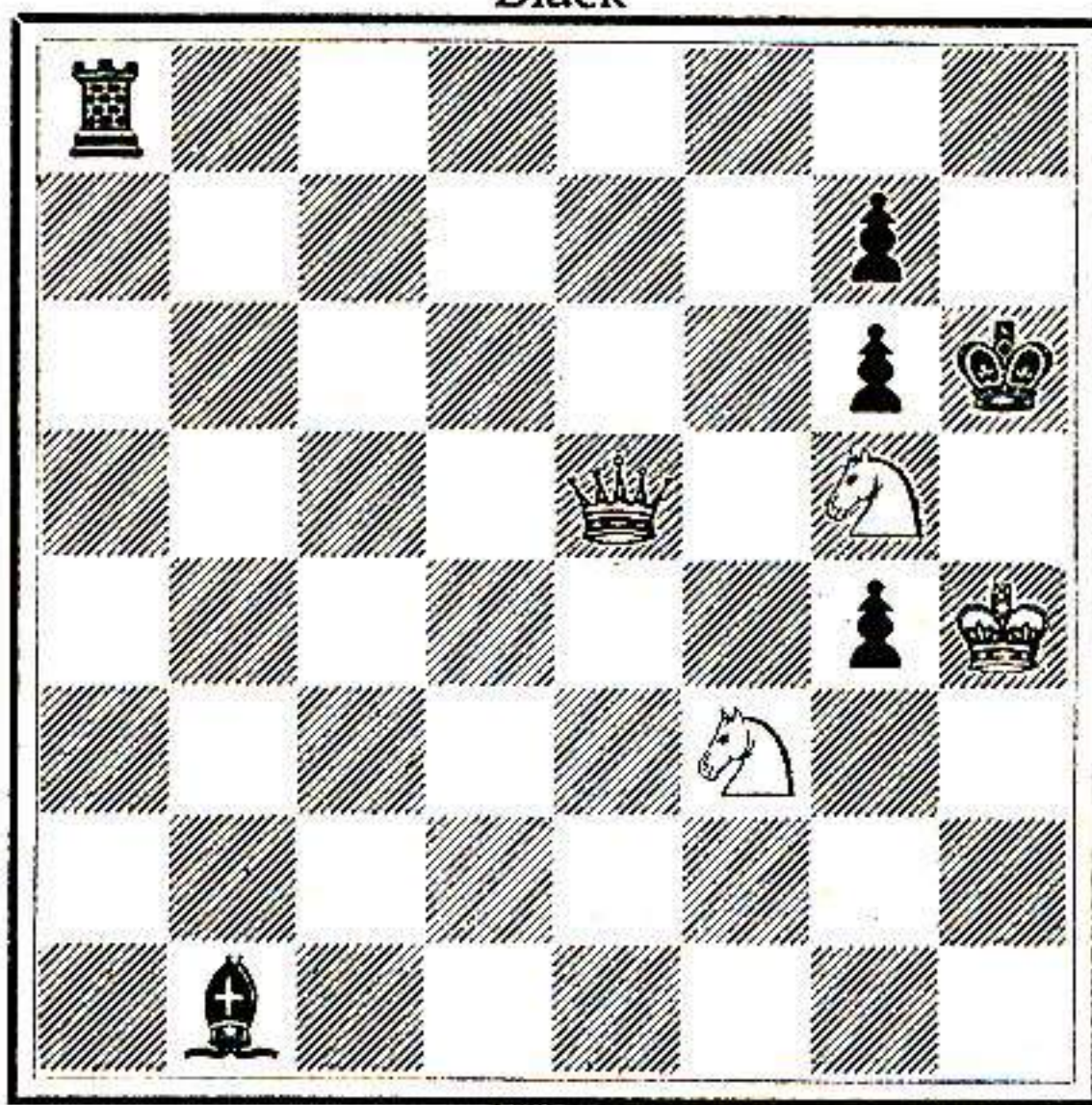


*The*

# CHESS REVIEW

By SAM LOYD

Black



White

WHITE MATES IN THREE MOVES

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

IN THIS ISSUE:

CURIOUS CHESS FACTS — — — — — I. CHERNEV  
WHAT'S THE ODDS? — — — — — I. KASHDAN  
CONTRACT BRIDGE — — — — — GEORGE REITH

FEBRUARY, 1933 - - MONTHLY 25 cts. - - ANNUALLY \$2.50



# *The* CHESS REVIEW

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VOL. 1 No. 2

*Published Monthly*

FEBRUARY 1933

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Published monthly by Chess Review  
60-10 Roosevelt Avenue, Woodside, N. Y.  
Telephone HAVemeyer 9-3828

Yearly subscription in the United States \$2.50  
Elsewhere \$3.00 - - - Single Copy 25 cents  
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# NEWS OF THE MONTH

THE 13th Annual Christmas Congress of the Hastings and St. Leonards Chess Club was held at Hastings, England, between December 28 and January 6. The winner of the Premier event was Salo Flohr, of Czechoslovakia, who was also the victor the previous year. The competition was quite close, as the table will show. Vasja Pirc, young Yugoslavian, ran him a good race for awhile, but faltered a bit towards the end. Sultan Khan started out with two losses, to Flohr and Pirc. He then won  $5\frac{1}{2}$  out of 6 to assume a threatening position. In the last

round, however, he lost to Michell, striving too hard for a win, which left him in a tie for third with Lajos Steiner.

In the Premier Reserves Tournament the leaders were:

J. Rejfir .....	$7\frac{1}{2}-2\frac{1}{2}$
L. Rellstab .....	$6\frac{1}{2}-3\frac{1}{2}$
Max Walter .....	$6\frac{1}{2}-3\frac{1}{2}$
G. Koltanowski .....	6-4

The Hastings Tournament is gaining each year in prestige and traditional value. The Committee is leaning towards the younger players, many of the most promising receiving their first chance in these competitions. Flohr has a perfect record in Hastings. In 1930 he played in the Premier Reserves, winning handily in that section. In 1931, advanced to the main event, he made the fine score of 8-1, without the loss of a game.

SCORE OF THE HASTINGS TOURNAMENT

	1	2	3	4	5	6	7	8	9	10	Total
1 Salo Flohr .....	—	$\frac{1}{2}$	1	1	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	$\frac{1}{2}$	7
2 V. Pirc .....	$\frac{1}{2}$	—	$\frac{1}{2}$	1	1	1	1	$\frac{1}{2}$	0	1	$6\frac{1}{2}$
3 Lajos Steiner .....	0	$\frac{1}{2}$	—	$\frac{1}{2}$	1	1	$\frac{1}{2}$	0	1	1	$5\frac{1}{2}$
4 Sultan Khan .....	0	0	$\frac{1}{2}$	—	0	1	1	1	1	1	$5\frac{1}{2}$
5 R. P. Michell .....	$\frac{1}{2}$	0	0	1	—	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$4\frac{1}{2}$
6 C. H. O' D. Alexander .....	$\frac{1}{2}$	0	0	0	$\frac{1}{2}$	—	0	$\frac{1}{2}$	1	1	$3\frac{1}{2}$
7 Vera Menchik .....	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	1	—	$\frac{1}{2}$	1	0	$3\frac{1}{2}$
8 Sir G. A. Thomas .....	0	$\frac{1}{2}$	1	0	0	$\frac{1}{2}$	$\frac{1}{2}$	—	$\frac{1}{2}$	$\frac{1}{2}$	$3\frac{1}{2}$
9 E. M. Jackson .....	0	1	0	0	$\frac{1}{2}$	0	0	$\frac{1}{2}$	—	1	3
10 T. H. Tylor .....	$\frac{1}{2}$	0	0	0	$\frac{1}{2}$	0	1	$\frac{1}{2}$	0	—	$2\frac{1}{2}$

Professor Albert Becker scored a good victory in the fifteenth annual Leopold Trebitsch Tournament in Vienna. He didn't lose a game in a strong field. Young Erich Eliskases, who defeated Spielmann in a match recently, tied for third with Hoenlinger. The leaders were:

Prof. A. Becker .....	9-2
E. Gruenfeld .....	$7\frac{1}{2}-3\frac{1}{2}$
E. Eliskases .....	7-4
B. Hoenlinger .....	7-4
* * *	

After a lapse of two years, during which I. Kashdan retained the title, the Manhattan Chess Club resumed its annual Championship Tournament. This is usually one of the blue-ribbon events of

American Chess, and attracts the strongest players available. Abraham Kupchik, often title holder in the past, and Robert Willman, formerly of the City College team, tied for first. They are to play off the tie in a supplementary match of three games. Following are the leading scores:

A. Kupchik .....	$9\frac{1}{2}-2\frac{1}{2}$
R. Willman .....	$9\frac{1}{2}-2\frac{1}{2}$
I. A. Horowitz .....	$7\frac{1}{2}-3\frac{1}{2}$
A. S. Pinkus .....	$6\frac{1}{2}-4\frac{1}{2}$
D. MacMurray .....	6-5
E. Schwartz .....	6-5
* * *	

Charles Jaffe, the internationally known master, is celebrating his fiftieth birthday next month. His friends are arranging



a concert and chess spectacle in his honor. An imposing list of names is on the committee. They are Frank J. Marshall, U. S. champion, Harold M. Phillips, President of the Intercollegiate Chess League, Alfred Kreymborg, well-known poet and chess player, Jacob Bernstein of the Stuyvesant Chess Club, and E. Farago of the Rice Progressive Chess Club.

Besides the musical part of the program, the main attraction is to be a living chess spectacle, with Jaffe and I. Kashdan conducting the pieces. The idea is to have a limit of 20 seconds per move, which will call for quick action on the part of the gayly costumed figures.

Jaffe has had an active career both as player and writer of chess. His successes in Metropolitan Tournaments are numerous, and he has victories over Dr. Lasker, Capablanca, and others of the greatest masters to his credit.

\* \* \*

The Metropolitan Chess League of New York will start its season February 4. Twelve teams have entered the competition this year. The first round will bring together: West Side Y. M. C. A. vs Queens Chess Club; Manhattan Chess Club vs Columbia; Hungarian Workers vs Scandinavians; Marshall Chess Club vs New York University; Empire City vs International Chess Club, and City College vs Caissa Chess Club. There will be eleven rounds of play, on Saturday nights. The Manhattan and Marshall Chess Clubs have shared the leading honors for several years. Their meeting in the final round is awaited with keen interest.

\* \* \*

The 37th Annual Pennsylvania Chess Championship Tourney will commence February 22 at the Benjamin Franklin Hotel in Philadelphia. This is a time-honored event and is awaited eagerly by the rabid chess players of Philadelphia

and the vicinity.

\* \* \*

Dr. Alekhine had an enjoyable visit in Honolulu, stopping off for two exhibitions on his tour around the world. On January 3 he played 20 simultaneously, including two blindfolded games. The champion won them all. He played fifteen blindfolded the next day, the results of which are not yet at hand.

\* \* \*

I. Kashdan gave an exhibition at Reading, Pa., on January 16. He won 46 and lost 1. There is great interest in chess in this region. A match is to be played at Reading between Lehigh County and Berks County. The sponsors claim there will be at least a hundred players on each side.

\* \* \*

Herman Steiner of New York gave a monster simultaneous exhibition at the Los Angeles Athletic Club on January 7. He played 80 boards with four players at each table. His score was excellent—70 wins, 7 losses, and 3 draws. Steiner remained in Los Angeles after the Pasadena Congress last August. According to the latest reports he finds chess in a very healthy, thriving state there, and means to stay indefinitely.

\* \* \*

Plans have been perfected for a telephone chess match between Boston and Philadelphia, to be played early in February. The teams will consist of ten men each. The sponsors are the Boston City Club, and the Mercantile Library Chess Association of Philadelphia.

\* \* \*

José R. Capablanca is about to come out of his retirement in Havana. He plans to visit Panama, and later will proceed to California, where he expects to arrive some time in March. He may stay there for a while, and then if there is enough interest, will tour across the country.

Continued on page 32



# CURIOUS CHESS FACTS

By I. Chernev

1. The shortest tourney game ever played occurred between Gibaud and F. Lazard in a tournament for the championship of Paris. The moves were:

- |            |        |
|------------|--------|
| 1 P—Q4     | Kt—KB3 |
| 2 Kt—Q2    | P—K4   |
| 3 P×P      | Kt—Kt5 |
| 4 P—KR3    | Kt—K6  |
| 5 Resigns. |        |

2. The longest game was played between O. Duras and D. Janowsky in San Sebastián Tournament of 1911 and consisted of 161 moves.

3. In January 1922 F. J. Marshall played 155 games simultaneously, winning 126, drawing 21 and losing only 8 in the very short time of 7 hours and 15 minutes. What was most remarkable about this was the fact that he recalled the scores of all but 2 games.

4. In a game played between Tarrasch and Gottschall at Nuremburg in 1888, Tarrasch kept all his pawns until the 96th move.

5. In the Bad Kissingen Tournament 1928, Spielmann won only one game but that was from Capablanca.

6. C. F. Burrille, on a wager, solved sixty two-move problems in one hour. The same player conducting "Ajeeb," the mechanical chess-player played over 900 chess games losing only 3 and as far as known never lost a checker game.

7. In a game played in 1858 between Franz and Maylt, the former had 2 queens on the board, but lost the game. His opponent had none.

8. Bardeleben didn't lose a game in the first 9 rounds of the tournament at Hastings 1895, but in the next 9 rounds he couldn't win a game. The first game he lost was the famous brilliant game, Steinitz-Bardeleben.

9. In the match played between Euwe and Reti in 1920, Reti sacrificed two rooks in one game and followed it up in the next game by sacrificing two rooks again, winning both games brilliantly.

10. Possibly the most incongruous profession for a chess master was that of Harmonist, royal ballet dancer.

11. Mrs. Gilbert, of Hartford, Conn., playing 2 games of chess by correspondence with Mr. Gossip, announced mate in 35 in 1 game and mate in 21 in the other.

12. In a match between Schlechter and Tarrasch played in 1911 at Cologne, Schlechter won the ninth game in 106 moves, but lost the tenth in 109.

13. In 1929 the United Civil Services in the South of England played a match on 500 boards.

14. In the cable match between England and America played in 1900, Bellingham sent a message resigning his game at the same time that his opponent Hodges cabled offering a draw.

15. At Vienna 1873 in a double round tournament William Steinitz won 16 games in succession without allowing a draw.

16. A tournament was conducted in Prague in 1874 in which all the competitors played blindfold. The winner was J. Dobrusky who scored  $13\frac{1}{2}$  out of 14 possible points.

17. F. Gutmayer, who wrote a book on how to become a chess master, was never able to become one himself.

18. The fastest tournament players were Zukertort, Charousek, Janowsky and Capablanca.

19. At Dresden 1892 Dr. Tarrasch beat Marco in 5 minutes. Although the game took a short time it is an important one in the theory of the Ruy López opening.

20. In a tournament held in St. Petersburg in January 1903 no less than three Znosko-Borowskis won prizes.

Continued on page 10



# GAME STUDIES

NIMZOVITCH DEFENSE  
Hastings, January, 1933  
(Notes by I. Kashdan)

S. Flohr      Sir G. A. Thomas  
White      Black

1 P-Q4      Kt-KB3  
2 Kt-KB3      P-K3  
3 P-K3

Intending to play the Colle System (B-Q3, P-B3, QKt-Q2, and eventually P-K4) which is becoming fashionable lately. It is not very spirited play, however, and allows Black too much choice.

4 B-Q3

Had White not played P-K3, he could continue here by P-KKt3 and B-Kt2, to oppose the black B. Now it would leave his position too full of holes.

5 QKt-Q2  
6 O-O  
7 P-B4

P-QKt3  
B-Kt2  
P-B4  
Kt-B3

P-B3 is more in the spirit of this opening. White having chosen a backward development will gain nothing by opening the game.

8 P-QKt3  
9 B-Kt2  
10 R-B

B-K2  
O-O  
P-Q4  
R-B

The game is substantially even. What advantage there is is in Black's hands, due to the somewhat better position of his minor pieces. What must be foreseen is that the center files may be opened at any moment by an exchange of pawns. The white pieces will then be obstructing the Q file, whereas Black's lines are clear for action.

11 P-QR3      QPxP  
12 KtPxP

This P becomes weak later. It cannot advance, and is subject to attack on the open QB file. Since it cannot be supported by another P, White's pieces are to some extent bound to its defense. But if 12 KtxP, PxP; 13 KtxQP, KtxKt; 14 BxKt, Q-Q4; 15 P-B3, KR-Q with an excellent game.

