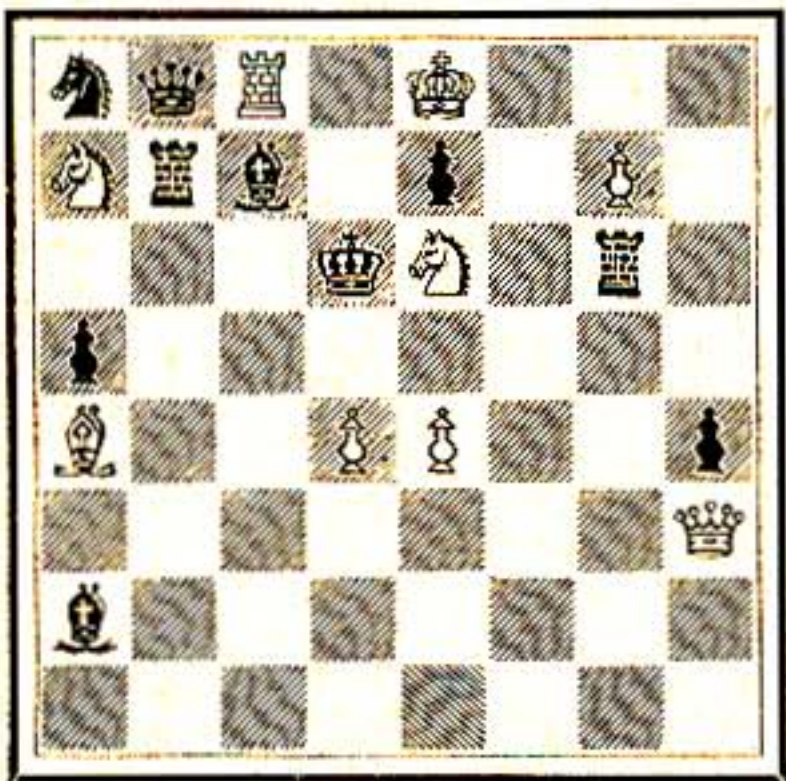
No. 6
H. HERMANSSON
1st PRIZE
"SCHACHVARLDEN"



White mates in two moves

No. 7
N. EASTER
1ST PRIZE

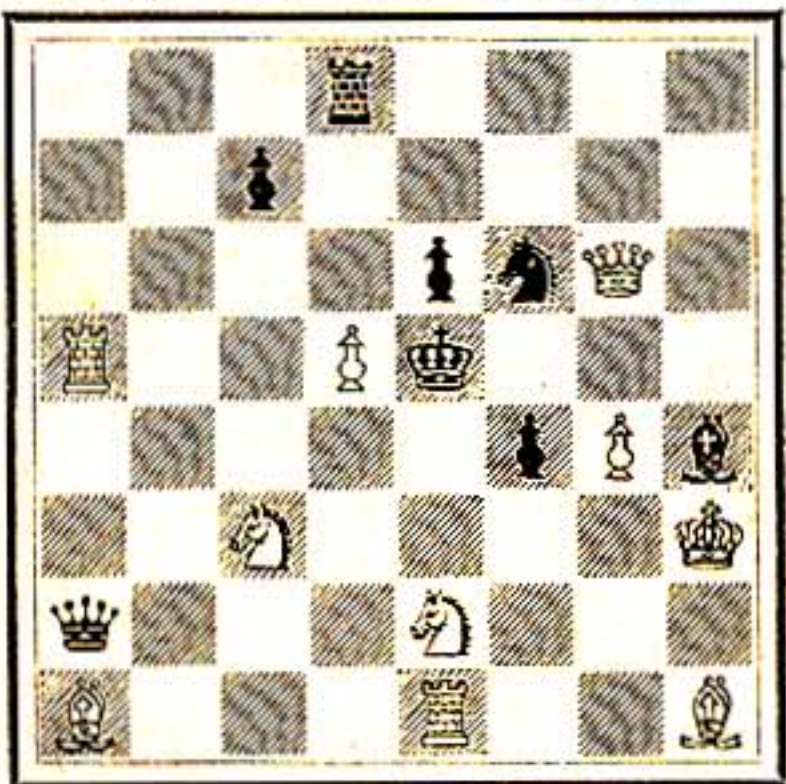
"BRISTOL TIMES AND MIRROR"



