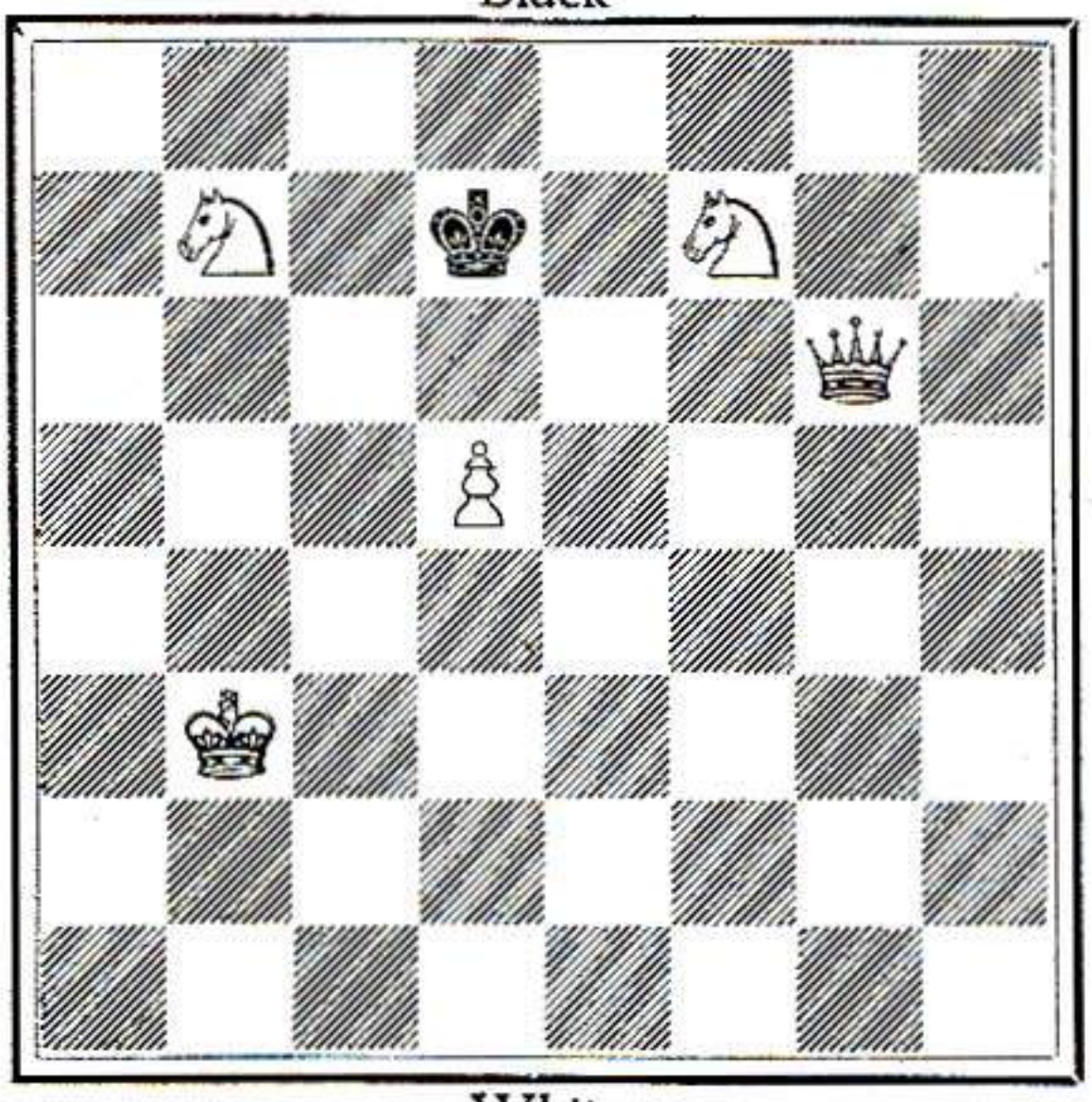
The CHESS REVIEW

Black



White

WHITE MATES IN THREE MOVES
By FRANK M. TEED

EDITED BY I. KASHDAN

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The CHESS REVIEW

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NEWS OF THE MONTH

The United States Chess Team Committee, which, in cooperation with the National Chess Federation, is striving to have a representative American Team at Folkestone this summer, has been active in the cause. The first step has been to send an appeal for subscriptions to a large body of chess players. A copy of the letter follows:

Dear Sir:

You will remember the Summer of 1931 in Prague when America won the Chess Team Championship from eighteen rival countries. Among the competitors were such players as Alekhine, Rubinstein, Bogoljubow, Tartakower, Spielmann, Maroczy, Flohr, Sultan Khan, and others. It was a proud moment for American Chess.

This year's International Team Tournament will be played at Folkestone, England between June 12th and 26th. We must defend the cup. *We must send the strongest team at our disposal. Frank J. Marshall and Isaac Kashdan, stars of the former team, are with us again, enthusiastic in their support of American Chess. To determine who the other three contestants shall be, we are arranging a Tournament to take place in New York City during the early part of May. There are many brilliant young Chess experts anxious to fight for the United States, in defense of the Cup.*

All the five members of the Team go as amateurs without any compensation whatever. All they require are their traveling expenses. These must be raised from the American lovers of Chess. Your subscription to this fund will be thankfully received and gratefully acknowledged.

Please make your check payable to the order of Alfred A. Link, Treasurer. Address all communications to the Secretary, Mr. James R. Newman, 551 Fifth Ave., New York City. A list of contributors and a full statement will be published in the American Chess Bulletin and in the Chess Review.

Yours very truly,
Harold M. Phillips,
Chairman.

This is a stirring and worthy cause, which should ensure the support of every American interested in the game.

* * *

I. A. Horowitz won an unexpectedly easy victory over A. W. Dake in their ten game match at the Manhattan Chess Club. The final score was 4—0 in favor of Horowitz, and four draws. The remaining two games were not played, as they could not affect the issue.

The first three games were drawn. with Dake having had the better of every one. The break came in the fourth, which Dake lost very early, and then he apparently collapsed. Horowitz won the next two games, and after drawing the seventh, the last one as well, in fairly easy style.

* * *

Harold W. Snowden, 17 year old East Orange lad, won the New Jersey Chess Championship in the tournament held at the Newark-Rice Chess Club. He scored five consecutive wins against strong opposition. He beat J. W. Brunnemer, the defending champion, in the first round, and nothing could stop him thereafter.

* * *

After seven rounds of the 37th annual Pennsylvania State Championship Tournament, N. T. Whitaker was leading with the clean score of 7—0. It is an elimination tournament, and the only others remaining are H. Morris, 6—1, and D. G. Weiner, 5—1.

* * *

The Beverly Hills Chess Club is leading with a clean slate of 4-0 in the tournament for the Southern California Chess League Championship. With G. S. G. Patterson, Dr. R. B. Griffith, Austrian, and C. J. Gibbs manning the top boards Beverly Hills is well represented, and is favored to win.

* * *

G. S. Barnes of Minneapolis successfully defended his title in the 36th Annual Minnesota State Chess Tournament last month. J. R. Towne was second, and Dr. W. H. Rowe took third place.

The Metropolitan Chess League of New York is approaching its most interesting stage, when the leaders begin to meet each other. The important matches left are Manhattan vs. Empire City on April 1, Marshall vs. Empire City on April 8, and in the final round, Marshall vs. Manhattan on April 15. The standing of the teams after the eighth round follows:

Club	Matches	Games
Manhattan	8—0	55½—8½
Marshall	8—0	48½—12½
Empire City	7½—½	47½—16½
Hungarian	5½—2½	35—29
West Side	5—3	35—27
City College	4½—3½	36—27
International	3½—4½	29½—32½
Scandinavian ...	3—5	28½—35½
Queens	2—6	19½—44½
New York Univ.	1—7	13½—48½
Caissa	0—8	19—42
Columbia	0—8	9½—53½

* * *

The Bell Telephone Co. has gained the honors in the Commercial Chess League of New York, winning the annual tournament with a score of 6—1. Brooklyn Edison was second with 4½—1½.

* * *

José R. Capablanca is due to arrive at Los Angeles on April 1. He has engagements there for two weeks. On April 14 he is leaving for El Paso, and expects then to proceed to Mexico for a short tour. He will return to the States with New York as his goal, where he should arrive some time in May.

* * *

We have received the March issue of the C. C. L. A. Bulletin of the Correspondence Chess League of America. It is very tastefully gotten up, with a number of new features including cartoons and shorts on various chess topics. The new Secretary, Walter F. James, 2512 First Avenue So., Minneapolis, promises lots of activity. The League should prosper under his spirited guidance.

* * *

The North American Correspondence Chess League, which is run in connection with the *Chess Reporter*, is starting a number of new tournaments, and reports increased activity. The Evans Gambit has been selected for the March Gambit Tournament. All interested can address the League at 9441 Wilshire Boulevard, Beverly Hills, Cal.

* * *

An International Tournament is announced to take place at Brunn, Czechoslovakia, early in April. Among the masters invited are S. Flohr, A. Nimzovitch, R. Spielmann, L. Steiner, A. Rubinstein, V. Pirc and A. Lilienthal. This is the most important tournament so far this year, and promises to produce some good chess.

* * *

Rudolph Spielmann, the Austrian master, had an extended tour in Sweden recently. During his stay he contested several matches with the younger Swedish experts, with varying succes. He beat G. Stoltz by 4½—1½, but shortly after lost to E. Lundin by 3½—2½, and also to G. Stahlberg, 5—3. The large number of simultaneous exhibitions which Spielmann undertook were undoubtedly a contributing cause of these reverses.

* * *

S. Koshnitsky of New South Wales won the Championship of Australia, with the fine score of 11-2. He didn't lose a game. The runners-up were F. A. Crowl and W. S. Viner, each 10-3. C. J. S. Purdy, Editor of the *Australasian Chess Review*, was apparently out of form, and only finished in a tie for sixth.

* * *

Chess Review announces a good will tour on the part of I. A. Horowitz, our Associate Editor. He has arranged a number of exhibitions in clubs in New York City and the vicinity. There is no charge for his services, the only stipulation being that the Secretary make every effort to have a good crowd. Our idea is to stimulate chess interest, in which we hope to have the support of the clubs.

KING WANDERINGS

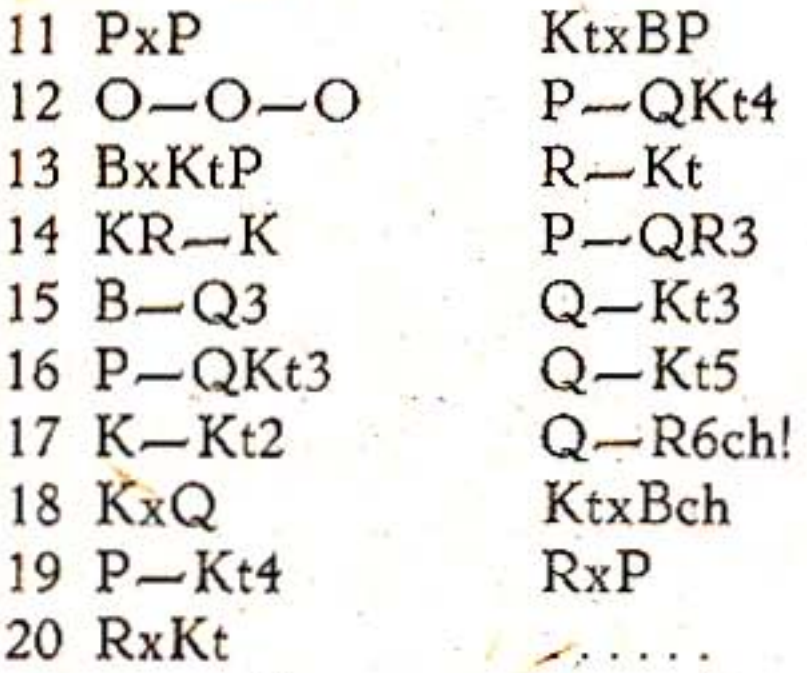
By Irving Chernev

A BRILLIANCY in King wanderings is the following played in a New York tournament:

FRENCH DEFENSE

Langleben	Sobenheim
White	Black
1 P—K4	P—K3
2 P—Q4	P—Q4
3 Kt—QB3	Kt—KB3
4 B—KKt5	B—K2
5 BxKt	BxB
6 P—K5	B—K2
7 Q—Kt4	Castles
8 B—Q3	P—KB4
9 Q—R3	Kt—Q2
10 Kt—B3	P—B4
11 PxP	KtxBP
12 O—O—O	P—QKt4
13 BxKtP	R—Kt
14 KR—K	P—QR3
15 B—Q3	Q—Kt3
16 P—QKt3	Q—Kt5
17 K—Kt2	Q—R6ch!
18 KxQ	KtxBch
19 P—Kt4	RxP
20 RxKt	.....

SOBENHEIM



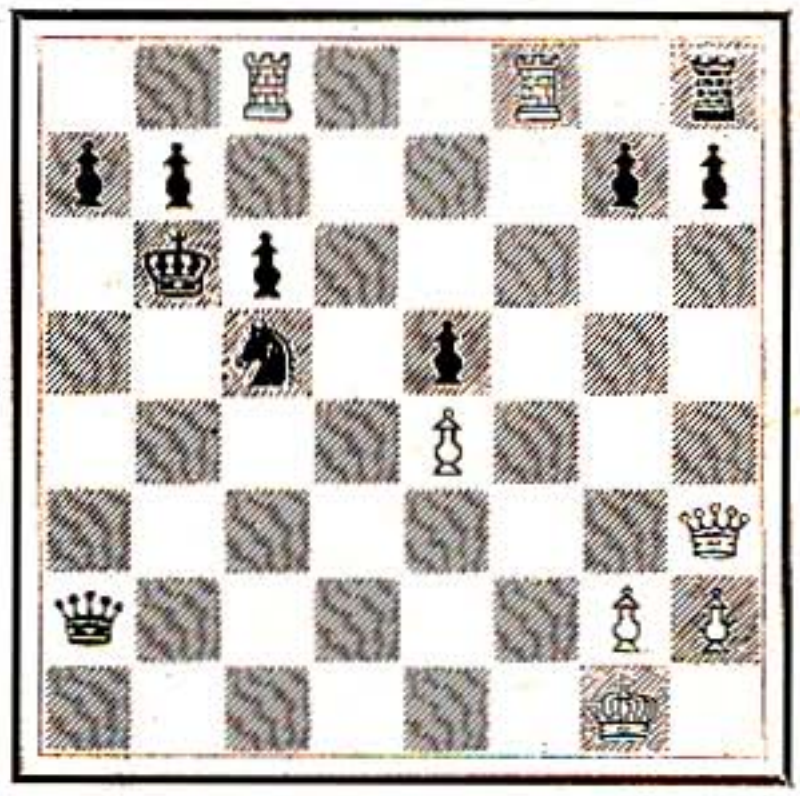
LANGLEBEN

The White King is now "taken for a ride."

20	R—Kt8ch
21 K—R4	B—Q2ch
22 K—R5	B—Qch
23 KxP	B—Bch
24 K—R7	B—Kt3ch
25 K—R8	B—R3 mate

* * *

The following interesting position occurred in a game played at St. Petersburg in 1904.



Kojalowitsch	Maljutin
White	Black
27 RxR	Q—R8ch
28 K—B2	KtxPch
29 K—K2	Kt—B6ch

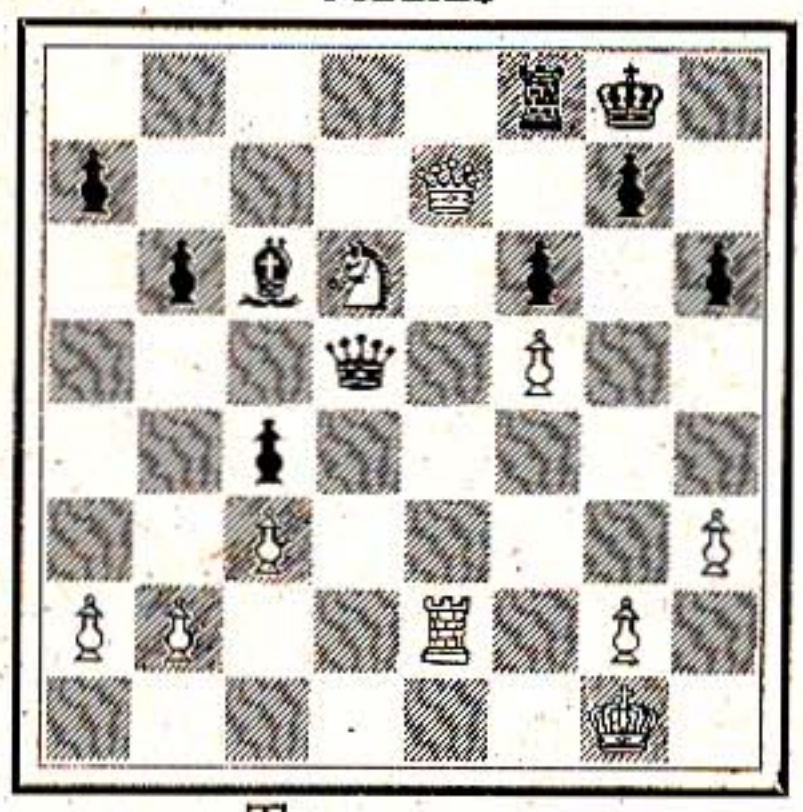
Black in great time pressure overlooks the win by 29 ... Q-Kt7ch; 30 K-K3, Q-Q5ch; etc., or if 30 K-B3, Kt-Kt4ch; 31 K-Kt4, Q-Q5ch; 32 KxKt, Q-B5ch and mate next move. The text move leads to a peculiar finish.