B-Q3

13 Kt-Kt3

Q-K2

14 R-R

The threat was PxP followed by BxQRP. White wishes to advance his RP, and obtain open lines on the wing, having none in the center.

B-Kt

Black is preparing a strong attack on the K side. It is justified by the commanding lines of his bishops, and the inactivity of White's Q side forces.

15 Q-Kt

This is a very bad error in judgement. His defense on the K side was already precarious, and to take still another piece out of the way is tempting fate. He relies on his control of the center squares, but this proves insufficient, and White is due for a rude shock. 15 Q-K2 was the proper move.

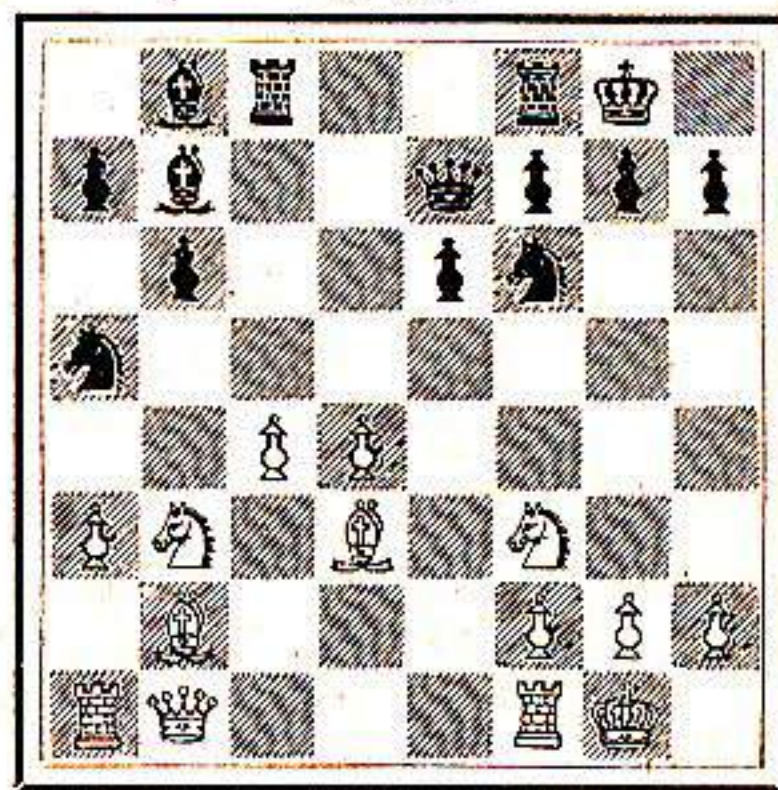
PxP

16 PxP

Kt-QR4!

Here it is. The long diagonal of the QB is thrown open. It will soon be seen how denude of support the white K is. See the diagram below of this interesting position.

SIR G. A. THOMAS  
White



Black  
S. FLOHR

Position after Black's 16th move

17 KKt-Q2

The last defensive piece is forced away. White had nothing better. If 17 KtxKt, BxKt; 18 Kt-Kt3, (18 PxP? Q-Q3 wins) Kt-Kt5! with an overwhelming onslaught. For the variations see the next note, to a similar position which could have been reached in the game. If 17 QKt-Q2, BxKt; 18 KtxB, KtxP is sufficient.

Q-Q3?

Black has played a beautiful strategic game, succeeding admirably in his purpose of reducing



the White defenses. But here, with the win in sight, he falters, and White can just escape. The position is rich in possibilities. 17 ... BxPch is tempting, but fails after 18 KxB, Kt-Kt5ch; 19 K-Kt3, Q-Kt4; 20 P-B4! The right continuation was 17 ..., KtxKt; 18 KtxKt, Kt-Kt5! The threat is BxPch and Q-R5. Let us examine the defenses.

A. 18 P-Kt3, Q-R5!! 19 PxQ, BxP mate. Perhaps it was this pretty sacrifice that Black overlooked when he played Q-Q3. On other moves, White can defend himself.

B. 18 P-R3, Q-R5; 19 B-K4, (Black threatens QxRP! If 19 P-B4, Q-Kt6 forces mate) BxB; 20 QxB, B-R7ch; 21 K-R, KtxPch; 22 RxKt, QxQ. There is nothing much to be done.

C. 18 P-B4, Q-R5; 19 P-R3, Q-Kt6, as before.

White can always play BxPch, but that is as far as his counter-attack goes, and it has no effect on the play, besides delaying it one move.

18 P-Kt3                      KtxKt  
19 KtxKt                      KR-Q

Black still has a nice-looking game, but there is no longer anything definite. White's pawns now exercise a hampering effect on any advance.

20 Kt-Q2                      Q-B3  
21 P-B3

The mating threats are now easily parried. Black could still play for attack with P-KR4 and R5, with fair chances.

P-K4?

But this is wrong. It allows, in fact forces, P-Q5, giving White a strongly protected passed pawn. The effect is that both of Black's bishops are blocked, whereas White's pieces suddenly come into new life. From this point Black's game gets slowly worse.

22 B-B5

If 22 PxP, Q-B4ch; and BxKP will leave White with a shattered pawn formation. Even 22 ..., Kt-Kt5 would be strong.

R-B2

23 P-Q5!

23 PxP, RxKt; 24 PxKt, QxQBP would be all to Black's advantage.

24 K-R                      Q-B4ch  
25 P-QR4                      R-K2

Threatening B-QR3. White finds new lines, and Black is soon reduced to marking time. The RP is also useful to prevent P-QKt4, which might break up the white P's.

26 Q-K                      B-Q3  
                                    B-B

27 B-Q3                      Q-B2  
28 Q-K2                      R(Q)-K

His chance for freedom lies in P-K5, but this White can always prevent.

29 Q-Kt2                      Kt-Q2  
30 Kt-K4                      Kt-B4  
31 KtxB                      QxKt  
32 B-R3

With the black B gone, this is a strong diagonal, which will hamper Black's movements for some time.

33 KR-Q                      R-B2  
34 P-R5                      R-Q

The correct idea. If Black accepts the P, White will have two connected passed pawns, an overpowering advantage. Otherwise, White exchanges and plays to attack the QKtP.

                                    PxP  
35 Q-QB2                      P-KR3  
36 Q-B3                      Q-KB3  
37 B-K2                      P-K5

Attempting to get some counter-play. But in the ending the white pawns become all the stronger.

38 QxQ                      PxQ  
39 PxP                      KtxP  
40 R-Q4                      P-B4  
41 K-Kt                      B-R3  
42 B-KB                      Kt-Kt4  
43 K-B2

To avoid Kt-B6ch. White is now ready to play P-B5, and walk the pawns right through.

                                    Kt-K3  
44 R-R4                      Kt-B4  
45 RxP                      Kt-K5ch  
46 K-K3                      BxP

This loses at least the exchange. Black had probably planned this capture when he started the manœuvre by Kt-K3, and decides to go through with it.

47 R-B                      BxB

If R(Q)-QB; 48 P-Q6, R-B3; 49 P-Q7! wins handily. If 47 ..., R-K; 48 BxB, Kt-Q3ch; 49 K-Q3.

48 RxR                      RxP  
49 B-Kt2                      R-Q6ch  
50 K-B4                      Resigns.

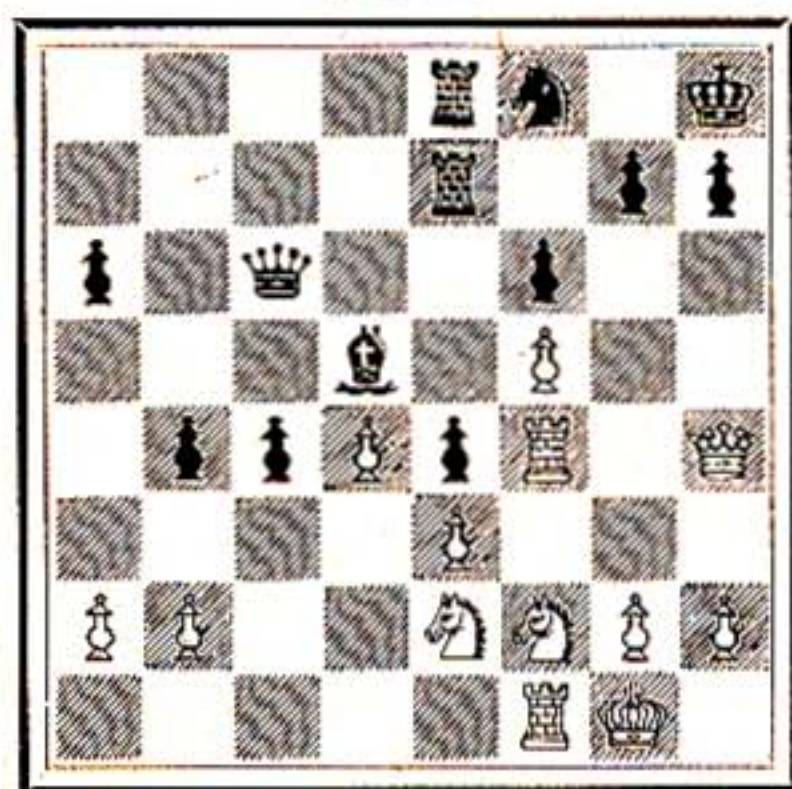
He must play P-B3 to defend the mate, when 51 KxP would lead to a quick decision.



The following game is from "Masters of the Chessboard," recently published by the McGraw Hill Co. It is a good example of the entertaining, dramatic style of the annotations.

We are all familiar with the film dramas, in which the hero or the heroine is in imminent danger of death while at the same time, but in another quarter, rescue plans are under way. The audience follows the action and counter-action in breathless suspense, but to all appearances the rescuers will arrive on the scene too late. Only at the very last moment, when all hope has been abandoned, is the tragic end averted. A similarly exciting drama is offered in the following game played between Pillsbury and Tarrasch in the Tournament at Hastings, 1895. After White's twenty-eighth move, the following position was reached:

DR. S. TARRASCH  
Black



White  
H. N. PILLSBURY

Tarrasch played

Q—R5

which appears to be decisive, as after 26 Kt-B, Q-B7; White's Q-side would be conquered. But Pillsbury gave his opponent something to think about with

29 Kt—Kt4

With this move White threatened a Kt sacrifice on B6, and so it called forth the protective move

Kt—Q2

There followed

30 R(B4)—B2

and still Black could not play QxP, as White

would thereupon win with 31 Kt-B4, B-B2; Kt-Kt6ch, BxKt; 33 PxB, Kt-B (after 33 ... P-R3, there would follow 34 KtxRP, PxKt; 35 QxRPch, K-Kt; 36 R-B4); 34 KtxP, PxKt; 35 RxP, K-Kt; 36 R-B7. For this reason the move made was:

K—Kt

and thus Pillsbury had gained time to escape the worst with

31 Kt—B

for now Q-B7 is prevented. Will it help in the long run? Black continued his attack on the Q side with

P—B6

32 P—QKt3

Q—B3

and now threatened to annihilate White's Q-side and win easily with P-QR4 and R5, exchange pawns, and R-R and R6. What is White to do? Defensive measures would be hopeless in the long run, owing to Black's strong passed Pawns. Pillsbury, therefore, now launches his counter attack on Black's K-side.

33 P—KR3

Pillsbury has calculated with mathematical precision the time at his disposal, and he prepares his action with the greatest calm.

P—QR4

34 Kt—R2

To anyone re-playing this game and seeing that the Black menace on the Q-side is so close, this seems tormentingly slow.

P—R5

35 P—Kt4

PxP

36 PxP

R—R

37 P—Kt5

R—R6

38 Kt—Kt4

BxP

One would think now that White is lost, that the attempted rescue will come too late. But at the very last moment comes the catastrophe which destroys the already triumphant Black.

39 R—KKt2

Threatens not only PxP, but also KtxPch.

K—R

40 PxP

PxP

After KtxP, the game would be decided by 41 Kt-K5.

41 KtxB

RxKt

42 Kt—R6

R—Kt2

The only move.

43 RxR

KxR

White's attack seems to be at an end, while Black threatens P-B7 and B8. But now follows, in the nick of time, the long prepared catastrophe.

44 Q—Kt3ch!

KxKt

45 K—R



Thereby threatens 46 R-KKt. Black can now prevent the threatened mate only with the most severe sacrifices.

	Q—Q4
46 R—KKt	QxBP
47 Q—R4ch	Q—R4
48 Q—B4ch	Q—Kt4
49 RxQ	PxR
50 Q—Q6ch	K—R4

Black can move his K only in such a manner that White will take Kt, either with an offer of check or a threat of immediate mate, so that there is no time for P-B7.

51 QxKt

and wins.

\* \* \*

*We take the following from Tarrasch's Schachzeitung, the new magazine published in Munich. It is a pretty effort by the veteran master.*

RUY LÓPEZ  
Munich, 1932

(Notes by Dr. S. Tarrasch)

Amateur White	Dr. S. Tarrasch Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 O—O	B—B4
6 KtxP!	KtxP
7 KtxKt	

This move frees the QB and thus facilitates Black's development. Hence the move can only be justified by a convincing continuation. (Better was Q-K2).

QPxKt

The justification might lie in the possibility that white wished to exploit the exposed position of the Kt by means of 8 Q-K2. In that event, however, Black would simply protect his Kt with 8... Q-K2; and after 9 R-K, B-B4! (but not 9... BxPch, as White finally gets two pieces for a R by 10 QxB); 10 P-Q3, Kt-B3; the exchange of queens would yield white no advantage.

8 Q—B3

A much subtler explanation of White's last move: in the event that the Kt retreats, White wishes to play BxPch, winning either R on QR8 or the B on QB5. To protect the Kt by the plausible and aggressive move 8... Q-Q5, would be faulty because of 9 Kt-B3!, KtxKt; 10 BxPch

followed by QPxKt winning a pawn. Should Black play 9... P-B4 in this variation, then the reply B-Kt3 would prevent him from castling.

Q—R5

This is the correct way of protecting the Kt. At the same time White's B is indirectly menaced by the threat of KtxP. For example on 9 P-Q3, KtxBP; 10 BxPch, K-B!; and after a series of exchanges at KB7, Black plays PxP with the exchange to the good.

If 9 P-KKt3, Black replies Q-Kt5 with a good game.

9 Kt—B3

The B sacrifice at QB6 has become a fixed idea with White, to his own detriment. The correct line of procedure was the withdrawal of the B to Kt3, but then Black simply castles with a better developed game. The exchange of knights on the sixth move was inadequately motivated after all.

KtxKt

10 BxPch

A complicated combination, which leads to material advantage for White, as against Black's superiority in position and development.

PxB

Or 10... K-B; 11 QPxKt, PxP; 12 QxQBP winning back the piece (12... B-Q3; 13 P-KKt3).

11 QxQBPch      B—Q2  
12 QxRch

White must not check first with the R, for after 12... K-Q; 13 QxRch, B-B; he would have no time to capture Black's Kt because of the mating threat.

K—K2

13 QxR

Much better was the retreat to B3, remaining with a R for a minor piece.

White is helpless against the coming mating attack, for his development is backward and his Q is far from the scene of action.

Kt—K7ch

14 K—R      BxP  
Threatening 14... Kt-Kt6 mate.

15 P—KR3

If RxB, QxR and White cannot stop mate.

QxPch

The final phase is very pretty.

16 PxQ      B—B3ch  
17 K—R2      B—Kt6 mate.

A "pure" mate. Once more mind has triumphed over matter.

(Translated from Tarrasch's Schachzeitung by F. Reinfeld).



## WHO'S WHO IN CHESS

ONE of the recent finds in American chess is a young man from Portland, Ore., by the name of Arthur W. Dake. Though barely 22, and having played his first match game less than three years ago, he already has an enviable record, with a sensational victory over Dr. Alekhine to his credit.

Dake has had an unusually adventurous career. At sixteen, growing tired of high-school life in Portland, or perhaps during his summer vacation, he took a job on a freighter, and worked his way to Honolulu, Japan and China. It was in some sea-side café that he first saw a set of chessmen, and induced the owner to teach him the game. On the return trip he must have had time to ponder over his lessons, as with no further practice he was able to beat the best that Portland could offer in the way of chess competition.