White mates in two moves

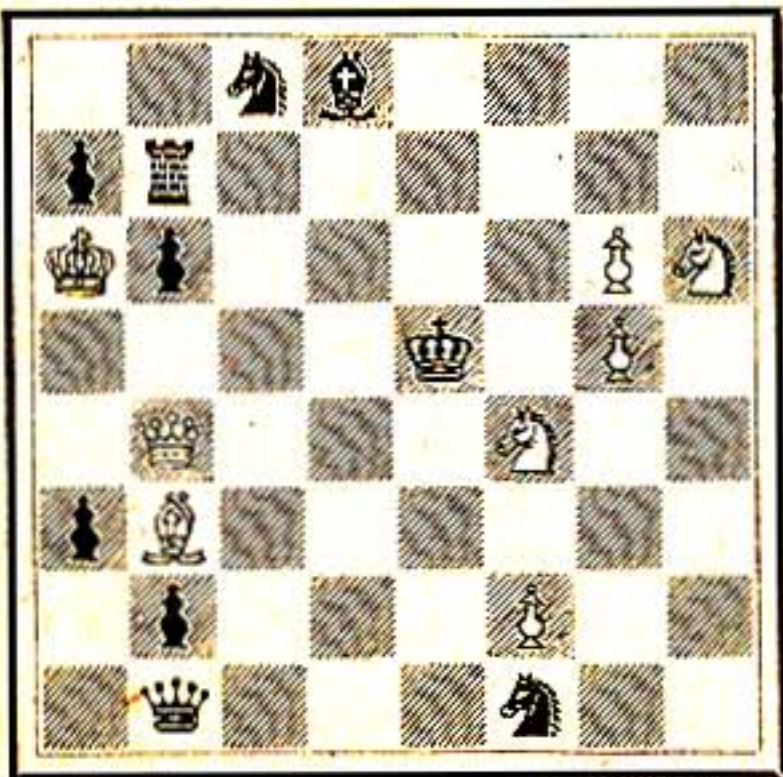
No. 8
G. CRISTOFFANINI
1ST PRIZE

"NEDERLANDSCHEN SCHAAKBOND"



White mates in two moves

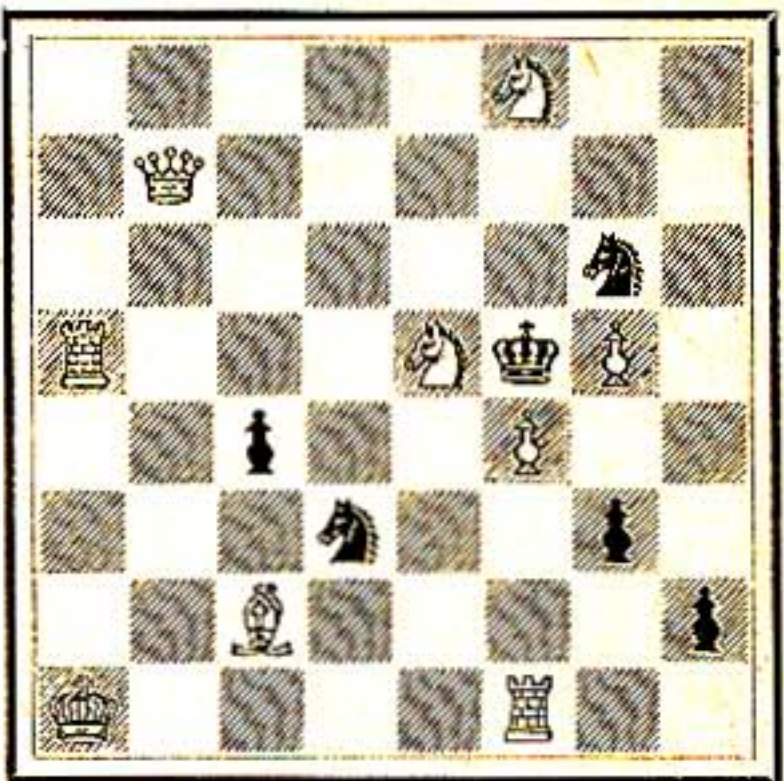
No. 9
S. LEWMANN
1ST PRIZE EX AEQUO
"BRITISH CHESS MAGAZINE"