30 K—Q3	Kt—Q4
31 Q—Kt3	Q—Q8ch
32 K—K4	Q—Q5ch
33 K—B5	P—Kt3ch
34 K—K6	Kt—B5ch
35 K—K7	Q—B4ch
36 K—K8	Q—Q4
37 Q—B2ch	K—R3
38 Q—Bch	P—Kt4
39 Q—Rch	K—Kt2
40 R—B7ch!	KxR
41 QxRPch	K—B
42 K—K7ch	

And mates next move.

Another remarkable example with Queens on the board is the following which was played between Teichmann and several players consulting in Glasgow 1902.

Allies



Teichmann

In this situation it can readily be seen that White's pieces are as well posted as they can be to retard Black's movements. Shifting any of them to continue the attack would be dangerous as Black would gain some freedom immediately. Teichmann evolves a bold idea. He brings up his King for a mating attack!

Play continued:

Teichmann	**Allies**
White	Black
28 K—R2	P—QKt4
29 K—Kt3	P—QR4
30 K—R4	.....

Threatening simply K-R5 and K-Kt6, followed by mate at Kt7. Black's desperate efforts can only delay the issue.

30	P—Kt3
31 R—K3	.....

Of course not PxP, Q-Kt4 mate. Now the threat is R-Kt3.

31	QxKtP
32 R—Kt3	Q—KB7

If 32 . . . P-Kt4ch, 33 K-R5, QxR; K-Kt6 wins.

33 PxP	Q—B5ch
34 R—Kt4	Q—B7ch
35 K—R5	Q—QB4ch
36 KxP	Resigns.

* * *

A fairly recent example between Grandmasters.

Caro-Kann Defense

Copenhagen, 1923

R. Spielmann	**S. Tartakower**
White	Black
1 P—K4	P—QB3
2 P—Q4	P—Q4
3 PxP	PxP
4 P—QB3	Kt—QB3
5 B—KB4	Kt—B3
6 Kt—Q2	P—KKt3
7 KKt—B3	B—Kt2
8 P—KR3	Kt—K5
9 KtxKt	PxKt
10 Kt—Q2	P—B4
11 B—B4	P—K4
12 PxP	KtxP
13 BxKt	BxB
14 Q—Kt3	Q—Kt3
15 B—Kt5ch	K—K2
16 Kt—B4	Q—B4
17 KtxB	QxKt
19 B—B4	B—K3
18 O—O—O	BxB
20 QxB	KR—Q
21 Q—Kt4ch	K—B3
22 QxKtP	Q—B5ch
23 K—Kt	QxP
24 Q—B6ch	K—Kt4
25 P—R4ch	K—Kt5!
26 QR—KB	Q—Kt3
27 Q—B4	R—Q7
28 P—Kt4	Q—K6
29 R—R3	Q—Kt3
30 R(R3)—B3	RxKtP
31 R—B4ch	K—Kt6
32 Q—Q5	R—QB
33 Q—Q7	Q—R3
Resigns.	.....

Kmoch remarks that Steinitz would have enjoyed this game immensely.

LIVING CHESS

By A Spectator

QUITE a time was had by all at the Charles Jaffe Jubilee Concert, held March 18th at the City College Auditorium. Rainy weather and the fact that the Metropolitan League matches were going on that night kept the attendance down, but it was a select audience, and made up in enthusiasm and good cheer for lack in numbers. And indeed there was enough to satisfy them royally.

The concert started right on time, at 8.30. This was most unusual, and obviously unexpected, as most of the audience only began straggling in about 9 P. M. The first violin solo, by Harry Brown, was almost over by then.

Norman Secon, brilliant young pianist was next, and made an instant hit. The audience couldn't get enough of his playing, and but for their desire to see the real feature of the evening, the living chess display, would have had him going on all night.

Mr. Alfred Kreymborg, the genial master of ceremonies, talked of Jaffe, and the good old days of chess. Having himself lived in the chess atmosphere for a number of years, he knew his subject, and was very well received.

Finally the stage was set, the curtain rose, and the big match was on. On a board which filled most of the stage stood the figures, all in costume. Jaffe and Kashdan were on opposite sides, each with a pocket chess set which they used in making their moves.

Someone had to lead the pieces to their squares, as most of them were unfamiliar with the intricacies of the chess notation. So a clown was there, in the proper domino, jester's cap, and all. On investigation he turned out to be none other than the tall and dignified Associate Editor of this Review, I. A. Horowitz.

The Black Queen was the star of the show. She made almost half the moves for her side, and took full advantage of all her dramatic opportunities, though at times she descended to flirting with the opposing Knights and Bishops. Kashdan was conducting the Black pieces, and seemed to follow her movements with more than ordinary attention.

The embarrasing moment was when Jaffe called BxPch, and Horowitz couldn't find the Pawn! The little fellow was discovered hiding under one of the Bishop's skirts, and was gently motioned off.

The White Queen was captured on her first move, and walked off toward the dressing rooms rather despondently. However, she was called back a moment later, as a pawn had advanced to the eighth rank, requiring her presence again.

The game was very quick, a time limit of twenty seconds a move having been decided on. This gave the colorful throng on the stage enough to do, and they made a brilliant spectacle indeed. The game was very lively, and intently followed. When it was over, the result was announced, a draw, and the players took their well-earned bows.

To round out the evening, Tamara rendered a number of gypsy songs, accompanying herself on a guitar. The audience, having gotten into the spirit of the thing, hummed the tunes with her, and had a grand time. They voted the affair a complete success.

Among those present were some of the most distinguished representatives of American Chess. Mr. and Mrs. Frank J. Marshall, Harold M. Phillips and his family, Hermann Helms, Leon Rosen, Dr. Leon Golden, and many others were observed. All expressed their pleasure, and are looking forward to further affairs of this sort.

GAME STUDY

Chess players generally avoid playing over a long game, and particularly when it ends in a draw. Yet these long drawn-out battles may contain very interesting moments, and be well worth studying. The following game was played in the Bled Tournament, August, 1931.

Dr. A. Alekhine **I. Kashdan**

White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	P—Q4
4 Kt—B3	QKt—Q2
5 B—Kt5	P—B3
6 P—K3	Q—R4

This is the Cambridge Springs Defense, first popularized by Frank Marshall at the tournament there in 1905. The object is to obtain a counter-attack, taking advantage of the absence of the white bishop from the queen side. It gives Black good chances and is preferable to the tame B-K2

7 Kt—Q2 .....

To weaken the effect of Kt-K5, and also to be able to retake with the knight if PxP.

7 ..... PxP

The more usual play is B-Kt5; 8 Q-B2 (not Q-Kt3 when PxP wins a piece) Kt-K5; 9 KKtxKt, PxKt; 10 B-R4. White usually gets the advantage because of his sounder pawn formation. With the text move Black forces the exchange of the white bishop for his knight. In return, White gains time, and has a freer game for quite a while.

8 BxKt	KtxB
9 KtxP	Q—B2
10 B—Q3	B—K2
11 O—O	.....

This seems too slow. White should be able to do something with his better development. 11 Q-B3, O-O; P-KKt4 is an interesting attack, but the result is quite uncertain.

11	O—O
12 R—B	R—Q
13 Q—K2	B—Q2
14 Kt—K5	B—K

Although in a backward position, this bishop is serving a very useful defensive function, and Black plans, by means of P-B4, to bring it into good play. P-QB4 is the liberating move for which Black always strives in this defense, and White should prevent it if possible.

15 P—B4 .....

His hopes of a king side attack are illusive as Black is firmly entrenched there. Better was 15 Kt-K4, which would restrain P-B4 for some time.

15..... P—B4

This looks dangerous, with the queen on the same line as the white rook, but it can be played, and immediately frees the black game. The effect of the bishop at K1 can be seen in the fact that Kt-R4 is now prevented. If 16 Kt-K4, KtxKt, 17 BxKt, Q-Kt3.

16 PxP .....

After this exchange the white pawns become weak, as P-K4 is not possible for some time.

16 ..... QxP

Not BxP because of 17 Kt-K4, KtxKt; 18 BxKt. Besides P-QKt4, White threatens BxPch, KxB; Q-B2ch regaining the piece. If 18 ... P-B4, 19 P-QKt4, PxB; 20 RxB with the better game.

17 Kt—K4 Q—R4

18 Kt—Kt5 .....

There is no real threat, the focal points, KB2 and KR2, being sufficiently protected.

18 ..... QR—B

Quietly completing his development. If QxP, 19 R-B7 will regain the pawn.

19 P—QR3 P—Kt4

In order to play Q-Kt3 without ever being molested by Kt-B4.

20 P—R3 .....

It is hard for White to find a plan. P-K4 might have been better.

20 ..... Q—Kt3

21 K—R .....

He gets into trouble later because of the possibility of Kt-Kt6ch. K-R2 would have avoided this, and was consequently preferable.

21 ..... P—KR3

22 RxR RxR

23 Kt(Kt5)—B3 .....

If 23 Kt-K4, Kt-Q4; 24 R-K, P-B3 (if P-B4, 25 Kt-Kt3, B-R5; 26 Q-B3, threatening P-K4, and the position can be held) 25 Kt-KB3, P-B4, 26 Kt(K4)-Q2, B-B4; 27 Kt-B, P-Kt5 with marked advantage for Black.

23 ..... B—B4

24 Kt—Q4 .....

Losing a pawn, as he cannot later take the KtP. P-K4 would lose by Kt-R4! But the pawn

could have been held by R-K, and if Kt-Q4, 25 B-K4! Then if BxKP, 26 BxKt, and if KtxKP, 26 P-QKt4 winning a piece in either case. But after 24 R-K, Black can play P-QR4 and maintain the pressure.

24	.....	BxKt
25	PxB	QxP
26	P—B5	.....

If BxP Black wins by Kt-K5!; 27 K-R2, BxB; 28 QxB, Kt-Q7, forcing the rook off the file, and winning the bishop's pawn.

26	.....	Kt—R4
27	QxKt	QxKt
28	Q—Kt4	PxP
29	BxBP	R—B5
30	Q—Q	R—B5

An uncalled-for exchange, which leads to a difficult ending. Black has the better position, besides being a pawn ahead. R-Q5 was correct, to dominate the center, continuing with P-Kt3 to safeguard the king, and then getting the bishop into play for a mating attack.

31	RxR	QxR
32	B—Q7	.....

To obtain a queen ending, which is White's best drawing chance.

32	.....	BxB
33	QxB	Q—Kt

Now start some long drawn-out, but interesting manœuvres. Black will advance his K side pawns, and attempt to obtain a passed pawn. He must always be on the lookout against perpetual check by the white queen.

34	Q—Q4	.....

He might have played P-QR4 at once. However, the gain or loss of a move is of little importance at this stage.

34	.....	P—Kt3
35	P—QR4	.....

With the Q side pawns off, the game would be a theoretical draw. But White will not be able to exchange the last pair.

35	.....	PxP

If P-Kt5; 36 P-R5, threatening P-R6 and eventually Q-Kt7, with some chances.

36	QxP(R4)	Q—Kt3
37	Q—K8ch	K—Kt2
38	Q—K5ch	Q—B3
39	Q—QB5	.....

Of course White can never exchange queens, as the ending would be hopeless.

39	.....	P—R3
40	P—QKt4	Q—B8ch
41	K—R2	P—KR4
42	Q—Q4ch	K—R2
43	Q—K5	Q—Kt4
44	Q—B6	K—Kt
45	Q—Q6	.....

If 45 Q-Q8ch, K-Kt2; 46 Q-Q4ch, P-B3; 47 Q-R7ch, K-R3; 48 Q-K3ch, P-Kt4, and Black has gained ground.

45	.....	Q—B5
46	K—Kt	K—Kt2
47	K—B2	.....

He foresees Black's intention of advancing his king to the center, and plans to oppose him.

47	.....	Q—K3
48	Q—Kt8	K—B3
49	Q—Kt7	Q—B5
50	K—K3	K—K3
51	Q—Kt6ch	K—Q2
52	Q—Kt7ch	K—Q3
53	P—Kt3	.....

Further checks would be of no avail. If 53 Q-Kt6ch, Q-B3; 54 Q-Q8ch, K-K3, followed by advancing the K side pawns. The text move weakens White's pawns, and facilitates Black's plan to obtain a passed pawn.

53	.....	P—Kt4
54	Q—Kt8ch	Q—B2
55	Q—KR8	Q—B8ch
56	K—K2	Q—B5ch
57	K—B2	P—Kt5!

This is the position Black has been playing for. Now he will win the KKtP by a series of checks, and the rest should be easy. 57 ... QxP was impossible because of Q-B8ch.

58	QxP	.....

If PxP, PxP; everything is defended, and White has nothing to hope for outside of a few checks.

58	.....	Q—Q5ch
59	K—K2	Q—K5ch
60	K—Q	.....

If 60 K-B2, Q-B6ch will win all the pawns.

60	.....	Q—Q6ch
61	K—B	Q—B8ch
62	K—Q2	PxP!

It is noteworthy how Black succeeds in protecting all his pawns with his queen.

63	Q—B5ch	K—K3
64	Q—B8ch	K—B3
65	K—K3	.....

If 65 Q-R8ch, K-Kt4; 66 Q-Kt7ch, K-R4; 67 Q-R7ch, K-Kt5; 68 Q-Kt7ch, K-B6; 69 QxPch, K-Kt7 wins. The idea of the text move is to pre-

vent this entrance of the black king, and threaten the checks.

65	.....	Q—K8ch
66	K—B3	Q—K3
67	Q—B3ch	K—Kt3

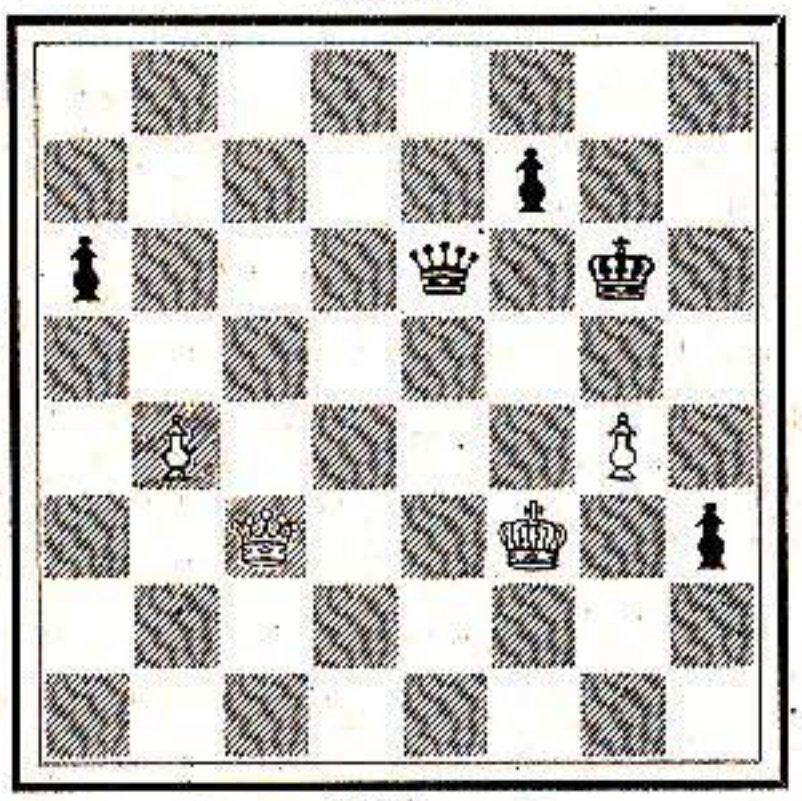
Threatening to exchange queens by Q-B3ch.

68	P—Kt4	Q—KB3ch??

But now this only draws, as White's last move has given him sufficient time to win the rook pawn. By this simple miscalculation, Black throws away the fruits of a long and difficult battle, just at the point where a quick victory could have been achieved. Below is a diagram of this position, as the win is rather instructive.

I. KASHDAN

Black



White

DR. ALEKHINE

Black to play and win

Correct was 68 . . . Q-Q4ch!

a. 69 K-Kt3, Q-Kt7ch; 70 K-R4, P-R7! 71 Q-Q3ch, K-Kt2; 72 Q-Q4ch, P-B3; and now if 73 Q-Q7ch, K-R3, and if 73 Q-R7ch, K-Kt3 wins.

b. 69 K-B4, P-R7! 70 Q-B2ch, K-Kt2, and if QxP, Q-Q3ch wins the queen.

c. 69 K-B2, P-R7, and the pawn cannot be stopped.

d. 69 K-K3, P-B3 (not P-R7, because 70 Q-B2ch wins the pawn). Black threatens Q-K4ch, and also K-Kt4. There is nothing to be done.

69	QxQch	KxQ
70	K—Kt3	K—K4
71	KxP	K—Q5
72	K—R4	.....

Draw

Both queen at the same time. The pawn at Kt4 is just far enough advanced.

CURIOUS CHESS FACTS

By Irving Chernev

1. The Russian Chess Master Iljin-Genewski had to learn the moves twice. The curious cause of it was a bullet penetrating a portion of his brain controlling his memory.

2. In a tournament played at San Sebastián in 1912 Nimzovitch and Rubinstein played to settle first prize. Due to the natural excitement of the occasion Nimzovitch made a move which would allow Rubinstein to mate him in two moves. Strangely enough Rubinstein, too, overlooked the mate. He won the game, however, after some exciting complications.