After two long cruises, life on board ship, with its attendant work and hardship, began to pall on him. He was not one to remain long anywhere. To this day his comings and goings are a constant mystery to his friends. During 1928 he visited San Francisco, Los Angeles, and other towns up and down the Coast. He sought friendly games of chess wherever he could, with more than fair success. There were few who could beat him at "skittles," or off-hand games. He had no opportunity to engage in set match or tournament play, however.

Early in 1929 Dake took a bus going East. He had no particular destination, but drifted along till in the course of time he wound up in New York. Here he encountered some sterner resistance. In fast chess he would win the first game or two from practically everyone he met. He looked so young and innocent the experts were inclined to toy with him, but found it took their best efforts to beat him.



ARTHUR W. DAKE

In 1930 he played his first tournament, for the New York State Championship. He finished third, behind Santasiere and Lessing. This was very satisfactory for a first attempt, and gave him some standing in the community. In a Junior Master's Tournament that summer Dake tied for first with A. Kussman of City College, then Intercollegiate Chess Champion. But this was minor compared to his next achievement, when he annexed the championship of the Marshall Chess Club, beating out a number of well-known Metropolitan experts. Dake had now arrived, and had to be reckoned with in all future chess events.

The Alamac Hotel in New York staged a grand tournament in May 1931. Capablanca, Marshall, Kashdan and Edward Lasker participated. There was great competition for the other places. Dake was the youngest of those invited, but he had fairly earned his chance. In this tournament Dake had the opportunity of a life-time, and missed it. He outplayed Capablanca in their individual game, had



things all his own way, and was already boyishly accepting the congratulations of the spectators. But something happened, over-confidence took its usual toll, and he had to tip his king in defeat. The game still received enormous publicity, perhaps as much as if Dake had won.

In July 1931 the United States sent a representative team to Prague in the annual competition for the Hamilton-Russell Cup. Dake was a member of the team, and did his share in gaining first prize and possession of the cup, which is still in our hands. His play showed the same confidence and lack of respect for reputation that it had back home. Young or old, his opponents all looked alike to him, and he never knew what fear meant.

Before returning to the States Dake played in a tournament at Antwerp in which he equalled the scores of Rubinstein and Yates. He had intended from there to go to England, but the state of his finances just then necessitated a speedy return to New York.

Looking back over his record Dake found one flaw, his early failure to capture the New York State title. This was about to be contested again in Rome, N. Y. He had just enough money left to pay his car-fare up, but with his usual optimism he already felt that the prize was in his pocket. He could only tie for third, however, and but for a friendly lift would have had to hike back. He left soon after for Portland where he remained for some months. He had acquired a number of chess books, and by all accounts was

completely absorbed in their perusal.

The effect of his study was soon to be seen in the Pasadena Tournament in August, 1932. The results of this event were about as anticipated: Alekhine first, Kashdan second, Dake, Reshevsky and Steiner tied for third. But the big news, the story that flashed across the continent, and reached every corner of the chess-playing world, was—Dake Beats Alekhine! Dake obtained the superior game early, just as he had against Capablanca the year before. This time there was a new coolness and restraint about him. He had some idea of the task that confronted him, and went about it with a hardness that spelled success.

From Pasadena Dake went back to Portland, perhaps for another session with his books. He recently turned up again in New York, full of vigor, ready for anything in the way of chess. There are several prospects of matches and tournaments in the next few months, and it is certain that he will not be far off.

Dake in his play has a quickness, a sureness that is reminiscent of Capablanca. Yet there is nothing common in their styles. Dake's game is largely based on study. He is invincible in the opening, and as long as his theoretical knowledge holds out. He has found no limit yet to his capacity for acquiring further knowledge, which means a constant improvement of his game. How far he will go is of course anybody's guess. But he is a force to be reckoned with, a new dynamic personality in American chess.

## CURIOUS CHESS FACTS

Continued from page 4

21. At Monte Carlo in 1902 it took Tchigorin 144 moves to beat Mason. In the same tournament he lost to Marshall in 8 moves.

22. The only game F. D. Yates won at the Hamburg tournament in 1910 was

from Dr. Tarrasch. Curiously the Doctor was the only one to object to Yates's entry on the ground that he was not a strong enough player.

23. Carl Schlechter, considered the greatest drawing master that ever lived, needed but one draw to win the World's Championship from Dr. Lasker, but could not get it.



# GAME DEPARTMENT

Game No. 12  
CARO-KANN DEFENSE  
Hastings, January 1933  
(Notes by I. Kashdan)

**L. Steiner**  
White

**S. Flohr**  
Black

1 P-K4  
2 P-QB4  
3 BPxP

P-QB3  
P-Q4

3 KPxB, PxP; 4 P-Q4 leads to a frequently played variation rather favorable to White.

4 PxP

PxP  
P-QR3

QxP would lose time because of 5 Kt-QB3. But 4 ... Kt-KB3 would regain the P effectively. However, Black wishes to avoid exchanging pieces after B-Kt5ch, and rightly believes that White cannot in the long run maintain the P.

5 Q-Kt3  
6 Kt-QB3  
7 B-K2  
8 P-Q4  
9 B-B3  
10 KKt-K2

Kt-KB3  
QKt-Q2  
P-KKt3  
B-Kt2  
O-O  
Kt-K

Black places this Kt on Q3 to avoid any possibility of P-Q6.

11 P-QR4  
12 O-O  
13 Kt-K4

Kt-Q3  
P-Kt3

This exchange is bad. White gives up an important protection of his P at Q5 in return for a purely passive piece. 13 B-B4 was better.

14 BxKt  
15 B-Kt5  
16 BxKt

KtxKt  
B-Kt2  
Kt-B3  
PxP

BxB is more natural, but the recapture with the P is based on sound reasoning. The KP is backward, but on B3 it can advance and help in the K side attack which soon develops. That White obtains a passed P is of no account, as he can do nothing with it.

17 QR-B  
18 R-B2  
19 B-B3  
20 R-Q

Q-Q3  
QR-Q  
P-B4  
KR-K

21 P-Kt3  
22 Kt-B3  
23 R-K2  
24 RxR  
25 Kt-R2  
26 Q-Kt5

R-K2  
QR-K  
B-KB3  
RxR  
P-QR4  
P-R4

Black has placed all his pieces on their best squares, and is ready for a general advance.

27 P-QKt4  
28 B-Kt2

P-R5

If QKtPxP, Q-R6! wins a piece. White's attempt at a Q side counter comes too late.

29 RPxB  
30 P-Kt4

KRPxB  
P-B5  
P-B6

This forces an entry which soon decides the game. Black developed this attack in splendid style.

31 BxB  
32 Q-Q3  
33 QxB  
34 Kt-B3

Q-B5  
KBxB  
QxB

The threat was R-K5. Now Black has a pretty surprise.

35 QxP(Kt4).

PxB  
BxB!

Threatening mate, and if 36 RxB, R-K8ch and mate next move.

36 KtxB  
37 K-R2

QxRch

Not K-Kt2 because of QxKtch. Now if he takes White has QxR.

38 Kt-K3  
39 QxQ

R-K3  
Q-Q3ch  
RxQ

With the exchange ahead, the result is no longer in doubt. We give the remaining moves to complete the record.

40 Kt-B4  
41 Kt-K5  
42 Kt-Q7  
43 P-Kt5  
44 Kt-B6ch  
45 Kt-Q5  
46 Kt-B4ch  
47 KtxP

R-QB3  
R-B6  
R-QKt6  
P-B4  
K-B2  
K-K3  
K-Q3  
R-Kt5



48 K—Kt3	R—Kt5ch
49 K—B3	RxKtP
50 Kt—B4	R—Kt8
51 Kt—Q3	R—QR8
52 Kt—Kt2	K—Q4
53 K—B4	K—Q5

Resigns.

The Kt cannot be saved after K-B6.

\* \* \*

### Game No. 13

#### QUEEN'S GAMBIT DECLINED

Hastings, January 1933

(Notes by I. Kashdan)

V. Pirc

T. H. Tylor

White

Black

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—KB3	P—Q4
4 B—Kt5	QKt—Q2
5 P—K3	B—K2
6 Kt—B3	O—O
7 R—B	P—B3
8 Q—B2	P—KR3
9 B—R4	P—R3
10 P—QR3	R—K
11 B—Q3	PxP
12 BxP	P—QKt4
13 B—R2	P—B4
14 PxP	KtxP
15 O—O	B—Kt2
16 KR—Q	Q—Kt3

The opening has been along routine book lines. Black threatens Kt-K5, and seems to have an excellent game. But White finds a way to turn his better development to account. His two R's are already in the center, an important advantage, as the subsequent play will show.

17 BxKt

Such an exchange of B for Kt is usually wrong, but here it is based on an exactly calculated combination.

18 P—QKt4

BxB

BxKKt

Forced, to make room for the Kt, which had no place to go.

19 PxB

Not 19 PxKt, BxR! winning the exchange.

Kt—Kt2

20 B—Kt

The point of the previous exchange is that

White has command of this whole diagonal.

Kt—Q3

Allowing the entry of the Q, but there is little choice. If 20 ... P-Kt3; 21 Kt-K4, B-K2 or Kt2; 22 Q-B7 followed by doubling R's on the seventh rank. If 20 ... BxKt; 21 Q-R7ch, K-B; 22 R-Q7 forces mate.

21 Q—R7ch

K—B

22 Kt—K4

This wins at least a P. If 22 ... KtxKt; 23 R-Q7 again follows.

23 KtxB

QR—Q

PxKt

24 QxRPch

K—K2

25 Q—R4

Kt—B5

26 RxR

RxR

27 Q—B4

P—K4

27 ... KtxRP offered better chances. White would play 28 R-B7ch, R-Q2; RxRch, KxR; 30 B-Q3. The passed RP should win.

28 Q—K4

Kt—Q7

If now 28 ... KtxRP; 29 R-B6, Q-R2; 30 B-R2 with a winning position.

29 Q—B5

Kt—B5

30 R—B3

R—Q8ch

31 K—Kt2

Q—Q

32 B—Q3

Kt—Q3

33 Q—Kt4

R—Q7

34 P—KR4

Q—Kt3

35 B—B

P—B4

36 Q—Kt7

K—K3

37 R—B5

Resigns.

For if 37 ... P-B3; 38 R-B7 soon forces mate, and if 37 ... R-Q4; 38 Q-R6ch, P-B3; 39 RxR, KxR; 40 QxP with two P's plus.

\* \* \*

### Game No. 14

#### INDIAN DEFENSE

Hastings, January, 1933

(Notes by I. Kashdan)

Alexander

Sultan Khan

White

Black

1 P—Q4  
2 Kt—KB3  
3 P—KKt3  
4 B—Kt2  
5 O—O  
6 P—Kt3  
7 B—Kt2  
8 P—B4

Kt—KB3  
P—KKt3  
B—Kt2  
O—O  
P—Q3  
QKt—Q2  
P—K4

If 8 PxP, Kt-Kt5, as happens next move, will



regain the P. White plays for a control of the center, and to open lines for his two bishops.

	R—Kt
9 PxP	Kt—Kt5
10 Q—B2	QKtxP
11 KtxKt	KtxKt
12 Kt—B3	B—K3
13 QR—Q	Q—Q2
14 Kt—Q5	

This is very strong in similar positions. If the Kt is driven back by P-QB3, Black's QP becomes backward. Sooner or later Black must play BxKt, when White has the advantage of two bishops, and also pressure on the open QB file. This game is a good example of the effect of such a control of an advanced square.

	P—KB4
15 B—Q4	Kt—B3
16 B—QB3	K—R
17 Q—Kt2	BxKt

The threat was 18 BxBch, QxB; 19 QxQch, KxQ; 20 KtxP, which is difficult to defend otherwise.

18 PxB	Kt—Kt5
19 R—B	Kt—R3
20 P—QKt4	

The Kt is kept in an awkward position for some time, while White can prepare at leisure for the domination of the QB file.

	KR—K
21 P—K3	QR—B
22 R—B2	BxB
23 QxBch	Q—Kt2
24 QxQch	KxQ
25 KR—B	R—K2
26 P—QR3	K—B3
27 K—B	K—K4
28 K—K2	K—B3
29 K—Q2	K—K4
30 R—B4	K—B3
31 R(B)—B3	P—QKt4

Losing patience. The move is based on a clever idea, but he did not see far enough ahead. It would still have been difficult for White to win had Black continued his waiting tactics. White's continuation might have been R-Q4 and B-B, followed by an advance of the Q side pawns.

32 R—B6	Kt—Kt
33 RxPch	

If 33 ... PxR, 34 RxR wins. Black did not overlook this, but thought he would regain his P by attacking the rook, which apparently has no retreat.

K—K4

34 R(Q6)—QB6!

Giving up the exchange, but the black K is left in an unexpected mating net.

KtxR

35 RxKt P—B5

The only move to stop P-B4 mate.

36 KtPxPch Resigns.

If 36 ... K-B4, White can win a rook by B-R3ch, or still better play 37 P-B3 when B-R3 mate cannot be avoided.

\* \* \*

Game No. 15

ALEKHINE'S DEFENSE

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

A. Kupchik

O. Tenner

White

Black

1 P—K4	Kt—KB3
2 P—K5	Kt—Q4
3 Kt—KB3	P—QB4

P-Q3 at once is more usual. After the text Black finds it difficult to avoid a backward QP.

4 Kt—B3	KtxKt
5 QPxKt	Kt—B3
6 B—KB4	P—K3
7 B—B4	B—K2
8 Q—K2	O—O
9 O—O—O	P—QR3
10 P—KR4	P—QKt4
11 B—Q3	P—B4

Black has apparently defended himself well and is now ready to proceed with his Q side attack, but White has something in store for him.

12 PxPe.p. BxP

If 12 ... PxP, then 13 Kt-Kt5, PxKt; 14 Q-R5, R-B2; 15 PxP with an overwhelming attack.

13 BxPch	KxB
14 Kt—Kt5ch	BxKt
15 PxBch	K—Kt
16 Q—R5	R—B3
17 PxR	QxP
18 Q—K8ch	Resigns.



## Game No. 16

## INDIAN DEFENSE

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**R. Willman**      **D. MacMurray**

White

Black

1 P—Q4	Kt—KB3
2 P—QB4	P—KKt3
3 Kt—QB3	B—Kt2
4 P—K4	P—Q3
5 P—B4	O—O
6 Kt—B3	Kt—B3

6 ... QKt-Q2 to be followed by either P-QB4 or P-K4 is an alternative. With the text Black tempts P-Q5 so that he can obtain a post at QB4 for his Kt. However, White gains time with the advance.

7 P—Q5	Kt—Kt
8 B—K2	

B-Q3 is more in the spirit of the opening.

9 O—O	QKt—Q2
10 Q—B2	Kt—B4
11 B—K3 ?	P—QR4
	P—Kt3

Black could win a P. 11 ... KtxKP, 12 KtxKt, KtxKt; 13 QxKt, B-B4!

12 BxKt

There is no reason to exchange a B for a Kt without any material gain.

	KtPxB
13 QR—K	B—Q2
14 B—Q3	R—Kt
15 P—K5	Kt—Kt5
16 P—KR3	Kt—R3
17 P—KKt4	Q—B
18 R—K2 ?	

The sacrifice of the B for three P's should have been prevented. 18 P-B5 (PxP, P-Kt5 winning the Kt) threatening P-K6 leaves White with the superior position.

	BxKtP
19 PxB	QxPch
20 R—Kt2	QxP
21 Q—K2	

Q-Q2 forces the exchange of Q's with better chances.

	Kt—Kt5
22 PxP	KPxP
23 R—K	QR—K
24 QxR	QxKt!

25 Kt—Kt5	Kt—K4
26 Q—K7	QxB
27 R—KB	KtxP
28 Q—K2	QxP
Resigns.	

\* \* \*

## Game No. 17

## SCOTCH GAME

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**O. Tenner**      **E. S. Jackson**

White

Black

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 P—Q4	PxP
4 KtxP	B—B4
5 B—K3	B—Kt3

More aggressive is Q-B3 at once.

6 P—QB4	Q—B3
7 Kt—Kt5	B—R4ch

7 ... BxB leads into the Blumenfeld variation with the white P at QB4 instead of QB2, if then 8 PxB, Q-R5ch; 9 P-Kt3, QxKP; 10 QKt-B3, QxR; 11 KtxPch, K-Q; 12 Q-Q6, Kt-B3; 13 KtxR, Q-B6; with the issue in doubt.