White mates in three moves

No. 10
G. CRISTOFFANINI
2ND PRIZE

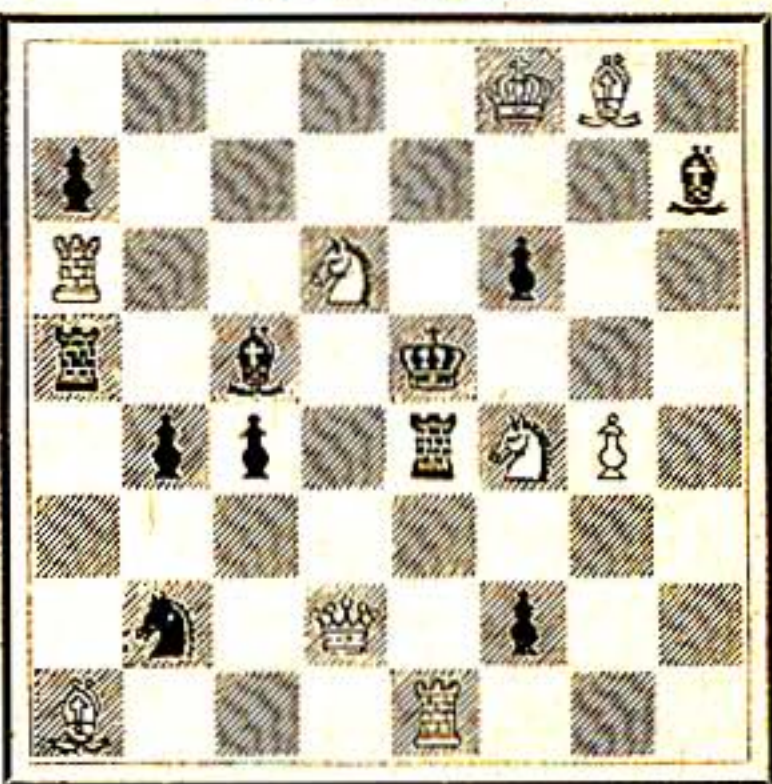
"BRISTOL TIMES AND MIRROR"