3. In 1911 Schlechter and Tarrasch played a match at Cologne which was one of the finest ever played. What made this more remarkable was the fact that the games were played while the temperature averaged 95 degrees in the shade, which would be enough to discourage any kind of chess.

4. In 1911 Spielmann and Alapin played a match at Munich of ten games with the novel idea suggested by Alapin of being permitted to analyze the positions on a separate board. Although Spielmann did not avail himself of the privilege he won the match by 6½ to 3½.

5. In the 8th edition of a popular handbook by Dufresne and Mieses the following line of play is given:

1	P—Q4	P—Q4
2	P—QB4	P—K3
3	Kt—QB3	P—QB4
4	Kt—B3	BPxP
5	KKtxP	P—K4
6	KKt—Kt5	P—Q5
7	Kt—Q5	Kt—QR3
8	Q—R4	B—Q2
9	P—K3	Kt—K2

"and Black has the superior position." A mate by White on the move seems to have escaped the analysts.

HELPFUL HINTS

IN our last article we decided that 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3 was a logical and sound development on both sides. The two important principles in the opening are control of the center and rapid development of the pieces. Each move in the opening should combine these two principles as far as possible. A short resume of the moves played and the reasons for them will make this point clearer. With 1 P-K4 White opened lines for several pieces, and also obtained a foothold on important center squares. The more such squares controlled, the less freedom the enemy pieces will have. Black gained the same effect by also playing P-K4. Then with 2 Kt-KB3 White attacked the center pawn, at the same time placing his knight in a much more advantageous position. In general a piece is more effective as it nears the center of the board. The knight in particular gains in mobility (number of squares at his command) when placed in a more central position. When Black, in answer to 2 Kt-KB3, plays Kt-QB3 he protects the same squares which White has attacked, and places his knight on its best post for the opening play. We do not mean to intimate that the moves suggested are the only good ones, but they most clearly show the logical combinations of the opening principles.

What is White's third move to be? He should develop a new piece, with a further attack or gain in the center. The choice rests between Kt-QB3, B-B4, B-Kt5 and P-Q4. The last is the Scotch Game. While no immediate development of a piece, it opens the line for the queen bishop, and also meets our requirement for an attack in the center. Black must play PxP as there is no good way of defending the pawn. White can then recapture by KtxP, or else give up the pawn for attack by B-QB4. Black has no difficulty in equalizing the game in either case. We shall examine this opening, as well as a number of others in more detail in later articles in this series.

3 Kt-QB3 is a good developing move. After 3 . . . Kt-B3 for Black a symmetrical position is arrived at which can be maintained for several moves. The game can continue 4 B-Kt5, B-Kt5; 5 O-O, O-O; 6 P-Q3, P-Q3; 7 B-Kt5, BxKt with an even game. At the last move B-Kt5 continuing the symmetry would be a mistake for Black, as White with Kt-Q5 would obtain a winning attack. It is dangerous to follow the opponent's moves blindly. The first player is bound to have the better chances, requiring care for the defense.

On the third move after 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3 White may wish to move the bishop, in order to castle quickly. This is useful, as the operation of castling has the double object of placing the king in safety, and also of bringing the rook into play. Where shall the bishop be played? 3 B-K2 blocks the queen, and is rather backward. B-Q3 is even worse, as it blocks the important QP, which must be moved to make way for the queen side pieces. 3 B-B4 is good, and seems the most aggressive move. It bears on the KBP, a rather weak spot, and Black must be on guard against any further attack on this point before he can obtain safety by castling. Still, Black can later either drive the bishop off the diagonal, or else oppose it by B-K3, and the move leads to no lasting advantage.

The strongest of the moves under consideration is 3 B-Kt5, the Ruy López Opening. This continues the attack on the king pawn, initiated by 2 Kt-KB3, by threatening 4 BxKt, PxB; 5 KtxP. Our next article will discuss the leading features of this opening.

WHY WE PLAY CHESS

By Barnie F. Winkelman

CHESS is a game—an exciting, fascinating game. It intrigues, sooths, amuses and delights. In a world of turmoil, travail and trouble, that constitutes reason enough to play chess.

Chess is an enjoyable game, and time pleasurably spent is time well spent. The repressionists—the ascetics of yesterday and the puritans of today—find the game a terrible waste of time that might be better spent in sackcloth and ashes, or in work for its own sake. There is ever with us a small minority that is horrified by the spectacle of wholesome fun and is ever ready to take the joy out of life. To these men chess consists of moving pieces of wood on a board just as by them golf is described as cow pasture pool.

I think it was Edmund Burke who declared that "a man's interest is properly anything that interests him." Forget, therefore, the cant about chess as mind training, as discipline, or as tactical study for war. Play chess because of the wholesome fun—the exhilaration of the game itself.

Play to win—play because of the joy of winning. But it is not necessary to be a champion to enjoy the game. Nor need you burn midnight oil, sacrifice your business, or all other interests. A working familiarity with the pieces, an appreciation of the best performances of the masters, or the fine problems and endgames, is all that is required, and a world of beauty is opened up.

Chess is an art and a science rolled in one. It is strange how important it can become, how vital to play up to one's proper strength. We may not be egoists, desirous of conquering the world, but we do want to play strongly and correctly. Nothing then becomes quite so mortifying as to lose a won game, to throw away an advantage laboriously built up, by a simple oversight. Nothing quite approaches the pangs of conscience at having failed to grasp the glorious opportunity of a briliant sacrifice, especially against a redoubtable opponent.

Why do we take our chess so seriously? Why do we work hard and try to perfect our mastery of every branch of the game? Why do we feel more chagrined at a stupid mistake on the board than at the thousand mistakes of our daily life?

The answer would seem to be that chess to its devotees is a medium of artistic expression. On the board we work with ideals. In life we are opportunists. Wealth, power, position go by preference or by chance. They give no real inner satisfaction. We can deceive the world as to their value, but we cannot deceive ourselves. What matter if we attain a little more or a little less of the world's substance?

But on the chess board all is different. The orders of merit are strictly defined. We can distinguish the real from the shoddy. A suave promoter can sell us fake stocks, but no charlatan can mask as a chess master.

In the world of realities a million voices are shouting their own excellence. The prizes go to those who shout the loudest and who shall say who is the greatest or the best. In a practical world we have only to spread often enough the rumor of our own merit, and it will take root. On the chess board there is no room for bluff or bluster, and our true joy comes only in the creation of something real. If our combination has been sound, if all the sub-variations attest the propriety of our judgment, if we figured correctly, we get a real thrill; not otherwise.

We are all artists and to that extent all egoists. We are all apt to feel that we, and we alone, have drunk the pure spring of the game. So vanity plays curious tricks with us. Each of us believes in the infallibility of his own judgment. Each is apt to deprecate the judgment of others. Those we beat we are apt to mentally push into the discard, as immeasurably inferior to ourselves. Those who defeat us, well, it was just an accident, we were off our game, we will do better next time.

No group and no city has a monopoly on the game. True, the players of each country and each town must feel that they are the strongest in the world, but that is a natural failing not confined to chess. On the board as elsewhere we have keen differences of opinion, but on the board we can apply an acid test.

Perhaps that is the chief charm of the game—its finality. How authoritative are the experts in medicine, engineering, law, art, science? Who has not asked to be delivered from the babble of technical opinion, raising clouds of acrimonious dust? Who has not recoiled from the *reductio ad absurdum of* authoritative utterance where each expert not only expresses his opinion, but writes his own code and rules? What intelligent man does not seek to escape the interminable quibbling which characterizes so many of the indoor amusements of the so-called *intellegentsia,* whether it be over the relative merits of Gladstone and Disraeli, or Rembrandt and Hals, or of Wagner and Beethoven.

After listening to these clashes in the court room, in philosophic discussion, in scientific debate we conclude that they are good practice only for the adolescent. We long for finality and turn with Omar from futile argument that leads nowhere.

"Myself when young did eagerly frequent
Doctor and Saint and heard great argument
About it and about; but evermore came out by the
Same door wherein I went."

Hence the practical man turns to the sporting page or the stock market. On the latter a simple purchase or sale is the ultimate gesture; any other mode of registering an opinion is indulged in only by soap box orators. On the athletic field the supremacy of a Tolan over a Metcalfe can be decided in less than ten seconds, or of Jones over Hagen in an afternoon.

On the chess board, we can get a similarly quick decision from the highest court. Only if we deceive ourselves will we take issue with the conclusiveness of a win or a loss. This, I think, is the fascination of the game—the unerring finality of its verdicts.

One final word. "Scratch every man," says a proverb, "and you will find a poet." Even the most prosaic is a lover of beauty in some form. The base ball fan gets an artistic thrill from a well directed throw or a long hit. Little does the music lover suspect that the crowd at a prize fight or bull fight which applauds wildly is moved by an admiration of the artistic entirely akin to his own. So on the chess board the followers of the game revel in beauty just as real as the artistic triumphs of music or sculpture or painting. The great games of chess, its problems and endgames are as much art as the well known masterpieces which are represented in every school curriculum. Not to be familiar with the best that art offers is to lack the marks of culture, though in the complexity of the modern world those who aspire to familiarity with all art can have only a smattering of each. Yet the great masterpieces of chess should be familiar to all who pride themselves upon these things. To boast of knowing all the schools and to know nothing of Alekhine or Capablanca, or Rinck or Troitski, or Loyd, is to overlook a substantive field of artistic endeavor. As a knowledge of chess becomes more widespread, a recognition of this will gradually become more general.

GAME DEPARTMENT

Game No. 35
Queen's Pawn
Match 4th Game
New York, March, 1933
(*Notes by I. A. Horowitz*)

I. A. Horowitz	A. W. Dake
White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5
4 Q—B2	P—Q4
5 P—QR3	BxKtch

B—K2 is preferable, but then Black has only lost time with his bishop moves. The exchange of a bishop for a knight, without some compensation, is generally bad.

6 QxB	Kt—K5
7 Q—B2	Kt—QB3

Apparently misplaced, but Black is following the game Vidmar-Alekhine, in San Reno, 1930, which Alekhine won handily.

8 Kt—B3	P—K4
9 P—K3	.....

After 9 PxKP, B-B4 (threatening Kt-Kt6) Black must recover his pawn and remain with a strong position.

9	PxQP

But this is a blunder. Instead B-B4 should be played. White could then continue with either Q-Kt3 or B-Q3 and still retain the upper hand. After the text, Black loses a piece.

10 BPxP	QxP
11 B—B4	Q—KB4
12 B—Q3	Q—R4ch
13 P—Kt4	KtxKtP
14 PxKt	QxR
15 BxKt	PxP

Black has two pawns and a piece for a rook, but White's attack develops too quickly.

16 O—O	PxPch
17 QxP	Q—B3
18 B—Kt2	Q—KR3
19 Kt—Kt5	.....

White now has five pieces in the fray against Black's lone queen. The Kt cannot be captured because of QxPch, followed by R-Qch etc.

19.....	B—K3
20 KtxBP	Resigns.

* * *

Game No. 36
Match 3rd Game
Queen's Gambit Declined
New York, March, 1933
(*Notes by I. A. Horowitz*)

A. W. Dake	I. A. Horowitz
White	Black
1 P—Q4	P—Q4
2 P—QB4	P—QB3
3 Kt—QB3	Kt—B3
4 Kt—B3	P—K3
5 B—Kt5	P—KR3

The object of this move is to win a B for a Kt, for after the retreat of the bishop to R4, the Gambit pawn can be accepted and held. However, after BxKt, QxB, as in the text, the black queen will be misplaced, and Black will lose time bringing it back to safety.

6 BxKt	QxB
7 P—K3	Kt—Q2
8 B—Q3	Q—Q
9 O—O	B—K2
10 Q—K2	PxP
11 BxP	P—QKt4
12 B—Q3	P—R3
13 KR—Q	Q—Kt3
14 QR—B	.....

Instead 14 P-QR4 prevents Black from breaking with P-QB4, for after 14 ... P-Kt5 follows 15 P-R5 and Kt-K4 with a bind on the position.

14	B—Kt2
15 P—K4	O—O
16 B—Kt	KR—K
17 P—K5	KR—Q

The previous move was made to prevent P-Q5. Now with that no longer a threat the KR moves again, reserving the QB file for the QR.

18 Q—B2	P—Kt3
19 P—KR4	P—KR4
20 Kt—K4	P—QB4

The liberating move, for after 21 KtxP, KtxKt; 22 PxKt, BxBP! 23 RxRch, RxR; 24 QxB, QxQ; 25 RxQ, R-Q3ch recovering the piece with a good

position.

21 Kt(B3)—Kt5 .....

Threatening KtxBP followed by Kt-Q6ch and QxPch with an overwhelming attack.

21 ..... QBxKt
22 QxB BxKt
23 PxB PxP
24 R—B6 Q—R2

But here instead Q-Kt2 is correct, for after 25 R-Q6 would follow QxQ and KtxP winning a pawn. White, however, could play 25 P-B4 and then R-Q6, resulting in an even game.

25 R—Q6 Kt—B
26 QxQP QxQ
27 R(Q)xQ RxR
28 RxR R—R2
29 P—B4 Kt—Q2
30 P—QKt4 .....

To prevent the entrance of the Kt at B4, but instead K-B2 to be followed by bringing the K to the center was in order. Now White cannot avoid the exchange of the Q side pawns.

30 ..... K—B
31 B—K4 K—K2
32 P—R3 P—R4
33 B—Q3 PxP
34 PxP R—Kt2
35 P—Kt3 R—Kt

In preparation for Kt-Kt3 for if now 35 ... Kt-Kt3; 36 BxQKtP, Kt-Q4; 37 B-B6 and wins a pawn.

36 R—R6 Kt—Kt3
37 R—R7ch K—B
38 B—K4 Kt—R5
39 K—B2 Kt—B6
40 B—B3 R—B

Draw

* * *

Exhibition game with living pieces, played at a time limit of twenty seconds a move.

Game No. 37

CENTER COUNTER

New York, March, 1933

(*Notes by I. Kashdan*)

C. Jaffe	**I. Kashdan**
White	Black
1 P—K4	P—Q4
2 PxP	QxP
3 Kt—QB3	Q—QR4
4 P—QKt4	.....

An interesting gambit. White gains considerable time by repeated attacks on the black queen.

4 ..... QxKtP
5 R—Kt Q—KR5

Q-Q3, and if attacked, later Q-Q is probably better, rather than have her remain in the forefront.

6 Kt—B3 Q—R4
7 R—Kt5 P—QB4
8 B—K2 Kt—KB3
9 P—Q4 P—K3
10 O—O P—QR3
11 R—Kt P—QKt4

Black is coming out with a fair game, though he will be exposed to considerable danger till he completes his development.

12 Kt—K5 Q—R5
13 Kt—B3 .....

There is nothing better, due to the attack on the QP. White decides to retreat, and try something else.

13 ..... Q—R4
14 P—QR3 .....

This is hardly necessary, but he is preparing a neat combination in anticipation of Black's next move.

14 ..... B—Kt2

Allowing a sacrifice which should have led to a winning game for White. 13 ... QKt-Q2 was correct.

15 KtxP PxKt
16 Kt—K5 .....

Now the knight becomes a real help in the attack.

16 ..... Q—R5
17 BxPch QKt—Q2

K-K2; 17 PxP, Kt-K might have been tried, but the position does not look appetizing.

18 PxP .....

BxKtch, followed by RxB, was simpler, but the text is also very strong.

18 ..... R—Q
19 P—B6 .....

Black is just able to escape after this. 19 KtxKt, KtxKt; 20 P-B6 was better.

19 ..... KtxKt
20 PxBch KKt—K2
21 P—KB4 .....

Threatening QxKtch after the knight moves. But Black now has an interesting counter.

21 ..... B—B4ch

22	K—R	Kt—Kt5

The threat of mate saves the day. If 23 QxKtch, RxQ; 24 P-Kt8Qch, K-K2, and Black wins the queen.

23	P—R3	Kt—B7ch
24	RxKt	QxR
25	B—K3	.....

QxKtch still could not be played because of the eventual Q-Kt8 mate. He gives up the bishop so that the rook will protect the square.

25	.....	QxB
26	QxKtch	RxQ
27	P—Kt8Qch	K—K2
28	QxR	.....

After all the fireworks, the game is even. Black winds it up with a rather neat draw.

28	.....	QxBP
29	BxR	B—Q3
30	Q—K8ch	K—B3
31	K—Kt	Q—K6ch

B-B4ch followed by B-Q3 would have allowed no choice, but the king must still return to the corner.

32	K—R	.....

If K-B, B-B4 (not B-Kt6; 33 Q-Q8ch, K-Kt3; 34 Q-Kt6! wins) 33 Q-Q8ch, K-Kt3; 34 Q-R4, Q-Kt8ch followed by QxR. Black would have slightly the better of the ending.

32	.....	Q—B5
33	K—Kt	Q—K6ch

Draw

* * *

Game No. 38

QUEEN'S PAWN

Stockholm, January, 1933

(Notes by I. Kashdan)

R. Spielmann	**G. Stahlberg**
White	Black
1 P—Q4	P—Q4
2 Kt—KB3	P—QB4
3 P—K3	PxP

This turns it into a variation of the Caro-Kann Defense. The same position could have been obtained by 1 P-K4, P-QB3; 2 P-Q4, P-Q4; 3 PxP, PxP; 4 Kt-KB3.

4	PxP	B—Kt5
5	B—KB4	Kt—QB3
6	P—B3	P—K3
7	Q—Kt3	Q—Q2

If BxKt; 8 QxKtP wins a pawn.

8	QKt—Q2	KKt—K2
9	P—QR4	Kt—Kt3
10	B—Kt3	B—K2
11	P—R4	.....

He is advancing on both wings, seeking complications. It is justified by the inferior disposition of the Black pieces.