8 QKt—B3	P—QR3
9 Kt—Q4	KKt—K2

White's QKt will be well posted at Q5, therefore it would be wise for Black to play BxKtch at once and seek compensation in the doubled P's.

10 Q—Q2	P—Q3
11 P—QR3	B—Kt3
12 Kt—B2	BxB
13 KtxB	O—O
14 B—K2	B—K3
15 O—O	Q—Q5

Kt-Q5 to be followed by P-QB3 offers better chances.

16 Q—B2	QR—K
17 Kt(B3)-Q5	BxKt
18 BPxB	Kt—K4
19 QxP	

Better was 19 QR-Q, Q-Kt3; 20 K-R to be followed by Q-B3 and P-B4 with a powerful center position.

	QxKP
20 QxKtP	P—B4
21 KR—K	P—B5
22 Kt—B	Kt—B4



This loses an exchange. Black should play 22 ... P-B6; 23 BxBP, KtxBch; 24 PxKt; QxBP; with a perpetual check.

23 B—R5                      Q—B7  
24 BxR

But this is a blunder. QR-B and the game is obviously won.

Kt—Q6

25 Q—Kt6

If 25 R-K7, QxPch; 26 K-R, P-B6; 27 Kt-K3, Kt-B5; 28 P-KKt3, Kt-R6; and there is no defense against Q-Kt8ch followed by Kt-B7 mate.

                                    Kt—K6!  
26 RxKt                      QxPch  
27 K—R                      P—B6  
28 PxP                      Kt—B5  
29 B—B7ch                  K—R  
Resigns.

\* \* \*

Game No. 18

SICILIAN DEFENSE

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**R. Bornholz**  
White

**E. Schwartz**  
Black

1 P—K4	P—QB4
2 Kt—KB3	Kt—QB3
3 P—Q4	PxP
4 KtxP	Kt—B3
5 Kt—QB3	P—Q3
6 B—K2	P—KKt3
7 B—K3	B—Kt2
8 Q—Q2	

8 P-KR3 to prevent Kt-KKt5 is more exact.

O—O

After 8 ... Kt-KKt5; 9 KtxKt, (to avoid exchanging a B for a Kt) PxKt; 10 B-KB4, Black with the open QKt file in conjunction with the B diagonal KR1 to QR8, and the strong center P's, is to be preferred.

9 P—B3

White's object is to castle Q side and attack with the K side P's, but first he should play 9 Kt-Kt3 to prevent a strong counter-attack in the center by means of P-Q4.

	P—Q4
10 PxP	KtxP
11 KKtxKt	PxKt
12 KtxKt	PxKt
13 P—B3	B—Kt2

14 P—KR4

Evidently overrating the force of the attack. Instead he should castle K side and play for an advance of the Q side P's where he has a majority.

	Q—B2
15 P—R5	KR—Q
16 PxP	RPxP
17 B—KR6	B—KB3
18 O—O—O	P—Q5
19 P—QB4	P—R4
20 K—Kt	B—R3
21 Q—B2	QR—B
22 R—QB	P—Q6!
23 BxP	R—Kt
24 BxP	

If P-QKt3 then Q-K4 and there is no defense.

	RxPch
25 QxR	BxQ
26 B—R7ch	K—R
27 KxB	R—Ktch
28 K—B2	QxPch

Black announced mate in three moves: 29 K-Q2, Q-K7ch; 30 K-B3, Q-Kt7 mate.

\* \* \*

Game No. 19

RETI SYSTEM

Manhattan Chess Club Championship

New York, January 1933

(Notes by I. Horowitz)

**A. Denker**  
White

**D. MacMurray**  
Black

1 Kt—KB3	P—QB4
2 P—B4	

White could here play P-K4 leading into the Maroczy variation of the Sicilian defense, favorable to white.

	Kt—QB3
3 Kt—B3	Kt—B3
4 P—Q4	PxP
5 KtxP	P—Q4

A weak move which loses at least a pawn.

6 Q—R4

B-B4 at this point is also interesting, but after PxP white seems to get only a slight shade. The move played is the most forceful.

	Q—Q2
7 PxP	KtxP
8 QKtxKt	QxKt
9 Kt-Kt5	Q—Q2

If Q-Q; 10 B-B4, P-K4; 11 BxP, KtxB; 12



Kt-B7ch, K-K2; 13 KtxR, Kt-B3; 14 R-Q, B-Q2;  
15 Q-K4ch, K-B3; 16 Q-B4ch, K-Kt3; 17 P-QR3  
and the knight comes out next move.

10 B-Q2	P-K4
11 O-O-O	B-B4
12 B-Kt5	Q-B4
13 Kt-B7ch	K-B
14 R-Q8ch	KtxR
15 Q-K8 mate.	

\* \* \*

## Game No. 20

## ENGLISH OPENING

Marshall Chess Club Championship  
New York, November 1932  
(Notes by Reuben Fine)

**A. Kevitz**      **A. C. Simonson**

White

Black

1 P-QB4	Kt-KB3
2 Kt-QB3	P-B4
3 Kt-B3	P-QKt3
4 P-Q4	B-Kt2

PxP would yield a much freer game.

5 P-Q5	P-Q3
6 P-K4	QKt-Q2
7 B-Q3	P-KKt3
8 P-KR3	

To play B-K3 without being molested by Kt-Kt5.

	B-Kt2
9 O-O	O-O
10 B-K3	P-QR3

Better was P-KR3 to preserve the bishop.

11 Q-Q2	B-B
---------	-----

Again R-K to play B-R if B-R6 was to be  
preferred to the text.

12 B-R6	Kt-K
13 BxB	KtxB ?

It was essential to keep the white queen out  
of KR6.

14 Q-R6	P-B3
15 Kt-K2	Kt-K4
16 KtxKt	QPxB
17 P-B4	PxP
18 RxP	R-B2
19 R-R4	Kt-K
20 P-K5	P-B4

Forced. If PxP, BxP!

21 Kt-B4	R-Kt2
22 Q-Kt5	Q-B2
23 R-K	R-Kt

Black can do nothing.

24 P-Q6	PxP
25 PxP	Q-Q2
26 Kt-Q5	K-B
27 R-K7	QxP
28 RxP	RxR(R7)
29 RxR	Kt-Kt2

If R-Kt2, Q-R6ch wins a piece.

30 Q-R6	Q-K4
31 QxP	B-K3
32 R-R8ch	B-Kt
33 RxBch!	Resigns.

For if KxR, Kt-B6ch either mates or wins the  
queen.

\* \* \*

## Game No. 21

## NIMZOVITCH DEFENSE

Marshall Chess Club Championship  
New York, November 1932  
(Notes by Reuben Fine)

**R. Smirka**      **R. Levenstein**

White

Black

1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-QB3	B-Kt5
4 P-K3	P-QKt3

White does not mind the doubled pawn after  
BxKtch 5 PxB because of his two bishops and  
the easily developed attack on the black king.

5 Q-B3

A fine move, the point of which is to take  
advantage of the deployment of the black pieces  
on the queen's wing. The alternative is 5 B-Q3,  
B-Kt2; 6 P-B3, O-O; 7 Kt-K2 etc.

	P-Q4
6 B-Q3	B-Kt2

Better 6 ... BxKtch; 7 PxB, B-R3; or even  
B-R3 immediately.

7 Kt-K2	QKt-Q2
8 PxP	

To block the diagonal of black's queen bishop.  
PxP

If Kt or BxP, P-K4.

9 O-O	Q-K2
-------	------

Black was afraid that the white attack on the  
castled king after 9 ... O-O would be too strong,  
but the text move allows the exchange of the  
king bishop.

10 Kt-Kt5	Kt-B
11 P-QR3	B-Q3
12 KtxBch	QxKt
13 Kt-Kt3	Kt-K3



Slightly better would have been P-Kt3, followed by O-O-O. It would have been safer all along for black to castle on the queen side, but the lack of the black bishop would have made itself felt then also.

14 Kt-B5	Q-Q
15 Q-Kt3	O-O
16 P-B4	P-Kt3
17 Kt-R6ch	K-R
18 P-B5	Kt-Kt2
19 Q-R4	Kt-Kt
20 P-B6	Kt-K
21 KtxKt	RxKt

All this has been very well played by white. Black has no longer any adequate defense. KxKt would have saved a tempo, but not the game.

22 R-B4

Threatening QxP ch!

	R-KB
23 B-Q2	Q-Q3
24 QR-KB	P-KR4

White's threat was Q-R6, followed by R-R4, which had not been possible up till now because of KtxP.

25 Q-Kt5 Resigns.

\* \* \*

Game No. 22

FRENCH DEFENSE

10th Match Game

Prague, August 1932

(Notes by Reuben Fine)

Dr. M. Euwe

White

1 P-K4  
2 P-Q4  
3 Kt-QB3  
4 B-KKt5  
5 KtxP  
6 BxKt  
7 Q-Q2

S. Flohr

Black

P-K3  
P-Q4  
Kt-KB3  
PxP  
B-K2  
PxB  
P-KB4

This advance is premature. Alekhine, in the New York Tournament Book of 1924, says that it should be deferred until necessary. If played at such an early stage as in this game, it allows white to take advantage of the weaknesses on black's K4 and KKt4 effectively.

8 Kt-QB3 P-QB3

Otherwise P-Q5 is possible.

9 O-O-O	Kt-Q2
10 P-KKt3	P-Kt3
11 B-Kt2	B-Kt2
12 Kt-R3	

Very well played. The move prevents the dissolution of the doubled pawn by P-B5 at some future date and facilitates the occupation of white's KB4 or KKt5.

Q-B2

13 Q-K2 Kt-B3

13 ... O-O-O would be met by 14 P-Q5, BPxP; 15 KtxP, BxKt; 16 BxB, PxP; 17 QxB and black's pawn position is very weak.

14 KR-K K-B?

It is obvious that the black king is too exposed here. Euwe in the "Nieuwe Amsterdam Courier" states that 14 ... O-O-O is impossible because of 15 Kt-KKt5, R-B; 16 KtxBP, RxKt; 17 QxPch etc. or 15 Kt-KKt5, B-Q3; 16 KtxKP, PxKt; 17 QxPch, Kt-Q2; 18 P-Q5! and black has no defense to PxP, for if R-K; 19 QxR, and if PxP or P-B4, 19 Kt-Kt5. This analysis is correct as far as it goes, but Euwe apparently overlooked that Kt-KKt5 could be met by 15 ... B-Kt5, in which case 16 KtxKP, PxKt; 17 QxPch, Kt-Q2; 18 P-Q5, BxKt; 19 P-Q6, Q-Kt; 20 PxP, P-B4; would be favorable for black. O-O-O was therefore preferable to the text.

15 Kt-KKt5

Threatening QxP!

	Q-Q3
16 P-B4	P-KR3

If 16 ... Kt-Q4; 17 Q-R5 with advantage.

17 Kt-B3	Kt-Q4
18 Kt-K5	R-R2

Weak. After 18 ... KtxKt 19 PxKt, white would have to play the attack very carefully because of his weakened queen's side.

19 BxKt

Again very well played. White exchanges black's only well placed piece.

	BPxB
20 P-KKt4	PxP
21 QxP	P-KR4

To drive the queen from the knight's file.

22 Q-B3	P-R3
23 P-B5	B-Kt4ch
24 K-Kt	K-K2
25 PxP	PxP
26 R-Kt	B-R3

If 26 ... B-R5; 27 Kt-Kt6ch etc., and if 26 ... B-B3; 27 Kt-Kt6ch, K-B2; 28 QR-KB, Q-Q; 29 Kt-K5ch, winning a piece in both cases.

27 QR-KB	Q-Kt5
28 P-QR3	Resigns.

For if 28 ... QxQP 29 Q-B6ch, K-Q3; 30 Kt-B7ch, K-B4; 31 Q-K7ch, K-B5; 32 Q-Kt4 mate, or 28 ... Q-R4; 29 Q-B7ch, RxQ; 30 RxRch, K-K, 31 R-Kt8ch and mate next move.



## Game No. 23

## QUEEN'S GAMBIT DECLINED

## 7th Match Game

(Notes by F. Reinfeld)

**R. Spielmann**

White

**E. Eliskases**

Black

1 P—Q4

2 Kt—KB3

3 P—B4

4 Kt—B3

P—Q4

P—K3

P—QB3

PxP

This leads to a tricky variation with a very difficult game for both sides.

5 P—K4

Safer is P-K3, after which, according to Alekhine's analysis, (Colle-Treybal, Baden-Baden 1925) White recovers his Pawn.

P—QKt4

6 P—K5

Spielmann is playing the opening in an aggressive fashion, attempting to get an attack at all costs. The manner in which his young opponent defends himself is highly instructive.

B—Kt2

7 B—K2

8 Kt—K4

9 O—O

10 KKt—Kt5

11 P—B4

Kt—K2

Kt—Q4

Kt—Q2

B—K2

P—Kt3

Preparing for P-KR3, followed by P-QB4 and Black has an excellent position with a Pawn to the good.

11 ... P-KR3 immediately would be fatal: 12 KtxKP, PxKt; 13 B-R5ch, K-B; 14 P-B5, PxP; 15 RxPch, K-Kt; 16 Q-Kt4, Kt-B; 17 R-B7, R-R2; 18 BxP and wins.

12 P—B5?!

Now or never. In view of the prospective consolidation of Black's game, Spielmann has no choice but to complicate matters.

KPxP!

Eliskases points out that 12 ... KtPxP? would lose by 13 KtxKP, PxKt; 14 B-R5ch, K-B; 15 B-R6ch, K-Kt; 16 Q-Kt4ch!!, PxQ; 17 B-B7 mate.

13 P—K6

14 KtxKP

PxP

Q—Kt3

The position is seemingly very dangerous for Black, but in reality he has little to fear. If now

15 RxP, P-B4! with a winning game.

15 P—QR4

This desperate move is the beginning of an extremely ingenious combination, which is defeated by a still finer counter-combination.

PxKt!

16 P—R5

17 Q—B2

Q—R3

QKt—B3!

The alternative ... P-B4 would lead to all sorts of complications, whereas the text-move forces White's hand.

18 RxKt

BxR

Not of course 18 ... KtxR?? 19 Kt-B7ch.

19 QxKP

A remarkable position: Black must lose the Queen, and yet he has a won game!

K—B2!

20 Kt—B5

21 Q—B3

QR—K

RxB!!

This is the flaw in White's combination.

22 KtxQ

Naturally not 22 QxR because of the reply ... BxPch, but 22 B-Kt5, KR-K is at least superior to the text.

R—K8ch

23 K—B2

KR—K!

This turns out to be even more powerful than 23 ... RxB; 24 RxR, BxKt; etc.

24 Kt—B5

25 P—QKt4

B—B

This makes the hostile BP very strong, but how else is White to free his Bishop?

K—Kt

Freeing the Bishop.

26 B—Kt2

27 Q—Q

R(K8)—K6

Clearly forced.

28 B—B

29 QxP

30 QxR

31 B—K3

32 Q—B?

P—B6

P—B7!

R—K7ch

BxPch

RxB

Relatively better was 32 QxR.

R—QR6ch

Resigns.

For if 33 K-K2, B-Kt5ch; 34 K-Q2, RxR winning the Queen.



## LOOKING AHEAD

THE coming summer will be an active one in American chess affairs, if various projects now being considered should work out. Of great importance is the National Chess Federation Congress, announced to take place as part of the Chicago World's Fair program. Mr. M. S. Kuhns, President of the Federation, and Mr. H. E. McFarland, its energetic Secretary, are doing splendid work in organizing this Congress. It is something we have looked forward to for several years. When originally discussed, the plans were very ambitious indeed, but unfortunately, it must come in a year when every expense must be cut to the limit, and chess tournaments are no exception. Still the Federation is carrying on bravely. In its column in the American Chess Bulletin appeared an announcement of part of the program which has been already decided upon. This follows:

1. A Congress of the International Chess Federation.
2. A College Chess Tournament, with representatives of sixteen American colleges.
3. A game of chess with living pieces, to be held on the World's Fair grounds.

These are the preliminary events. The main attraction is yet to be decided upon. The choice rests between arranging a strong tournament between American and European masters, and a match for the American Championship between F. J. Marshall, present title holder, and I. Kashdan, who is recognized by the Federation as the rightful challenger. There will be other interesting events, and we have no doubt that the final program will be well worthy of its sponsors.