White mates in two moves

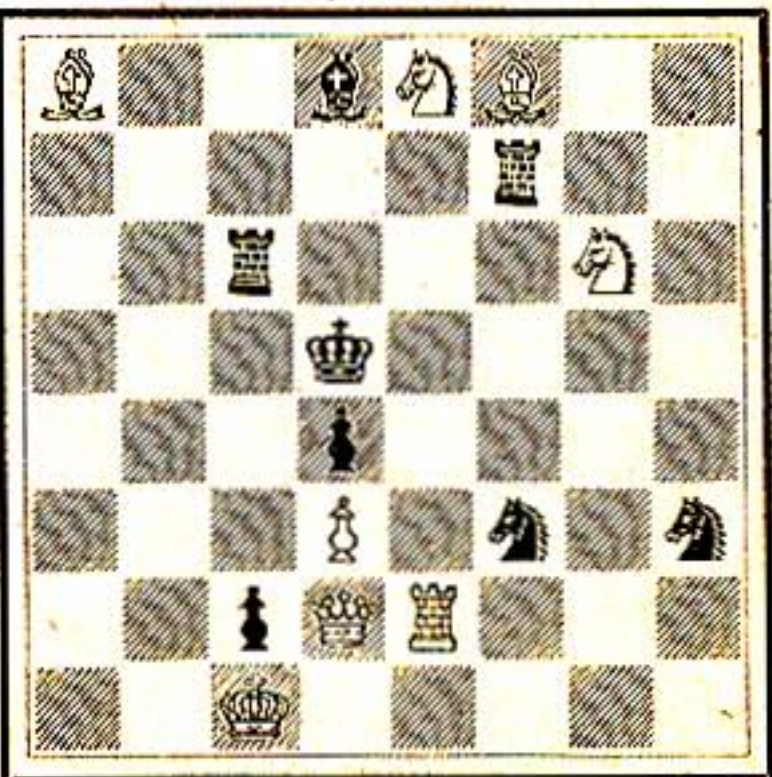
No. 11
M. BARULIN
2nd PRIZE

"DE PROBLEMIST"



White mates in two moves

No. 12
J. DE ANDRADE
1ST PRIZE EX AEQUO
"BRITISH CHESS MAGAZINE"



White mates in three moves

CHESS PLAYERS ALL

Continued from page 10

and play an excellent brand of chess that indicates hard work and study. Under these circumstances, chess in England brooks no frivolity. London is full of chess clubs, each with its professional in attendance, for the Englishman recognizes the value of expert instruction in the game, and the career of the chess expert is a recognized one. In America, the number of business men who play in the same spirit is not as large, but would still fill a respectable volume. At the head of the list, I would place Godfrey L. Cabot of Boston, Lessing Rosenwald of Philadelphia, Herman Behr of New York, and Edward S. Jackson of New York, who can hold his own with the best of the professionals. And, of course, tribute must be paid to the late Isaac L. Rice, chess patron and expert..

It would be a mistake, however, to consider chess as the sport solely of kings, diplomats, or intellectuals. There is no limited appeal in the game. The salaried clerk, the artisan, the mechanic the salesman, the garage attendant, who follow a humdrum routine from week to week are its staunchest supporters and find in the game a needed spark to keep alive the ardent flame of ambition. Native and foreign born find it a great consolation in lonely hours. The traveler especially, on train or boat, is never wholly lost as long as he has a board or book or an opponent. Chess is indeed an international language, and one can travel through Europe, England or the United States—in fact, the whole world—and be at home in the principal cities everywhere as long as he

carries as password with him an understanding of the game. To the lives of the worker, chess makes a real contribution, for he feels a kinship with the chess artist to a degree that only a few in other fields of art can appreciate.

Of recent years, the ladies, who have always played a part, if only that of on-lookers, have begun to take a real hand, and Tournaments for women are quite the vogue in Europe now, and there are some excellent players among them who can give a good account of themselves in any company. Miss Vera Menchik comes to mind because she holds place with the international masters, but there are many of her own sex who play about as well.

The recent death of Dr. Albert Michelson, an ardent chessist, recalls to mind the many scientists and academicians who play the game. Among the artists, Mischa Elman, Lord Dunsany, Rachmaninoff—just to mention a few.

The enthusiastic way in which the American public takes up its games and sets about to master their mysteries, convinces me that one of these days it will turn whole-heartedly to chess and delve deeply into its intricacies. Then will begin a current discussion of Queen's Gambits, of Sicilian defenses, of Evan's attacks, of Bogoljubow variations, that will raise havoc with the normal terseness of the King's Anglo-Saxon. At such time, the chess master will come into his own as an artist and the chess ecstasy of the few will be shared by the vast public. In the meantime, chess moves from Tournament to Tournament, its masters like Cassius lying awake of nights fashioning new weapons against their adversaries, and new devices to disrupt the enemy.

The article on "Mistakes of the Masters," on page 23, was contributed by Lester W. Brand of Cincinnati, one of the strongest players in Ohio. His name

as compiler was omitted by inadvertence. Mr. Brand promises to send us more of these "Mistakes," which will make an interesting series.

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