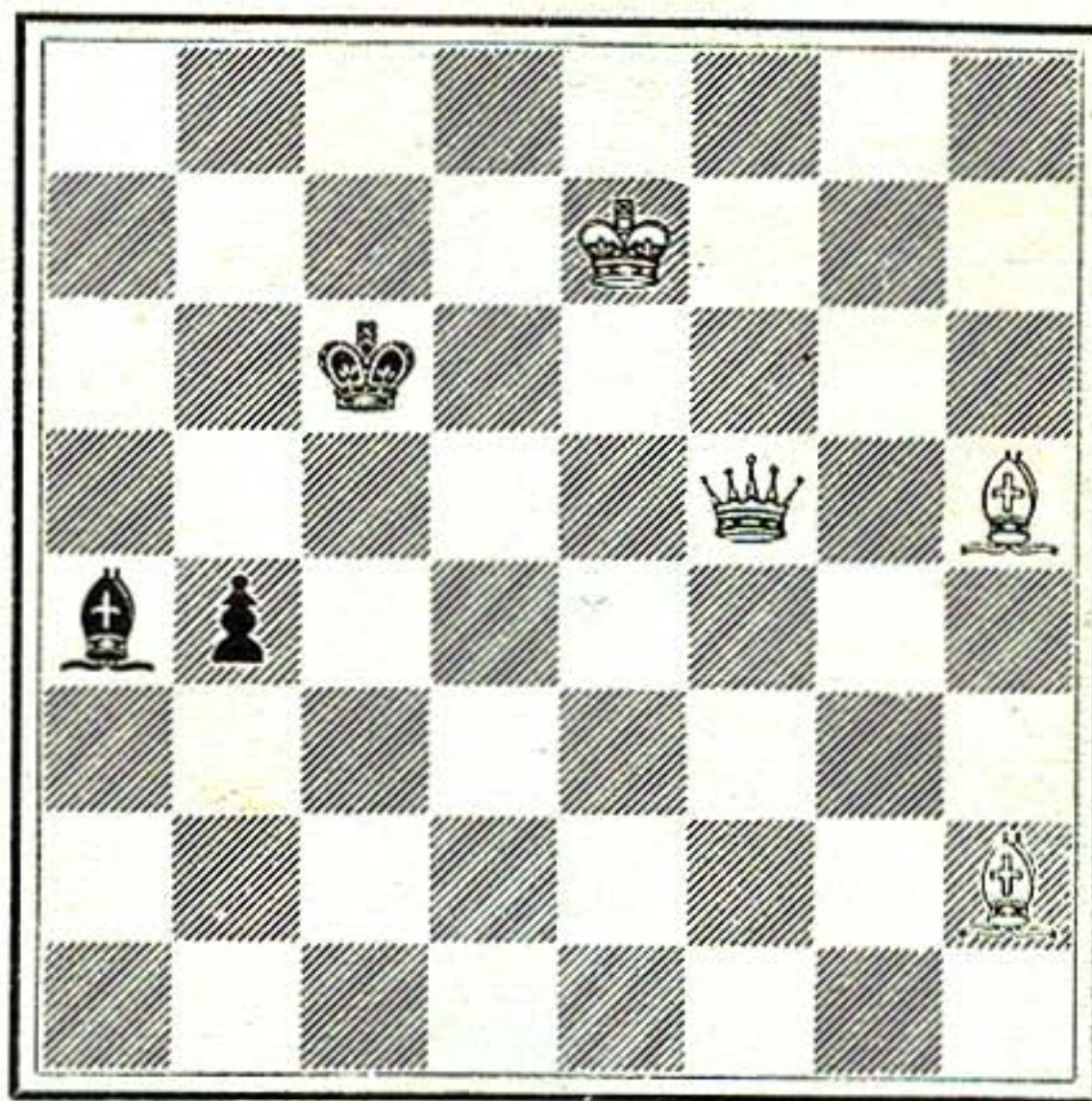


# The CHESS REVIEW

Black



White

WHITE MATES IN THREE MOVES  
By WM. A. SHINKMAN

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

IN THIS ISSUE:

INTERVIEW WITH DR. ALEKHINE	— — — — —	I. KASHDAN
NEW IDEA IN THE SLAV DEFENSE	— — — — —	LAJOS STEINER
PROBLEM REVIEW	— — — — —	OTTO WURZBURG

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



# *The* CHESS REVIEW

I. KASHDAN, *Editor in Chief*

I. A. HOROWITZ, *Associate Editor*

FRED REINFELD, *Associate Editor*

OTTO WURZBURG, *Problem Editor*

BERTRAM KADISH, *Art Director*

FRITZ BRIEGER, *Business Manager*

---

---

VOL. 1 No. 9

*Published Monthly*

SEPTEMBER, 1933

---

---

AS WE GO TO PRESS - - - - -	2
PICKING UP THE NEWS - - - - -	3
GAME STUDIES - - - - -	6
AN INTERVIEW WITH DR. ALEKHINE - - - - -	9
BOOK REVIEW - - - - -	10
GAME DEPARTMENT - - - - -	11
A NEW IDEA IN THE SLAV DEFENSE - - - - -	20
MISTAKES OF THE MASTERS - - - - -	22
THE POWER OF THE KNIGHT - - - - -	24
THRILLS OF CHESS HISTORY - - - - -	25
PROBLEMS - - - - -	27
PROBLEM REVIEW - - - - -	29

---

---

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  
Copyright 1933 by Chess Review

---

---

## CONTRIBUTING EDITORS:

DR. S. G. TARTAKOWER - - - - -	REUBEN FINE
IRVING CHERNEV - - - - -	BARNIE F. WINKELMAN
LESTER W. BRAND - - - - -	ARTHUR W. DAKE



## AS WE GO TO PRESS

On the eve of sailing for Europe, on September 6, Dr. Alekhine, partnered by R. Wahrburg, contested a consultation game against I. Kashdan and H. M. Phillips. The latter team, playing the White pieces in a Ruy Lopez, obtained an early advantage, but were out-manuevered and beaten by masterly play in the ending. The game lasted till 11.20 P. M., allowing Alekhine just enough time to catch his boat, which left at midnight.

The day before, Alekhine received a cabled challenge from E. Bogoljubow for a return match for the World's Championship. He promptly accepted, stipulating the same conditions that prevailed at their meeting in 1929, when Alekhine won by 11 to 5. We await further details as to the time and place of the match.

\* \* \*

Fred Reinfeld, of the Chess Review staff, is the New York State Champion, with a good victory at Syracuse against a strong field. Going through eleven rounds without a loss, he wound up with  $9\frac{1}{2}$ - $1\frac{1}{2}$ . A. Denker, champion of the Empire City Chess Club, was second with  $8\frac{1}{2}$ - $2\frac{1}{2}$ . R. Fine, who was favored to win, could do no better than tie for third with A. E. Santasiere, 8-3. The others in order were D. S. Polland,  $7\frac{1}{2}$ - $3\frac{1}{2}$ ; R. T. Black,  $6\frac{1}{2}$ - $4\frac{1}{2}$ ; W. Muir, 6-5; R. J. Guckemas,  $3\frac{1}{2}$ - $7\frac{1}{2}$ ; G. H. Perrine, 3-8; C. K. Thomas,  $2\frac{1}{2}$ - $8\frac{1}{2}$ ; and C. H. Bourbeau and A. Wood, 1-10.

Reinfeld repeated his victory of two years ago at Rome. The 1932 meet was won by N. Grossman of Brooklyn, who was unable to defend his title this year.

In the class A tournament, held in conjunction with the championship event, two Philadelphians took the chief honors, S. Drasin and S. T. Sharp finishing first and second respectively. Prof. E. B. Adams

of Brooklyn was third and W. A. Kaiser of Syracuse fourth.

\* \* \*

The officers of the New York State Chess Association were all re-elected, D. Francis Searle of Rome, President; Prof. E. B. Adams, R. J. Guckemas and Prof. C. K. Thomas, Vice-Presidents; and Paul G. Giers of Syracuse, Secretary.

Mr. Giers visited New York City shortly after the tournament to discuss the possibility of a tournament on a larger scale next summer to celebrate the fiftieth anniversary of the State Association. He is hoping to obtain a fund of between \$1000 and \$2000. There is a chance of one or more European masters being invited, and in any case the cream of the American talent should take part. The scene will probably be the Onondaga Hotel, Syracuse, where the recent meet was held.

\* \* \*

The Empire City Chess Club is now running off the finals of the Bronx Championship Tournament started two months ago. There were sixty entrants originally, who played in six sections of ten each. The first two in each group, or twelve in all, are playing a round-robin for the title. The large scale of the tournament created an unusual amount of interest in the dull summer months. Dr. B. Block, energetic Treasurer of the Empire City Chess Club, deserves credit for successfully carrying through this undertaking.

The leading scores, after five rounds, are: E. Schwartz, 4-1; I. Kandel, A. S. Denker and G. Hellman, 3-1; P. Ellis, T. McDermott and A. Simchow, 2-1.

\* \* \*

The Western Chess Congress will take place at Detroit, Sept. 23 to 30. This will be the 34th annual tournament of the Western Chess Association. Players who were invited, and who will probably participate, are: A. W. Dake, R. Fine, S. Reshevsky, S. D. Factor, L. Stolcenberg, M. Palmer, G. S. Barnes, G. Eastman, and M. Fox, champion of Canada.



# PICKING UP THE NEWS

AS this is our first issue in three months, there is quite a bit of accumulated chess news to take care of. The outstanding event was the Folkestone Team Tournament. We are issuing a report of this in book form, which will shortly be in the hands of our subscribers, so need not go into the details here. We can well be proud of the victory of the American Team, which has now twice in succession bested all that the Old World could offer in the way of chess competition.

We are naturally especially elated at the achievements of our Editor, I Kashdan, at the first board. His score was second only to Dr. Alekhine's among the team leaders, and it was not until the last round that he met defeat at the hands of Salo Flohr. This was a remarkable coincidence, as the same thing happened at Prague in 1931; when Kashdan's only defeat occurred in the last round against Rubinstein. In both cases, the team had just enough margin to nose out the leading contenders, Poland at Prague, and Czechoslovakia at Folkestone.

Frank J. Marshall, American Champion and veteran of the Team, was the only member of it to go through without a defeat. His constant aid and inspiration as Captain were important factors in maintaining the Team morale, and he supplied the experience and steadiness so necessary in such competitions. In the last two rounds, when the Team seemed to be weakening under the strain of the fierce competition, it was Marshall who won his games and pulled us through to a glorious victory.

Reuben Fine, Arthur W. Dake and Albert C. Simonson, whose average age is under twenty years, are also to be congratu-

tulated for consistently mowing down their rivals on the lower boards, and contributing their full quota of points to the Team total. The individual scores follow:

	Won	•Lost	Drawn
I. Kashdan . . . . .	8	1	6
F. J. Marshall . . .	5	0	6
R. Fine . . . . .	7	1	6
A. W. Dake . . . .	10	2	2
A. C. Simonson . .	2	2	2
Total . . . . .	32	6	22

To complete the story of the United States Chess Team Committee, without the efforts of which the Team could never have gone across, we append the list of expenditures necessary to finance the trip.

5 Steamer tickets	\$ 806.85
Cash to 5 players, \$40 each	200.00
6 Passports, 3 at \$10	
3 at \$ 5	45.00
5 Visas	50.00
Printing	75.00
Postage, telegrams, etc.	51.27
Total	\$1,228.82

The sixth passport was for A. Denker, who was ready to go at the last minute if one of the others had proved unavailable. This does not include various incidental expenses which were taken care of by Harold M. Phillips, Chairman, and other members of the Committee.

\* \* \*

The chess program prepared by the National Chess Federation for the World's Fair at Chicago, passed off most satisfactorily. The big feature was the presence of Dr. Alekhine, who made a special trip from Paris for the occasion. He broke every record for blindfold play, taking on 32 simultaneously. His score of 19 wins, 9 draws, and only 4 losses under such circumstances was remarkably good. The World's Champion proved himself as outstanding in blindfold play as he is in every other branch of the game.



The previous record was held by the Belgian, G. Koltanowski, who played 30 in Antwerp, winning 20 and drawing 10 without a single loss. However, the field was not nearly as strong as that at Chicago, where a number of the strongest amateurs of the city took part.

The exhibition lasted over twelve hours. At the dinner adjournment, Dr. Alekhine called off all the positions, which he had kept in his memory with absolute accuracy. The winners against him were I. Schwartz, L. Zalucha, B. O. Dahlstrom, and C. F. Elison. Draws were recorded by Miss Jean Moore, an eighteen-year old girl who was roundly applauded for her good effort, G. E. Eastman, J. Winter, A. A. Platzman, A. J. Mesirow, H. D. Grossman, H. Nitsche, G. K. Wamsley and F. Vodicka.

Alekhine was also called upon to take part in one of the series of living chess displays which attracted considerable attention at the Fair Grounds. The first of these games was between M. S. Kuhns, President of the National Chess Federation, and Dr. Allan D. Albert, assistant to President Rufus Dawes of the Exposition. The players on the large board were arrayed in medieval costumes, making a colorful spectacle. Mr. Kuhns won the game by a checkmate in twenty moves.

The second game was held in the evening, under floodlights, between Dr. Brainsford Lewis of St. Louis, and Harry Heick of Chicago, both directors of the National Chess Federation. Then, on the evening of June 19, came the awaited meeting between Dr. Alekhine and Edward Lasker. This naturally drew the largest gathering of any single chess event with the exception of the blindfold display. Alekhine won in good style, but the game itself was less important to the audience than the idea of the spectacle. This game was repeated later at the Chicago Beach Hotel.

The masters tournament which it had

been hoped to hold during the Fair had to be cancelled for lack of funds. This left the field clear for the Intercollegiate Chess Tournament, to which entries had been sent from Universities all over the country.

First prize fell to Lieut. John O. Matheson, recently graduated from West Point, with a score of  $9\frac{1}{2}$ - $\frac{1}{2}$ , which was a more than sufficient margin of victory over his nearest rivals. His success was thoroughly merited, particularly considering the limited time for practise at West Point, as compared with the entrants from the large city Universities.

Nathan Beckhardt of the College of the City of New York, and Willis E. Lamb, Jr., of the University of California, tied for second and third, 8-3. Fourth and fifth prizes were divided between Vladimir Grigorieff of the University of Chicago, and Martin C. Stark of Harvard,  $7\frac{1}{2}$ - $3\frac{1}{2}$ . The others were Harold D. Cutler, New York University, 7-4; Seymour Osher, University of Illinois,  $5\frac{1}{2}$ - $5\frac{1}{2}$ ; Edward M. Borsodi, Yale, 4-7; Justin J. Naviski, University of Maine, and Melvin Valk, University of Wisconsin, each  $3\frac{1}{2}$ - $7\frac{1}{2}$ ; Robert Wilson, Hillside College, Mich., 2-9; and Reynold Carlson, Northwestern University of Chicago, 0-11.

The special brilliancy prize, offered by Harold M. Phillips, President of the Intercollegiate Chess League, and referee of the tournament, was won by Beckhardt for his game against Valk.

The chess feature which is lasting through the Fair is the Chess Museum, occupying one corner of the vast Hall of Science. Unique and costly sets of various makes and ages were brought together for a very interesting display. Many were borrowed from the collections of Gustavus A. Pfeiffer, Donald M. Liddell, Kermit Roosevelt and Alfred C. Klahre, all of New York City. A late arrival was the gold Hamilton-Russell Trophy, won by



the American Team at Folkestone, and sent to Chicago by Frank J. Marshall on his return from England. Also represented in the Museum are books, periodicals, and a number of original and ancient manuscripts.

The Joint Committee which made the Chicago chess program possible, was composed of directors of the National Chess Federation acting in conjunction with the Fair officials. Dr. Hugh McKenna was chairman of the Joint Committee, the other members being M. S. Kuhns, S. W. Addleman, Dr. Allan D. Albert, J. L. Bingham, Palmer Dawes, J. E. Dittus, Dr. Burton Hazeltine, H. E. Heick, Edward Lasker, Charles H. Leech, R. R. Longenecker, A. G. Melville, Egbert Robinson, J. C. Balas de Sepec, Louis C. Penfield, and Frederic Ranney Sherwood, Secretary.

\* \* \*

Reuben Fine, champion of the Marshall Chess Club, beat Arthur W. Dake in a match by 4 to 2 and 3 draws. The match was for the best score in ten games, but the last one was not played because it could not affect the result. Fine won the first game, then Dake took the lead by winning the second and fourth. However, Fine came back strongly, capturing the sixth, seventh and ninth games, the others being drawn. The match was played alternately at the Manhattan and Marshall Chess Clubs in New York City.