\* \* \*

The International Team Tournament for the Hamilton-Russell Cup will take place in Folkestone, England, this year,

between June 12 and 26. The United States is holder of the Cup by virtue of its victory in Prague in 1931. There was no tournament last year, no country having been willing to undertake its financing.

It is none too early to lay plans for our participation. The expense of sending five men abroad is considerable, but with the Cup in our possession, it would be unthinkable to send it back undefended. There will be no shortage of players. All the members of the victorious 1931 Team will probably again be available. These are, in order of their play at the time, Isaac Kashdan, Frank J. Marshall (Capt.), Arthur W. Dake, Israel A. Horowitz, and Herman Steiner. There are several young men who will offer stern competition for places. Outstanding among them are Reuben Fine, champion of the Marshall Chess Club, and Sam Reshevsky of Chicago, the former prodigy, who is coming back to chess, and quickly establishing himself among the leaders.

\* \* \*

For some two years now the possibility of a match between Marshall and Kashdan for the American Championship has been under discussion. They have both expressed their willingness to play, and the public has shown keen interest whenever the subject has been broached. Now the plans are being definitely forwarded, and the announcement that the match is set may soon appear. As mentioned before, the National Chess Federation is considering holding it in Chicago this summer. It is also being discussed in New York, where both reside, and a committee is being formed in that city to take over the preparations and financial arrangements, which have proved the stumbling block so far. Should they succeed, the American public can be assured of some good chess, besides the interest attached to a titular event of this importance.



# HELPFUL HINTS

**M**ETHODS of chess education have not kept pace with the advance in the game itself. Though many books have been written for the advanced player, there is comparatively little that is of real use to the beginner. Yet that is not so important. The most essential thing for a student is to find a capable instructor. It is the lack of these rather than anything else, that has given chess a reputation for difficulty that it does not deserve.

When a beginner is taught, he is shown the moves of the pieces, and told that the object of the game is to checkmate the king. Just how he is to go about it remains a deep mystery. He is then told to go ahead and play. It is only with the buffetings of time, if he does not become discouraged, that he can acquire anything approaching a rudimentary knowledge of the game.

With this article we commence a series of monthly discussions, with the object of aiding this class of players, by showing them that there is much more to chess than rules, yet not so much but that they can soon penetrate its mysteries, and share in its delights. These hints may be useful to supplement the efforts of chess teachers, or to guide their work.

Set up the pieces to start a game. Of all the major officers, only the knights can move. It is necessary to move the pawns to make way for the development of the other pieces. Which pawns and how many, should be moved, will depend on the following considerations:

1. Give preference to a pawn which opens lines for more than one piece. This means, get along with as few pawn moves as possible to accomplish the desired object. The first thought is to develop the pieces as rapidly as possible.

2. Move pawns that will do as much work as possible. Pawns can control important squares, and prevent enemy pieces from occupying them. By obstructing opposing pawns, they can prevent their advance, a very useful function.

The pawns that best fill these conditions are the center ones, the king and queen pawns. One of these is generally used to start the game.

Let us commence with P-K4. Up to recently this was by far the most usual move. Now P-Q4 is slowly superseding in. The reasons for this will be gone into in a later article. Black also plays P-K4. Now examine the position. White has greatly furthered his game, since besides the knights, he can now move his bishop and queen. The question is, shall he proceed with these developing moves, or advance other pawns to try to increase his mobility first. There are two attempts he can make: 2 P-Q4, or 2 P-KB4. Let us try 2 P-Q4. Black should take the pawn. He has no good method of defending it. If 2 ... P-Q3, 3 PxP, PxP. 4 QxQ ch. Black loses his right to castle, a serious disadvantage. If 2 ... P-KB3? 3 PxP, PxP; 4 Q-R5ch either wins a rook or forces mate. If 2 ... Kt-QB3, 3 PxP, KtxP; 4 P-KB4. White advances while Black loses time moving the same piece.

But after 1 P-K4, P-K4; 2 P-Q4, PxP! what has White gained? If he recaptures 3 QxP, Black plays Kt-QB3, and wins time in development by attacking the queen. On the next move, he will have two pieces developed where White has none (the queen does not count, as it does not belong in the center so early in the game). Instead of recapturing White can play 3 Kt-KB3. However he must sometime take the pawn, and this delay will enable Black to equalize in development. White therefore gains no advantage by 2 P-Q4.

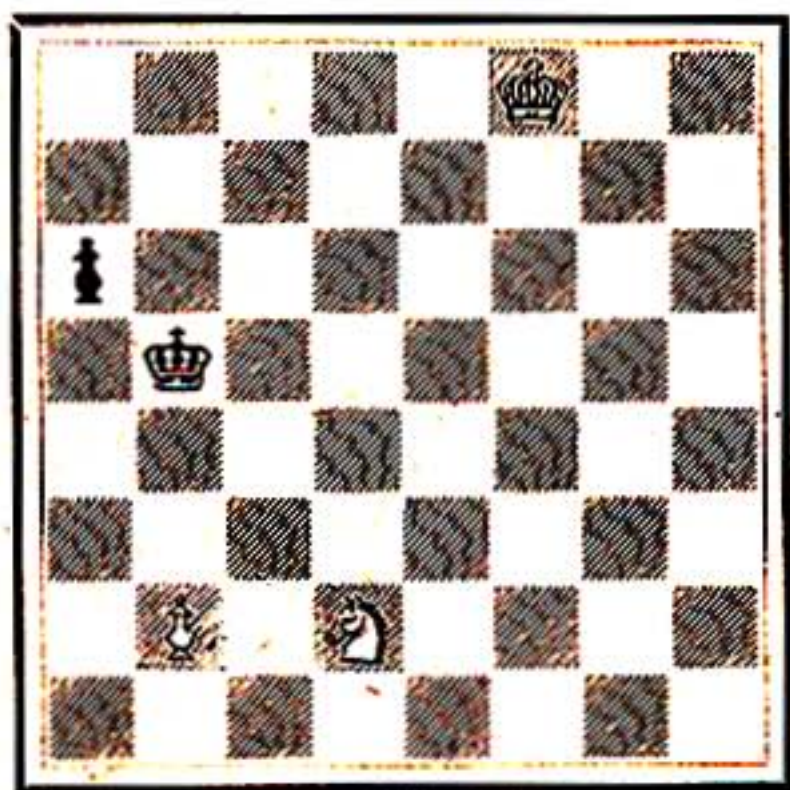
The other method of challenging the

Continued on page 24



# END GAME ANALYSIS

THE following position occurred in actual play recently between two fairly strong amateurs. It illustrates several important principles in end-game study. White is a piece ahead, and would seem to have an easy victory. Black, however, threatens to advance his P and exchange it for White's P.



*White to play and win*

The actual play was:

- |        |       |
|--------|-------|
| 1 K—K7 | K—Kt5 |
| 2 K—Q6 | P—R4  |
| 3 K—Q5 | P—R5  |

Threatening P—R6, and if 4 P—Kt3? P—R7 wins.

4 Kt—B4

Right on time. The P is stopped. If K—Kt6, K—B5 and White soon wins the RP.

K—Kt4!

Black has the opposition. The effectiveness of thus opposing the kings is well known in pawn endings. It is equally useful here.

- |        |       |
|--------|-------|
| 5 K—Q4 | K—Kt5 |
| 6 K—Q3 | K—Kt6 |

There is nothing to do. The Kt cannot move, being required on B4, both to protect the P at Kt2, and to hold the square R3 to prevent Black's advance. The white K alone cannot force Black out of his way as long as the latter maintains the

opposition. The game was given up as a draw.

White can win in the original position. His problem is to protect his P and also prevent P—R6. We have seen that placing the Kt at B4 is not sufficient. There is another square, not at all obvious, however.

1 Kt—Kt3                      K—B5

If K—Kt5, 2 Kt—R! If ever P—R6, Kt—B2ch! K—Kt6: PxP wins. The point of the Kt in the corner is that it cannot be attacked for some time. It can thus do its work without requiring the support of the white K. Black's best chance now is to march around and behind the P.

- |         |       |
|---------|-------|
| 2 Kt—R  | K—Q6  |
| 3 K—K7  | K—Q7  |
| 4 K—Q6  | K—B8  |
| 5 P—Kt4 | K—Kt7 |

Winning the Kt, but White will win the RP and advance unimpeded to Queen.

6 K—B6!

It apparently doesn't matter which square is selected, but great care is required. If 6 K—B5, K—B6! will draw. White cannot move K or P, and if 7 Kt—B2, KxKt; 8 K—Kt6, K—B6.

K—B6

7 K—B5!

Now we have the same position as in the last note, except that Black is to play. It is he who must give ground, when White wins easily. Such positions, where the move is a disadvantage, occur constantly. The player must always be on his guard to time his moves properly.

- |                  |       |
|------------------|-------|
|                  | K—Kt7 |
| 8 K—Kt6          | K—B6  |
| 9 Kt—B2          | KxKt  |
| 10 KxP and wins. |       |

If on move 4, instead of K—B8, Black plays P—R4.

5 K—B5!

Here K—B6 would be a mistake, for 6 ... P—R5; 7 K—Kt5, K—B8 would draw.

- |         |      |
|---------|------|
|         | P—R5 |
| 6 K—Kt4 | K—B8 |
| 7 K—R3  |      |

This is the quickest win.

K—Kt8

8 Kt—Kt3

The Kt, having held the fort bravely all this time, is now satisfied to sacrifice himself for the cause.

PxKt

9 KxP and wins.



# ANALYTICAL COMMENT

By Fred Reinfeld

QUEEN'S PAWN GAME:  
COLLE SYSTEM

IN his encounter with Flohr at Berne, Dr. Alekhine (playing white) introduced a new move in this variation and obtained an excellent game. After the usual moves 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 (this is the innovation; experience has shown that the customary procedure 9 PxP, BxP; 10 P-K4, B-Q3; 11 R-K, Kt-KKt5; 12 P-KR3, KKt-K4 gives black a satisfactory position) Flohr replied 9 ... PxKP? and after 10 KtxP, PxP; 11 KtxP, QKtxKt; 12 PxKt, KtxKt; 13 BxKt he found himself in difficulties. Hence I concluded that 9 P-K4 gave white the better game, but subsequent analysis of the position has led me to believe that this conclusion was erroneous, as the following variations show.

S. FLOHR



DR. A. ALEKHINE

*Position after White's 9th move*

The correct move was 9... PxQP! (see diagram) for if now 10 KtxP, P-K4 (equal game) or 10 BPxP, Kt-QKt5; 11

B-Kt, P-QKt3! (with advantage to black).

On 9 ... PxQP Tartakower gives 10 P-K5, Kt-Q2, 11 PxP with a superior game for white because of his powerful center (L'Echiquier, November). But black (after 9 ... PxQP; 10 P-K5) replies 10 ... Kt-KR4! and retains the better game in all variations:

I 10 ... Kt-KR4! 11 KtxP? Kt-B5 winning a Pawn.

II 10 ... Kt-KR4! 11 BxP ch? KxB; 12 Kt-Kt5 ch, BxKt; 13 QxKt ch, B-R3 and white has no compensation for his piece.

III 10 ... Kt-KR4! 11 Kt-Kt5!? Kt-B5; 12 BxP ch, K-R; 13 Q-Kt4, BxKt; 14 QxB, QxP; 15 QxQ, KtxQ; with a Pawn ahead.

IV 10 ... Kt-KR4! 11 PxP, Kt-B5; 12 Q-K3, KtxB; 13 QxKt, Kt-Kt5!

(A) 14 Q-Kt3 (14 Q-K2, P-QKt3! winning the exchange) P-QKt3; 15 R-Q, B-R3; 16 Kt-B, B-B5; 17 Q-B3, KtxP winning a Pawn.

(B) 14 Q-B3, QxQ; 15 PxQ, Kt-Q6! and white will have difficulties in view of his weak pawn position and his opponent's bishops.

In his notes to this game in the Berne Tournament Book, Dr. Alekhine recommends (in case of 9 ... BPxP) 10 P-K5, Kt-KR4; 11 Kt-Kt3 with the threat of 12 P-KKt4. But in point of fact this highly plausible manoeuvre can be met advantageously by the simple reply 11 ... PxP! For if 12 P-KKt4 (or 12 PxP, P-B4 and Black is a Pawn to the good with a satisfactory position) PxP! 13 QxP (forced) P-B3! 14 PxKt and White's K side is exposed, his development is backward, his Kt is attacked, P-K5, B-Q3 and B-B3 are threatened, and Black has already obtained three Pawns for his piece!

Should White play the seemingly dangerous 12 Kt-Kt5, Black replies P-KKt3 and the "attack" is at a standstill (for example 13 KtxRP? loses by PxP! 14 BxQKtP, Kt-B5 or 14 QxP, KxKt, winning easily in either event).



# WHAT'S THE ODDS?

By I. Kashdan

HE walked into the club and announced himself as Schachmeister Anderssen of Berlin. He was looking for a game of chess, preferably with the champion. The latter was hurriedly summoned. The fans all gathered around, thrilled at the prospect of this momentous encounter between such leading figures of the Old and New Worlds. True, no one could quite recall the name of Anderssen, except as a contemporary of our own Paul Morphy. But then who could keep track of the growing number of masters who are springing up in such profusion these days.

The players sat down, and the champion suggested that they choose for colors. "You take the white," says the "meister." Rather magnanimous, we thought. "You give me a rook odds, of course." This was a bit of a shock. Give a handicap of a rook to a full-fledged master, even if he were not in the first rank? It was unthinkable. But then the champ remembered. This was the famous Prof. Anderssen, whose proud boast it was that he had taken rook odds in all the leading capitals, and with equal success everywhere. He did occasionally lose a game, but it was always a battle, and he had never been beaten in the opening or early middle-game. In fact he never resigned before the fortieth or fiftieth move, if at all.

The game was to be something different from what the spectators had first anticipated, but there was still vast interest and considerable speculation as to the outcome. Chairs were drawn up in a close ring about the combatants. The battle

was about to begin. The champion moved first:

**The Champion    Prof. Anderssen**  
White                                  Black

(Remove White's QR)

1 P—K4                                  P—K3

The French Defense. So it is to be a close game. The Professor will take no chance of being drawn into an open fray, where the champion's combinative powers would tell. He will hold his ground, play slowly for exchanges, and win in the ending with his superior force. The prospects don't look too bright for our side, but there is no reason for discouragement yet.

2 P—Q4                                  P—Q4

3 P—K5                                  P—QB4

Well played. Every exchange in the center will open lines for Black, and enable him to oppose the White pieces.

4 Q—Kt4

Very subtle. The champion explained later that he did not quite understand the significance of this move himself, so was sure the Professor wouldn't. It looks good, and has been played in similar positions.

PxP

5 Kt—KB3                                  Kt—KR3

Normally this would be bad because of BxKt, but considering the handicap, White does best to refuse all exchanges.

6 Q—R3                                  B—K2

7 B—Q3                                  P—QKt3

A deep design, which is to "swap" the bishop by B-R3. The Professor is on the alert for such opportunities.

8 Q—Kt3                                  Kt—B4

Defending the P, fully confident that White will never take the Kt. But the prospect of an entry on the K's wing is all too tempting, and the champion bites.

9 BxKt                                  PxP

10 QxP                                  R—B

11 KtxP                                  B—R3

Consistently proceeding with his development, while White is frittering away



his time by pawn-grabbing. The Professor feels very secure just now.

12 KtxP

But he hadn't thought of this, and is a little annoyed. There is a concentration on the King side, with the possibility of B-R6 to come, which is not altogether pleasant. He decides to bring up the reserves.

Kt—Q2

The champion has a diabolic gleam in his eyes at this point. "I wish I didn't have my Queen," he remarks. "Nothing easier," retorts the Professor. "Take it off." The champ removes the obstreperous damsel, and plays Kt-Kt7 mate. But it won't do. The Professor is all hands, gesticulating wildly. There is an outburst in his native tongue, all to the effect that he didn't mean a word of it, it was all in jest, and the pieces must be replaced. He is right of course, and the Q and Kt go back to their places.

What is White to do? He wants to move his Q. But now he has given the plot away. If he tries 13 QxRP, Black will surely play Q-B2, avoiding the mate, and establishing numerous threats of his own. There must be some other way. Finally the idea comes.

13 B--Kt5!

If 13 ... BxB; 14 Kt-Q6ch, K-K2; 15 QxBch.

The Professor, already nervous after the strain of the previous incident cannot

see his way clear in the ensuing entanglements, and decides to play safe.