11	.....	B—B3
12	P—KR5	KKt—K2
13	P—R6	P—KKt4

The pawn advances twice to leave the square Kt3 for the knight. But PxP was better, when White could hardly retake because of Kt-B4 and KtxB.

14	B—Kt5	Kt—Kt3
15	Kt—K5	.....

This loses a pawn, but is part of a far-sighted combination.

15	.....	BxKt
16	BxB	KKtxB
17	PxKt	Q—B2
18	O—O	QxP
19	P—R5!	.....

Much better than 19 BxKtch, PxB; 20 Q-Kt7, O-O when Black has the advantage. The text threatens P-R6, which is hard to defend.

19	.....	O—O

If P-R3; 20 BxKtch, PxB; 21 Q-R4 (also attacking the bishop) Q-B5; 22 QxPch followed by Kt-Kt3.

20	P—R6	QR—Kt
21	PxP	Kt—Q

RxP, and if 22 Q-R4, Kt-Q was distinctly better. Now the advanced pawn can be defended.

22	B—R6	Q—B5

He overlooks that he cannot take the knight on the next move. B-B4 would have offered better resistance.

23	R—R4	Q—B4

If QxKt; 24 RxB, threatening R-Q, and the queen cannot escape.

24	Q—Kt4	.....

Decisive. To save the piece, Black must allow dangerous mating threats.

24	.....	B—R4
25	P—Kt4	Q—B7
26	Q—Q4	P—K4
27	QxKP	Kt—K3
28	R—Q4	B—Kt3

If BxP, 29 RxB, QxKt; 30 P-KB4, threatening RxPch, will win.

29	RxP	Q—R5
30	B—B4	RxP
31	R—Q6	R—K
32	P—Kt3	Q—R6
33	R—K	K—B
34	BxKt	Resigns.

Mate must follow in a few moves.

* * *

Game No. 39

INDIAN DEFENSE

Stockholm, January, 1933

(Notes by I. Kashdan)

E. Lundin	**R. Spielmann**
White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—KKt3
3 Kt—QB3	P—Q4
4 B—Kt5	.....

There are a number of good lines here, such as 4 PxP, KtxP; 5 Q-Kt3 (5 P-K4 is a bit risky) or 4 P-K3, B-Kt2; 5 B-Q2. This system practically prevents P-B4, giving White control of the center. The text is also effective.

4	.....	Kt—K5

An attempt at simplification which loses ground. 4 ... P-B3, and only if Kt-B3, Kt-K5 was a better order of moves.

5	KtxKt	.....

An interesting possibility was PxP, KtxB; 6 P-KR4, regaining the piece. But Black can play KtxKt; 6 PxKt, QxP with a good game.

5	.....	PxKt
6	Q—Q2	B—Kt2
7	O—O—O	.....

This looks like a risky procedure, but White has full faith in his strong center pawns, which will ward off any attack.

7	.....	Kt—B3

P-QB4; 8 P-Q5 (or 8 PxP, QxQch; 9 RxQ, Kt-R3) offered better prospects.

8	P—K3	B—B4
9	P—B3	P—KR3
10	B—R4	P—KKt4
11	B—B2	Q—Q2
12	Kt—K2	PxP

After this exchange P-K4 cannot be prevented. The White pawns become very menacing.

13	PxP	B—Kt3
14	Kt—B3	O—O—O
15	B—Q3	B—R4
16	B—K2	K—Kt
17	Q—B2	P—R3
18	R—Q2	.....

Quietly making every preparation for the coming advance. Black can only wait.

18	.....	B—Kt3
19	Q—Kt3	Kt—R2
20	Kt—R4	P—K3
21	Kt—B5	Q—B3
22	P—K4	.....

With this move Black's bishops are completely shut out, and nothing can prevent White's further advance.

22	.....	K—R
23	KR—Q	Kt—B
24	P—Q5	PxP
25	BPxP	Q—Kt3
26	Q—R4	Q—Q3
27	R—B2	Kt—Kt3
28	Q—R5	Q—B5ch

This only loses time, but there is no defense against the various threats.

29	R(Q)—Q2	K—Kt
30	B—Kt3	Resigns.

For if Q-B3; 31 KtxPch, PxKt, and either RxP or R-B6 will decide matters.

* * *

Game No. 40

CARO-KANN DEFENSE

Moscow, November, 1932

(Notes by A. J. Rabinowitz)

N. Riumin	**V. Kann**
White	Black
1 P—K4	P—QB3
2 P—Q4	P—Q4
3 PxP	PxP
4 P—QB4	.....

This line of play, introduced into international tournament practice by Dr. Alekhine, was worked out and analyzed in detail by the Moscow chess player Panow in the Russian magazine "64" in 1930. The aim of this formation is to develop the bishop with tempo after PxP or at a convenient time by means of P-B5, to begin a battle of three pawns against two on the Queen side.

4	.....	Kt—KB3
5	Kt—QB3	Kt—B3
6	Kt—B3	P—KKt3

If 6 ... B-KB4 or B-K3, then with advantage 7 P-QB5.

7	B—Kt5	Kt—K5
8	PxP	.....

Not KtxP, when 8 ... KtxB; 9 KtxKt, P-K3 wins a piece.

8	.....	KtxKt
9	KtPxKt	QxP
10	Q—Kt3	.....

Panow in his analysis suggested here 10 R-QKt, but the move in the text is apparently stronger, because it would be disadvantageous for Black to connect White's pawns and open the rook file.

10	.....	Q—KB4

If 10 ... Q-K5ch, then 11 B-K3 with the threat of QxPch! and Kt-Kt5ch.

11	P—Q5	Kt—K4
12	B—Kt5ch	B—Q2

Here Black could risk K-Q 13 KtxKt, QxKtch: 14 B-K3, B-R3; 15 O-O, BxB; 16 PxB, P-QR3! 17 B-K2, QxKPch.

13	BxBch	KtxB
14	O—O	P—KR3
15	B—R4	B—Kt2
16	Kt—Q4	Q—R4

BxKt; 17 PxB, P-KKt4 was necessary. Black overlooks the coming sacrifice.

17	BxP!!	B—K4

No better was BxKt, owing to 18 QR-K, B-K4: 19 P-KB4, KxB; 20 PxB with the threat of P-Q6ch.

18	Kt—B3	KxB
19	KtxB	KtxKt
20	Q—Kt4ch	.....

Preventing the King's retreat to KB.

20	.....	K—Q
21	QxP	R—QB
22	QxRP	Kt—Q2
23	KR—K	QxQP
24	QR—Q	R—QR

Still worse would be 24 ... Q-B3 on account of 24 RxKtch, QxR; 25 Q-Kt6ch followed by Q-B6ch.

25	Q—K3	Q—B3
26	Q—K5	R—KKt
27	R—Q6	Q—B2
28	KR—Q	K—B
29	Q—K4	Q—Kt2
30	Q—B4ch	K—Kt
31	RxKt	Q—Kt3
32	QxP	R—QB
33	Q—B4ch	R—B2
34	RxR	Resigns.

This game decided first prize in the Moscow Tournament.

Game No. 41

INDIAN DEFENSE

Leningrad, December, 1932

(Notes by F. Reinfeld)

Alatorzeff	**Goldberg**
White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5
4 Kt—B3	.....

For a time this move enjoyed a considerable vogue, but since the game Bogoljubow-Nimzovitch, Carlsbad 1929, its popularity has steadily waned.

4	.....	P—B4

The immediate fianchetto of the Bishop is even stronger.

5	P—K3	P—QKt3
6	B—Q3	B—Kt2
7	O—O	BxQKt
8	PxB	P—Q3
9	Kt—Q2!	.....

On 9 Q-K2, Black could reply 9 ... B-K5, as played by Alekhine in an analogous position against Bernstein (Pasadena, 1932).

9	.....	P—K4
10	P—B4!	.....

It is clear that if White plays passively he will have no compensation for his weak QBP.

10	.....	KPxQP?

But here Black goes astray. He had two favorable alternatives: (1) 10 ... P-K5, and (2) 10 ... PxBP; 11 KPxP, O-O followed by ... Kt-B3-QR4.

11	BPxP	.....

Now White has undoubled his QBP and in addition he has good attacking prospects.

11	.....	Q—K2
12	R-K!	.....

This is far superior to 12 Q-K2, PxP; or 12 Kt-B3, B-K5.

12	.....	O—O

If now 12 ... Kt-K5; 13 P-Q5! KtxKt (13 ... Q-B3?, 14 KtxKt! or 13 ... P-B4?; 14 BxKt, PxB; 15 Q-B2); 14 BxKt, O-O; 15 Q-B2, P-KR3; 16 P-K4, Kt-Q2; 17 B-B3 with a very strong game.

13	P—Q5	P—QKt4

Black seeks counterplay, for after 13 ... QKt-Q2, 14 P-K4 followed by B-Kt2 and P-K5 White has an overwhelming position.

14	P—K4	PxP

To minimize the force of the inevitable P-K5.

15 KtxP B—R3
16 P—K5! PxP

16 ... KtxP? 17 PxP, Q-B3; 18 B-Kt2, QxBP; 19 P-Kt3, Q-R3; 20 Q-B3.

17 P—Q6! .....

This move strengthens White's grip on the position and turns out to be very useful for the coming attack.

17 ..... Q—K3

After 17 ... Q-Q; 18 PxP, Kt-K (18 ... Kt-Q4; 19 Q-B3); 19 Q-R5, P-Kt3; 20 Q-R6 Black is helpless against the numerous threats.

18 RxP .....

Preferring the attack to 18 PxP, BxKt, 19 PxKt, QxBP; 20 R-Kt (20 BxB, QxR; 21 B-Q5, Kt-Q2; 22 BxR, RxB), BxB; 21 QxB, Kt-Q2; 22 B-Kt2, Q-Kt3, etc.

18 ..... Q—B
19 B—Kt2 QKt—Q2
20 R—Kt5! .....

The logical consequence of his 18th move.

20 ..... R—Kt
21 B—B5! Q—Q

Or 21 ... BxKt; 22 QBxKt, P-Kt3; 23 B-K7, R-K; 24 P-KR4, etc.

22 KBxKt BxKt

Forced.

23 RxPch!! .....

The beginning of a decisive combination.

23 ..... KxR
24 Q—Kt4ch K—R
25 B—B3! R—Kt

Again the only move.

26 Q—R4 R—KKt2
27 QxKt? .....

But here (evidently in time-pressure) White misses the best continuation, namely: 27 BxKt! QxKB ; 28 Q-Kt5! QR-Kt; 29 P-KR4! and Black has no defense against the further advance of the RP, for example:

I 29 ... B-Q6; 30 P-R5, P-KR3; 31 QxPch, B-R2; 32 Q-Kt5.

II 29 ... QxP; 30 P-R5, Q-Q5ch?! 31 BxQ, PxB; 32 Q-B6.

27 ..... QxQ
28 BxQ K—Kt
29 BxR KxB
30 B—R3 B—Q6!

A good move—the only one calculated to give White any difficulty.

31 R—K! .....

For the moment preventing ... P-B4.

31 ..... R—Q
32 P—Q7 P—B4
33 R—K5 RxP

Better drawing chances were offered by 33 ... K-B3; RxQBP, RxPetc.

34 BxP BxB
35 RxB R—QB2
36 R—K5 .....

The rest is relatively easy. Black will hardly be able to ward off the loss of the BP.

36 ..... P—B5
37 R—K2 K—B3
38 K—B2 K—B4
39 K—B3 P—B6
40 R—QB2 P—KR4
41 P—Kt3 .....

But not P-KR3?, P-R5!

41 ..... R—B5?

This hastens the end.

42 K—K3 R—B2
43 K—Q4 P—R5
44 RxP R—Q2ch
45 K—K3 PxP
46 R—B5ch .....

On the immediate PxP, White would experience considerable technical difficulties after 46 ... K-Kt5.

46 ..... K—B3

Whereas if now 46 ... K-Kt5; 47 R-Kt5ch, K-R6; 48 PxP the win is quite easy.

47 PxP R—K2ch
48 K—B3 Resigns.

* * *

Game No. 42

ALEKHINE'S DEFENSE

Minneapolis, February, 1933

(Notes by I. Kashdan)

G. S. Barnes	**O. A. Holt**
White	Black
1 P—K4	Kt—KB3
2 P—K5	Kt—Q4
3 P—QB4	Kt—Kt3
4 P—B5	.....

Good enough, but it leaves White with no advantage. Black with P-Q3 can soon exchange the advanced pawns, and open lines for himself. Best is 4 P-Q4, P-Q3; 5 PxP giving White control of the center.

4 ..... Kt—Q4
5 Kt—QB3 KtxKt

6	QPxKt	P—Q3
7	B—QB4	.....

A good developing move. Black cannot take either pawn because of BxPch, winning the queen.

7	.....	Kt—B3
8	KPxP	KPxP
9	PxP	BxP

The game is quite equal. Black has gotten out of the opening difficulties.

10	Q—K2ch	Q—K2
11	QxQch	KtxQ
12	Kt—K2	B—KB4
13	B—K3	B—Kt3
14	Kt—Q4	P—QR3
15	O—O	O—O—O
16	KR—Q	P—R3
17	P—QKt4	P—KB4

Allowing the enrtance of the knight is bad. Black should play KR-B followed by Kt-B4 to exchange knights. White has built up attacking chances on the queen side which give him a slight advantage.

18	Kt—K6	B—B2
19	B—Kt3	.....

Not 19 KtxR for BxB follows, and the knight cannot escape.

19	.....	R—Q2

BxKt was better, but after 20 BxBch, K-Kt; 21 B-Q4, the two bishops are very strong.

20	B—Q4	.....

KtxKtP at once would have the same result.

20	.....	R—Kt
21	KtxKtP	BxB
22	PxB	P—B5
23	Kt—K6	P—B6
24	P—Kt3	Kt—B4

Overlooking White's strong threat. Kt-B3 was better.

25	P—Kt5	.....

The pawn cannot be taken, and becomes very dangerous.

25	.....	R—K2
26	PxP	P—Kt3

If PxP, 27 RxP and Black cannot take the knight because of R-R8ch. It was, however, preferable to the text.

27	R—K	KR—K
28	B—B6	.....

Forcing the issue. It wins the exchange by force. If 28 ... R-B2, 29 P-R7, K-Kt2; 30 Kt-B5ch followed by RxR.

28	.....	RxKt
29	RxR	RxR
30	P—R7	R—K8ch
31	RxR	K—Kt2
32	P—KKt4	Resigns.

* * *

Game No. 43

BUDAPEST DEFENSE

New York, March, 1933

(Notes by I. A. Horowitz)

Chas. Bourbeau (International Chess Club) White	**I. A. Horowitz** (Manhattan Chess Club) Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K4

The Budapest Defense, infrequently played of late, but having enough interesting features to warrant its occasional use.

3	PxP	Kt—Kt5
4	P—K4	.....

Here White has three options; he may play

(a) to defend the pawn by 4 B-B4, Kt-QB3; 5 Kt-KB3, B-Kt5ch; 6 Kt-B3, Q-K2; 7 Q-Q5, BxKtch; 8 PxB, Q-R6; 9 R-B, P-B3; 10 PxP, KtxP(B3); 11 Q-Q2 with a pawn plus.

(b) to return the pawn and work up a king side attack beginning with 4 P-K4 and 5 P-KB4, with a rapid development of the pieces.

(c) To dominate the center via Q5.

4	.....	KtxKP
5	Kt—KB3	QKt—B3
6	Kt—B3	B—B4
7	B—K2	P—Q3
8	O—O	O—O
9	Kt—Q5	KtxKtch
10	BxKt	P—B4

Kt-Q5 at once also yields Black a good game.

11	PxP	QBxP
12	Kt—K3	.....

B-K3 completing the development seems preferable, but White desires to fianchetto the QB.

12	.....	B—Q2
13	Q—Q5ch	.....

The object of this check is not apparent.

13	.....	K—R
14	P—QKt3	Kt—Q5
15	B—Q	Kt—B4

B-B3 was tempting, but after Q-R5 followed by Kt-Q5 nothing is gained. The strength of the White Kt at K3 for the defense inspired the text move.

16	B—B2	P—B3

Instead KtxKt leaves White with a weak KP, but it would necessitate the exchange of too many pieces to ensure victory.

17	Q—Q3	Q—R5
18	B—Kt2	QR—K
19	QR—K	KtxKt
20	PxKt	R—B4!

By bringing the R to KKt4 Black's attack assumes great strength. 21 RxR loses a pawn by QxRch; R-B, QxPch.

21	Q—B3	R—Kt4
22	R—B3?	B—Q5!
23	QxB	QxRch
24	R—B	RxPch!

The point of Black's 22nd move. Otherwise if 24 ... Q-K7; (not 24 ... QxPch; 25 QxQ, RxQ; 26 R-B8 mate) 25 R-B2, Q-Kt5; 26 QxQP and Black has difficulty in forcing the win.

25	KxR	B—R6ch
26	KxB	QxRch
27	K—Kt3	Q—Kt8ch
28	K—B3	.....

White has little choice.

28	.....	R—Bch
29	K—K2	Q—B8ch
30	K—Q2	R—B7ch
31	K—B3	Q—K8ch
32	K—Q3	Q—Q7ch
33	K—K4	QxBch
34	Q—Q3	QxQch

Resigns.

* * *

Game No. 44

QUEEN'S PAWN

New York, February, 1933

Empire City Championship

(Notes by I. A. Horowitz)

A. Denker	**B. Siff**
White	Black
1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	P—Q4
4 B—Kt5	B—K2
5 P—K3	Kt—K5

An early attempt to simplify at the expense of development.