\* \* \*

Sultan Khan is still the British Champion by virtue of his victory in the tournament at Hastings, July 31 to August 11. It was a close struggle, and he finished with a score of  $9\frac{1}{2}$ - $2\frac{1}{2}$ , only a half point ahead of T. H. Tylor in second place. The other leaders were G. Abrahams, 8-3, C. H. O'D. Alexander,  $7\frac{1}{2}$ - $3\frac{1}{2}$ ; and Sir G. A. Thomas, 7-4. W. Winter had to retire on account of illness after 6 rounds, with  $4\frac{1}{2}$ - $1\frac{1}{2}$  to his credit. He was the only one to beat Sultan Khan.

The Women's Championship was won

by Miss Fatima, a young East Indian girl, thus making an interesting "Double Indian" victory. Both Miss Fatima and Sultan Khan are proteges of Sir Umar Hayat Khan, Mohammedan potentate and wellknown chess patron.

\* \* \*

A National Masters Tournament was held at Aachen, Germany, early in June, under the sponsorship of the *Grossdeutsche Schachbund*, a new German federation which is receiving the support and encouragement of the Government. Dr. J. Goebbels, the German Minister of Propaganda, is the honorary President of the *Schachbund*. A sad note is the virtual exclusion of Jews not only from tournaments, but even from the ordinary chess clubs and cafe playing rooms. That a democratic and universal game like chess should be exposed to such influence is but one more commentary on the thoroughness of the strangling Hitler tactics. The tournament was won by E. Bogoljubow,  $7\frac{1}{2}$ - $3\frac{1}{2}$ , followed by the Berlin masters, K. Richter, 7-4, and K. Ahues and F. Saemish, each  $6\frac{1}{2}$ - $4\frac{1}{2}$ .

The German championship also fell to Bogoljubow in a tournament at Bad Pyrmont, which attracted a very strong field. The winning score of  $11\frac{1}{2}$ - $3\frac{1}{2}$  was very fine, and again proved the easy supremacy of Bogoljubow in German chess. Dr. L. Rodl was second with  $9\frac{1}{2}$ - $5\frac{1}{2}$ , then followed C. Carls and G. Kieninger,  $8\frac{1}{2}$ - $6\frac{1}{2}$ , and K. Helling, B. Koch, K. Richter, F. Saemisch and G. Weissgerber, all 8-7.

\* \* \*

The championship of Canada is to be contested this month at Winnipeg. A good group is to take part from Toronto, comprising Belson, Martin, Compton, Swales, Alpart, and perhaps the city champion, Morrison. Montreal, because of its great distance from Winnipeg, will not be so well represented. It is doubtful whether the Canadian champion, Maurice Fox, will be able to defend his title.



# GAME STUDIES

The following game is from the Jubilee Number of the "Wiener Schachzeitung," marking its tenth anniversary in its present form. Among other features, there are interesting articles by Aron Nimzovitch and Rudolph Spielmann, and biographical studies of several leading young masters. The game is part of the article on Salo Flohr, and is a fine example of his aggressive style.

RUY LÓPEZ

Prague, September, 1928

(Notes by H. Kmoch)

S. Flohr	F. Lustig
White	Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Q—K2	B—K2
6 P—B3	P—QKt4
7 B—Kt3	P—Q3
8 P—KR3	Kt—QR4
9 B—B2	P—B4
10 P—Q4	Q—B2
11 Castles	Castles
12 P—Q5	P—B5
13 B—K3	B—Q2
14 Kt—K1	Kt—Kt2
15 Kt—Q2	KR—K1
16 P—KKt4	P—Kt3
17 P—B4!	.....

Beginning an attack which in its entirety demonstrates Flohr's fine tactical skill. Black has not played the defense well, and his pieces are so situated that he cannot easily place a piece on K4 after the exchange of Pawns. With 16 P-KKt4 White threatened to win a piece, but Black should not have weakened his position by P-Kt3. Making room for the Knight at either Q2 or Kt1 would have been better.

17 ..... P×P

18 RxP! .....

Preventing Black's intended B-KB1 and B-Kt2.

18 ..... R—KB1

19 R—B2! .....

Now Black cannot play 19 ... B-K1 with the idea of Kt-Q2 and Kt-K4, because of 20 B-R6! White is preparing for the coming advance.

19 ..... Kt—K1

20 KKt—B3 Kt—Q1

21 QR—KB1 P—B3

22 B—R6 Kt—KKt2

23 P—K5!! .....

Bold and strong! With Kt-b2 and Kt-K4 Black would have greatly strengthened his position. The pretty Pawn sacrifice prevents this and considerably strengthens White's attack. The Bishop at B2 obtains an important diagonal, and the QKt gains an entrance at K4.

23 ..... QP×P

23 ... BP×P would allow a decisive attack on the B file, beginning with Kt-Kt5. The Black pieces do not cooperate, and he cannot prevent an eventual entry at either B7 or B8.

24 Kt—K4 Kt—B2

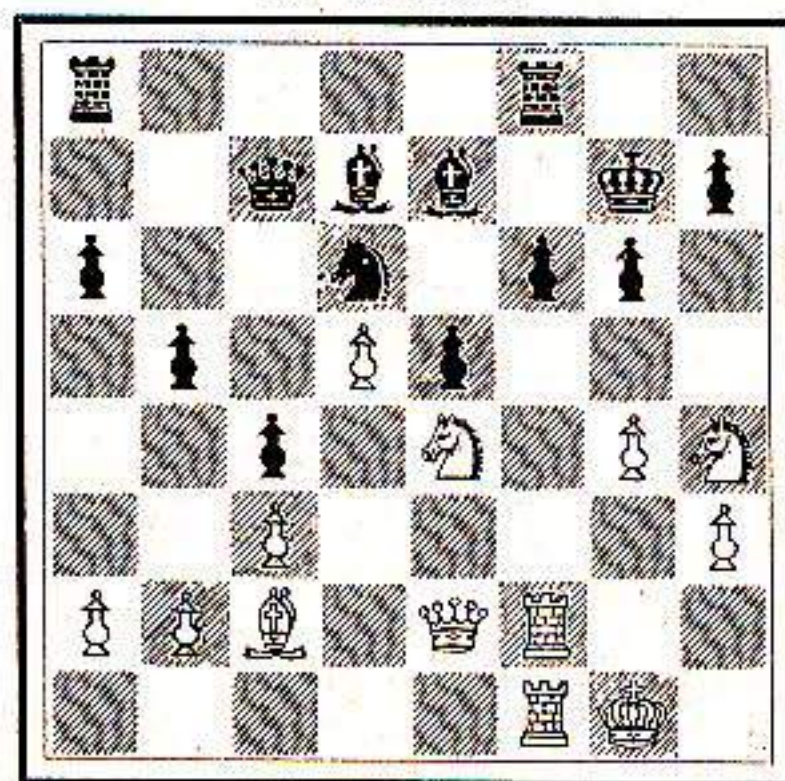
24 ... P-B4 would open the game to the advantage of the attacking side. The game might go 25 BxKt, KxB (if 25 ... PxKt? 26 BxR, PxKt; 27 B-R6! wins); 26 P-Q6! BxP; 27 KtxB, QxKt; 28 R-Q1, Q-K2 (if 28 ... Q-K3; 29 PxP, PxP; 30 R-Kt2ch, K-R1; 31 RxB! wins); 29 QxPch, QxQ (not 29 ... K-B2; 30 Kt-Kt5ch, K-K1; 31 R-K2!); 30 RxBch, K-B3; 31 KtxQ, KxKt; 32 PxP, PxP; 33 RxRP with a winning ending.

25 BxKt KxB

26 Kt—R4 Kt—Q3

A possibility was 26 ... Kt-Kt4. If then 27 K-R2, KtxKt; 28 QxKt, B-K1 would defend the threat at Kt6, and White could not continue 29 P-Q6?, BxP; 30 QxR, B-B3!; 31 QxP, R-QR1, winning the Queen.

F. LUSTIG



S. FLOHR

Position after 26 ... Kt—Q3



27 KtxBP!! . . . . .

An ingenious combination, and the only way to carry through the attack.

27 . . . . . BxKt

Not 27 . . . RxKt; 28 QxKP wins.

28 P—Kt5 Kt—K1?

This allows a fearful catastrophe. Correct was 28 . . . BxKtP; 29 QxPch, K-R3! (if 29 . . . K-Kt1; 30 KtxP!, PxKt; 31 QxB wins); 30 RxR, RxR; 31 RxR, BxKt. Although White can now play 32 BxP! when the piece obviously cannot be taken, there is a saving resource by 32 . . . Q-B4ch; 33 K-R1, Kt-B4!; when White has no better than perpetual check. Best is then 34 BxKt (if 34 RxKt, KxB; 35 R-B1, Q-K2 is a complete defense), QxR; 35 BxB, Q-B8ch; 36 K-R2, Q-B7ch; 37 K-R1, B-Kt6, and White can just draw.

29 KtxP!! . . . . .

Brilliantly played. Black had expected 29 PxPch, RxP, when he had good prospects of beating back the attack.

29 . . . . . PxKt

30 BxP! . . . . .

Flohr conducts the final attack with irresistible vigor.

30 . . . . . KxB

31 Q—K4ch K—Kt2

32 Q—R4! . . . . .

This is the point of the preceding sacrifices. Black is three pieces ahead, but has no defense against the drastic threats.

32 . . . . . K—Kt1

33 PxP KtxP

34 Q—Kt5ch K—R1

35 RxKt Q—B4ch

36 K—R2 Resigns.

A game that clearly shows Flohr's tremendous initiative and courage, as well as his feeling for combination. True, Black erred more than once, but brilliant victories must depend to some extent on misplays of the opposing side.

\* \* \*

Following is a sample game and notes from a forthcoming work, "Fifty Modern Chess Masterpieces," by I. Chernev and F. Reinfeld. The authors have selected fine specimens from the play of practically every master from 1890 right up to the present. They have taken pains to find games not so well known, less than 10%

of them having ever appeared in book form in English.

Each game is preceded by an entertaining introduction, dealing with the styles of the masters, or with the strategical principles involved. The annotations are very comprehensive without being long-winded. The authors have aimed above all at lucid exposition and painstaking explanation.

\* \* \*

## THEORY AND PRACTICE

In chess, as in other fields, there is often a wide discrepancy between theory and practice. Victory does not always go to those who know the most about the game or have the profoundest understanding. For one reason or another they fail in tournament play, either because they lack the necessary concentration and "sitzfleisch," or because they have a flair for analysis but not for over-the-board play.

Professor Becker, the noted editor of the "Wiener Schachzeitung," is a happy exception. He has devoted himself for years to analysis and theoretical research, and yet his play is always fresh and resourceful.

### QUEEN'S GAMBIT DECLINED

Vienna, 1927

B. Honlinger

A. Becker

White

Black

1 P—Q4

P—Q4

2 Kt—KB3

Kt—KB3

3 P—B4

P—K3

4 B—Kt5

B—K2

5 Kt—B3

Castles

6 P—K3

P—KR3

This move has been played by Tartakower with fair success. The idea is to obtain a favorable position by first ascertaining White's intentions with the Bishop.

7 B—B4 . . . . .

The best move—and the only one with which White may hope to have any initiative—is 7 B-R4!

7 . . . . .

P—B4!

Suffices to equalize.



8 PxBP                      BxP  
 9 B—Q3                    Kt—B3  
 10 Q—K2                    .....

Somewhat better would have been 10 P-KR3 in order to retain the QB, but after 10 ... PxP; 11 BxP, Black clearly has nothing to fear.

10 .....                    Kt—KR4  
 11 B—Kt3                   KtxB  
 12 RPxKt                   P—Q5

The continuation 12 ... PxP; 13 BxP, P-K4 was safer, and would have assured Black a good game with his freely functioning Bishops. The text-move, if more enterprising, is at the same time more risky and requires great care.

13 PxP                      KtxP  
 14 KtxKt                    BxKt

Black has obtained a promising position, and it is not surprising that Honlinger, having lost the initiative, feels that he must undertake a desperate attack at all costs.

15 R—Q1                    BxKtch  
 16 PxB                      Q—R4

White's Q side pawns are fatally weak now.

17 Q—Q2                    .....

Not only protecting the BP but also threatening RxP.

17 .....                    P—K4!

Well played! if now 18 RxP, PxR; 19 QxP, P-K5!!; 20 BxP, QxPch, followed by 21 ... Q-Kt2.

18 B—K4                    .....

Renewing the threat.

18 .....                    B—Kt5!

After the more obvious 18 ... P-B4, White could extricate himself from all his difficulties by 19 Q-Q5ch, QxQ; 20 BxQch, K-R2; 21 R-QKt1, R-QKt1; 22 P-B5!

19 RxP?!                    .....

This wild continuation seems full of promise, whereas with 19 P-B3, KR-Q1 would relinquish all his attacking chances.

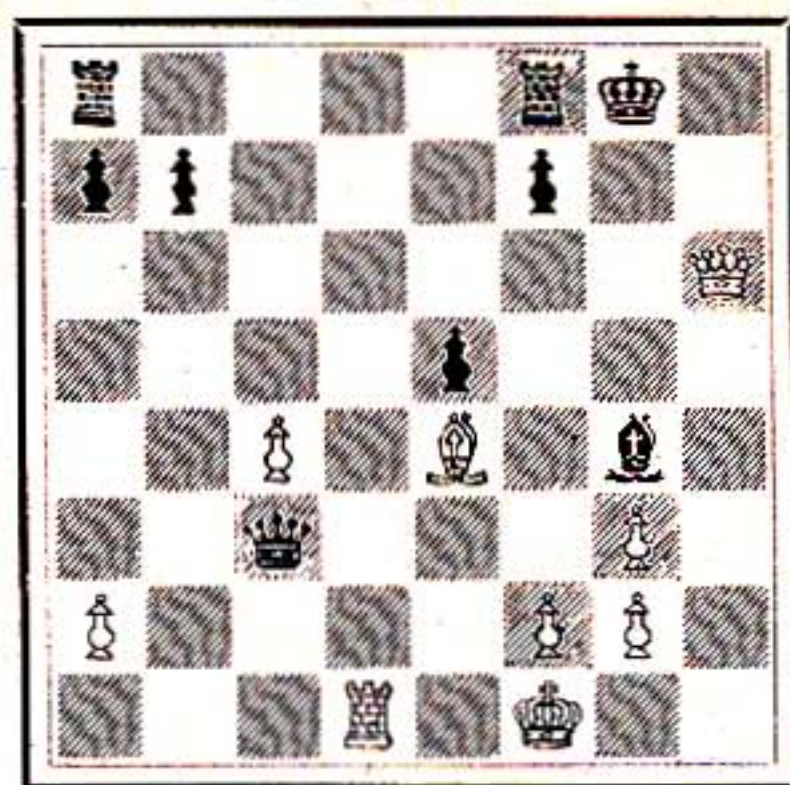
19 .....                    PxR!

Seemingly dangerous, but Black has a hidden resource up his sleeve. 19 ... BxR would of course yield only a draw.

20 QxP                      QxPch!  
 21 K—B1                    .....

Not 21 R-Q2, Q-B8ch. But after White's last move it looks as if Black's resignation were in order. If now 21 ... KR-Q1, then mate in 4, or 21 ... P-B4; 22 B-Q5ch, while 21 ... QxPch is seemingly equally ruinous because of 22 B-Q3, attacking the Queen and still threatening mate.

## A. BECKER



## B. HONLINGER

### Position after 21 K—B1

21 .....                    QxPch!

Despite all appearances to the contrary, the text-move provides an adequate defense.

22 B—Q3                    .....

Of course!

22 .....                    B—K7ch!!

This problem move is the point of Black's magnificent and farsighted defensive plan initiated on his 18th move.

23 BxB                      .....

Or 23 KxB, Q-Kt5ch and 24 ... Q-Kt2.

23 .....                    Q—K3

And now the attack is definitely repulsed.

24 Q—Kt5ch                    Q—Kt3

25 QxP                      QR—Q1

26 R—B1                    .....

A last-minute trap; if 26 ... Q-KR3 (the double threat of QxRch and Q-R8 mate seems impossible to parry); 27 P-B4! Q-R8ch; 28 K-B2 and now 28 ... QxR would allow a perpetual check.

26 .....                    KR—K1!

But Black does not occupy himself with such trivialities.

27 Q—QB5                    .....

Forced. 27 Q-Kt2 is met by 27 ... Q-KR3; 28 P-B4, Q-R8ch; 29 K-B2, RxBch! and if 28 K-Kt1, R-Q7 or 28 ... RxB.