P—B3

If 14 PxP, KtxP, and all is well. Black is evidently relieved to discover this resource.

14 P—K6

Leaving the B in take. There must be a motive, but our distinguished visitor fails to discern it. After long and painstaking analysis, he captures.

PxB

15 Q—Kt6ch

"Now will you take the Q?" asks our hero. No sooner said than done. It is off with a vengeance.

PxQ

16 Kt-Kt7 mate.

Had an artist been present he would have had material for a dozen sketches in the changing expression on the Professor's countenance. First surprise, then anger, anguish, chagrin, and finally something akin to pleasure could be detected as he gathered in the full significance of the play. He didn't say a word, however, but got up and walked out with a stony and dignified mien. A fast boat left for Hamburg that night, and an unconfirmed rumor had it that the Professor was seen in a corner on the aft deck, with a pocket chess-board in his hands, which he was brooding over. At any rate, it was some time before he entered our festive halls again.

## HELPFUL HINTS

Continued from page 20

center after 1 P-K4, P-K4, which was often adopted by the older masters, is 2 P-KB4 (King's Gambit). After 2 ... PxP; 3 Kt-KB3, if Black tries to maintain his pawn by P-KKt4, he will get into some difficulties. However, if he proceeds calmly to get his pieces out (3 ... Kt-KB3!) White will have nothing to show for the pawn given up. If he does succeed

in regaining it, it will be at a cost in some other direction.

We have seen then that an attempt to seize the center on the second move leads to nothing. White will do best to prepare by first proceeding with his development. He can choose between 3 Kt-KB3, 3 Kt-QB3, and 3 B-B4. We shall discuss these next month, and attempt to show how all the regular openings are based on a desire to control the center squares with the least loss of time.



# CONTRACT BRIDGE

By George Reith

**B**EFORE continuing with the discussion of tactics, I wish to outline briefly the best method of valuing cards held, since these valuations necessarily provide the foundation upon which tactics are based. *As Opponents of the Declarer.*

Only high cards which promise to take tricks on the first two rounds of a suit or to some extent ruffing probability, may be counted when the contract is a nominated trump. These high card or quick trick values are as follows:

A K-2    A Q-1½    A or K Q-1    Kx-½

(Ruffing values must be estimated from the bidding of partner and opponents).

*As Declarer at a Trump Contract*

Two classes of values must be added together.

1. The trick-taking probability of high card combinations when protected by a mutually preferred trump suit, are:

AKQJ	=4	AQ	}	Kx	}	=½
AKQ	=3	AJ10	}	QJx	}	=½
AKJ	{	KQx	}			
AQJ	{					
AK		AJx	}	Qxx	}	=¼
AQ10	{	KJ10	}	J10x	}	=¼
KQJ	{					
		A	}			
		KJx	}			=1
		QJ10	}			

2. Any suit of four cards or longer has a potential establishment value which may be estimated as follows:

	4-card	5-card	6-card
In the selected trump suit	1	2	3
In any plain suit	½*	1	2

*As Responding Hand (partner of the Declarer).*

Three classes of values must be added together:

1. The trick-taking probabilities of

high card combinations are exactly the same as in Declarer's hand, except that the King or Queen of trump may be counted as one trick each and the Jack as one-half trick.

2. The establishment probabilities of long suits are as follows:

	4-card	5-card	6-card
The selected trump suit	½	1	2
Any plain suit	½*	1	2

3. Ability to make trump cards separately by ruffing short suits are:

	If holding in any plain suit			
	Void	Singleton	Doubleton	
With 3 trumps	2	1	½	} tricks
With 4 trumps	3	2	1	

(Limitation—The estimated trick-taking probabilities of trump, honor, long suit and ruffing values cannot exceed one less than the length of the trump suit).

*As either Declarer, Responding Hand or Opponent at a no-trump contract.*

The simpler playing conditions which exist require a different method of computing values: Short suits are liabilities which offset long suits and there are no ruffing values. The most accurate means of estimating trick-taking probabilities at no-trump is by assigning arbitrary figures to high cards to show their relative values. Thus, counting the Ace-6, King-4, Queen-3, Jack-2, Ten-1 it will be found that an average hand will add to 16 points and that about 38 points in the combined hands are likely to produce nine tricks. Using these figures as the base, it becomes possible to apply the no-trump point count to any bid, raise, takeout or rebid in which that declaration is under consideration, with remarkably accurate results. Thus, in the combined hands:

32 to 35 points produce	1 no-trump ( 7 tricks)
35 to 38    "    "	2 no-trump ( 8 tricks)
38 to 41    "    "	3 no-trump ( 9 tricks)
41 to 44    "    "	4 no-trump (10 tricks)
45 to 48    "    "	5 no-trump (11 tricks)
48 or more    "    "	6 no-trump (12 tricks)

\* If headed by an honor.

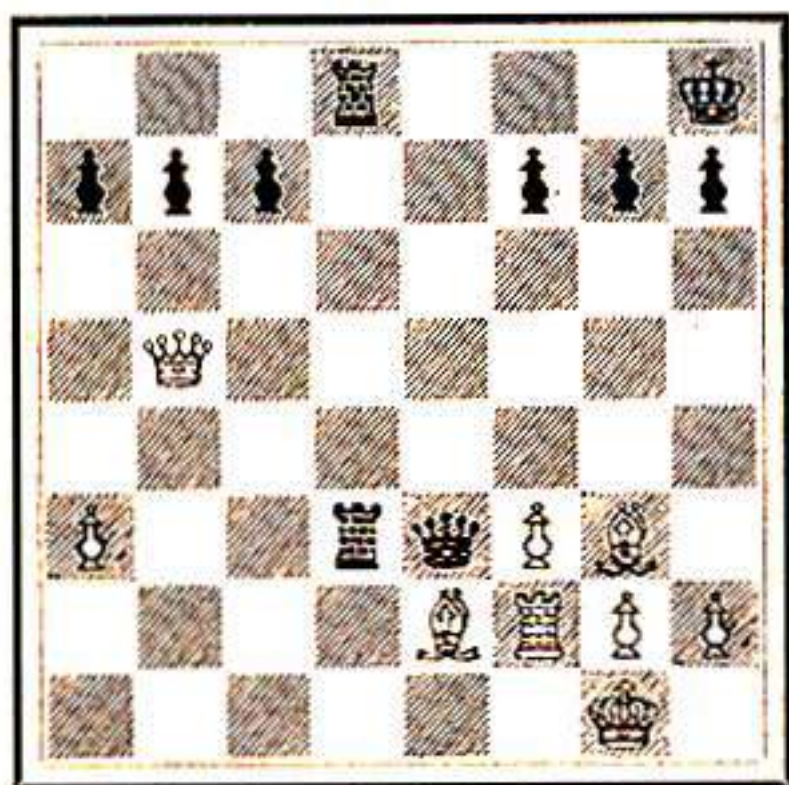


# MISTAKES OF THE MASTERS

By Lester W. Brand

BAD SLIAC, 1932.

OPOCENSKY



VIDMAR

*Black to play and win*

Black played 24 . . . , R-Q8ch? and had to be satisfied with a draw. The continuation was 25 B-B, R(Q)-Q6 (threatening RxBch and R-Q8 mate); 26 K-R, Q-K7; 27 K-Kt, Q-K6; these moves being repeated.

A neat win by 24 . . . , P-QB3! was missed. The attacked Queen must command either KB1 or Q1 when it retreats. Otherwise Black can play 25 . . . , R-Q8ch; 26 B-B, RxBch; 27 KxR, R-Q8 mate.

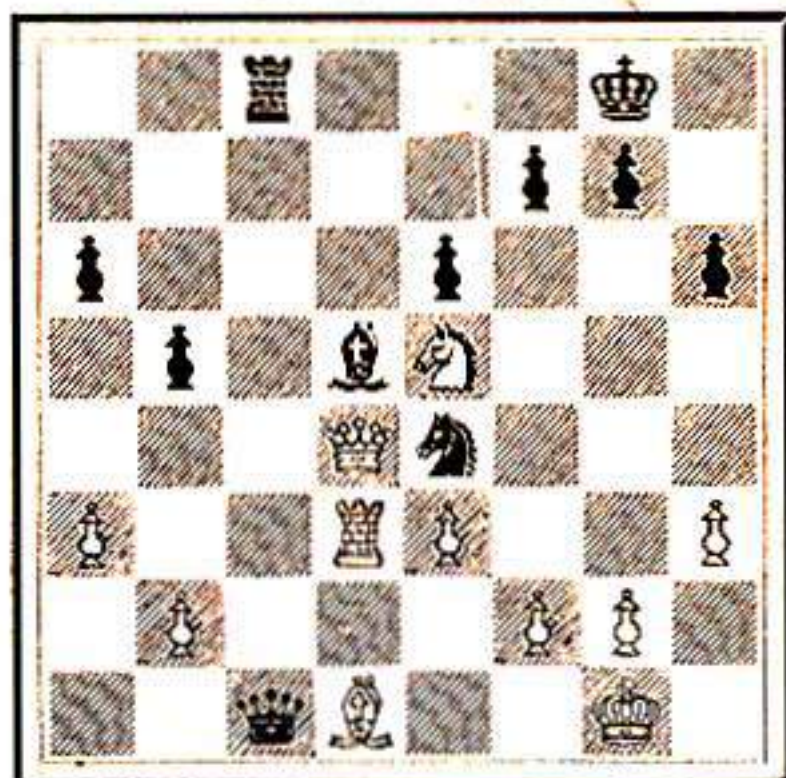
Two victorious variations are:

24 . . . , P-QB3; 25 Q-R4 or B4, P-QKt4; 26 Q-B2, R-B6 wins. If 25 Q-Kt then R-B6 wins.

24 . . . , P-QB3; 25 QxR, RxQ; 26 BxR, QxB. White is two pawns down and must lose.

BERNE, 1932.

DR. O. S. BERNSTEIN



F. GYGLI

Black played

P-B3?

This is good for a draw only. The win was attainable by 34 . . . , R-B7; 35 Q-R7 (35 P-B3, Kt-Q7; 36 Q-R7, QxBch; 37 K-R2, KtxPch); 35 . . . , RxBP (threatens QxKtP); 36 Q-Kt8ch, K-R2; 37 Kt-Q7, P-Kt3 and should win.

The game continued

35 Kt-Kt6	K-R2
36 Kt-K7	R-B5
37 Q-Kt6	Kt-Q7
38 RxKt	QxR
39 B-R5	R-B

Here White had a simple draw by 40 B-Kt6ch, K-R; 41 KtxR, Q-B8ch; 42 K-R2, QxKt. White actually played 40 KtxR, Black could now regain his piece by Q-B8ch, but instead he played for a win by

	Q-K8ch
41 K-R2	QxBP

White still had to return the piece to prevent the mate.

42 B-Kt6ch	KxB
43 Kt-Q7ch	

followed by KtxB. The game was ultimately drawn after further vicissitudes. Black at one time did have a win, and at another might have lost.



LONDON, 1932.

DR. TARTAKOWER



KASHDAN

The actual play was:

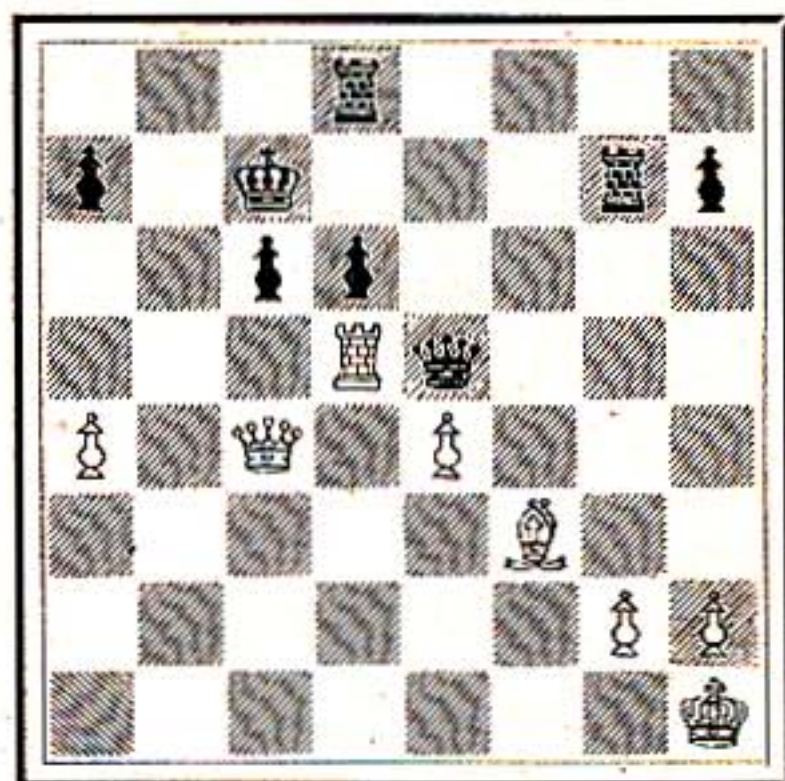
10 QxQ?	KtxQ
11 Kt-B3!	KtxKtch
12 PxKt	

In spite of his excellent eleventh move, which permits the ruination of his pawn position to get his two bishops into early and combined action, Kashdan's line of play was good for no more than a draw.

Victory could have been achieved by 10 B-KR6!, winning the exchange. Black could not play 10 ..., Kt-Kt5 because of mate in five by 11 Q-B8ch, K-Q2; 12 B-Kt5ch, K-B2; 13 Q-B5ch, K-Q; 14 Q-Q6ch, B-Q2; 15 QxB mate.

LONDON, 1932.

MILNER-BARRY



WINTER

*Black to play and win*

Black played 32 ... Q-R8ch? and after 33 R-Q, Q-K4 White claimed a draw. This was the third time this position had been reached, a detail which Milner-Barry either had overlooked or forgotten.

Alekhine, in the London Tournament Book, points out the following pretty win: 32 ..., R-QKt; 33 P-Kt3, RxP; 34 PxR, QxKtP; 35 R-Q3, (forced because of the threats 35 ... R-Kt7 and R-KKt as well as QxBch) R-Kt8ch; 36 B-Q, RxBch; 37 RxR, Q-B6ch; 38 K-R2, QxR; 39 Q-B7ch, K-Kt3; 40 QxKRP, QxP; etc.

White, of course, could have answered 32 ..., R-QKt by 33 R-Q, but the good chess player prefers even electrocution to a lingering death.

## WHAT WAS THE OPENING?

Hector Rosenfeld, the oldest member in continuous membership in the Manhattan Chess Club, who is well-known as a puzzle contributor to several publications under the nom de plume of HECTOR, has submitted the following appropriate Anagram on a chess topic. The words in the last line, printed in capitals in the verses below, will, when properly tran-

sposed, yield the answer to the caption above.

At an Austrian tournament of Masters last year,  
A sensational happening occurred;

Though the tale be perhaps unauthentic, I fear,

This was the story I heard:

Once more the same opening he fiercely abhorred,

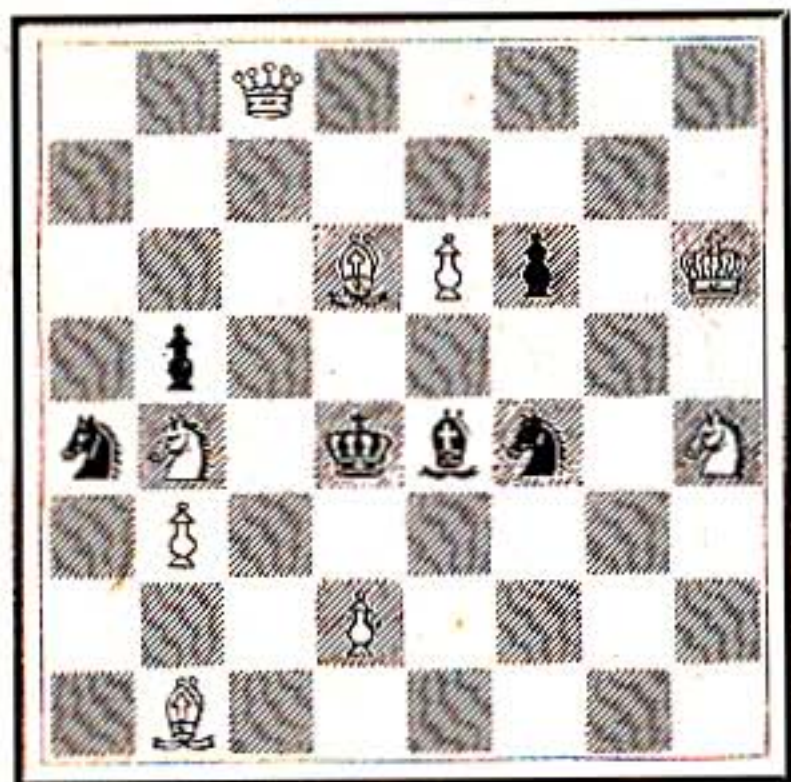
And against which he vainly had fenced,

Was sprung on a player, so upsetting the board,

In a huff he QUIT BLED GAME INCENSED.