6	BxB	QxB
7	PxP	.....

More promising here is 7 Q-B2, KtxKt; 8 QxKt, O-O; 9 Kt-B3, P-QB4; 10 BPxP, BPxP; 11 KtxP, PxP; 12 B-K2, Kt-Q2; 13 O-O, Kt-B3; 14 QR-B, B-K3; 15 Q-R5 with the better game.

7	.....	KtxKt
8	PxKt	PxP
9	Kt—B3	Kt—Q2
10	P—B4	PxP
11	BxP	P—QR3
12	O—O	O—O
13	Q—B2	P—QB4
14	QR—B	PxP
15	PxP	.....

KtxP also yields White a good game, but he prefers to obtain complete control of the central squares, not minding his isolated QP.

15	.....	Kt—B3
16	KR—K	Q—Q3
17	Kt—K5	P—QKt4

Not QxP because of 18 KtxP, RxKt; 19 R-K7 winning the exchange.

18	B—Kt3	B—Kt2

Black's development is now complete, but it is too late as he cannot prevent White from forcing an inmediate entry.

19	KtxP!	RxKt
20	BxRch	KxB
21	Q—B7ch	Q—Q2
22	QxQch	KtxQ
23	R—B7	B—B
24	KR—QB	.....

The point of White's 19th move. Black cannot save the bishop, and will remain with a pawn and exchange behind.

24	.....	K—K3
25	RxB	RxR
26	RxR	P—QR4
27	K—B	P—R5
28	K—K2	K—Q3
29	K—Q3	Kt—Kt3
30	R—B5	Resigns.

If P-Kt5, R-QKt5 and another pawn falls.

Game No. 45

QUEEN'S PAWN

New York, February, 1933

Marshall Chess Club vs. N. Y. U.

(*Notes by I. A. Horowitz*)

R. Fine White		**H. D. Cutler** Black
1	P—Q4	Kt—KB3
2	P—QB4	P—K3
3	Kt—QB3	P—Q4
4	B—Kt5	QKt—Q2
5	PxP	PxP
6	P—K3	B—K2
7	B—Q3	O—O
8	Q—B2	P—B3
9	KKt—K2	P—QR4

An attempt to forestall White's queen side castling by an advance of the pawns on that side, which looks more threatening than it actually is.

10	O—O—O	.....

Ignoring the apparent threat.

10	.....	P—Kt4
11	Kt—Kt3	P—Kt3

11 ... P-R3 to be followed by R-K and either B or Kt to B is the more correct formation. Now White has a target for attack with the eventual P-KR5.

12	P—KR4	Kt—K
13	B—R6	Kt—Kt2
14	P—R5	B—Kt4
15	PxP	.....

White's attack is in full swing and Black has no time for counter-attack.

15	.....	BPxP
16	BxKKtP!	.....

This sacrifice permits the entrance of the White Queen for a direct mating combination against which there is no adequate resistance.

16	.....	PxB
17	QxP	BxB
18	RxB	.....

Threatening QR-R against any quiet defense.

18	.....	R—B3
19	Q—R7ch	K—B2

If K-B then Q-R8ch wins outright.

20	Kt—R5!	Q—B

Not 20 ... RxR because of QxKtch, etc.

21	KtxR	KtxKt
22	Q—Kt6ch	K—K2
23	P—K4	B—K3

Instead PxP at once permits Black to last longer, but the result is the same.

24	Q—Kt5	PxP
25	KtxKP	Kt—K
26	Q—B5ch	K—B2
27	Kt—Kt5ch	K—Kt
28	R—R8ch	Resigns.

To The American Chess Team of 1933

Battle holds no fears for you
On the fields across the sea;
Former conflict you'll renew,
Pressing home your mastery
Till your foemen, stricken, flee.
Thus inspired, draw your sword
Of the fatal mate to be:
Find a win at every board!

Each advantage then pursue;
Each advantage that you see
Brings the end nearer in view.
Sharpen wits and keep them free;
You must never bend the knee—
Loss is but a thing abhorred.
Hence uphold your pedigree:
Find a win at every board!

Now we bid a fond adieu;
May your guide be harmony
And your mishaps all too few.
Wield your pieces carefully
To avert catastrophe.
If you seek ways to afford
Proof of your ability,
Find a win at every board!

ENVOY

But we know that destiny
Will to you the prize award
If you can—what jubilee!—
Find a win at every board!

Paul HUGO LITWINSKY

ANALYTICAL COMMENT

By Fred Reinfeld

THEORETICAL CONTRIBUTIONS OF THE BAD SLIAC TOURNAMENT

QUEEN'S GAMBIT

A ... PxP

Pirc—Flohr

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, P-QR3; 8 R-Q, P-QKt4; 9 PxP, Q-B2; 10 B-Q3, BxP; 11 P-QR4, PxP! (a); 12 Kt-B3, Kt-QKt5!; 13 Kt-K4, B-K2; 14 KtxKtch, BxKt; 15 B-K4, B-Kt2 even game (b).

(a) An important innovation. In his match with Euwe, Flohr played the more plausible 11 ... P-Kt5; 12 QKt-Q2, Kt-QR4 (12 ... O-O; 13 Kt-Kt3, B-Kt2; 14 P-K4!, Kt-Q2; 15 B-K3, Alekhine-Flohr, Bled, 1931); 13 P-QKt3, Kt-Q4; 14 B-Kt2, Kt-B6; 15 BxKt, PxB; 16 Kt-K4, and White's position is preferable.

(b) This game is of great theoretical significance; it rehabilitates the acceptance of the Gambit as one of the satisfactory defenses.

B ... P-K3

Vidmar—Maroczy

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-KB3, P-QB4; 4 BPxP, KPxP; 5 P-KKt3, Kt-QB3; 6 B-Kt2, Kt-B3; 7 O-O, B-K2; 8 Kt-B3, O-O; 9 PxP, P-Q5 (a); 10 Kt-QKt5 (b), BxP (c); 11 B-B4 (d), P-QR3 (e); 12 R-B, B-Kt3; 13 Kt-Q6, Kt-KR4; 14 KtxB, RxKt; 15 B-Kt5, Q-Q4; White has the better game.

(a) In order to avoid Reti's move 10 Kt-QR4 after 9 ... BxP, which gives Black a very inferior game.

(b) For the more natural Kt-QR4 see the following game.

(c) Black has an excellent position now; his isolated QP has become quite powerful and exercises a restraining influence on White's game.

(d) Or 11 B-Kt5, B-Kt3; 12 Kt-Q2! (in order to get command of Q5), P-KR3; 13 BxKt, QxB; 14 Kt-B4, B-QB4; 15 Kt-B7, R-Kt; 16 Kt-Q5, Q-Q (Colle-Alekhine, Bled 1931).

(e) Here Spielmann gives 11 ... Kt-Q4, which would leave White embarrassed for a good reply (12 KKtxP? KtxKt; 23 KtxKt, KtxB). After the actual move White begins to get the better of it.

Bogoljubow—Maroczy

1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, P-QB4; 4 BPxP, KPxP; 5 Kt-B3, Kt-KB3; 6 P-KKt3, Kt-B3; 7 B-Kt2, B-K2; 8 O-O, O-O; 9 PxP, P-Q5; 10 Kt-QR4, B-B4 (a); 11 Kt-R4, B-K5; 12 P-B3, B-Q4; 13 P-K4 (b), B-B5; 14 R-B2, Kt-Q2 (c); 15 Kt-B5, KtxP; 16 Q-B2, KtxKt; 17 QxB, Kt-Kt3; 18 Q-Kt5 with advantage.

(a) Or 10 ... R-K; 11 P-QR3, Kt-K5; 12 KtxP, QxKt; 13 QxQ, KtxQ; 14 BxKt, KtxPch; 15 K-Kt2 (Reti-Johner, Berlin 1928) and White retains his Pawn.

(b) A plausible alternative is 13 Kt-B5, B-K3; 14 KtxBch, QxKt (Batik-Dr. Dührssen, correspondence 1930); with the continuation 15 P-K4, Kt-Q2; 16 Q-B2 maintaining the Pawn ahead (Becker). However, with proper play Black can win back his Pawn, namely 15 ... B-B5; 16 R-B2, Kt-Q2; 17 Q-B2, B-Kt4.

(c) Better is 14 ... P-KKt3; if now 15 B-R6, R-K; 16 P-B4 (to provide a retreat for the Kt), Kt-Q2; 17 Kt-KB3, B-QKt4 etc.

Flohr—Maroczy

1 P-QB4, P-K3; 2 P-Q4, P-Q4; 3 Kt-QB3, P-QB4; 4 BPxP, BPxP; 5 Q-R4ch (a), B-Q2; 6 QxQP, PxP; 7 QxQP, Kt-QB3; 8 Kt-B3, Kt-B3; 9 Q-Q, B-QKt5; 10 B-Q2, O-O; 11 P-KKt3 (b),

R-K; 12 B-Kt2, Q-Kt3 (c).

(a) This seems to offer less difficulties than 5 QxP, Kt-QB3; 6 Q-Q, PxP; 7 QxP, B-K3, 8 QxQch, RxQ; 9 P-B3, Kt-Kt5; 10 K-B2, B-B4ch; 11 P-K3, Kt-B7 (11 ... Kt-KR3; 12 Kt-K4, B-Kt3; 13 B-Kt5ch, K-K2; 14 B-Q2, KtxP; 15 RxKt! RxBch!; Bernstein-Reinfeld, Pasadena 1932); 12 R-Kt, Kt-KR3 (Kashdan-Tartakower, Bled 1931).

(b) Preferable is 11 P-K3, Q-K2; 12 B-K2; KR-Q; 13 O-O, B-KB4; 14 Q-K! (Engel-Spielmann).

(c) Continued 13 O-O, QR-Q; 14 Q-B2, P-KR3; 15 P-K3, B-KKt5, and Black's position compensates for the Pawn minus.

(C) ... P-QB3

Spielmann—Canal

1 P-Q4, P-Q4; 2 Kt-KB3, Kt-KB3; 3 P-B4, P-B3; 4 Kt-B3, PxP; 5 P-QR4, B-B4; 6 P-K3, P-K3 (a); 7 BxP, B-QKt5; 8 O-O, O-O; 9 Q-Kt3! (b), Q-Kt3 (c); 10 B-Q2, QKt-Q2; 11 KR-B (d), Q-R4? (e); 12 P-K4! with advantage to White (f).

(a) The once popular 6 ... Kt-R3 is no longer in vogue, having suffered some severe setbacks in recent years, for example 7 BxP, Kt-QKt5; 8 O-O, P-K3; 9 Q-K2, B-K2; 10 R-Q, B-Kt5; 11 P-R3, B-R4; 12 B-Kt3!, O-O; 13 P-K4 (H. Steiner-Mikenas, Brunn, 1931).

(b) A very good move. Alternatives are:

I 9 Kt-R4, QKt-Q2; 10 KtxB, PxKt—equal game.

II 9 Kt-K2, QKt-Q2; 10 Kt-Kt3, B-Kt3; 11 Kt-R4, P-B4; 12 P-B4, Kt-Kt3; 13 B-R2, PxP; 14 PxP, KKt-Q4 (Bogoljubow-Alekhine, London, 1922); or 12 KtxB, RPxKt; 13 PxP, KtxP; 14 Q-K2, KKt-K5 (Rubinstein-Alekhine, London, 1922). Black has a superior position in both instances.

(c) It is difficult to suggest a satisfactory move for Black; on 9 ... Q-K2 White can play 10 P-R5!, P-B4; 11 PxP, BxP; 12 B-Q2, R-Q; 13 Kt-QR4, B-Q3; 14 Kt-Q4, B-Kt3; 15 B-K2 followed by B-KB3 with advantage (Spielmann-Eliskases, 5th match game, 1932).

(d) This allows 11 ... P-B4! with equality (Walter-Canal, in a subsequent round). Hence he should play 11 P-K4!, B-Kt3; 12 P-K5 directly.

(e) A fatal loss of time; he must have overlooked White's reply.

(f) Continued 12 ... B-Kt3; 13 P-K5, Kt-K; 14 Kt-K4, BxB; 15 KKtxB, Q-Kt3; 16 Q-K3!, P-QR4; 17 B-Q3.

Flohr—Vidmar

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 P-QR4, P-Kt5; 10 Kt-K4 (a), P-B4; 11 PxP, KtxP (b); 12 KtxQKt, BxKt; 13 O-O, B-Kt2; 14 Q-K2 (c), Q-K2 (d); 15 P-K4, P-R3 (e); 16 P-QKt3, O-O; 17 B-Kt2, KR-Q; 18 QR-B, B-Kt3—even game.

(a) More customary is Kt-Kt-Q2-B4. The text-move is no improvement.

(b) Still stronger is Dr. Alekhine's suggestion 11 ... BxP! for after 12 KtxB. KtxKt Black has an excellent game.

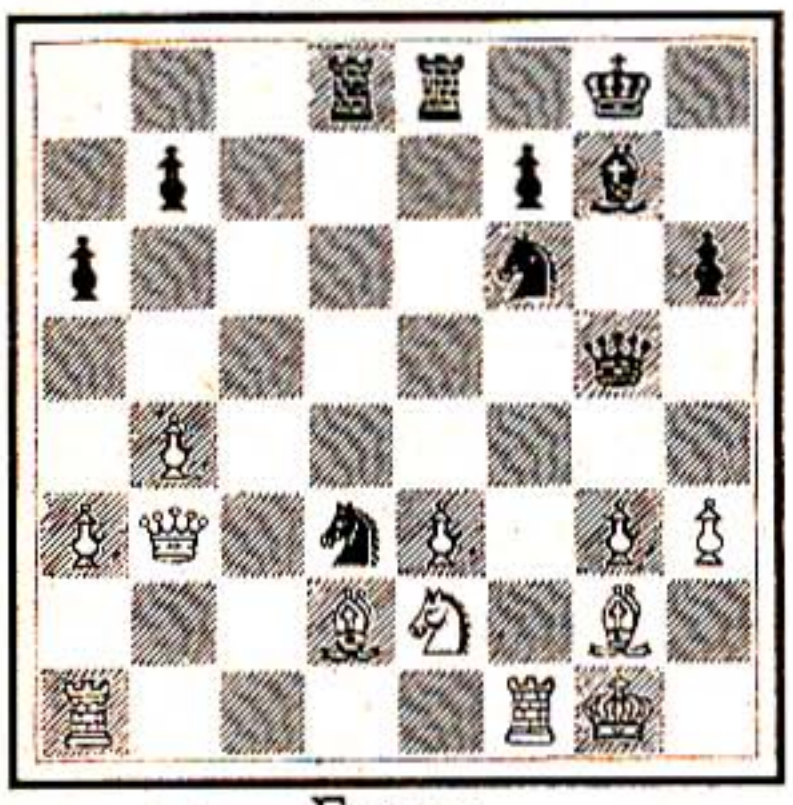
(c) White now threatens P-K4 as well as B-Kt5ch, and after the plausible continuation 14 ... O-O; 15 P-K4, B-K2; 16 P-QKt3, Kt-Q2; 17 B-Kt2, B-KB3; 18 BxB, QxB,; 19 QR-B (Flohr-Kashdan, London, 1932) White's position is preferable. In the Tournament book Dr. Alekhine criticizes 14 ... O-O, since White's threat "could be simply met by 14 ... Kt-K5, and if 15 R-Q, then ... Q-B2 etc., with fair fighting chances." On 14 ... Kt-K5 White might try the following interesting line: 15 Q-B2!, for example 15 ... Kt-Kt4! (15 ... Kt-B3; 16 QxB, QxB; 17 QxP etc., or 15 ... Q-Q4? 16 BxKt); 16 QxB (KtxKt, QxKt; 17 P-K4, Q-K2), KtxKtch; 17 PxKt, QxB (17 ...

Continued on page 25

MISTAKES OF THE MASTERS

By Lester W. Brand

BAD SLIAC, 1932
MAROCZY



FLOHR
Black to play and win

27 RxKP?

The winning move was Kt-B4; 28 PxKt (forced, for if the queen moves then Kt(B3)-K5 wins easily) 28 . . . RxB; 29 Kt-B4, QxKtP. Black threatens Kt-Q4 and RxKP and should win.

28 K—R2!	28 Q—K4?
29 BxR	29 QxB
30 R—R2	White won.

AUSTRIA, 1932
N. N.

PROF. KREJCIK
Black to move

Black is very much on the defensive, but is not willing to admit it. He should play R-R2, but instead he plays 1 . . . QxKtP. He thinks he is safe partly because he threatens to remove the rook with a check and partly because his bishop prevents doubling up on the king knight file.