And after 27 Q-B3, Q-KR3 is again the winning move: 28 P-B4 (forced), Q-R8ch; 29 K-B2, RxBch; 30 KxR, QxPch; 31 K-K3 (31 K-K1, R-K1ch), R-K1ch; 32 K-Q4 (K-Q3 allows mate in 2), Q-K5ch, etc.

27 .....                    RxB!

White resigns, as he does not care to investigate the possibilities of 28 KxR, Q-Q6ch.

Steinitz would have enjoyed this game!



# INTERVIEW WITH DR. ALEKHINE

By I. Kashdan

WHEN we learned that Dr. Alekhine, Chess Champion of the World, was to visit this country, we determined to interview him, and get his thoughts on the various topics of chess interest. It was easier said than done. He arrived in New York on the morning of July 17, but was off for Chicago two hours later to take part in the chess program at the World's Fair. When he returned to New York, it was only to take boat for Puerto Rico, where a series of exhibitions and a four game match with Citron awaited him. Then there was a simultaneous exhibition in Washington to be attended to before Alekhine finally landed in New York to stay for a few days. We then seized the opportunity to get him into a corner, ask him a few questions, and just let him talk.

He had done so much traveling recently that we first asked him about that. Did he enjoy that mode of life? Did he intend to keep it up indefinitely, or slow down in the near future? "I found my trip around the world very fascinating," he told us. "Particularly in Asia I was interested in the number of different peoples that play chess, and also in the varieties of the game itself. It is there that chess probably originated. I found several simple forms, and others even more complicated than the game we know. It may be, in time, that we can combine the best features of the Oriental game with our chess. This would be a more natural evolution than adding new pieces and squares, or some of the other changes that have been proposed. I do not believe that chess needs any change at present, as it still holds new wonders, and will continue to do so for years to come."



DR. A. ALEKHINE

As to his continued traveling: "I do not believe it is the function of the World's Champion to go on constant barnstorming tours. I wanted to make the world trip to become personally familiar with the conditions of chess playing everywhere, and also to meet so many individuals whom I had known through magazine pages or correspondence. But I believe I can do more for chess in other ways, notably by writing. With more leisure, I could work out methods of instruction, and perhaps eventually be at the head of a vast system of schools and coaches, as has happened in contract bridge under Ely Culbertson. This would mean many new converts of chess, and cause a great awakening of public interest, as more and more people were initiated into the mysteries of our glorious game.

"Such activities would by no means limit my practical playing. I am always ready to defend the title against any recognized



challenger who can meet the set conditions. I am also ready to participate in any important tournaments, and in fact have always sought the opportunity of playing."

We were curious about his blindfold record in Chicago, where he played 32 simultaneously. We wondered whether he had approached the limit in this field. "I found less difficulty in playing 32 games than I had anticipated, considering that it was my first performance on such a scale in six years. But I would have no fear in tackling 35, and possibly up to 40. I can carry that many games in my mind, but every additional game means more time, and the element of fatigue enters. It might be an idea to devote two days to such an exhibition. I would of course agree not to look at a chessboard at any time until the performance was over. Under those conditions, I am confident I could carry on 40 games blindfold, and would not set the limit even there."

Is there any advantage in blindfold play? "To the player, no. There is no doubt that a man cannot play his best chess under such a handicap. Frequent blindfold seances are a considerable drain on one's vitality. But the advantage is the spectacular element involved. The general public will be attracted to a record performance, even if they don't know the moves of the game. Anything that develops

such interest is valuable to the further spreading of chess knowledge."

We wanted to know what he thought of the American players, and how they compared with the younger European stars. "Your double success in the International Team Tournaments has put America in the first rank among the chess playing nations. No other country has so many promising young masters. In New York City alone you have at least a dozen young men who have nothing to fear from the leaders of any country in Europe. I predict many new successes, and you have enough talent developing to keep in the top flight indefinitely."

We thanked him cordially for these kind views and hope he will prove a good prophet. For the next few months, Dr. Alekhine has a full schedule ahead of him. He is shortly to embark on tours through Holland and Czechoslovakia. Then he will take part in the Christmas Congress at Hastings. This may lead to a tour in England.

Next year may mark the return match with Bogoljubow, whose recent challenge is referred to in our news section. When Alekhine will return to these shores is a matter for the future. He expressed himself as very well pleased with his receptions in this country, and is looking forward to further visits here.

## BOOK REVIEW

### *Modern Chess Endings*

By *Barnie F. WINKELMAN*

Here is a book that has been needed for some time—a really comprehensive work on endings in the English language. Mr. Winkelman, with the thoroughness which also characterises his previous book "Modern Chess", treats his subject from every angle, giving exhaustive examples of every branch of endgame strategy.

There are chapters on simple endings, and others only apparently simple. A new field is the discussion of the styles of various masters of the endgame, such as Pillsbury, Dr. Lasker, Capablanca, Alekhine, Marshall and Kashdan.

So much for the practical ending. The final chapters are devoted to endgame composition, with numerous examples from the best efforts of Troitsky, Kubbel, and Rinck. There is enough material for study by all classes of players, from beginner to master.



# GAME DEPARTMENT

Game No. 66

CARO-KANN DEFENSE

Washington, August, 1933

(Notes by I. Kashdan)

Dr. A. Alekhine I. S. Turover and  
W. K. Wimsatt

White

Black

1 P-K4	P-QB3
2 P-Q4	P-Q4
3 PxP	PxP
4 P-QB4	.....

The most enterprising method of treating this opening, which Dr. Alekhine has done much to popularize. The older 4 B-Q3, Kt-QB3; 5 P-QB3, Kt-B3; etc., gives White no advantage.

4 .....	Kt-QB3
5 Kt-QB3	Kt-B3
6 Kt-B3	B-Kt5
7 B-K2	.....

An interesting idea to sacrifice a Pawn for development, successfully tried by Mikenas against Flohr at Folkestone. The "book" here is 7 PxP, KKtxP; 8 B-QKt5, Q-R4; 9 Q-Kt3, BxKt; 10 PxP, KtxKt; 11 PxKt, with better prospects for White.

7 .....	P-K3
---------	------

Playing safe. The game referred to went 7 ... PxP; 8 P-Q5!, BxKt; 9 BxB, Kt-K4; 10 Castles, Q-Q2; 11 Q-K2, KtxBch; 12 QxB, Castles QR; 13 P-QKt3! with a powerful attack resulting in a brilliant victory for Mikenas.

8 P-B5!	.....
---------	-------

This gives White the advantage. Black can never play P-K4 because of the weak QP resulting, and the White Pawns restrain his game considerably.

8 .....	B-K2
9 Castles	Castles
10 B-K3	Kt-K5

The best chance for counter-play. If 10 ... P-QKt3; 11 Q-R4! is annoying. If then 11 ... R-B1; 12 B-R6, R-B2; 13 Kt-QKt5, R-Q2; 14 Kt-K5!, KtxKt; 15 PxKt, Kt-K5; 16 P-B6 wins. But not 16 P-B3?, KtxP!; 17 BxKt, BxBch, etc.

11 Q-Kt3	Q-Q2
12 KR-Q1	P-B4

The correct plan, to advance on the K side, and thus balance White's advantage on the other wing.

13 P-KR3	BxKt
----------	------

But this is inferior to the retreat, 13 ... B-R4, when Black can prepare for P-KKt4 and Kt5, etc. If 14 Kt-K5, KtxKt; 15 BxB, Kt-B5; 16 B-B1 (to preserve the two Bishops), P-QKt3; 17 PxP, QR-Kt1! is effective.

14 BxB	Kt-Kt4
15 BxKt	.....

Forced. If 14 B-K2, P-B5; 15 B-QB1, P-B6! with a strong attack. But after the exchange White has considerably strengthened his K side, whereas the advance with P-QKt4, P-QR4, etc., cannot be long delayed.

15 .....	BxB
16 Q-R4	B-B3
17 R-Q3	R-B2
18 QR-Q1	.....

Defending the QP as a preliminary to P-QKt4.

18 .....	Kt-Q1
----------	-------

Losing time. 18 ... P-KKt4, followed by R-Kt2, etc., offered better prospects.

19 Q-B2	Kt-B3
20 P-R3	R-K1

If 20 ... P-QR4; 21 Kt-R4, B-Q1; 22 Q-Kt3 (not 22 R-Kt3, Kt-K4!) followed by Kt-Kt6, with an attack on the Q side Pawns.

21 P-QKt4	P-QR3
22 Q-Kt3	K-R1
23 P-QR4	Q-B1
24 Q-R3	P-KKt3

Of course not 24 ... P-KKt4; 25 B-R5 wins. But 24 ... R-Kt1, and P-KKt4 were in order. Black cannot afford to play passively.

25 P-Kt5	Kt-Q1
----------	-------

If 25 ... Kt-R4; 26 Q-Kt4, Kt-B5; 27 B-K2, followed by R-B3, when the Black Knight has no escape.

26 B-K2	Q-B2
27 R-B3	PxP
28 PxP	KR-K2
29 Q-Kt4	K-Kt2
30 P-Kt6!	.....

Closing in on Black, with the entry through the QR file to supply the finishing touch.

30 .....	Q-Kt1
31 B-Kt5	R-R1
32 R-R1	P-R4



Striving for an attack which succeeds in enlivening the game, but White has made too much headway.

33 R—R7                      P—Kt4  
34 P—B6!                      Kt—B2

Of course not 34 ... PxP; 35 RxRch. The Pawn now becomes an enormous power.

35 P—B7                      Q—QB1  
36 R—K3                      P—B5  
37 R—K1                      P—Kt5

Black cannot prevent what follows, as his pieces can hardly move.

38 KtxP!                      PxKt  
39 RxR                      BxR  
40 QxB                      Q—B4  
41 RxP                      Q—Kt8ch  
42 B—B1                      Resigns.

The threat is 43 P-B8(Q) or even 43 QxKtch! If 42 ... R-QB1; 43 R-Kt8 (43 Q-Q7 would allow 43 ... P-Kt6; 44 QxR, Q-K8, though 45 Q-Kt8ch! would still win). Q-B4; 44 P-Kt7!, etc. Played in the champion's vigorous style.

\* \* \*

### Game No. 67

#### NIMZOVITCH DEFENSE

New York, July, 1933

(Notes by I. A. Horowitz)

**R. Fine**                      **A. W. Dake**  
White                      Black

1 P—Q4                      Kt—KB3  
2 P—QB4                      P—K3  
3 Kt—QB3                      B—Kt5  
4 Q—B2                      Castles  
5 P—QR3                      BxKtch  
6 QxB                      P—Q3  
7 P—K3                      P—QKt3

Or 7 ... Q-K2 followed by P-K4, developing the B on its original diagonal.

8 B—Q3                      B—Kt2  
9 P—B3                      Kt—R4  
10 Kt—R3                      Q—R5ch  
11 Kt—B2                      P—KB4  
12 Castles                      Kt—Q2  
13 B—Q2                      P—K4

This permits White to shut out the B from its commanding diagonal. Instead 13 ... R-B2 followed by QR-KB1 and P-KKt4, after bringing the Q into safety, was the proper plan to pursue.

14 P—Q5                      P—R4

Inconsistent. The break at QB5 is inevitable, and the attempt of the text move to forestall it

not only loses time but also makes it more effective when it does arrive. White is now able to force open the QR file to his advantage. 14 ... Q-K2, followed by P-KKt4 was again indicated.

15 P—QKt4                      P—Kt3

The reason for this move is not quite apparent.

16 Kt—R3                      Q—K2  
17 Q—Kt2                      PxP

Opening the QR file to White's advantage, made necessary by Black's 14th move.

18 PxP                      KKt—B3  
19 P—K4                      P—B5  
20 Kt—Kt5                      KR—Kt1  
21 Kt—K6                      Kt—B1  
22 KtxKt                      QxKt  
23 RxR                      RxR  
24 R—R1                      .....

Now White seeks to exchange all the major pieces, as the advantage of his two Bishops, coupled with the threat of the eventual break, should prove sufficient to win.

24 .....                      Kt—Q2  
25 P—R3                      K—B2  
26 P—B5!                      .....

At last comes the break with telling effect.

26 .....                      KtPxP  
27 B—Kt5!                      RxRch  
28 QxR                      K—K2  
29 BxKt                      .....

Ignoring the threat of Bishops of opposite colors, as the weakness of Black's Pawn chain is enough to ensure White's ultimate victory.

29 .....                      KxB  
30 PxP                      K—K2  
31 B—Kt4                      B—B1  
32 PxPch                      PxP  
33 BxPch                      Resigns.

Black apparently overlooked this possibility on his 31st move, but the position was already lost.

\* \* \*

### Game No. 68

#### ENGLISH OPENING

New York, July, 1933

(Notes by I. A. Horowitz)

**A. W. Dake**                      **R. Fine**  
White                      Black

1 P—QB4                      P—K4  
2 Kt—QB3                      Kt—QB3  
3 P—KKt3                      P—Q3  
4 B—Kt2                      B—K3



5 P—Q3	P—B3
6 P—B4	Q—Q2
7 Kt—B3	KKt—K2
8 P—K4	B—R6
9 Castles	BxB
10 KxB	P—KR4

The idea of exploiting the weakness of the White squares was correct, but the timing was faulty. First 10 ... P-KKt3, followed by B-Kt2, and Castling either King or Queen side, whichever the position may warrant, was preferable.

11 P—KB5	P—KKt3
12 Kt—Q5	B—Kt2
13 Kt—R4	PxP
14 KKtxP	KtxKKt
15 RxKt	Kt—Q5
16 RxRP	.....

Safely capturing a Pawn, the result of Black's impetuous 10th move.

16 .....	Castles QR
17 Kt—K3	B—R3
18 Kt—B5	KtxKt
19 RxKt	BxB
20 RxB	Q—R2
21 P—KR4	QR—Kt1
22 P—R5	.....

Necessary for if 22 K-R3, RxPch!; 23 KxR, QxPch; 24 K-B3, Q-R7, with at least a draw.

22 .....	R—Kt2
23 RxBP	.....

If instead 23 Q-B3, R(R)-Kt1; 24 R-KKt1, RxPch; 25 QxR, RxQch; 26 KxR, Q-R3; with chances for a perpetual check.

23 .....	KR—Kt1
24 R—Kt6	RxR
25 PxR	QxP
26 Q—B3	K—Kt1

To avoid exchanging Queens by Q-B5ch.

27 R—B1	Q—R3
---------	------

A mistake which permits White to force the exchange of Queens. 27 ... P-Kt3, would still leave a very difficult game.

28 Q—B6	QxQ
---------	-----

Forced, otherwise Q-B8 threatens mate. The ending is now easily won.

29 RxQ	P—Kt3
30 R—B5	K—Kt2
31 P—QKt4	K—B3

32 K—B3	P—R4
33 P—R3	R—KR1
34 P—Kt5ch	K—Kt2
35 K—Kt2	R—KKt1
36 R—R5	R—Kt3
37 R—R4	R—Kt2
38 P—Kt4	P—B3
39 K—Kt3	PxP
40 PxP	R—QB2
41 P—Kt5	R—B6
42 R—R7ch	Resigns.

.....

Game No. 69

ENGLISH OPENING

New York, July, 1933

(Notes by I. A. Horowitz)

A. W. Dake	R. Fine
White	Black

1 P—QB4	Kt—KB3
2 Kt—KB3	P—B4
3 P—Q4	PxP
4 KtxP	P—K4

An early attempt to seize the initiative, the merit of which is questionable.

5 Kt—Kt5	.....
----------	-------

5 Kt-KB3, P-K5; 6 Kt-Q4, P-Q4; 7 Kt-QB3, PxP; 8 B-Kt5 followed by P-K3 is a good alternative.

5 .....	B—Kt5ch
---------	---------

Not 5 ... P-Q4; 6 PxP, KtxP; 7 QxKt, QxQ; 8 Kt-B7ch, etc.

6 B—Q2	.....
--------	-------

Or 6 QKt-B3, P-Q4; 7 PxP, Castles; and Black regains his Pawn with a satisfactory position.

6 .....	B—B4
7 B—B3	Q—Kt3
8 P—K3	P—QR3
9 KKt—R3	.....

If 9 P-QKt4, PxKt; 10 PxB, QxP; 11 PxP, Kt-K5 and Black stands well.

9 .....	Kt—B3
10 B—Q3	Castles
11 Castles	P—Q3
12 Kt—B2	B—K3
13 P—K4	.....

Forestalling P-Q4, but at the expense of extending the scope of Black's KB, which now bears on B7 with telling effect.