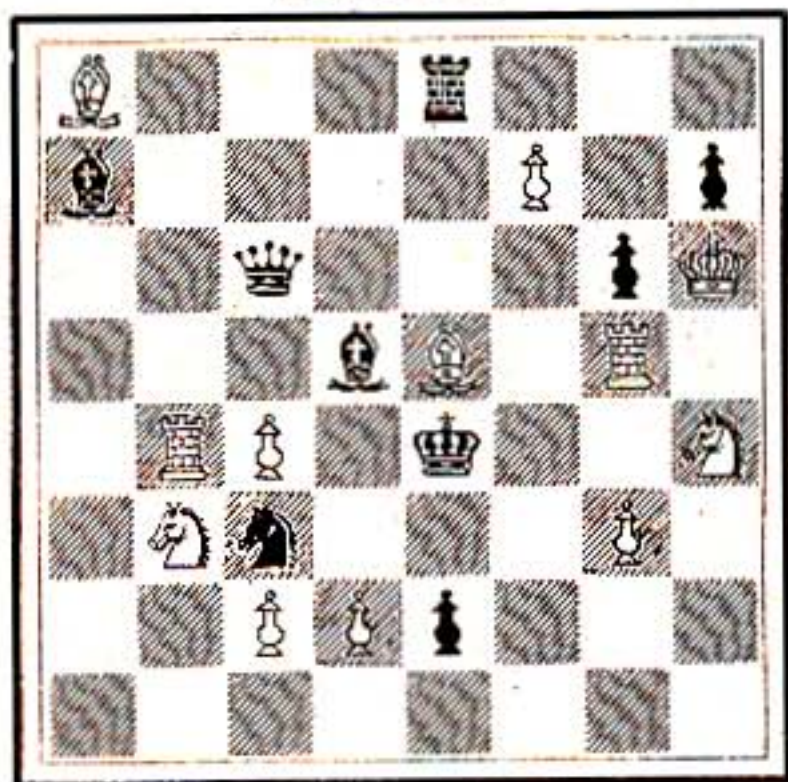


No. 13  
DR. P. G. KEENEY  
BELLEVUE, KY.  
(ORIGINAL)



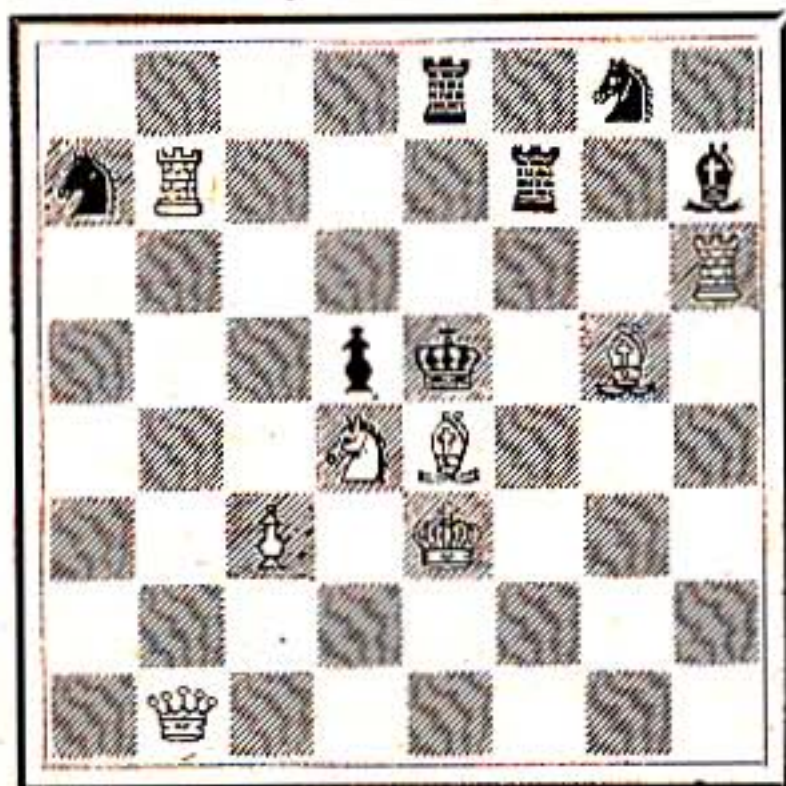
White mates in two moves

No. 14  
KENNETH S. HOWARD  
EAST ORANGE, N. J.  
(ORIGINAL)



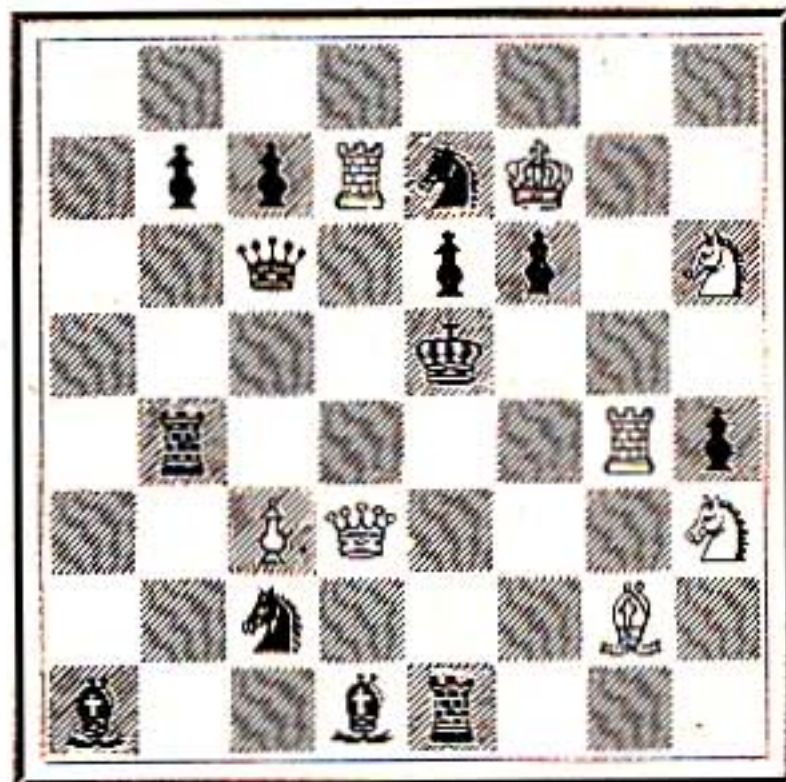
White mates in two moves

No. 15  
MEYER SCHLEIFER  
DENVER, COLO.  
(ORIGINAL)



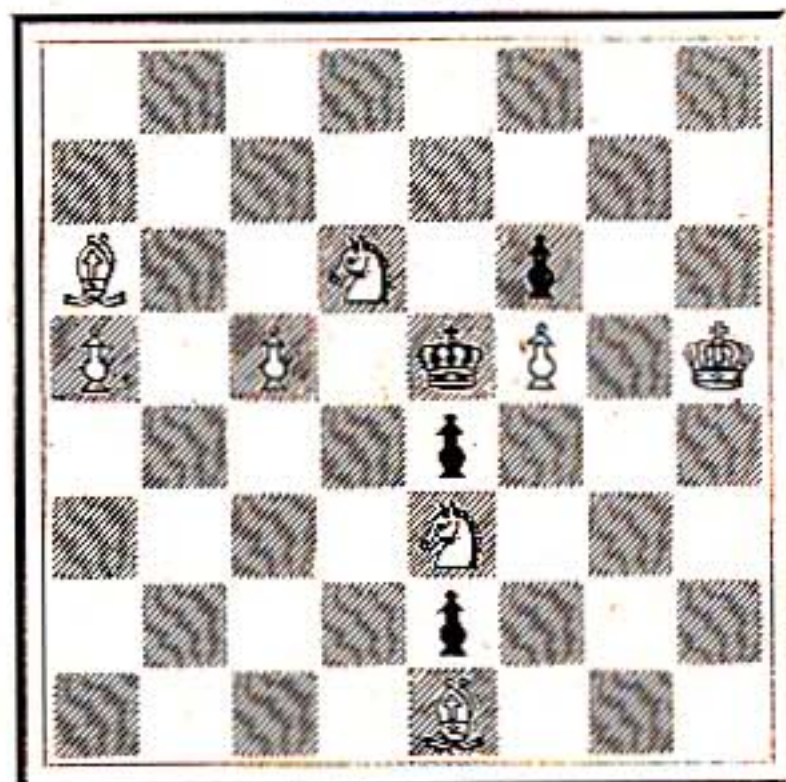
White mates in two moves

No. 16  
H. W. BETTMANN  
CINCINNATI, O.  
(ORIGINAL)



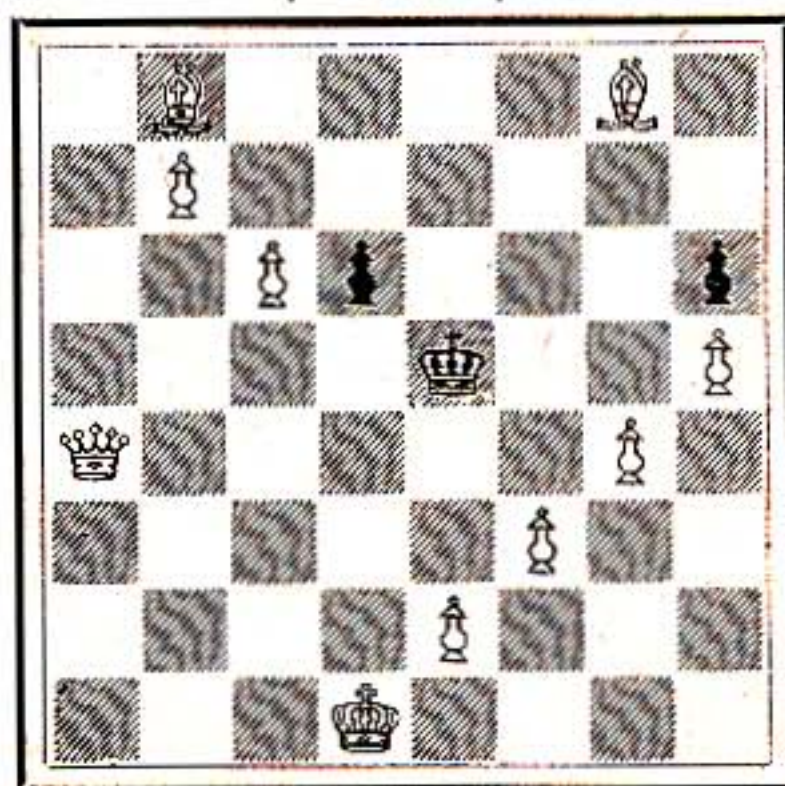
White mates in three moves

No. 17  
MAXWELL BUKOFZER  
BELLAIRE, L. I.  
(ORIGINAL)



White mates in three moves

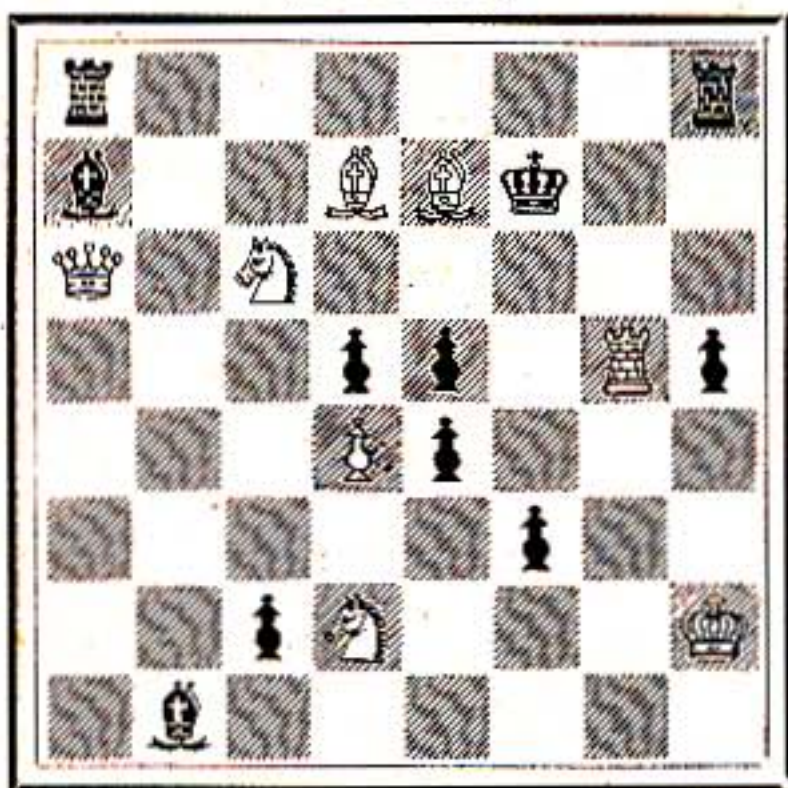
No. 18  
W. JACOBS  
NEW YORK CITY  
(ORIGINAL)



White mates in three moves

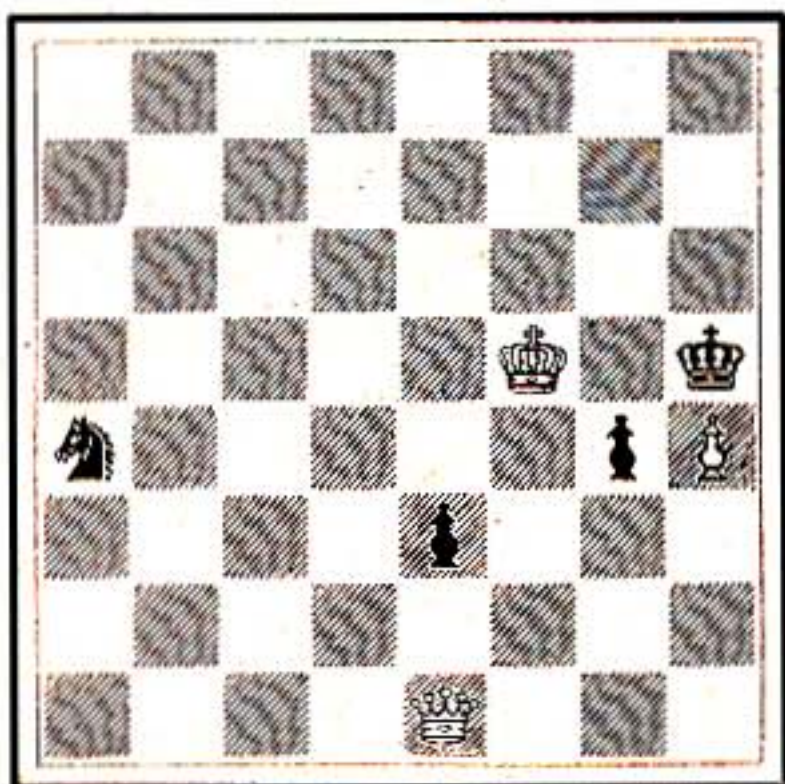


No. 19  
JOHANNES OHQUIST  
HVITTRASK, FINLAND  
(ORIGINAL)