White, nevertheless, has a forced mate in nine moves, as follows:

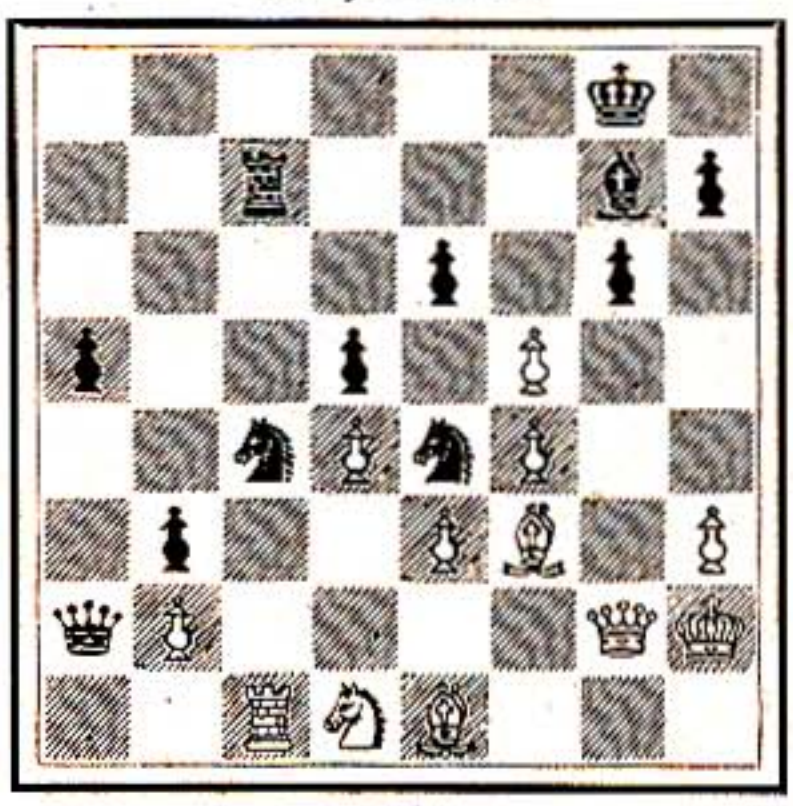
2 Q-R3ch, K-Kt; 3 Kt-K7ch, K-B2; 4 RxPch! K-K (if KxR White forces mate in four); 5 Q-R5ch, K-Q2; 6 Kt-B6ch! KxKt (forced); 7 Q-Q5ch, K-Kt4; 8 R-Kt7ch, K-R5; 9 Q-Kt3ch, QxQ; 10 RPxQ mate.

And now Black sees why White didn't want to move his rook!

* * *

In the next position White had just taken the BP. Black retook probably without looking any further. The game went 32 . . . KPxP; 33 BxKt, BPxB; 34 Q-Kt5 with a good attack.

BERNE, 1932
H. JOHNER



F. GYGLI
Black to play and win

Instead Black had a very forceful continuation:

32	KtxP!
33 KtxKt	RxR
34 BxKt	RxB

Not PxB because of QxKP, threatening perpetual check. Now White must lose more material.

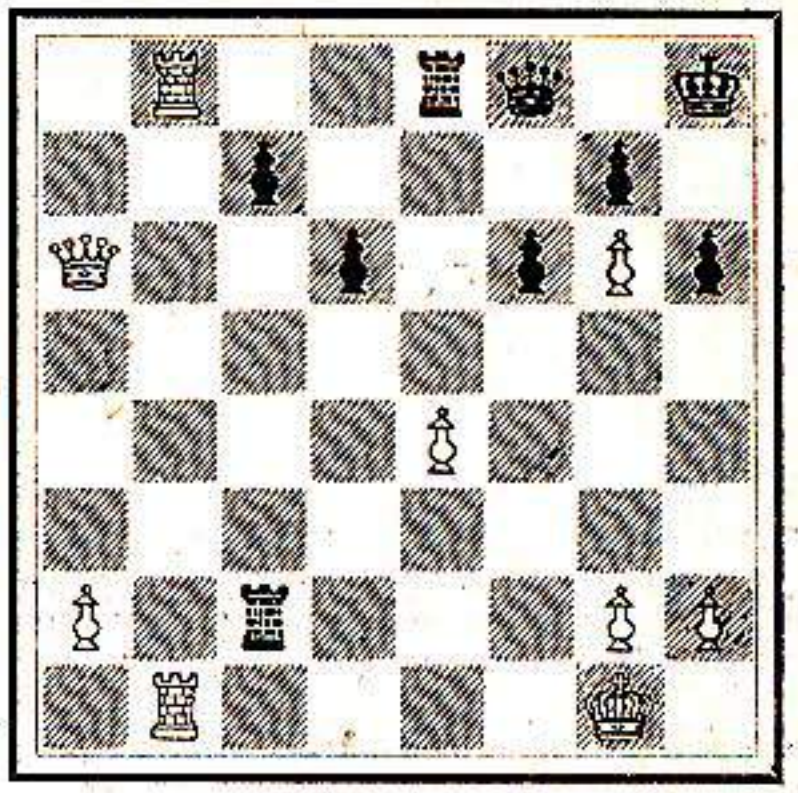
TSCHIGORIN

SCHIFFERS

Black is a queen behind, for one minor piece, but has a good attack. He played P-QKt3, followed by doubling the rooks on the KR file. White had time to prepare his defense, and escaped with a draw. Instead, Black could have announced a mate in five moves, as follows:

1	.....	R—R8ch
2	KtxR	B—R7ch
3	KxB	R—Rch
4	K—Kt3	Kt—B4ch
5	K—B4	R—R5 mate

THOMAS



CAPABLANCA

In this position Capablanca played Q-R8 and Thomas resigned. He seems to be quite justified, as RxR is threatened, and mate in a few moves apparently cannot be avoided. But there is a sufficient reply, overlooked by both players, RxRP! If QxR, RxR, and if White plays RxR, RxQ! Black emerges a pawn to the good, with at least a draw.

The interesting part is that Capablanca could have won in the diagram position by RxR, QxR; Q-R4!! The queen cannot be taken because of mate, and the rook is lost.

ANALYTICAL COMMENT

Continued from page 23

BxP; 18 B-Kt, Q-R5; 19 Q-K5); 18 QxP, BxP; 19 Q-KB4 etc.

The present game is important as showing that Black can allow P-K4 without detriment.

(d) This is better than . . . B-K2, as the sequel proves.

(e) It is of the utmost importance to prevent B-KKt5.

Spielmann—Pokorny

1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-Q4; 4 Kt-B3, P-B3; 5 P-K3, QKt-Q2; 6 Kt-K5 (a), KtxKt (b); 7 PxKt, Kt-Q2; 8 P-B4, B-Kt5; 9 B-Q2 (c), P-KB4 (d); 10 P-QR3, B-B4; 11 P-QKt4, P-Q5! (e); 12 Kt-R2, PxP; 13 B-B!, B-K2; 14 BxP with advantage for White.

(a) This move (an invention of Rubinstein's) has no objective value, but has the practical purpose of avoiding the Meran Variation.

(b) Black wishes to capture before his opponent can retake with the BP, but a better method of defense seems to be 6 . . . B-K2; 7 B-Q3, O-O; 8 P-B4, P-B4! (Spielmann-Euwe, Match 1932).

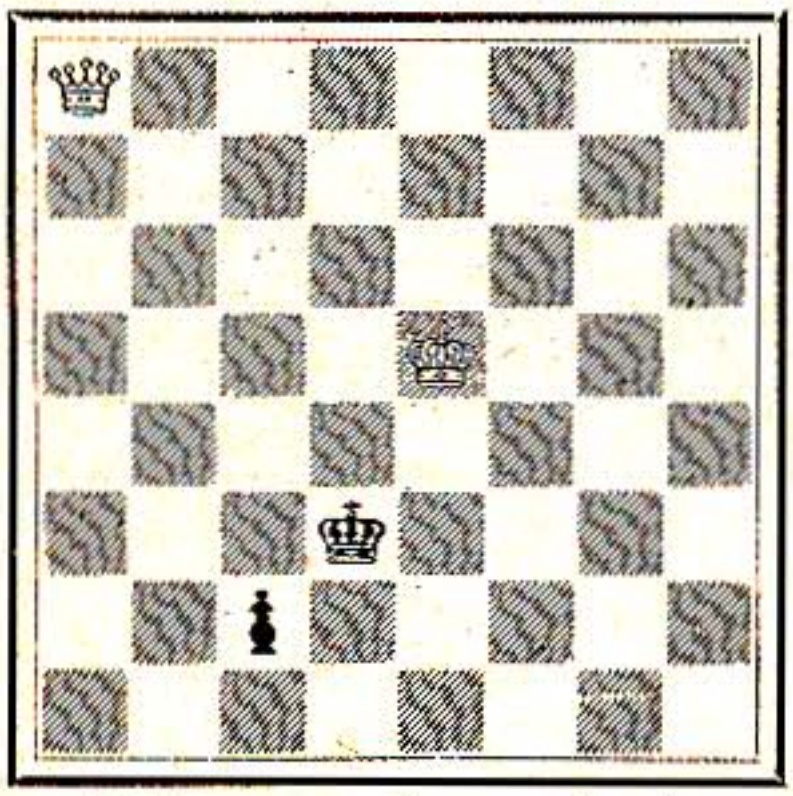
(c) So far the game is identical with Rubinstein-Vidmar (San Remo, 1930) which continued 9 . . . Q-Kt3; 10 B-K2, O-O; 11 O-O, BxKt; 12 PxB.

(d) On 9 . . . PxP White plays 10 Kt-K4! (but not 10 BxP?, KtxP!).

(e) Relatively the best continuation. A highly original opening.

END GAME ANALYSIS

Last month we gave several positions with a Queen against a Pawn on the seventh. The diagram below contains a number of novel points in this ending. Similar positions occur frequently enough so that the student should be familiar with the principles involved.



White to play and win

White has just queened a pawn, and Black has played P-B7. If the black king were at Kt7 the game would be drawn, as on repeated checks the king would play to the corner, and QxP would be stalemate. White must try to prevent this, but how? If he plays

1	Q—R3ch	K—Q7
2	Q—Kt2	K—Q8
3	Q—Q4ch	K—B

Threatening to escape to the corner. If 2 Q-R2, K-B6! But not K-Q8, when K-Q4 wins, as we shall see later.

The correct winning method is by 1 Q-Q5ch! The variations follow.

1	Q—Q5ch	K—K7
2	Q—R2!	K—Q8
3	K—Q4!	P—B8Q
4	K—Q3	.....

Checkmate cannot be avoided. The white queen had to be at R2 to prevent any checks.

1	Q—Q5ch	K—B6
2	Q—Q4ch	K—Kt6
3	Q—R	.....

The pawn is stopped, and it is only a matter of approaching with the king.

1	Q—Q5ch	K—K6
2	Q—Kt2!	.....

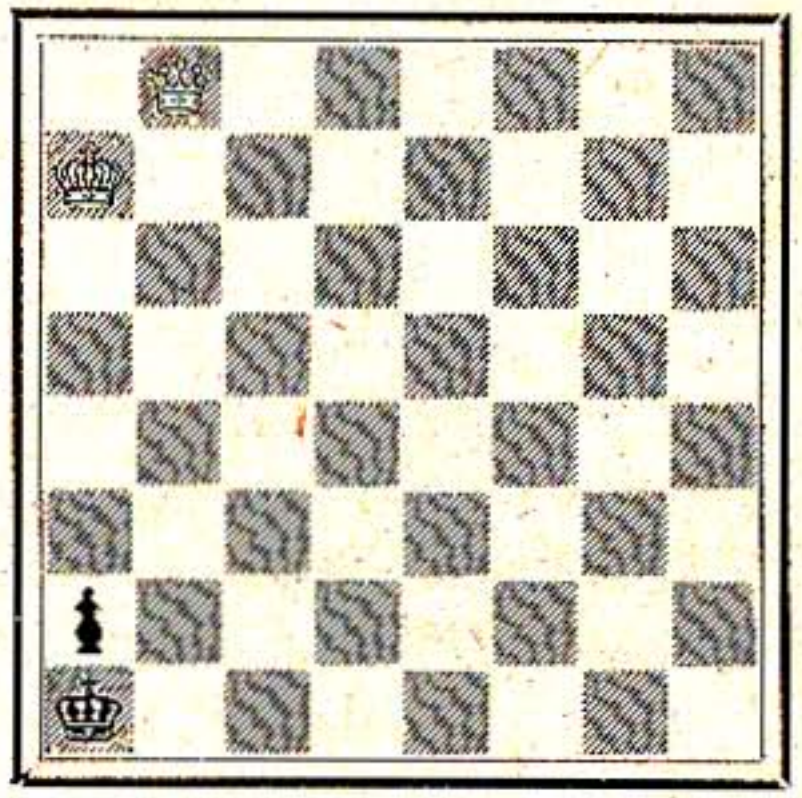
Checks lead to nothing this time. Now Black cannot queen because of Q-Kt5ch.

2	.....	K—Q6
3	Q—Kt5	.....

Again the pawn is stopped, and Black is helpless.

* * *

In the following position Black is also allowed to queen. The white king arrives just on time. Ordinarily, the king must be within two squares of Kt3, in order to obtain the desired mating position. Here he gains time by an interesting manœuvre.



White to play and win

1	K—Kt6!	K—Kt7
2	K—B5ch	K—B7

Now White is ready. The continuation shows the proper procedure in this type of ending.

3	Q—K5	K—Kt8
4	Q—Kch	K—Kt7
5	Q—Q2ch	K—Kt8
6	K—Kt4!	P—R8Q
7	K—Kt3	.....

And mate follows.

BOOK REVIEW

By F. Reinfeld

MODERN CHESS OPENINGS, 5th edition, completely revised by P. W. Sergeant, R. C. Griffith and M. E. Goldstein. 292 pp. 7½ x 4⅝. Whitehead and Miller, Ltd. Cloth $1.75.

Chess players in America have been eagerly waiting for the new edition, which has all the features that made the previous editions indispensable to all those desirous of keeping abreast with the latest developments in the theory of the openings. The analytical material extends as far as the London tournament of last year, and is hence more up to date than any similar work. The analysis is authoritative and accurate, being collated in great measure from the work of leading authorities like Alekhine, Tartakower, Kmoch, and Becker. Despite the comprehensive scope of the work, the editors have taken pains to exclude all irrelevant material, in order to render their compilation as useful as possible to the student.

* * *

LONDON TOURNAMENT BOOK, 1932, annotated by Dr. A. Alekhine. 86 pp. 9¼ x 5⅞. David McKay & Company. Cloth, $2.50.

The London tournament produced some chess of a very high order (our readers will recall the games Alekhine-Winter and Flohr-Thomas, which we gave in our first issue) as was to be expected from an entry made up of Alekhine, Tartakower, Maroczy, Flohr, Kashdan, Sultan Kahn, Koltanowski, and the usual English contingent.

The chief feature of the volume, is, however, the world champion's annotations, which are in his usual vein: authoritative, perspicuous, and to the point.

The format is excellent, and in addition to the usual tables the book contains an interesting article on the players by J. du Mont, as well as several blank pages for memoranda.

EVERY GAME CHECKMATE. 2nd Series. Compiled by W. H. Watts and Philip Hereford. 166 pp. 7½ x 4¾. David McKay Co. Paper $1.00, Cloth $1.25.

The new edition is a completely modernized version, for, as the Editors point out in the Preface, "all but two (of the games) are of the twentieth century, while the large majority actually occurred in the bigger master tournaments of the post-war period." Despite the limitations imposed by the title, the editors have endeavored—for the most part with success—to maitain a very high artistic standard in their selections. Another welcome feature of the volume is that although obeisance is duly made to the "old standbys," fully seventy-five of the 101 games have been culled from sources usually inaccessible to the ordinary player.

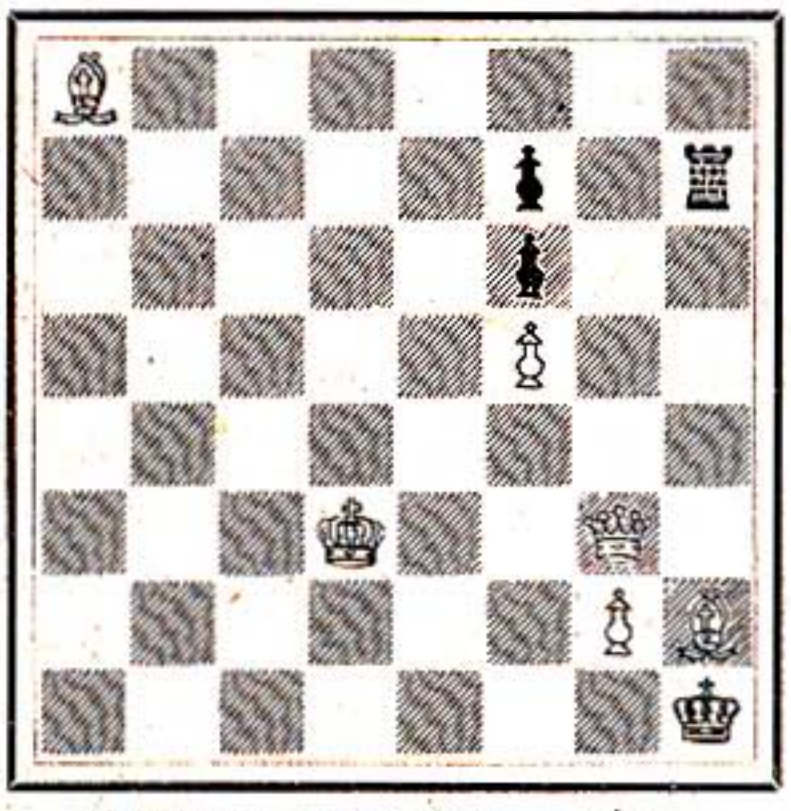
For the benefit of the student, the moves constituting each checkmate are given at the end of the book, the purpose of this procedure being to allow the reader to work out the solutions for himself. The annotations are not very numerous, but they will be found helpful and suggestive. The volume is gotten up very attractively, with copious diagrams and an index of the players and the openings.

* * *

MORPHY GLEANINGS, by P. W. Sergeant. 114 pp. 7⅝ x 5⅝. David McKay & Co. Cloth, $2.50.