13 ..... Kt—KKt5

14 Q—B3 .....

Or 14 Q-K2, KtxBP; 15 RxKt, P-B4; 16 P-QKt4, BxRch; 17 QxB, QxQch; 18 KxQ, PxPch, etc.

14 ..... P—Kt3

15 Kt—Q2 KtxBP!

16 RxKt P—B4

17 PxP .....

If 17 Q-K2, BxRch as in the previous variation,

17 ..... BxKBP

18 BxB RxB

19 Q—Q5ch K—Kt2

20 Kt—K4 BxRch

At last capitalizing his advantage by a gain in material, but the position still requires careful play.

21 K—R1 QR—KB1

22 KtxP KR—B3

23 Kt—K4 .....

Black threatened B-B4, which would win a piece, because of the mating threat.

23 ..... R—Q1

24 KtxR RxQ

25 KtxR Q—B4

26 P—QKt3 P—QKt4

27 Kt—B4 Q—Q3

28 R—KB1 B—Q5

With this simplifying move, White's hopes for a draw are gone.

29 KtxB KtxKt

30 Kt—Q5 PxP

31 PxP Q—B4

32 B—Kt4 QxP

33 B—B8ch K—R1

34 Kt—K3 Q—K7

35 B—R6 Kt—B4

Resigns.

\* \* \*

Game No. 70

FRENCH DEFENSE

Mährisch-Ostrau, July, 1933

(Notes by I. Kashdan)

K. Gilg

White

1 P—K4

2 P—Q4

3 Kt—QB3

V. Petrow

Black

P—K3

P—Q4

Kt—KB3

4 B—KKt5

B—K2

5 P—K5

KKt—Q2

6 P—KR4

P—QB4

If 6 ... BxB; 7 PxB, QxP; 8 Kt-R3!, Q-K2; 9 Kt-B4, and White has a powerful attacking position for the Pawn. 6 ... P-QR3 or the more complicated 6 ... P-KB3 are alternatives to the text.

7 BxB

QxB

Because of the dangerous threat of Kt-Kt5, Black usually plays 7 ... KxB; 8 Q-Kt4, K-B1, and although the K side seems weak, Black's attack on the center is difficult to parry.

8 Kt—Kt5

Castles

Sacrificing at least the exchange, but planning an attack based on White's loss of time. The alternative is 8 ... K-Q1 (not 8 ... Kt-Kt3; 9 Kt-Q6ch, K-Q1; 10 PxP, Kt(Kt3)-Q2; 11 P-KB4, KtxBP; 12 P-B4! with a winning game); 9 Kt-Q6, PxP; 10 P-KB4, Kt-QB3, followed by P-B3, with interesting complications.

9 Kt—B7

PxP

10 KtxR

P—B3

Allowing the Kt to escape. Black plays consistently to open the lines, and completely disregards his material loss. Sounder was 10 ... KtxP, followed by QKt-B3 and P-QKt3, etc.

11 Kt—B7

PxP

12 Kt—Kt5

P—QR3

13 KtxP

.....

Getting rid of the dangerous Pawns. But having gone so far, White should have kept the piece with 13 Kt-R7. If then 13 ... Q-Kt5ch; 14 Q-Q2, QxP; 15 R-Q1, Kt-B4; 16 KtxB, RxKt; 17 P-B3, and it is doubtful whether Black has enough equivalent for the Rook minus.

13 .....

PxKt

14 QxP

Kt—QB3

15 Q—Q2

Kt—B3

16 B—Q3

P—K4

17 Castles QR

P—K5

The strong Pawns give Black excellent chances, although he is still the exchange behind.

18 B—K2

B—K3

19 K—Kt1

P—Q5

20 P—R3

P—QKt4

21 Kt—R3,

R—B1

22 Kt—Kt5

.....



The Kt is insecurely placed here, but if 22 Kt-B4, B-B4, threatening P-K6, is difficult to meet.

22 ..... B-Q4

If now 22 ... B-B4; 23 Q-B4, Q-B4; 24 P-KKt4, etc.

23 P-KB3 .....

Allowing Black's advance is very risky. But White is hard up for good moves.

23 ..... P-K6

24 Q-Q3 Q-Q2!

Threatening to win the Queen by B-B5, which forces a further weakening.

25 P-B3 PxP

26 QxBP P-Kt5!

Starting an energetic combination, which should only have succeeded in drawing, however.

27. PxP Kt-Q5!

28 QxKt? .....

But this loses quickly. Necessary was 28 QxRch, QxQ; 29 RxKt. Black's best would then be 29 ... Q-B4ch; 30 K-B1 (if 30 K-R1, Q-B7 wins, or 30 B-Q3, Q-K4; 31 R-Q1, QxR! 32 BxPch, KtxB; 33 RxQ, P-K7! wins), Q-B1ch; 31 K-Kt1 (if 31 K-Q1, P-R3; 32 Kt-K4, B-Kt6ch; 33 K-K1, KtxKt; 34 PxKt, Q-B8ch; 35 B-Q1, BxB; 36 RxB, QxP, with a winning end-game), Q-B4ch, and draws by perpetual check.

28 ..... Q-R5

29 P-QKt3 BxKtP

30 B-B4ch .....

The best chance, to at least delay matters. If 30 Q-Kt2, B-B7ch wins at once.

30 ..... BxB

31 Q-Kt2 Kt-Q4

32 R-Q4 B-R7ch??

With the win at hand, Black throws away the game. His idea is if 33 QxB, Kt-B6ch, but he overlooks that the Knight is pinned! He had an easy victory in several ways, the quickest being 32 ... B-Kt6; 33 R-QB1, B-R7ch; 34 K-R1, RxRch; 35 QxR, B-Kt6ch, forcing mate.

33 QxB QxQch

34 KxQ Kt-B6ch

35 K-Kt2 Resigns.

A highly interesting game, despite the bad misplays on both sides.

# Game No. 71

## QUEEN'S INDIAN DEFENSE

New York, June, 1933

(Notes by I. A. Horowitz)

E. S. Jackson

R. Willman

White

Black

1 Kt-KB3

Kt-KB3

2 P-Q4

P-K3

3 P-B4

P-QKt3

4 P-KKt3

B-Kt2

5 B-Kt2

B-Kt5ch

6 B-Q2

Q-K2

7 Castles

Castles

8 Kt-B3

BxQKt

9 BxB

P-Q3

10 Q-B2

QKt-Q2

11 QR-Q1

Kt-K5

12 Kt-Q2

.....

Better is 12 Kt-Kt5, QxKt; 13 BxKt, when White retains the slight advantage of B for Kt.

12 ..... KtxB

13 QxKt

BxB

14 KxB

P-KB4

15 P-K3

Kt-B3

The balanced position calls for a logical method of play. White is to advance his Queen side Pawns and eventually break at QB5, and Black should counter with a timely advance of his King side Pawns. 15 ... R-B2, followed by QR-KB1 and P-KKt4, was indicated.

16 P-B3

QR-K1

17 P-QKt4

P-K4

18 P-Q5

P-K5

18 ... P-KKt4 appears to be more accurate. The text gives up the central square Q4, which White may occupy with his Kt, and gets nothing in return.

19 P-B4

Kt-Kt5

20 Kt-Kt3

Q-B3

21 Kt-Q4

P-KR4

22 P-KR4

.....

22 P-KR3 first, driving the Kt, and then P-KR4 gains an important tempo.

22 ..... P-R4

P-R4

Black's King side attack being effectively defeated, he is now met with the problem of repelling White's Queen side advance. As no happy solution suggests itself, Black adopts the text to create a diversion.

23 PxP

R-R1



If instead 23 ... PxP; 24 R-QKt1, followed by R-Kt5, and White's position is superior.

24 PxP	RxPch
25 R-Q2	R-R5

25 ... RxRch; 26 QxR, PxP; 27 R-QKt1 would still leave White with the upper hand. The text threatens 26 ... RxP; 27 QxR, KtxPch winning the Q.

26 R-K1	.....
---------	-------

But here White misses an opportunity. Instead 26 P-Kt7 would leave Black defenseless against the menacing Pawn. 26 P-Kt7, R-Kt1; 27 R-QKt1, RxBP; 28 Q-R3!, etc.

26 .....	PxP
27 Q-Kt3	KR-R1
28 QxP	RxP
29 Q-Kt7	R-R6
30 Q-Kt8ch	K-R2
31 Kt-K6	.....

Threatening 31 Kt-Kt5ch, K-Kt3; 32 Q-K8ch, K-R3; 33 Q-R8ch, K-Kt3; 34 Q-R7 mate.

31 .....	Q-K2
32 R-Kt2	KtxPch?

Missing a chance. 32 ... RxP; 33 RxR, KtxRch; 34 K-R3, R-B8; 35 Kt-Kt5ch, K-Kt3; 36 Q-KR8, R-R8ch; 37 R-R2, RxRch; 38 KxR, Kt-Kt5ch; 39 K-Kt2, Kt-B3 wins.

33 RxKt!	RxR
34 Kt-Kt5ch	K-Kt3
35. Q-KR8?	.....

35 R-Kt7, R-B7ch; 36 K-B1 (K-R3, R-K7!), R-R6 wins for Black. But 35 R-Kt6!, R-B2; 36 Q-K8ch!! (QxQ; RxPch and mate), K-B3; 37 QxP and Black is helpless.

35 .....	R(B5)-B6
36 Q-R7ch	K-B3
37 QxRP	RxPch
38 K-R2	Q-R2
39 Q-Q1	Q-K6
40 Q-KB1	R-R6ch
41 KtxR	Q-Kt6ch
42 K-R1	QxKtch
43 QxQ	RxQch
44 K-Kt2	RxP
45 R-KB2	R-Kt5ch
46 K-B1	P-Kt4
Resigns.	

## Game No. 72

### ZUKERTORT GAME

New York, June, 1933

(Notes by I. A. Horowitz)

<b>R. Willman</b>	<b>A. Denker</b>
White	Black

1 Kt-KB3	P-Q4
2 P-B4	P-Q5
3 P-QKt4	P-QB4
4 P-K3	P-KKt3

4 ... PxKP; 5 BPxP, PxP; 6 P-Q4 leads to the Blumenfeld variation, White having a move in hand. The strong center would more than compensate for the Pawn minus.

5 B-Kt2	.....
---------	-------

Instead 5 KPxP, PxP; 6 P-Q3 followed by the fianchetto of the KB, commanding the strong diagonal KR1-QR8, was more exact. The development of the QB should be determined only after the position assumes a definite form.

5 .....	B-Kt2
6 KtPxP	.....

Here again 6 PxQP, playing for a Queen side Pawn majority, offers better prospects. The text permits Black to establish a firm center, with little counter-play for White.

6 .....	Kt-QB3
7 P-Q3	P-K4
8 PxP	.....

A good alternative would be 6 P-K4, followed by P-KKt3 and B-Kt2, and the eventual break by P-KB4.

8 .....	PxP
9 QKt-Q2	P-B4
10 B-K2	.....

The scope of the B is very limited on this square. P-KKt3 and B-Kt2 was again indicated.

10 .....	Kt-R3
11 Castles	Castles
12 R-K1	P-KKt4

White's inaccurate handling of the opening permits Black to become the aggressor.

13 Kt-Kt3	P-Kt5
14 Kt(B3)-Q2	B-K4
15 B-KB1	BxPch?

Too impetuous. 15 ... Q-B3 followed by B-Q2 and QR-K1, would lend great impetus to Black's onslaught.

16 KxB	Q-R5ch
17 K-Kt1	P-B5
18 KtxP	.....

A simple and effective defense.



18 ..... KtxKt  
If instead 18 ... P-Kt6; 19 PxP, PxP; 20 Kt(Q4)-B3, and the attack is beaten back.

19 BxKt Kt-B4  
20 B-K5 .....

The only move, but quite satisfactory.

20 ..... P-Kt6  
21 PxP PxP

21 ... KtxP; 22 Kt-B3 leads to nothing.

22 Kt-B3 Q-R4  
23 R-K4 .....

White now comes into his own, and quickly concludes the game.

23 ..... B-Q2  
24 Kt-R4! Kt-Kt2  
25 BxKt QxPch?  
26 B-Q4 Resigns.

\* \* \*

### Game No. 73

#### QUEEN'S INDIAN DEFENSE

Bad Pyrmont, July, 1933

(Notes by I. Kashdan)

**E. Bogoljubow** **F. Saemisch**

White

Black

1 P-Q4 Kt-KB3  
2 P-QB4 P-K3  
3 Kt-KB3 P-QKt3  
4 P-K3 .....

4 P-KKt3, to balance the effect of Black's fianchetto, is the approved line. However, the text, being a normal developing move, is also good.

4 ..... B-Kt2  
5 B-Q3 B-Kt5ch  
6 KKt-Q2 .....

Seemingly loss of time, but the idea is to clear the way for P-B3 and P-K4, if necessary, to block the B at Kt2. White's Queen side pieces will have no trouble in developing.

6 ..... Castles  
7 Castles BxKt

Black should wait till this is forced. 7 ... P-Q4, followed by QKt-Q2 and P-B4, is a good plan.

8 KtxB P-Q3  
9 P-QKt4 .....

White has a good hold on the position, and this and the next moves further restrict Black's game.

9 ..... QKt-Q2

10 B-Kt2 P-K4  
11 Q-B2 Q-K2  
12 P-QR4 P-B4

Opening the lines only helps White, but there is little better. If 12 ... P-QR4; 13 PxRP, RxP; 14 Kt-Kt3, QR-R1; 15 P-R5! Or 12 ... P-Q4; 13 P-B5! with marked advantage for White in both cases.

13 KtPxP KtPxP  
14 P-Q5 QR-K1  
15 Q-B3! .....

Preventing 15 ... P-K5, when 16 KtxP! would win. Although the diagonal is at present closed, it exercises a restraining influence on Black's plan to advance on the K side.

15 ..... Kt-R4

Losing time. 15 ... R-Kt1, followed by Kt-K1 and P-B4 is a better sequence.

16 B-K2 KKt-B3  
17 P-B3 Kt-Kt1  
18 QR-K1 KKt-Q2  
19 P-B4 P-B4  
20 Kt-B3 P-KR3

If 20 ... P-K5; 21 Kt-Kt5 and Kt-K6 follows.

21 PxP PxP  
22 P-Kt3 P-Kt4

Far too risky in view of Black's generally inferior position. 22 ... P-B5 would not do because of 23 KPxP, PxP; 24 B-Q3, Q-B2; 25 B-R3; 29 KR-R3, etc.); 21 Q-K5 with a winning sition, would have offered some resistance.

23 Kt-Q2 P-Kt5  
24 P-K4! Kt-Kt3

A diversion which doesn't help matters. If 24 ... Q-Kt4; 25 PxP, RxP; 26 Kt-K4, RxRch; 27 RxR, Q-Kt3; 28 B-Q3, Q-R3 (there is no better square); 29 R-B4!, P-R4; 30 R-B5 wins easily.

25 B-Q1 Q-Q2  
26 P-R5 Kt-R5  
27 BxKt QxB  
28 PxP Kt-Q2  
29 Kt-K4 B-R3  
30 P-B6 QxBP

This loses a piece, but there is nothing to do.

31 QxQ BxQ  
32 P-B7ch! RxP  
33 RxR KxR  
34 Kt-Q6ch K-K2  
35 KtxB Resigns.



## Game No. 74

RUY LÓPEZ

Bad Pyrmont, July, 1933

(Notes by I. Kashdan)

**E. Bogoljubow P. S. Leonhardt**

White	Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Castles	B—K2
6 R—K1	P—Q3

Probably the strongest defense is the Rubinstein variation, 6 ... P-QKt4; 7 B-Kt3, P-Q3; 8 P-B3, Kt-QR4; 9 B-B2, P-B4; 10 P-Q4, Q-B2, etc.

7 P—B3 . . . . .

Also good is 7 BxKtch, PxP; 8 P-Q4, obtaining command of the center, though the two Bishops are an asset for Black.

7 . . . . . Castles  
8 P—KR3 . . . . .

To prevent the pin. If 8 P-Q4, P-QKt4; 9 B-Kt3, PxP; 10 PxP, B-Kt5; 11 B-K3, P-Q4 (not 11 KtxKP? B-Q5 wins); 12 P-K5, Kt-K5 with a good game.

8 . . . . . B—Q2  
9 P—Q4 R—B1

An unusual move, but it has its points, preparing for the eventual opening of this file. 9 ... R-K1, to be followed by B-KB1 is frequently adopted.

10 B—Kt3 P—R3  
11 QKt—Q2 PxP  
12 PxP Kt—QR4  
13 B—B2 P—B4  
14 P—QKt3! . . . . .

Much better than 14 P-Q5, which blocks the game. The long diagonal, combined with White's elastic center, will be an important force.