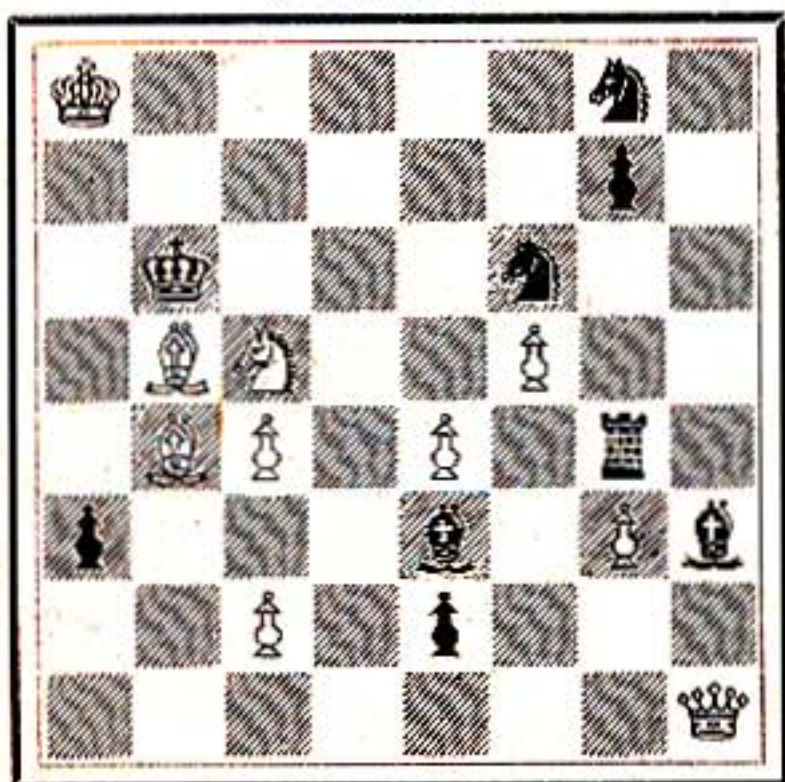
White mates in three moves

No. 20  
OTTO WURZBURG  
GRAND RAPIDS, MICH.  
(ORIGINAL)



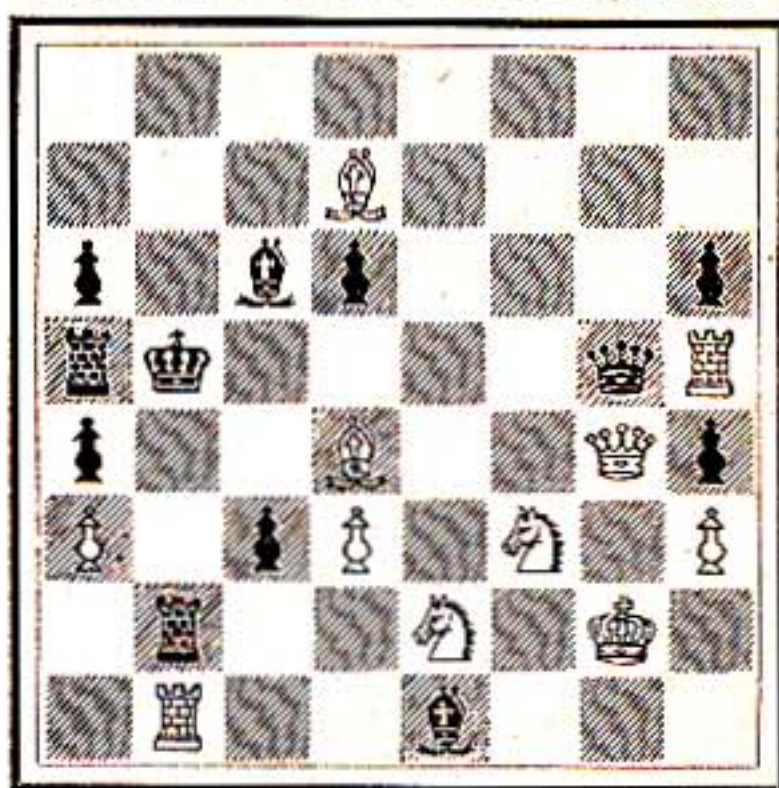
White mates in three moves

No. 21  
JOHANNES HANE  
DEDICATED TO A. C. WHITE  
(ORIGINAL)



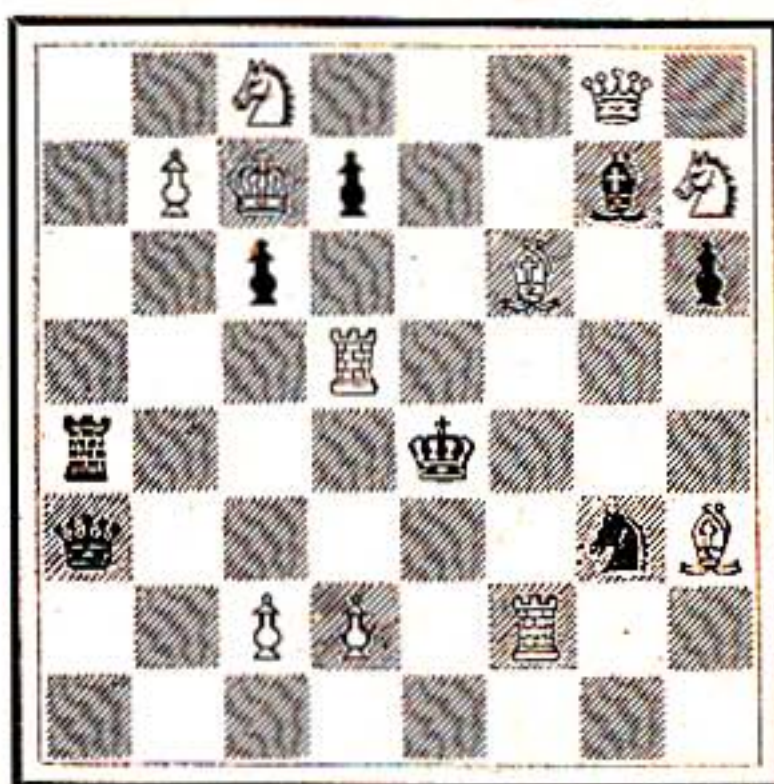
White mates in four moves

No. 22  
W. A. SHINKMAN  
1ST PRIZE  
SOUTHERN TRADE GAZETTE, 1883



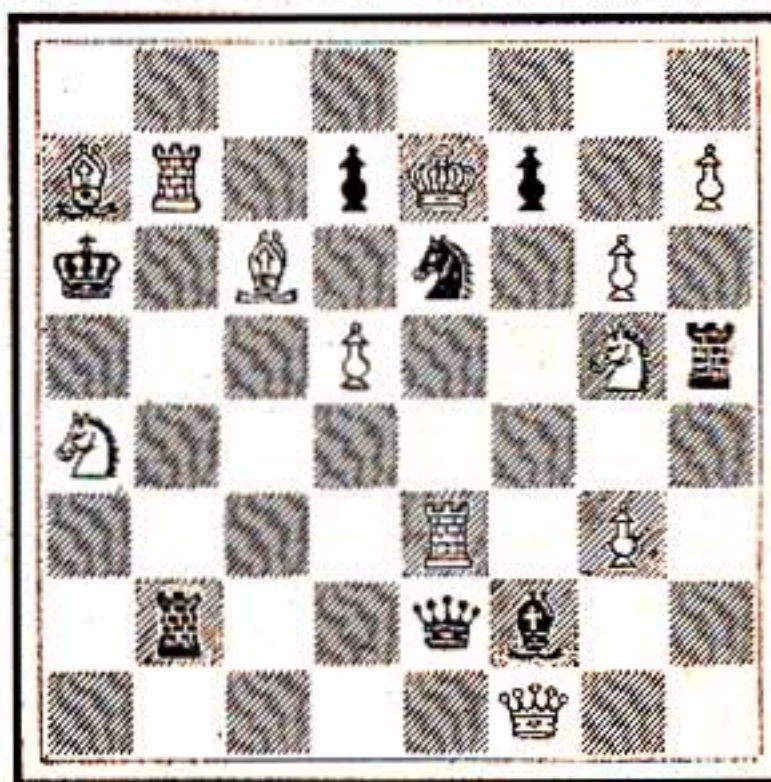
White mates in two moves

No. 23  
A. C. WHITE  
LITCHFIELD, CONN.  
BRITISH CHESS MAGAZINE, 1901



White mates in two moves

No. 24  
C. S. KIPPING  
1ST PRIZE  
DUTCH EAST INDIAN CHESS ASS'N., 1928



White mates in three moves



# PROBLEM REVIEW

*Solutions to problems, contributions, and all correspondence relating to this department should be addressed to Mr. Otto Wurzburg, 712 Atwood Street, Grand Rapids, Mich.*

By Otto Wurzburg

MR. KASHDAN has generously invited me to take charge of the problem pages in the Chess Review. We are agreed that we want a department designed to appeal to all problem lovers, composers, solvers and critics and we shall aim to realize this plan. We invite new and original work from our composers and hope to build up a strong band of solvers to master and enjoy the compositions submitted. There exists a very definite relationship between the composer, who propounds his problem, and the solver who expounds its contents.

The almost sole reward that is accorded the composer is the understanding and appreciation of the solver. The one strikes the note and the other detects and delights in its beauty and harmony.

We hope to submit to our readers each month original work and to quote the best of current contributions gleaned from strange lands and distant people.

Obviously we cannot now canvass the manifest possibilities open to a new publication but we can state the necessity of securing the cooperation and good wishes of our readers and potential contributors. We shall earnestly try to deserve this cooperation and to prove not unworthy of our stewardship.

## "The Chessmen Speak"

*(Chess Amateur Press, Stroud, England)*

The 1932 A. C. White Christmas series offering is a collection of 147 three-move problems by the English composer C. S. Kipping.

Mr. Kipping's first problem was published in 1907. In 1916 during the days

of the Great War he issued from the press the volume "300 Chess Problems." He has since been industriously prolific and today has nearly 2000 problems to his credit. In the preparation of his 1932 volume he has used excellent judgement. It is devoted entirely to three-movers, which are Kipping's forte. The three-mover has the elasticity that permits the development of nearly all the themes known in compositions. He has broken with the well known tenets of the English school—the value of the pure mate; the inherent objection to the dual and short mate; the stern demand for economy, and the fetish of accuracy. He is unconventional in a country where convention and tradition are so generally accepted. He is a new voice in old England and in his revolt has the support and company of several other English composers. Oddly enough Kipping is the Headmaster of a High School where conservatism in politics and social life would find a home, and yet from these walls we catch the voice of England's greatest radical in the art of chess composition.

We believe that to Mr. A. C. White is due much of the credit for Kipping's excursions into these new fields of thematic experiments. Mr. White also induced and encouraged our American D. J. Denmore to explore theme studies that so often resulted in fine and remarkable specimens of problem strategy.

No. 24 of our problems is selected from this new volume.

## Problem Tournaments

British Chess Federation—In Memo-



riam of B. G. Laws. 2 moves-Judges: B. de C. Andrade and Brian Harley. Self mates in 4- Judge: J. Keeble. Prizes in each section; 40/-, 30/-, 20/-. Problems must be sent to F. Douglas, 21 Sunbary Way, Hanworth, Middlesex, England, up to March 31, 1933.

Trollhattans Schacksallskop: 3 movers-Judges: J. Fridlitzius and H. Jonsson. Prizes: Kr. 100, 80, 60, 40 and 20. Problems may be sent up to April 1st to Mr. J. O. Aquist, Trollhattans, Sweden.

### Our Problems this Month

No. 13 is contributed by Dr. P. G. Keeney, who besides being a fine composer and a strong practical player is also chess editor of the Cincinnati Enquirer running a splendid column, having a large band of solvers and contributing composers. In No. 14 we find the veteran Kenneth S. Howard experimenting with a diagonal half pinning of pieces of diagonal movement. The main mate is a pretty unfolding. With No. 15 we welcome a new name from the Far West.

Dr. Bettman may always be depended upon for something unusual. His extraordinary powers of construction enable him to tame the most refractory idea. No. 16 is a surprising example of his skill.

Maxwell Bukofzer's No. 17 will be welcome to solvers as evidence that Maxwell's long absence from chess is ended. We have the good news too that he is to take charge of the problem department of the new Texas Chess Magazine.

No. 18 is a very pretty and original piece of work by a newcomer who we believe was brought to notice by Dr. Keeney in his Cincinnati column, and by G. P. Northrup in the Newark Evening News. Both these columns have done much to stir interest in problems, as well as chess in general.

No. 19 is from far away Finland. No. 21 is a four-mover received through the kindness of Mr. White. The solvers will find it not too difficult. There are some fine mates. No. 22 is a version of an

early prize winner by Mr. Shinkman. He has added an additional theme mate. The problem will remind us that the unpin mate so popular with present day composers is by no means new.

No. 23 sent us by a correspondent is a fine piece of bi-move strategy and for a two mover has considerable difficulty. No. 24 is a famous prize winner by Kipping.

### Our Solvers Contest

With the problems in our January issue we are beginning our Ladder Solution Contest. For every solution to two-movers 2 points will be credited. The Key move alone will be required. For every solution to three-movers 3 points will be credited. The Key move and white's reply to black's different defensive moves will be required. To problems in over three moves the same principle of scoring will be adopted. To the solver having the highest score in our April issue a prize will be awarded. This first award will cover the problems appearing in our January and February issue.

In the April number the winner's score will be cancelled and he will resume his place again at the bottom of the ladder. Every month following the leading solver will be declared a winner and will in turn resume his place at the bottom of the ladder.

The time allowed for solutions to reach the problem editor will be six weeks after publication. Thus the February problem solutions should reach the problem editor by March 16.

The plan of contest enables even the weakest solver to occasionally emerge a winner.

Solvers are invited to add their comments on problems published. We cannot promise to reproduce all of these in their entirety but they will help in arriving at the consensus of opinion regarding the problems published. Solvers will please bear in mind that the problems in our January issue are included in the solution contest here announced.



## CONTRACT BRIDGE

Continued from page 25

From these combinations it may be deduced that:

20 points (minimum) are required by a player to open the bidding with 1 no-trump when not vulnerable. (King above an average hand), and 24 points when vulnerable (2 Kings above average).

27 points to bid 2 no-trump

33 " " " 3 no-trump

and if his opening 1 no-trump bid has been raised to 2 no-trump by his partner, his hand must contain about 24 point count to safely carry on to 3 no-trump.

Also, it will be found that the Responding Hand may raise from 1 to 2 no-trump with 13 points (minimum) and from 1 to 3 no-trump with 17 or 18 points.

Implications of defined ranges of no-trump strength may be given by various take-outs of suit bids into no-trump and by heeding these implications, underbidding and more frequently overbidding, at no-trump contracts may be avoided, except of course when entered upon deliberately for sacrifice.

As the bidding progresses, a careful player will continually revalue his hand as a factor in whatever declaration has last

been named. Thus, he may become in turn apparently (a) an opponent of the declarer (b) the declarer himself or (c) the partner of the declarer, at either a trump or no-trump contract, and as he alternates in these potential positions, his cards become live factors and must be revalued with each change.

The hand which was given last month, South being the dealer, should be bid as follows:

	South	North
1—	1 ♥ (1)	1 ♠ (2)
2—	2 ♦	3 ♦ (3)
3—	4 ♦ (4)	5 ♦ (5)

notes:

(1) Bid the longer suit first.

(2) The One-over-One take-out, requiring a reply.

(3) North actually has two raises, but at a Minor suit, it is preferable to reserve one raise to enable the declarer to play at 3 no-trump if he prefers.

(4) Close choice between 3 no-trump and continuing the diamonds. The latter should be preferred because of suit pattern, doubtful club stopper and insufficient point count.

(5) North may now give his reserved raise.

## NEWS OF THE MONTH

Continued from page 3

According to the Western Chess Magazine, plans are being formulated for sectional tournaments to be held in all parts of the country. These are to be under the auspices of the National Chess Federation, the Western Chess Association, and the Texas Chess Association.

The winners are to be brought together in Chicago some time in July. It is hoped that representatives will also be present from Canada, Mexico and Cuba. The plans are rather vague at the moment, but more details are promised for next month.

\* \* \*

The Correspondence Chess League of America elected a new set of officers, the

members voting by mail. Z. Leslie Hoover, who has for years guided the destiny of the League, being in turn President, Secretary and Tournament Director, asked to be relieved of some of his arduous duties, but he is remaining on the staff as Treasurer. William J. Bryan of Union City, N. J., is the new President, and Walter Frere of Allentown, N. J. and E. C. Ranson of Claremont, N. H. are the Vice Presidents. The voting was fairly close for the post of Secretary, these having been from several parts of the country. Walter F. James, 2512 First Ave. Minneapolis, Minn., was successful. The League is planning a number of tournaments to be started shortly, and is anticipating an active year.



# **SPECIAL OFFER**

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ples heretofore exclusive to Reith's One-Over-One. Why not adopt the only accurate and at the same time teachable method of Contract bidding?

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