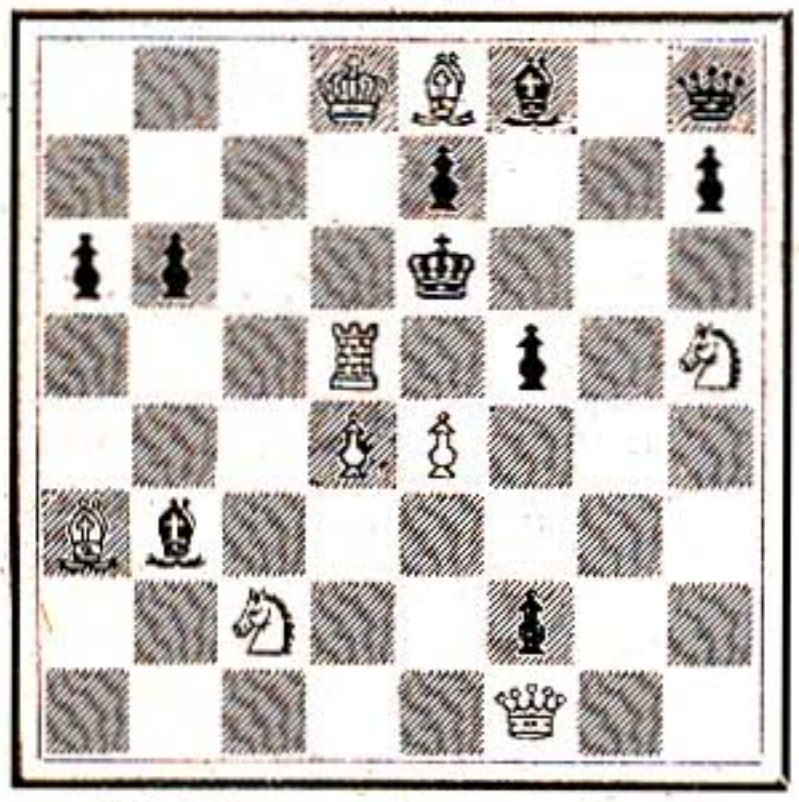
Those who have read with pleasure the author's standard work on Morphy, will be interested in the present book—the fruit of many years' research. The volume contains new biographical details of Morphy's life, thirty-five of his games hitherto unpublished, contemporary impressions of the great master, and—most interesting of all—fifteen games of the La Bourdonnais and MacDonell matches with Morphy's annotations, which shed valuable light on the oft-debated problem of the extent of his actual knowledge of the game, as distinguished from his practical achievements in over the board play.

No. 37
KONRAD ERLIN
VIENNA, AUSTRIA
(ORIGINAL)



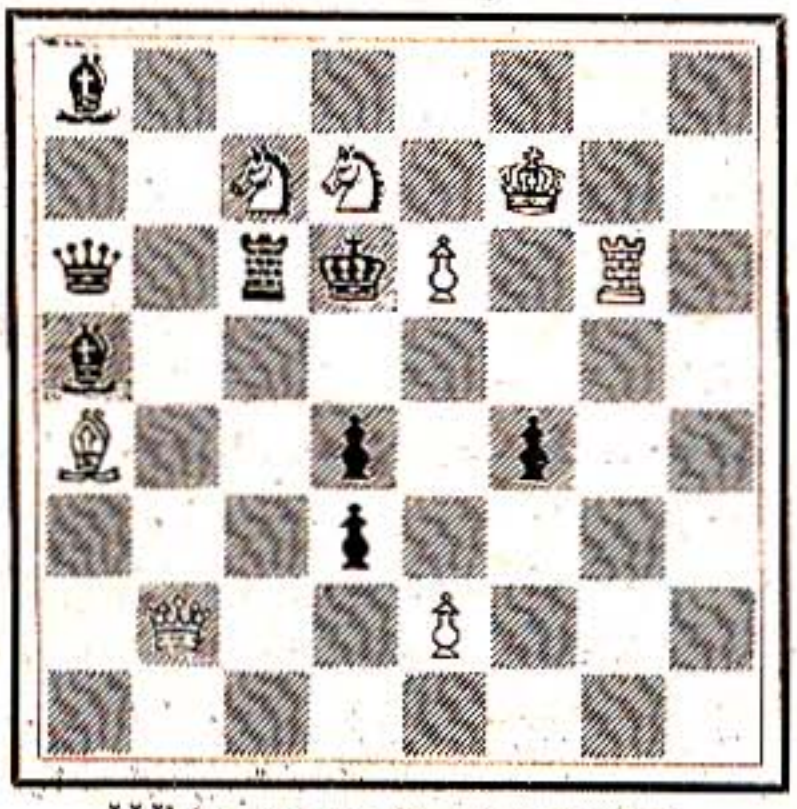
White mates in two moves

No. 38
NICHOLAS GABOR
CINCINNATI, OHIO
(ORIGINAL)



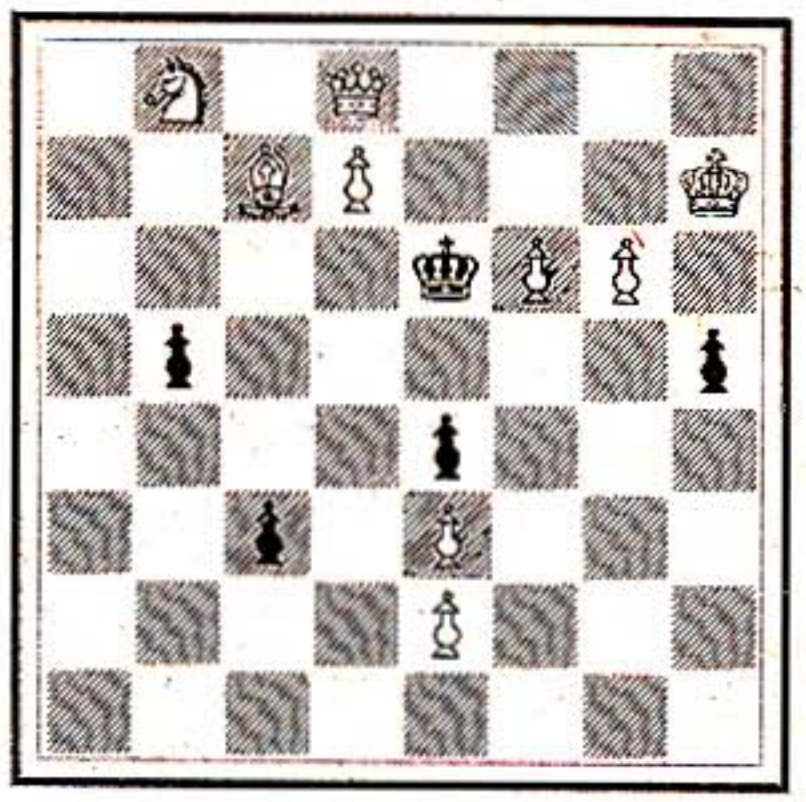
White mates in two moves

No. 39
P. G. KEENEY
BELLEVUE, KY.
(ORIGINAL)



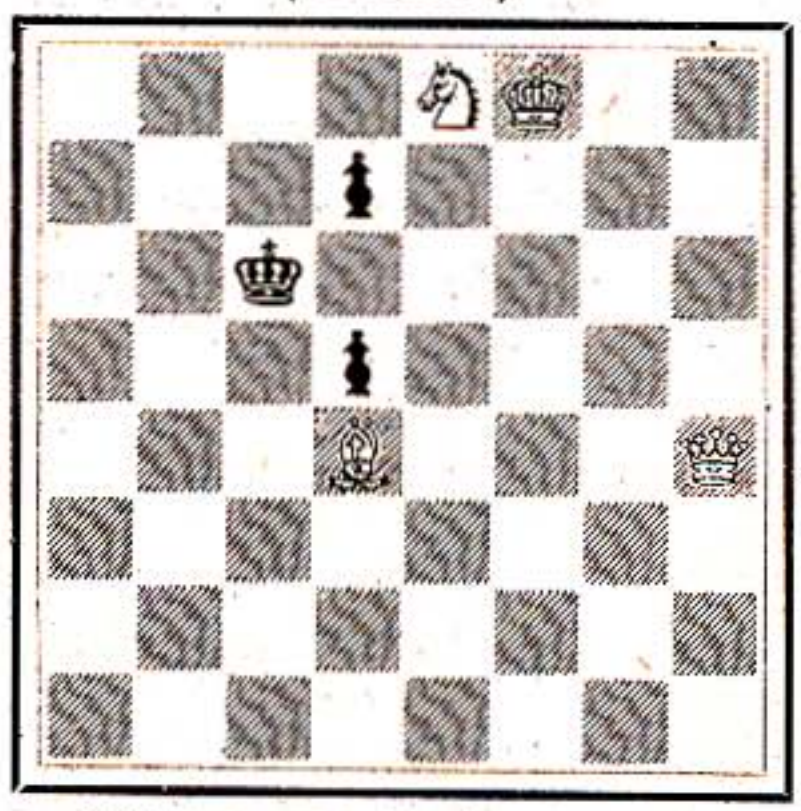
White mates in two moves

No. 40
H. W. BETTMANN
CINCINNATI, OHIO
(ORIGINAL)



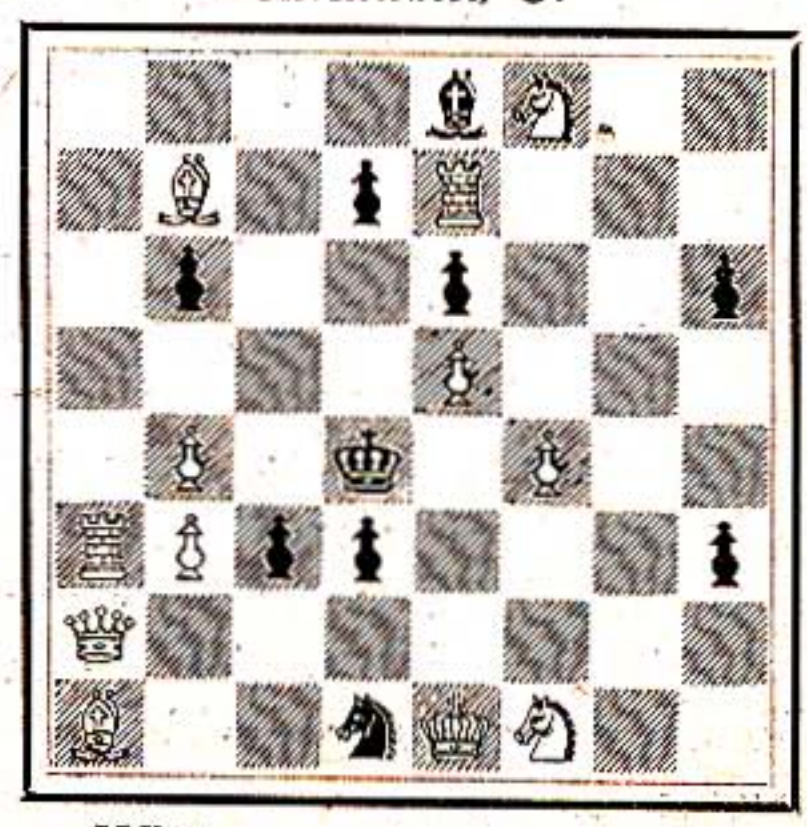
White mates in three moves

No. 41
R. CHENEY
ROCHESTER, N. Y.
(ORIGINAL)



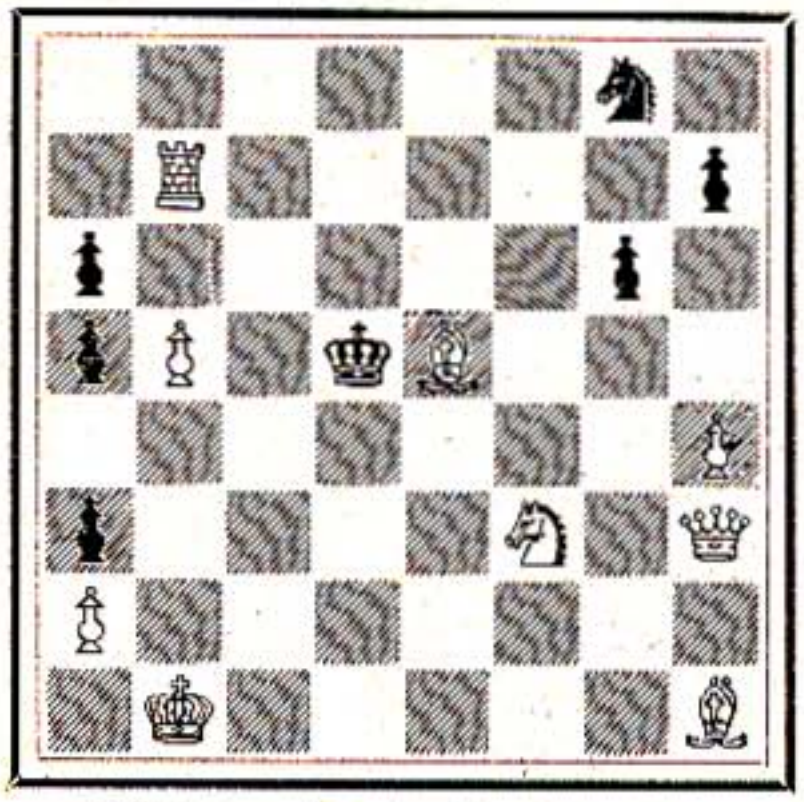
White mates in three moves

No. 42
VINCENT L. EATON
(ORIGINAL)
CINCINNATI, O.



White mates in three moves

No. 43
A. J. FINK
SAN FRANCISCO, CAL.
(ORIGINAL)

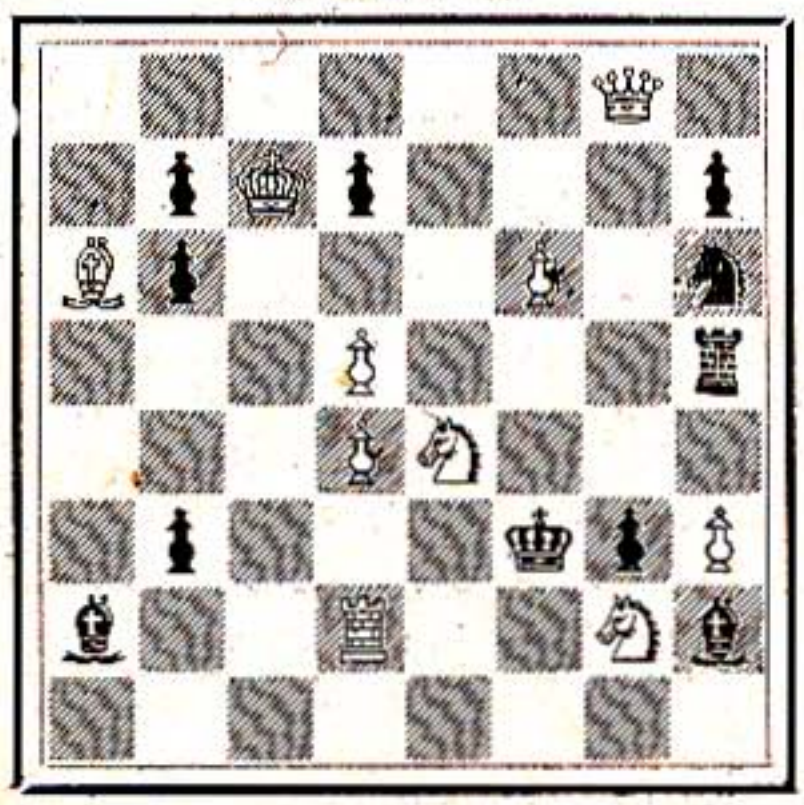


White mates in three moves

No. 44
W. JACOBS
NEW YORK CITY
(ORIGINAL)

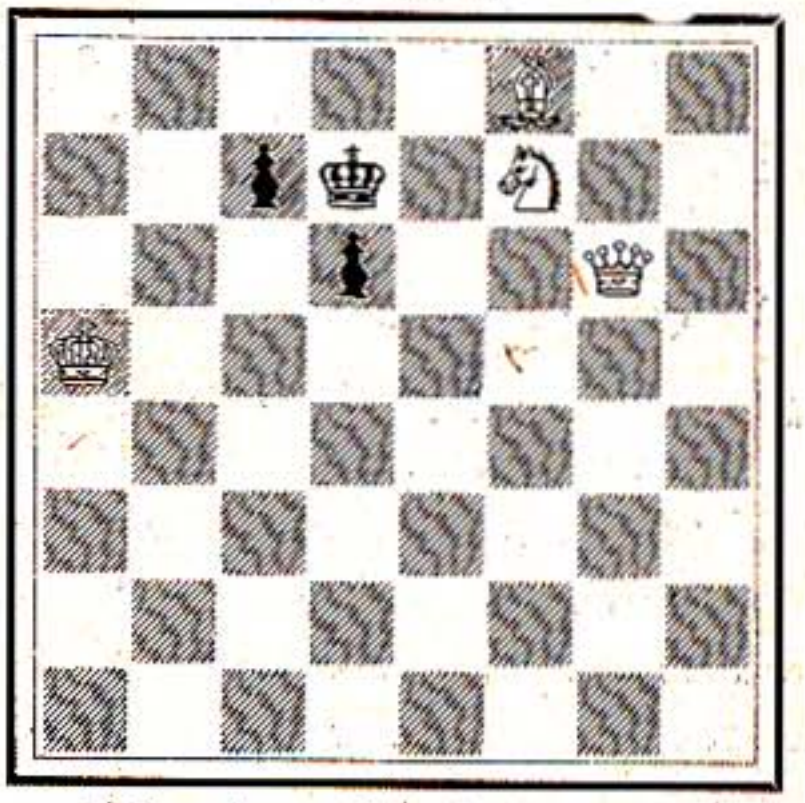
White mates in three moves

No. 45
ISAAC KASHDAN
NEW YORK CITY
(ORIGINAL)