14 . . . . . R—K1  
15 B—Kt2 P—QKt4  
16 R—QB1 P—B5  
17 PxP KtxBP  
18 KtxKt RxKt  
19 Q—Q3 . . . . .

With the powerful threat of P-K5. The strength of the White center Pawns is now apparent.

19 . . . . . Kt—R2

20 Kt—Q2 R—QB1  
21 P—B4 Kt—B1  
22 Kt—B3 Q—Kt3  
23 K—R2 P—Kt5

Black's best chance is in the advance of these Pawns, but in the long run there is no sufficient defense to White's coming attack.

24 P—Q5 B—QKt4  
25 Q—Q2 B—B5?

Allowing White an entrance on a strong diagonal. Best was 25 ... P-QR4, when White could continue 26 P-K5!, etc.

26 B—R4! KR—Q1  
27 Kt—Q4 B—R5

If 27 ... BxP; 28 Kt-B6, R-K1; 29 B-Q4 wins a piece.

28 P—Kt3 B—B3  
29 Kt—B6! BxB  
30 QxB B—Kt4?

Losing a whole Rook. 30 ... RxKt was necessary, but the position was equally hopeless.

31 BxB QxB  
32 Kt—K7ch Resigns.

\* \* \*

## Game No. 75

RUY LÓPEZ

Berlin, June, 1933

(Notes by F. Reinfeld)

**K. Richter F. Saemisch**

White	Black
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	P—Q3
5 BxKtch	. . . . .

Probably the strongest continuation. 5 P-Q4 is met by 5 ... P-QKt4, and if 5 P-B3, B-Q2; 6 P-Q4, P-KKt3; 7 Castles, B-Kt2; etc.

5 . . . . . PxP  
6 P—Q4 P—B3  
7 Q—Q3! . . . . .

The idea of Castling QR is an excellent one and gives White far better prospects than the relatively tame continuation 7 Castles, Kt-K2!; 8 Kt-R4, B-K3 (Balogh-Kashdan, Gyor, 1930). Kashdan points out that if now 9 P-KB4, B-B5; 10 R-B3, PxBP; 11 RxP, P-Kt4; 12 RxP, PxKt; 13 Q-R5ch, Kt-Kt3; 14 RxKt, B-B2; 15 R-K6ch, B-K2; and wins.







# A NEW IDEA IN THE SLAV DEFENSE

By Lajos Steiner

AT one time in great vogue, the Slav Defense is showing signs of passing out of favor in master play. Especially in the position after 1 P-Q4, P-Q4; 2 P-QB4, P-QB3; 3 Kt-QB3, Kt-KB3; 4 Kt-B3 Black is developing a distaste for 4 ... PxP, as after 5 P-QR4, B-B4 (to prevent P-K4); 6 P-K3 (or even 6 Kt-K5) Black has difficulty in maintaining his ground. The Bishop at B4 will give him trouble, if White succeeds, as he usually does, in forcing P-K4. Therefore most players are avoiding 4 ... PxP; playing instead 4 ... P-K3, allowing 5 B-Kt5, etc., in the orthodox variation of the Queens Gambit Declined.

Now let us examine more carefully the position after:

1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 Kt-QB3	Kt-KB3
4 Kt-B3	PxP

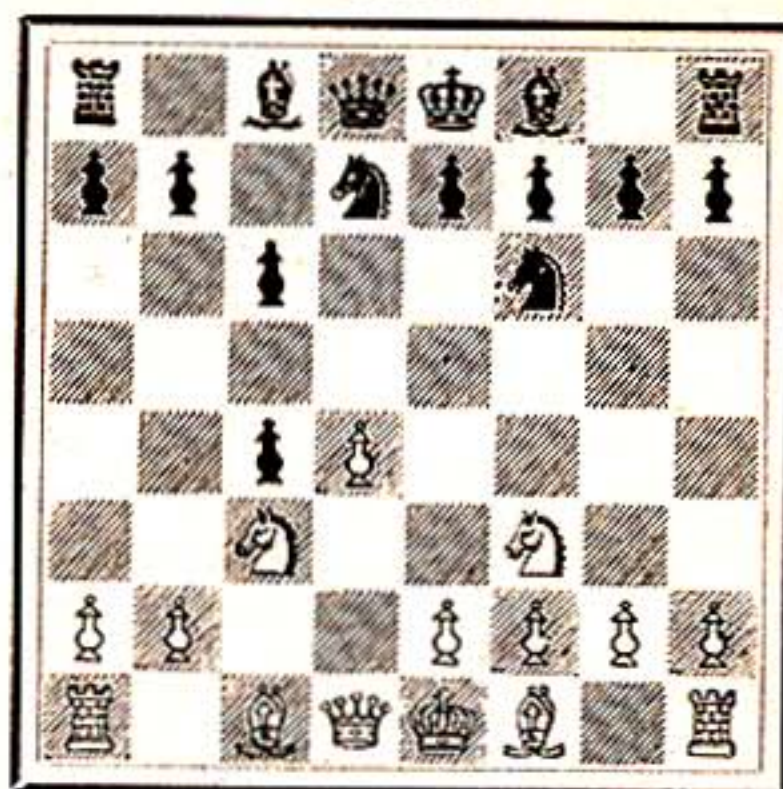
Is this really unsatisfactory? White now almost has to play

5 P-QR4 .....

weakening his Queen's side, but threatening 6 P-K4 followed by P-K5. To prevent this Black generally plays 5 ... B-B4, exposing the Bishop and taking it away from the square, where in spite of its lack of space, it is of most use in this opening. But how can Black otherwise prevent 6 P-K4? There is no way. But he can prevent the later P-K5, and gain enough counter-play by

5 ..... QKt-Q2!

Black



White

White to play

Position after 5 ... QKt-Q2

White now can continue with either 6 P-K4 or P-K3, which we shall examine in turn.

## PART I

6 P-K4 P-K4!

Prevents P-K5 and gives Black more space.

(A) 7 BxP PxP  
8 P-K5 .....

After 8 QxP, B-B4; 9 Q-Q3, Kt-Kt5; 10 Castles, Castles; 11 B-B4, Q-B3 (Pikler, L. Steiner, Budapest, 1933); Black's game is preferable as 12 B-KKt5, can be answered by 12 ... QKt-K4!; 13 BxQ, KtxQ; 14 BxKt, PxP! with two Bishops and the better end-game prospects.

8 ..... Kt-Kt3

It is a pity that the beautiful variation 8 ... KtxP; 9 KtxKt, B-K3! which would regain the piece, is not playable, because after 8 ... KtxP, White plays simply 9 Q-K2, B-K3; 10 KtxKt, B-Q3; 11 KtxKBP! winning quickly.

9 B-Kt3	B-QKt5
10 PxKt	PxKt
11 Q-K2ch	B-K3
12 Castles	.....

If 12 BxB, obviously 12 ... PxPch making a new Queen.



12 ..... QxP  
13 B—Kt5 Q—B4

and White has not enough for the lost Pawns.

(B) 7 KtxP KtxKt  
8 PxKt QxQch  
9 KxQ Kt—Kt5

regaining the Pawn with advantage for Black.

(C) 7 PxP Kt—Kt5  
8 P—K6 .....

After 8 BxP, QKtxP; 9 QxQch, KxQ; 10 KtxKt, KtxKt; 11 B-K2, B-QB4, Black is well developed and has nothing to fear.

8 ..... PxP  
9 Kt—KKt5 QKt—K4  
10 QxQch KxQ  
11 P—B4 .....

If 11 P-R3, Kt-R3; 12 P-B4, Kt-Q6ch, etc.

11 ..... P—KR3  
12 PxKt PxKt  
13 BxPch K—K1

Better than 13 ... K-B2, as the King has to guard the square KB2 against the possible entrance of a White Rook.

14 BxP B—B4!  
15 Castles QR! .....

If 15 B-B4, Kt-K6; 16 BxKt, BxB; 17 Kt-K2, R-R4; etc. Or if 15 K-K2, KtxKP; 16 B-Kt3, B-Q2, to be followed by P-Kt4 with a good game.

15 ..... B—K2

Not 15 ... B-K6ch; 16 BxB, KtxB; 17 R-Q4, P-B4; 18 B-Kt5ch! with advantage for White.

16 BxB KxB  
17 R—Q2 KtxKP

followed by B-Q2 with a satisfactory game.

In this variation, instead of 9 Kt-KKt5, White can play:

9 BxP QKt—K4  
10 QxQch KxQ  
11 B—Kt5ch K—K1  
12 KtxKt KtxKt  
13 B—K2 B—B4

14 Castles Kt—B2

with even chances.

As we have seen then, 6 P-K4 is by no means disastrous for Black. Therefore in seeking a refutation for 5 ... QKt-Q2, White must try 6 P-K3. This was the course usually followed in the few times this variation has been played.

## PART II

6 P—K3 P—K3  
7 BxP B—Kt5

7 ... B-Q3 is unsatisfactory for Black after 8 P-K4, P-K4; 9 PxP, KtxP; 10 KtxKt, BxKt; 11 QxQch, KxQ; 12 BxP, etc.

8 Castles .....

Black



White

Black to play

Position after 8 Castles

In this position my first intention was to prevent Kt-K5 and also prepare to play P-K4 in answer to White's P-K4. Therefore against Pirc in Hastings, 1932, I played

8 ..... Q—B2  
9 Q—Kt3 P—QR4  
10 P—K4! .....

This possibility disproved my plan, as after 10 ... BxKt; 11 PxB, KtxP; he can play B-R3 or even 12 BxP! with the better game. The continuation was:

Continued on page 23



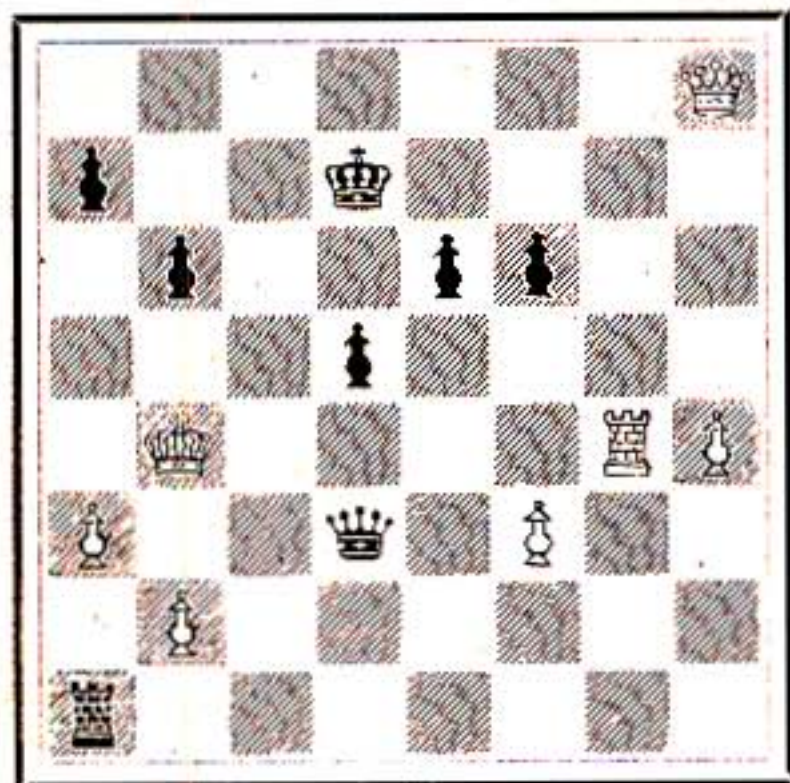
# MISTAKES OF THE MASTERS

By Lester W. Brand

ROGASKA-SLATINA, 1929

TAKACS

Black



White

PRZEPIORKA

*Black to play and win*

Situation: Last game of tournament. The big hall is empty except for the two contestants. The slant rays of the afternoon sun streak across the board. Takacs is tired after a hard tournament and a long game. He had worked desperately for a win, for winning this game meant a tie with Flohr for second prize. All his weary brain could grasp was that P-QR4ch followed by Q-B7ch would get him nowhere. So he checked a few times with his queen, getting back to the diagram position, and agreed to a draw.

Takacs could have won with 1 ... R-KKt8! (threatening RxRch and Q-B5 mate); R-Kt7ch, RxR; 3 QxRch, K-B3; 4 Q-Kt4, P-QR4ch; 5 K-R4, Q-Kt4 mate.

Again, if 2 Q-Kt7ch, then K-B3 with the same mating procedure threatened.

If 2 R-KB4, Q-Q7ch wins the Rook. Finally, if 2 Q-Kt8, Q-B5ch!; 3 RxQ, RxQ; with a won end-game Quod erat demonstrandum.

DEBRECEN, 1925

MATTISON



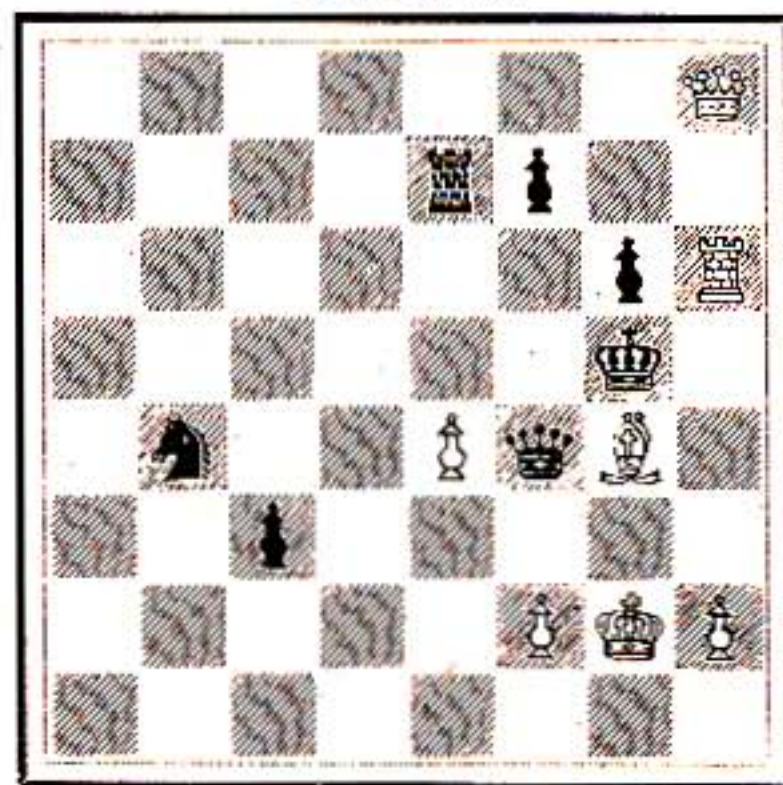
P. JOHNER

*White to play and win*

White played 25 Q-Kt4? and mistakenly announced mate in six. A mate could actually have been forced by 25 R(Q)-KKt1, Kt-Kt3; 26 Q-K3, or 25 ... Kt-R2; 26 Q-Q3. Black answered Q-Kt4 by Kt-Kt3, the game continuing: 26 Q-R5?, Q-B3ch; 27 K-Kt1, Q-K5ch; 28 K-R1, Q-R5; 29 QxQ, KtxQ; with a win for Black. Instead of his poor 26th move, White still could have won by 26 RxKt, PxR; 27 QxP, R-Q2; 28 P-B7, RxP; 29 QxR, etc.

LENINGRAD, 1925

SUBAREW



LOEWENFISCH

*White to play and win*

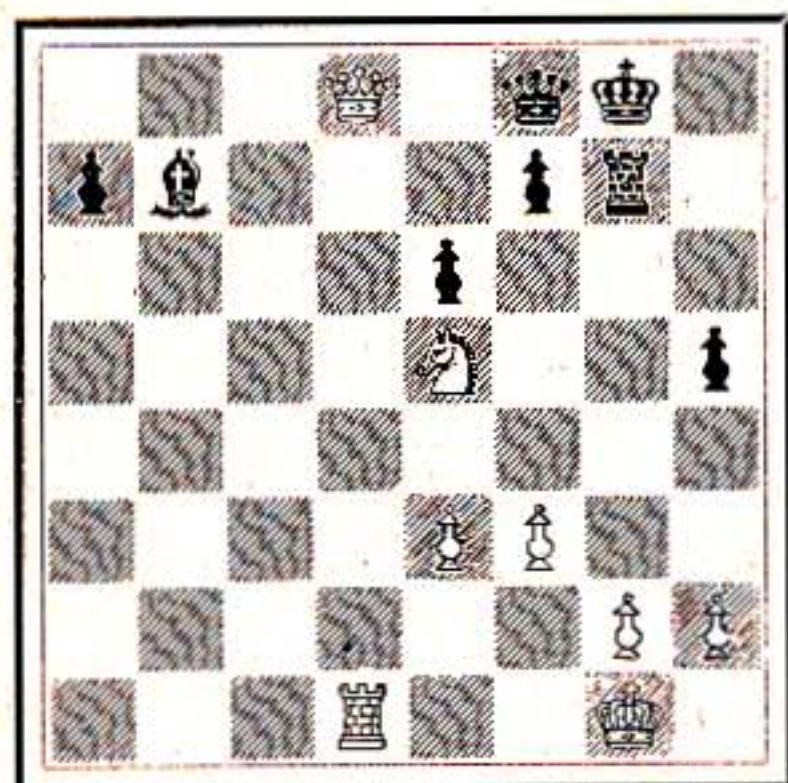


In time difficulties, White forced perpetual check by 44 R-R5ch, P×R; 45 Q×Pch, K-B3; 46 Q-R8ch. A later analysis showed that 44 R-KR3! would win in all variations, for example: 44 ... Q×Bch; 45 R-Kt3, P-B7; 46 P-R4ch, K-B5; 47 Q-B6ch, etc.

BAD KISSINGEN, 1928

RUBINSTEIN

Black



White

MARSHALL

*White to play and win*

With the game almost in his grasp, Marshall here sacrificed the fruits of victory by an unfortunate move. After 30 Q-B6? there followed Q-B4!; 31 Q-Q8ch, K-R2; 32 Q-Q3ch, P-B4; etc.

Instead of a Rubinstein win, this game would have been a Marshall win after 30 Q-R4! as he answers 30 ... Q-B4 with mate in three. The replies of 30 ... B-Q4 and 30 ... P-B3 are now answered by 31 Kt-Q7, winning. The winning move is superior to the losing move chiefly in two respects: it keeps command of the KR file and it keeps KB6 open for the Knight.

## A New Idea in the Slav Defense...

Continued from page 21

10	.....	Castles
11	P-K5	Kt-Q4
12	B-Q3	.....

with good attacking chances for White.

To avoid this possibility I played against Dr. Vadja in the diagram position:

8	.....	Q-R4
9	B-Q2!	Castles
10	Kt-R2?	BxB
11	QxB	QxQ
12	KtxQ	P-K4

when Black no longer has anything to fear.

However if 10 Q-Kt3! instead of 10 Kt-R2, Black's Queen and Bishop cannot move, and it is difficult to see how he can free his game.

The correct continuation seems to be:

8	.....	Castles
9	Kt-K5	KtxKt
10	PxKt	QxQ
11	RxQ	Kt-Q4

when the weakness of White's Queen side will balance any advantage in the open file.

After 8 ... Castles, White can play to command the center with:

9	Q-K2	Q-R4
10	P-K4	P-K4!
11	PxP	QKtxP
12	KtxKt	QxKt
13	P-B4	Q-QR4!
14	P-K5	R-K1

Not 14 ... B-KKt5; 15 Q-Q3, KR-Q1; 16 Q-Kt3, Q-B4ch; 17 B-K3, QxB (B5); 18 PxKt and the Bishop is lost.

15	B-K3	.....
----	------	-------

15 Q-Q3 could now be answered by 15 ... R-Q1; 16 Q-K2, B-KKt5, etc.

15	.....	B-KB4
16	K-R1	Kt-Q2

leaving an interesting game with chances for both sides.



# THE POWER OF THE KNIGHT

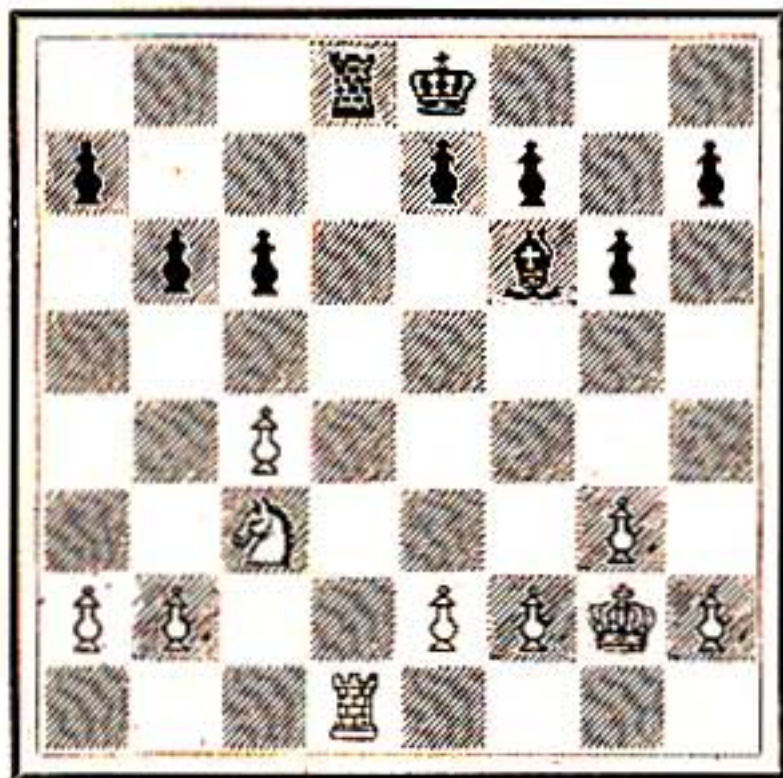
By **Barnie F. Winkelman**

**A**MONG the masters, José R. Capablanca became noted for his maneuvers of the knight, early in his career. Among the composers, the end-game studies of Henri Rinck stand out. The former represents the best technique of the fighting tournament expert, who evolves his combinations over the board. The latter charms by the daring of his imagination and the artistry of his execution.

Let us first consider an actual game which emphasizes the fact that in certain positions, the knight's moves hold great resources. On the other hand, artificial endings may lead us to overvalue the knight in actual play.

At Bad Kissingen, in 1918, Capablanca was opposed by the Dutch expert Max Euwe, then in his middle twenties. Capablanca played the opening carefully, holding the draw in hand, as is his custom with the black pieces. The result—early exchanges in which Euwe joined, seemingly content with the ending that was produced.

CAPABLANCA



EUWE

Position after 16 ... K—K1

White continued:

17 RxRch	KxR
18 Kt—Q1	K—Q2

Now we have an apparently innocuous end-game after only seventeen moves. But Black has the Bishop, by modern theory presumed to be superior to the Knight. Kashdan believes the Bishop to be the stronger piece in practically all end-game positions. Some observers exclude situations where most of the Pawns are on the board in unbroken lines, such as here. The further exception must also be noted where numerous pieces are on the board, and considerable mid-game play remains.

At any rate the game continued:

19 K—B3	K—Q3
20 K—K3	K—B4
21 K—Q3	K—Kt5!

Aggressive play, probably foreseen by Black throughout the early stages.

22 P—B4	P—K4
---------	------

The hemming in of the Bishop by P-K4 and P-K5 is to be avoided.

23 P—K4	PxP
24 PxP	B—Kt2

But it cannot be prevented, so Black makes the best of it.

25 P—K5	B—R3
26 Kt—K3	BxP
27 Kt—B2ch	K—R4
28 K—K4	BxRP
29 Kt—Q4	K—Kt5
30 KtxPch	KxP

As hectic an ending as was ever witnessed in master play. Anything might happen now. Not often does Capablanca expose himself to such critical turns.

31 Kt—Q8	.....
----------	-------

White knows he is in a desperate situation. KtxRP would offer only slight hope against Black's advance of the KRP.

31 .....	BxP
----------	-----

Black boldly gives up the bishop, for the third pawn. It looks like the simplest road to victory, but—

32 KxB	K—Q6
--------	------

Continued on page 26



# THRILLS OF CHESS HISTORY

By Irving Chernev

THE great masters of American chess have almost invariably made their debut in International tournaments in sensational style. Morphy was the first American master to electrify Europe with the vigour and accuracy of his onslaughts. Then Pillsbury startled the world by snatching the first prize at Hastings, 1895, in spite of the participation of one of the strongest fields ever entered in a tournament. In 1904 Marshall upheld the tradition by winning the Cambridge Springs tourney without the loss of a game, outranking Lasker, Janowsky, Schlechter, and Pillsbury amongst others. Seven years later, Capablanca was the hero of the hour. He won his spurs by a remarkable victory at San Sebastián. In 1925 Carlos Torre impressed Europe with the quality of his play.

Shortly after, America had another surprise for the European talent. Young Kashdan quickly made his presence felt and was recognized as a qualified member of the few players who can be rightfully called "Grand-Masters."

To return to one of the History-making tournaments—Cambridge Springs, 1904. Naturally enough the ultimate winner was expected to be Lasker, Janowsky or possibly Pillsbury. The latter, though, was ill and hardly fit to go through a strenuous tournament. In spite of this circumstance, the crowd looked forward to the battle between him and Lasker. Their previous meeting at London in 1899 had resulted in

a draw after an exciting attack by Pillsbury. Lasker had barely been able to save himself by perpetual check. In the great Nuremberg tourney of 1896, Pillsbury had beaten Lasker in such decisive style as to receive the first brilliancy prize. On the other hand, Lasker had won from Pillsbury in St. Petersburg the same year in a game which he himself felt to be the best he ever played. Small wonder then that the crowd expected a treat when the two met again. And they were not disappointed. Pillsbury had not forgotten the 1896 beating, and had prepared an improvement on his play which he had saved for eight years for his old opponent. Energetically following up his opening advantage, Pillsbury made short work of the mighty Lasker.

The game follows:

## QUEEN'S GAMBIT DECLINED

Cambridge Springs, 1904

H. N. Pillsbury Dr. E. Lasker

White	Black
1 P—Q4	P—Q4
2 P—QB4	P—K3
3 Kt—QB3	Kt—KB3
4 Kt—B3	P—B4
5 B—Kt5	BPxP
6 QxP	Kt—B3
7 BxKt!	.....

The new move! Previously Pillsbury had played 7 Q—R4 followed by Castling on the Queen side.

7 ..... PxP

If 7 ... QxB, 8 QxQ wins a pawn for White and 7 ... KtxQ; 8 BxQ, Kt—B7ch; 9 K—Q2, KxB; 10 KxKt leaves White with the better ending.

8 Q—R4 PxP

The alternative 8 ... F—Q5 would allow White to Castle with an attack on the weak Queen Pawn.

9 R—Q1	B—Q2
10 P—K3	Kt—K4
11 KtxKt	PxKt
12 QxBP	Q—Kt3
13 B—K2	QxKtP
14 Castles	R—B1



15 Q—Q3                      R—B2  
 16 Kt—K4                    B—K2  
 17 Kt—Q6ch                K—B1

No better was 17 ... BxKt, 18 QxB, Q-B6; 19 B-Kt5! After the text, though, the Knight controls the board and puts to shame the opponent's two Bishops.

18 Kt—B4                    Q—Kt4  
 19 P—B4!                    .....

More trouble coming.

19 .....                    PxP  
 20 Q—Q4                    P—B3

Forced, as 20 ... R-Kt1; 21 QxBP would threaten mate as well as the Queen's Rook.

21 QxBP                    Q—QB4

22 Kt—K5                    B—K1  
 23 Kt—Kt4                   P—B4  
 24 Q—R6ch                K—B2

24 ... K-Kt1 would lead to this pretty finish. 25 QxKPch, B-B2; 26 Kt-R6ch, K-Kt2; 27 QxBch, KxKt; 28 RxP, QxPch; 29 K-R1, QxB; 30 R-Q6ch!, BxR; 31 Q-B6, mate.

25 B—B4!                    R—B3  
 26 RxPch!                   QxR  
 27 R--B1                    QxRch  
 28 KxQ                      B—Q2  
 29 Q—R5ch                K—Kt1

Or 29 ... K-Kt2; 30 Q-K5ch, etc.

30 Kt—K5                    Resigns.

No other player ever beat the worthy Doctor so decisively.

## The Power of the Knight

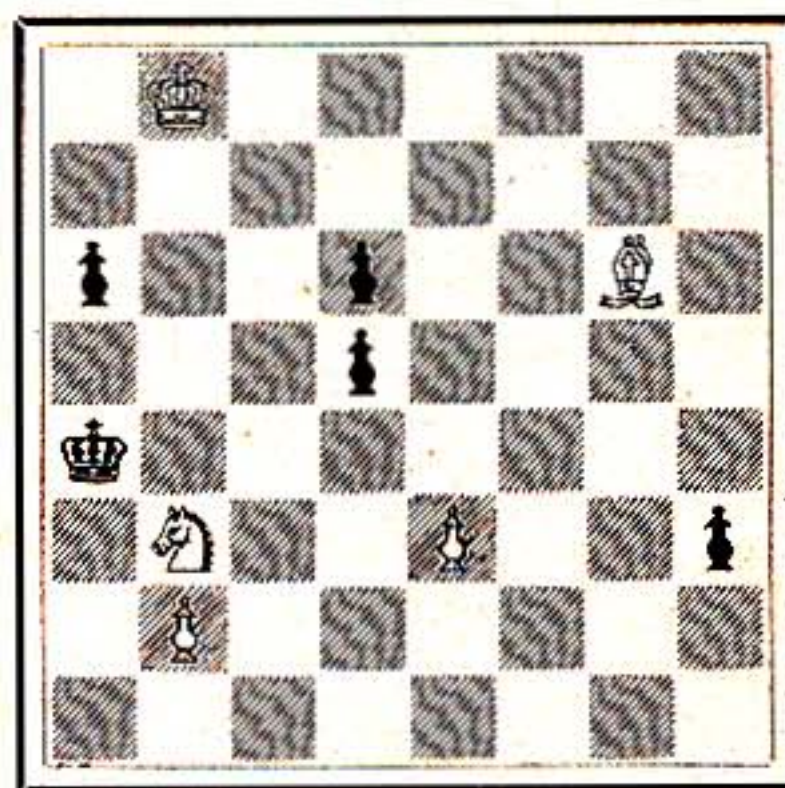
Continued from page 24

33 KtxP                      K—B7  
 34 P—Kt4                    K—B6  
 35 P—Kt5                    K—Kt5  
 36 Kt—Q6                    P—KR4  
 37 K—B4                    K—B4  
 38 Kt—B8                    KxP  
 39 KtxPch                    K—Kt5  
 40 Kt—B8                    P—QKt4  
 41 Kt—K7                    K—R6  
 42 KtxP                      KxP  
 43 Kt—K5                    Drawn.

Thus Euwe with a lone knight drew against three pawns, in a battle with the greatest exponent of knight-play of modern times.

Now to turn to an end-game composition by Henri Rinck, we note a beautiful example of the power of the knight. The following is one of Rinck's finest and should be noted carefully, because it embodies all that is best in his play.

Black



White

*White to play and win*

1 Kt—B1                    P—R7  
 2 B—K8ch                   K—R4

Otherwise, the knight will check and stop the rook pawn from queening.

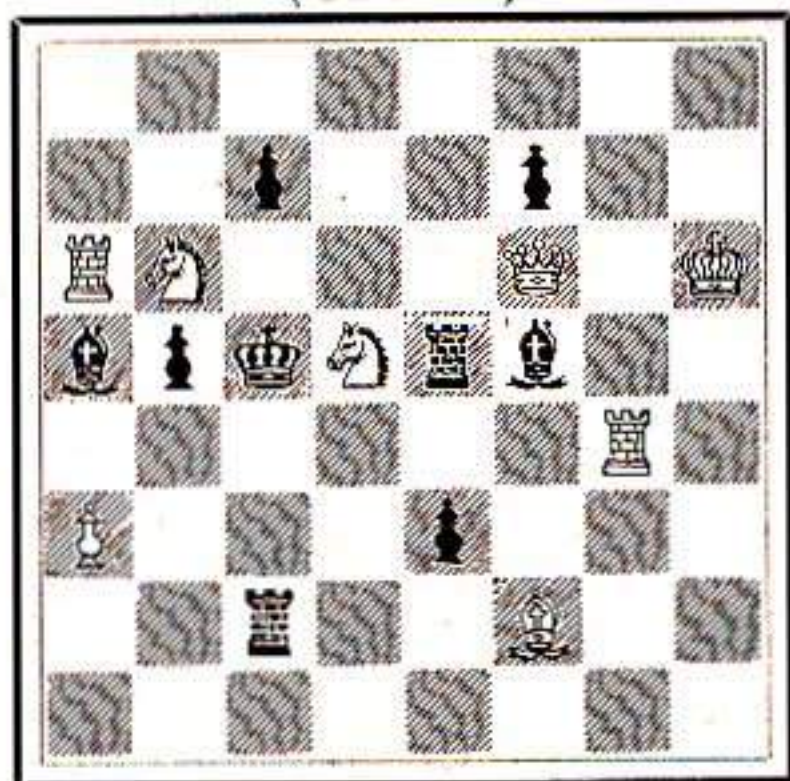
3 Kt—Q3                    P—R8(Q)  
 4 P—Kt4ch                   K—Kt3  
 5 Kt—Kt2!                   P—R4

The mate by Kt-R4ch cannot be stopped otherwise.