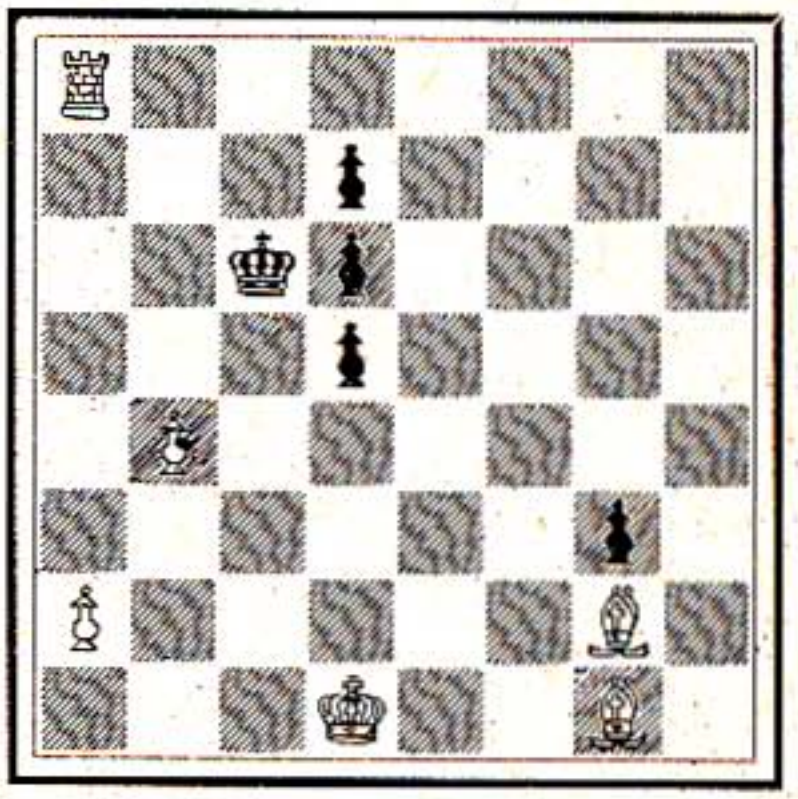
White mates in three moves

No. 46
WILBUR VANWINKLE
ENDICOTT, N. Y.
(ORIGINAL)



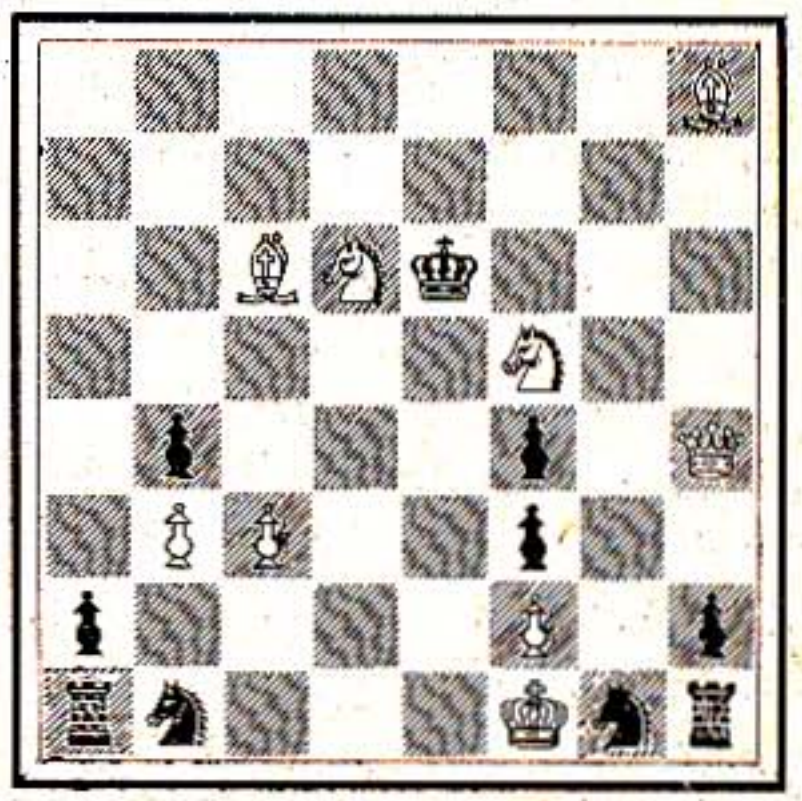
White mates in three moves

No. 47
GILBERT DOBSS
CARROLLTON, GA.
(ORIGINAL)



White mates in four moves

No. 48
G. ERDOS
DEDICATED TO G. HUME'S 70TH BIRTHDAY
(ORIGINAL)



Self-mate 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.

Our Problems this Month

WE are happy to be able to bring our solvers new contributions from old friends and hope that those who have already sent in solutions will continue to do so and that new solvers may be induced to enter our Ladder Solving Contest. It is continous, and every and any solver is sure of first place sometime, if he only keeps on.

No. 37 by the Vienna veteran composer, a pointed bit.

No. 38 Nicholas Gabor, a rising composer who has contributed a number of interesting 2 movers to Dr. Keeney's column in the Cincinnati Enquirer.

No. 39 Dr. Keeney shows that the theme illustrated is open to new interpretations.

No. 40. Another fine example of the theme of Dr. Bettmann's number 27 of our March number.

No. 41. The composer is a devotee of the miniature problem.

No. 42. Quite complex in idea and treatment. The composer is one of the rising artists of our day.

No. 43. It is a real pleasure to be able to publish this new problem by A. J. Fink, who besides being a practical player is still more famous as a composer.

No. 44. The main play here is not new but there is added a sharp point in the fine try, 1 B-Q6, Kt-B5 and white has no tempo move at his command!

No. 45. Composed when Mr. Kashdan was not so deeply absorbed in the game as at present.

No. 46. M. Van Winkle, we believe, is a comparatively new composer.

No. 47. Dr. Dobbs may always be depended upon for something worth while. This is not a difficult four mover but is very pretty.

No. 48. An echo of Mr. Hume's recent birthday.

As our solution contest ends in a dead heat with seven solvers at 58 points, we shall have to postpone our reward. In our next issue the two leading solvers will win prizes. If there are still more than two solvers tied for top score we shall delay the award until the June number when the three highest scores will be awarded place.

Solutions

No. 1. O. Stocchi. 1 R—QB8

Nice variety, clever and elusive.—H. H. Daum. Nice play but though giving three flights is almost apparent.—Nels Nelson. Just fair I should say.—G. Dobbs.

No. 2. A. Mari. 1 R—K

Fine and tricky.—G. Dobbs. Beautiful.—W. Jacobs.

No. 3. S. Lewmann. 1 Kt—Kt5

A few solvers tripped on this submitting Kt-B5 as key.

No. 4. A. Ellerman. 1 R—KKt7

Exceedingly clever.—J. H. Daum. Ellerman is a master in bi-move strategy. It is amazing how much variety is achieved by shutting off tbe line QKt1-KR7.—Nels Nelson. Cleverly arranged—G. Dobbs.

No. 5. A. Ellerman. 1 Q—QB2

Hardly up to Ellerman's standard—G. Dobbs. Somehow this seems insufficient—W. Jacobs.

No. 6. H. Hermanson. 1 Q—KB2

Difficult and subtle, one hesitates to move the queen off the diagonal—Nels Nelson. Abandoning QxQ mate after QxKt and preparing for PxQ mate instead. The variety is scant in character.

No. 7. N. Easter. 1 Kt—KKt5

Excellent. The interference is hidden—Nels Nelson. Several solvers submitted Kt-Q8, a good try.

No. 8. G. Christoffanini. 1 Q—KB7

No. 9 S. Lewmann. 1 P—KKt7

Threat, 2 Kt-Kt6ch;
BxP, 2 Kt-Kt4ch.
Kt-K7, 2 Kt-B7ch.

Nice work with white knights and bishops —O. H. Ludlow. The play of the knights is good—G. Dobbs.

No. 10. G. Christoffanini. 1 B—Q

Very fine knight play—Nels Nelson. Only second prize for this gem. I would put it ahead of No. 7 any day—Davis O'Shea. This has a fine key move.

No. 11. M. Barulin. 1 Kt—R5

A number of solvers listed Kt-R3 as Key.

No. 12. J. de Andrade. 1 B—R3

Threat, 2 Kt-K7ch;
B-Kt4, 2 Kt-B6ch;
R-QKt2, 2 BxR;
R-QR2, 2 Kt-B7ch;

Interesting problem with nice sacrificial combinations, demanding a nicety of play and accurate timing—O. H. Ludlow. Some very fine play—Nels Nelson. An original interference scheme about its only merit—G. Dobbs. Neither No. 9 nor 12 look like prize winners to me—D. C. McClelland.

No. 13 Dr. P. G. Keeney. 1 Q—QR8

Good key and nice play.—Nels Nelson.

More or less conventional though the Kt interferences are interesting.—G. Dobbs.

Q-B6 and Q-Kt7, both submitted by solvers, emphasize the pointed key. The black Kt at KB5 introduces two interesting variations.

No. 14. Kenneth S. Howard. 1 B—Q6

Good main play.—Nels Nelson.

No. 15. Meyer Schleifer. 1 R—QKt5

Only objection is the rather sluggish white Queen.—G. Dobbs.

Some nice trys and moderate difficulty and strategy. White Queen almost a breach of economy.—D. C. McClelland.

No. 16. H. W. Bettmann. 1 Kt—KB2

Threat, 2 Q-Kt3ch; Q-K5, 2 QxQch;
B-K7, 2 QxBch; R-Q5, 2 QxRch;
R-K6, 2 QxRch; Kt-K6, 2 Q-B5ch.

Embodies the idea of the Queen sacrifice coupled with the use of the vacated square occupied by the Queen. The composer must have put considerable effort into the composition of this problem.—O. H. Ludlow.

Bold and amazing strategy worthy of Bettmann's great talent.—G. Dobbs.

Very difficult but worth all the trouble.—N. Malzberg.

No. 17. Maxwell Bukofzer. 1 B—Kt7

K-B5. 2 Kt-Kt2ch; K-Q5, 2 Kt-B2ch.

The pretty and pure mate tripled. Dainty.—Nels Nelson.

A fine chamaleon.—W. Jacobs.

No. 18. W. Jacobs. 1 Q—QR8

K any, 2 BxP.

The composer informs us the position is an improvement of an earlier problem published in the Cincinnati Enquirer.

Pretty.—N. Malzberg.

Truly an original composition.—D. C. McClelland.

No. 19. Johannes Ohquist. 1 KtxBP

Threat, 2 KtxP mate; B-Kt, 2 Q-KB;
PxKt, 2 Q-R3.

The composer deserves a big hand.—Nels Nelson.

Good strategy 1 Kt-K4, R-R6 an alluring try. G. Dobbs.

Nice construction.—G. R. Traver.

No. 20. Otto Wurzburg. 1 Q—QKt

Threat, 2 Q-QKt8; K-R3, 2 K-B6;
Kt-Kt3, 2 Q-QKt2; KxP, 2 K-B4.

No. 21. Johannes Hane. 1 Q—QB

Threat QxB and QxP

BxQ, 2 K-Kt8; B-B5ch, 3 PxB;
BxKt, 2 B-R5ch; KxB, 3 Q-Q2ch;
P-K8(Q), 2 QxP; K-B2, 3 K-K6ch;
RxKP, 2 B-R5ch; KxB or Kt, 3 QxPch;
K-B2, 2 Kt-K6ch; K-any, 3 QxP.

Exceptionally fine.—P. L. Rothenberg.

A problem of great beauty and many subtle vars.—O. H. Ludlow.

Very difficult and has beauty too—a more or less rare combination.—G. Dobbs.

Not easy.—W. Jacobs.

No. 22. W. A. Shinkman. 1 B—QR7

This is a fine problem even today.—Nels Nelson.

Very good for an old timer.—G. Dobbs.

Fine construction.—G. R. Traver.

No. 23. A. C. White. 1 R—QR5

An unusual problem and one of the finest two movers I have seen for years.—Nels Nelson.

It is astonishing how solvers, both good and fair, were tripped by this subtle two mover. R-KR5, R-KB5, B-B3, P-B3 were all submitted as keys.

No. 24. C. S. Kipping. 1 R—QR3

Kt-B2ch, 2 KxQP; KtxKtch, 2 B-K3;
Kt-Qch, 2 KxKt; Kt-B5ch, 2 K-Q6
Kt-Bch, 2 KxKt; Kt-Q5ch, 2 K-B6;
Kt-Kt2ch, 2 KxBP; Kt-B4ch, 2 Kt-K6.

A masterpiece of its kind—thematic key and complete black Kt wheel.—G. Dobbs.

Marvellously intricate.—D. C. McClelland.

Frontispiece Problems

January by Otto Wurzburg. R—K2

February by Sam Loyd. 1 Q—QKt8

RxQ, 2 Kt-K5: PxKt, 2 QxR: B-R7, 2 Q-R2!

Originally published with a black knight—instead of a black bishop at Kt8. It was No. 150 of Loyd's Chess Strategy 1878. Fully thirty years after Loyd discovered that by substituting the black bishop for the black knight he could add the really thematic main play of the problem.

J. Sheridan Albert sends in the solution to this problem.

CORRECTION

Problem No. 36 Miroslav Sonkup.

The inscription "Dedicated to Alain C. White" should have appeared with this position. We regret the oversight.

LADDER SOLVING CONTEST

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Total
J. W. Byler ...	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	58
John H. Daum..	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	58
Dr. G. Dobbs ..	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	58
Walter Jacobs ..	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	58
A. H. Ludlow ..	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	58
Nels Nelson ...	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	58
Geo. Partos ...	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	58
E. McCarthy ...	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	0	3	56
P. L. Rothenberg	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	0	3	56
Ed. H. Thorne..	2	2	2	2	2	2	0	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	2	3	56
Frank Vail	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	4	2	0	3	56
D. C. McClelland	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	0	3	4	2	2	3	55
W. D. J. Curtin	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	0	3	3	3	4	2	2	3	55
R. H. Hixon ...	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	0	3	4	2	2	3	55
M. H. Kleiman..	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	0	3	3	3	4	2	0	3	53
Louis Tanassy..	2	2	2	2	2	2	0	2	3	2	2	3	2	2	2	3	3	0	3	3	0	2	0	3	53
H. M. Berliner..	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	0	2	0	3	52
S. B. Branerman	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	0	2	0	3	52
Dr. E. B. Gerlach	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	0	3	4	2	2	0	52
Irving G. Wald	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	3	3	3	3	3	0	2	0	3	52
"A Chess"	2	2	2	2	2	2	2	2	3	2	2	0	2	2	2	3	3	3	3	3	0	2	2	3	51
S. J. Benjamin..	2	2	2	2	2	2	2	2	3	0	2	0	2	0	2	3	3	3	3	3	4	0	0	3	47
Arthur Seidel ..	2	2	0	2	2	2	2	2	3	2	2	0	2	2	2	3	3	3	3	3	0	2	0	3	47
Alex. Szabo ...	2	2	2	2	2	2	2	2	3	2	2	3	2	0	2	3	3	3	0	3	0	2	0	3	47
David Bernstein	2	2	2	2	2	2	2	2	3	2	2	3	2	2	2	0	3	0	0	3	0	2	0	3	43
Edward Cohen..	2	0	2	2	2	2	0	2	3	0	0	3	2	0	2	3	3	3	0	3	4	2	0	3	43
B. A. Foote ...	2	2	2	2	2	2	0	2	0	0	2	0	2	2	2	3	3	3	0	3	0	2	0	3	39
Edmund A. Nash	2	2	2	2	2	2	2	2	3	2	2	0	2	0	2	3	3	0	0	3	0	2	0	0	38
N. Malzberg ...	2	0	2	2	0	0	2	2	3	2	0	0	2	0	2	3	3	3	0	3	0	2	0	3	36
Louis Halpern ..	2	2	2	2	2	2	2	2	0	2	2	3	0	0	2	0	3	3	0	0	0	2	0	0	33
C. A. Fellmer ..	2	0	2	2	2	2	2	2	0	0	2	0	2	2	2	3	3	0	0	0	0	2	0	0	30
Geo. F. Berry ..	2	2	2	2	2	2	2	2	0	2	2	0	2	0	0	3	0	0	0	0	0	2	0	0	27
Dr. G. Kaiser ..	2	2	2	2	2	2	2	2	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	0	26
J. S. Rhawn ...	2	2	2	2	2	2	2	2	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	0	26
R. E. Alexander	2	2	2	2	2	2	2	2	0	2	2	3	2	0	0	0	0	0	0	0	0	0	0	0	25
W. B. Tudor ...	2	2	2	2	0	2	2	0	0	0	2	0	2	2	2	0	0	0	0	3	0	2	0	0	25
H. G. Kent	2	2	0	2	2	2	2	2	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	0	24
E. Arsenault ...	2	2	2	0	2	2	2	2	0	0	0	3	0	0	0	0	0	0	0	0	0	2	0	3	22
Geo. R. Traver..	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	3	3	0	3	3	0	2	0	3	19
Davis O'Shea ..	0	2	2	2	2	2	0	2	0	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	16
W. N. Thomson	2	0	2	2	0	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12
Melvin Fisher ..	0	0	0	0	0	2	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	2	0	3	9
Jas. L. Bothwell	0	0	0	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2