6 Kt—R4ch                   K—B3  
 7 P—Kt5 mate.

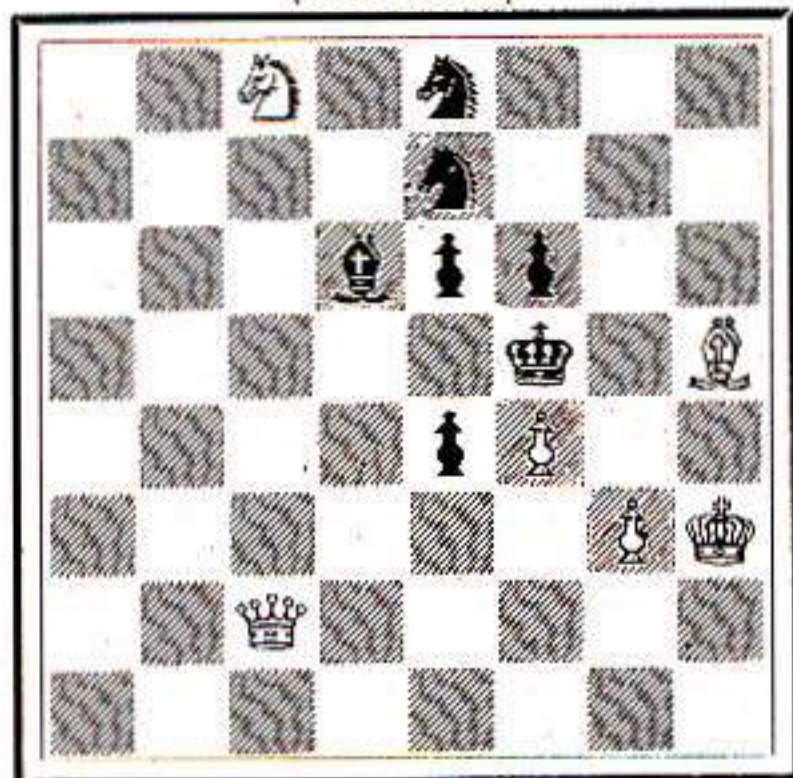


No. 73  
E. BOSWELL  
LANCASTER, ENGLAND  
(ORIGINAL)



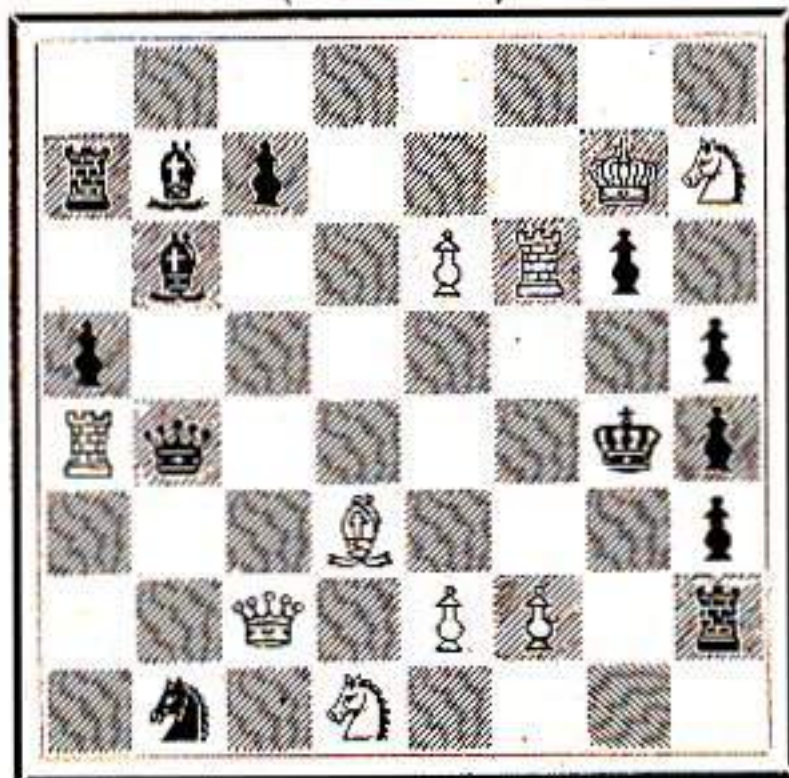
White mates in two moves

No. 74  
MANNIS CHAROSH  
BROOKLYN, N. Y.  
(ORIGINAL)



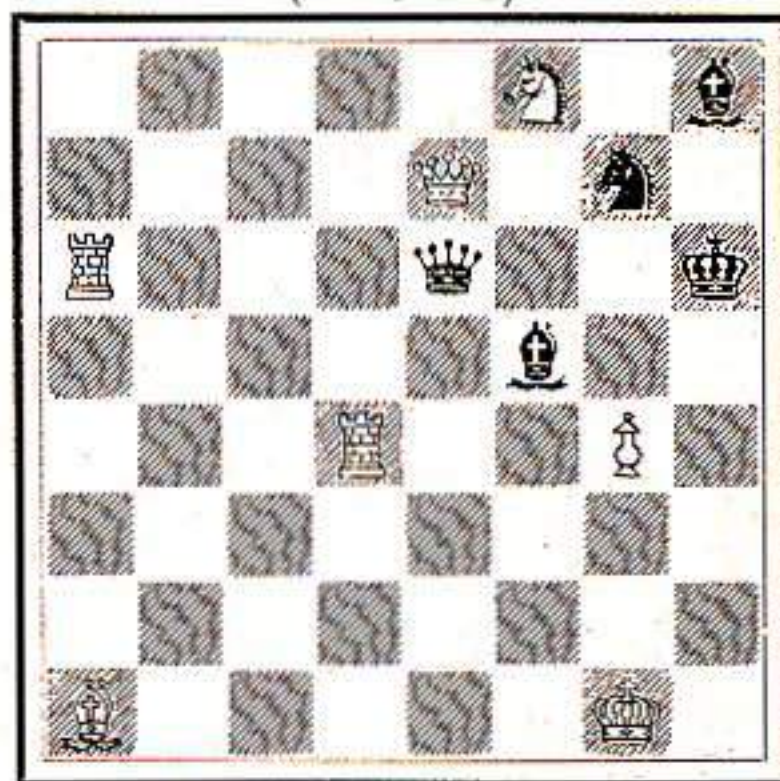
White mates in two moves

No. 75  
A. J. FINK  
SAN FRANCISCO, CAL.  
(ORIGINAL)



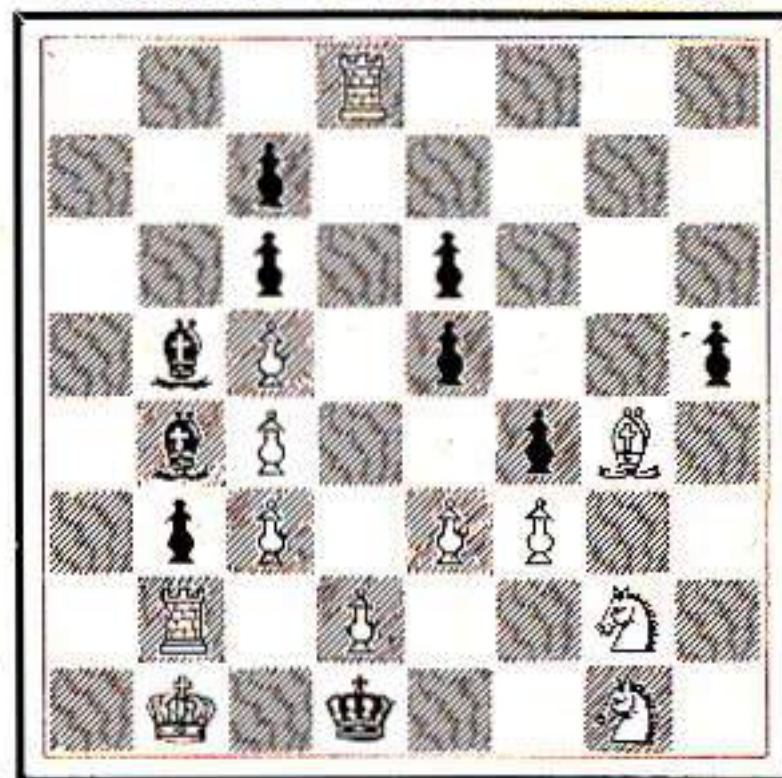
White mates in two moves

No. 76  
NICHOLAS GABOR  
CINCINNATI, OHIO  
(ORIGINAL)



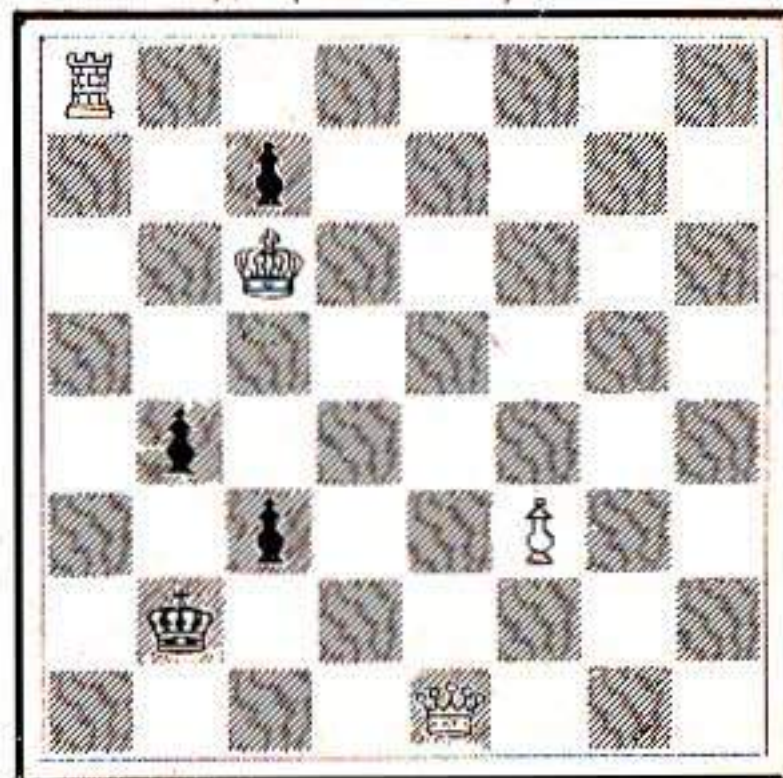
White mates in two moves

No. 77  
DR. EGBERT DELPY  
LEIPZIG, GERMANY  
DEDICATED TO OTTO WURZBURG



White mates in three moves

No. 78  
DR. GILBERT DOBBS  
CARROLLTON, GA.  
(ORIGINAL)

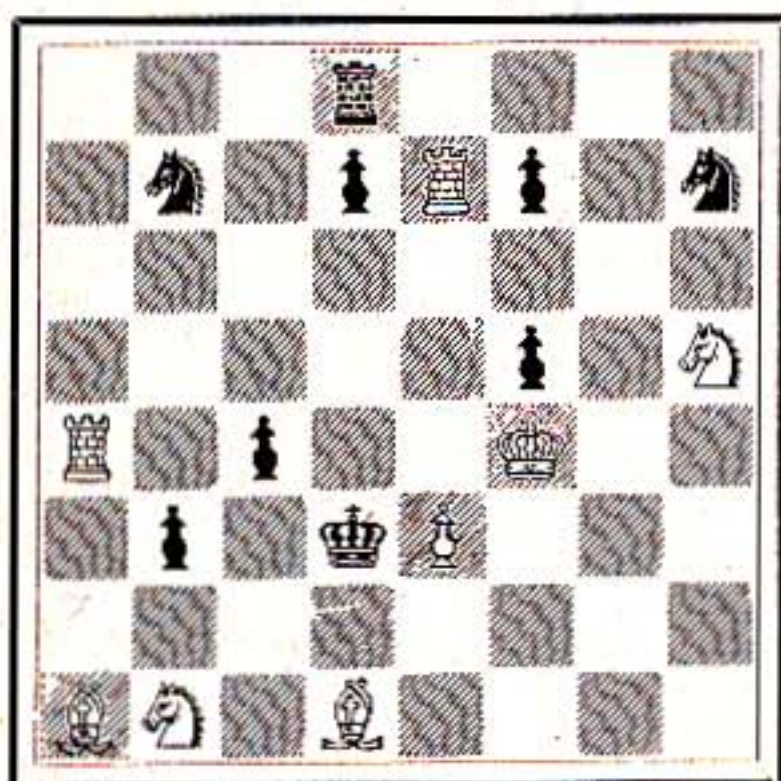


White mates in three moves



No. 79

VINCENT L. EATON  
CINCINNATI, OHIO  
(ORIGINAL)



White mates in three moves

No. 80

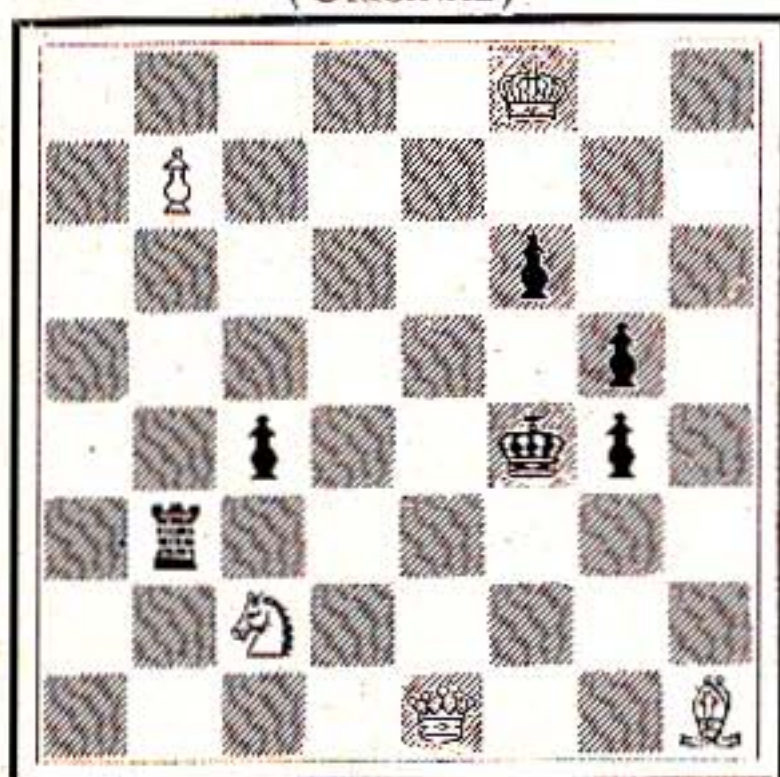
KONRAD ERLIN  
VIENNA, AUSTRIA  
(ORIGINAL)



White mates in three moves

No. 81

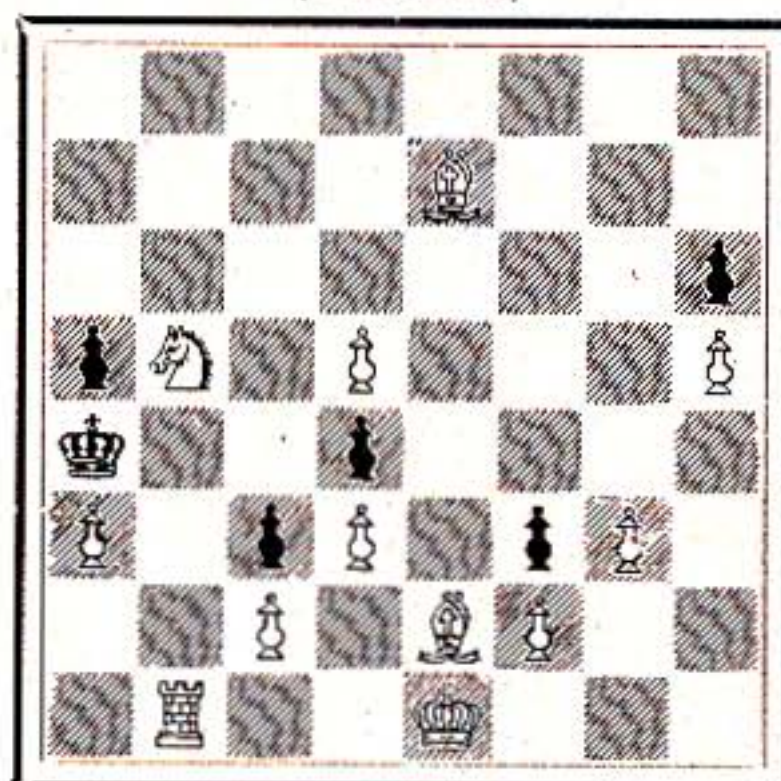
WALTER JACOBS  
NEW YORK CITY  
(ORIGINAL)



White mates in three moves

No. 82

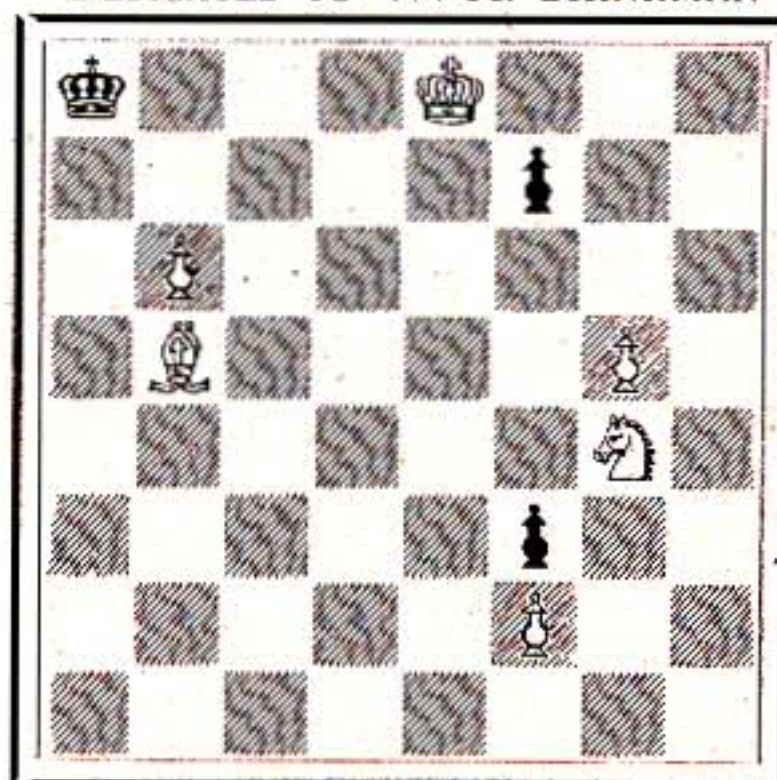
MAXWELL BUKOFZER  
BELLAIRE, L. I.  
(ORIGINAL)



White mates in four moves

No. 83

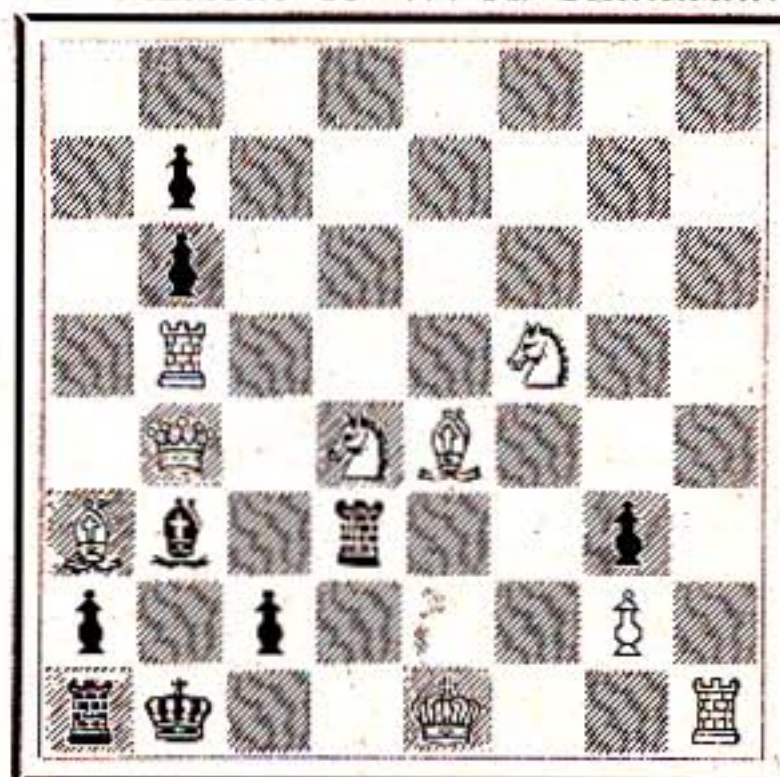
DAVID C. McCLELLAND  
JACKSONVILLE, ILL.  
DEDICATED TO W. A. SHINKMAN



White mates in four moves

No. 84

P. L. ROTHENBERG  
NEW YORK CITY  
IN MEMORY OF W. A. SHINKMAN



Self-mate in six 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

## Our Problems this Month

No. 73. This is by a young English composer who in addition to making problems is chess editor of the "Morecombe Visitor." His contribution this time is an interesting example of mutual interference.

No. 74. Mr. Charosh informs us that in the past he has devoted much time to checker problems, but that the fascinations of chess have grown potent.

No. 75. Our Californian expert illustrates a difficult theme. The mutual interferences of the Black Queen and the two Black Bishops are surprising. A notable constructive feat.

No. 76. Opening up a pretty pinning effect.

No. 77. The Pawns in an uncovering spree.

No. 78. Fine echo of a familiar mate.

No. 79. The composer informs us that this problem was composed after his first séance with Mr. Kipping's recent "The Chessmen Speak." He has caught the spirit of the work.

No. 80. A purity net from the Vienna veteran.

No. 81. Will be found catchy.

No. 82. Not exactly the Bukofzer style. but pretty strategy.

Nos. 83-84. Dedicated to the memory of their favorite Shinkman.

## Solutions

No. 49. N. Gabor. 1 Q—K4.

An original thought in the cross check.—D. C. McClelland. Key striking though easy.—G. Dobbs. Clearance key allowing extra checks is very good. Several tempting tries.—E. Boswell.

No. 50. M. Schleifer. 1 B—K3.

Good key.—N. Malzberg. Quite difficult for a two mover.—S. J. Benjamin. A marked improvement over the composer's No. 15.—D. Morris. Neat with some nice tries.—D. C. McClelland. A most unexpected key and fine variations.—E. A. Nash. An unexpected key. Some attractive features. White Queen not very energetic.—E. Boswell.

No. 51. M. Bukofzer. 1 B—B4.

Threats	2 BxB &
	2 Kt—K7
KxKt	2 BxBch
K—B4	2 Kt—Q6ch

There are some fine knight mates.—S. J. Benjamin. Beautiful problem.—D. Morris. Good.—D. C. McClelland. Just fair.—W. Van Winkle. Bro. Bukofzer is doing some good work with Knights and Bishops.—G. Dobbs.

No. 52. G. Dobbs. 1 B—Q7.

Threat	2 Kt—Q3
KxP	2 Kt—R4ch
K—Kt5	2 P—B3ch
B—B2	2 B—B3ch
PxKt	2 BxP

Magnificent. Dr. Dobbs outdoes himself with each succeeding problem.—D. Morris. Very good.—D. C. McClelland. Pretty mates throughout.—W. Van Winkle. Admirable achievement with such frail White force.—E. Boswell.

No. 53. C. S. Jacobs. 1 R—KR1

K—B3	2 Q—Kt2ch
P—Q5	2 QxPch
K—K5	2 Q—Kt2ch
P—K5	2 QxPch!

Mon Dieu! what tries. The composer certainly deserves three cheers.—S. J. Benjamin. Very clever and beautiful.—E. Boswell. Very clever. Composer deserves a lot of credit for this masterpiece.—E. McCarthy. An original spark, best problem in this number.—D. C. McClelland. Very fine. Tries interesting.—W. Van Winkle. Ingenious key with beautiful Queen sacrifice.—G. Dobbs.



No. 54. W. Jacobs. 1 Q—QB6.

P—B5	2 Q—R8ch
K—R3	2 KtxPch
P—Kt4	2 Q—B7ch

Original and delicate as are all by this composer.—D. Morris. Quite neat.—Robert Thrall. Self blocks good but would expect a better key from Mr. Jacobs.—D. C. McClelland. I like the Pawn model.—G. Dobbs. A pretty miniature.—E. Boswell.

No. 55. L. H. Jokisch. 1 B—QB7.

P—Q6	2 RxP
------	-------

Very neat.—A. C. Fortin. Good play.—N. Malzberg. Excellent specimen.—D. C. McClelland. A prettily conceived idea. Most enjoyable.—E. Boswell. Very neat.—M. H. Kleiman.

No. 56. W. C. McClelland. 1 Q—KKt4.

K—B5	2 Q—K4
K—Q4	2 K—Kt4
P—Q4	2 Q—B8ch
P—Q6	2 Q—K4
P—K5	2 Q—K6

Good key, nice quiet play.—E. Boswell. Many tries.—A. C. Fortin. Excellent construction. Some fine mates.—N. Malzberg. Very good. The self blocks are pretty. Q-B1 a fine try.—E. McCarthy. One for my collection of the "Very best."—Van Winkle. Quite difficult.—E. A. Nash. Not as easy as it looks.—G. Dobbs. A real dandy.—M. H. Kleiman.

No. 57. Otto Wurzburg. 1 Kt—Q3.

K—B5	2 Kt(Q7)—B5
K—K5	2 Kt(Q7)—K5

No. 58. Kenneth S. Howard. 1 R—K4.

Nice key with some fine mates.—S. J. Benjamin. Good theme, excellent key and pretty play.—D. Morris. A good example of half pin. By the bye, is it necessary to give second move in a two move self mate? (No). D. C. McClelland. Alternate pinning of Queen and Rook.—G. Dobbs. Clever key creating a White half pin.—E. Boswell.

No. 59. Albert Kniest. 1 R—K3ch.

An orgy of sacrifices. It has charm but I prefer the light dainty morsels.—D. C. McClelland. A charming surprise.—E. Boswell.

No. 60. A. C. Simonson. 1 B—K5.

PxQ	2 RxPch
P—Kt6	2 Kt—Q4

Splendid play.—N. Malzberg. A wonderful masterpiece.—I. Piasetzky. Very pretty self mate.—S. J. Benjamin. Excellent and difficult.—E. McCarthy. A stroke of genius. One of the best suis I have seen in some time.—D. C. McClelland. It is great.—W. Van Winkle. Neat two line sui.

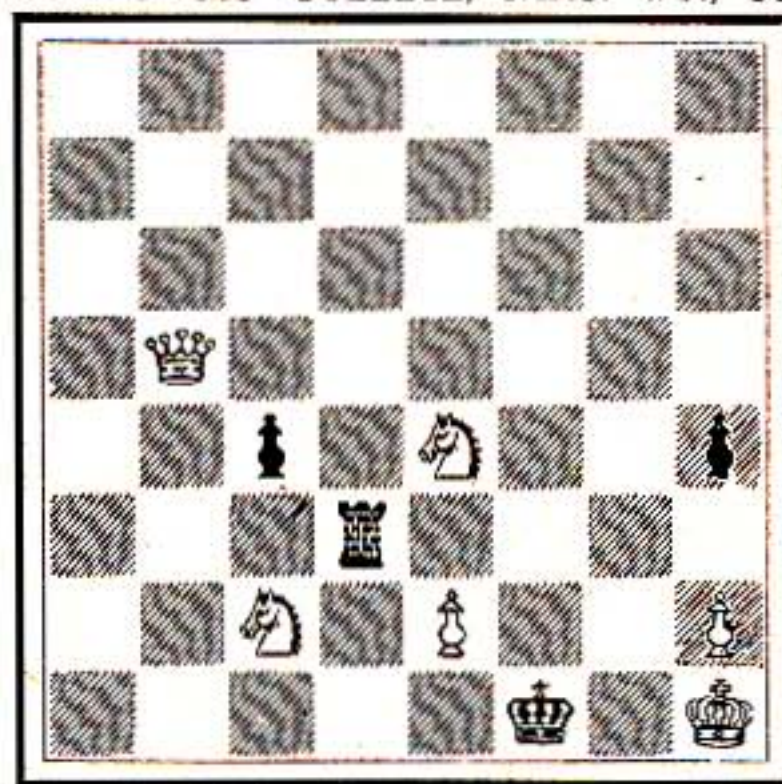
—G. Dobbs. Beautiful masterpiece. Congratulations.—E. Boswell. An exquisite sui.—P. L. Rothenberg. The knight manoeuvres are very fine.—R. Thrall.

## W. A. Shinkman, 1847-1933.

Supplementing our short notice of this great master's death in our June issue, we want to republish one of his famous problems, a prize winner of over fifty years ago. To quote from Alain C. White: "Shinkman's passing closes the age of the great problem figures of the world of the first generation after Loyd and Grimshaw. It is a privilege to have lived in his time, and to have known a little of his spontaneous genius. In these days, it is well to stop sometimes and think of the past, and when we do so, the name of Shinkman will loom very large."

W. A. SHINKMAN

HUDDERSFIELD COLLEGE, MAG. TY., 1880



Mate in three moves

1 P—K3	K—K7	2 Q—R5ch
Rxp		2 Q—Kt1ch
R—B6		2 KtxR
R—Kt6		2 Qxpch
R—Q7		2 Q—B5ch
R—Q5		2 KtxR
P—R6		2 Kt—Kt3ch

## The Legler Two Move Contest

Mr. Hugo Legler, long a problem composer and enthusiast, has offered a prize for the best two mover published in the *Chess Review* during the remaining months of 1933.

To be eligible the two mover must conform to the following: There must be no duals of any kind. The arrangement



must be such that the removal of any piece, White or Black, would make the problem unsound. The White king must not be idle. The position must be a possible one. The composition must be original.

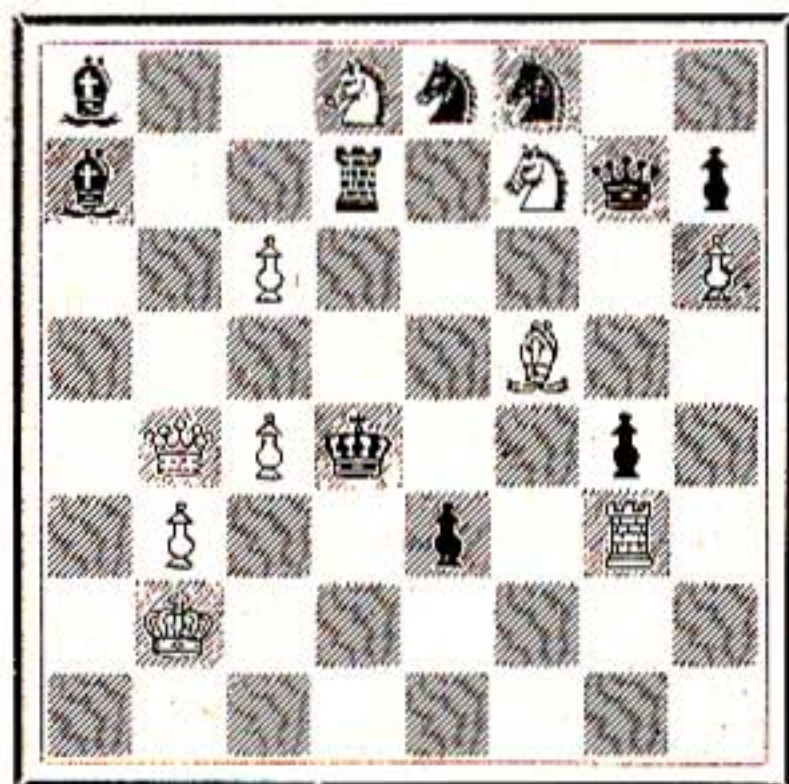
Prize \$5.00. Judge - Hugo Legler.

To illustrate by example just what he has in mind, Mr. Legler sends the two subjoined positions and adds: "In the Williams problem all the pieces on the eighth rank (3 Knights and 1 Bishop) can be left off the board; also the two Pawns on the Rook's file, and the problem remains sound. The pieces removed produce fringe variations. In the reconstructed version there are no duals and no piece can be removed without destroying the problem. I have an intense dislike for duals even in two movers, and believe that they can often be eliminated by reconstruction and without additional force."

Of course some composers will object to the removal of the four pieces on the eighth rank and insist on the three interference variations produced by the Knight at K8. The Knight at B8 and the Rook Pawns prevent duals and at the time this problem was published duals with English composers were very much in disfavor.

FROM "THE MODERN CHESS PROBLEM"

P. H. WILLIAMS

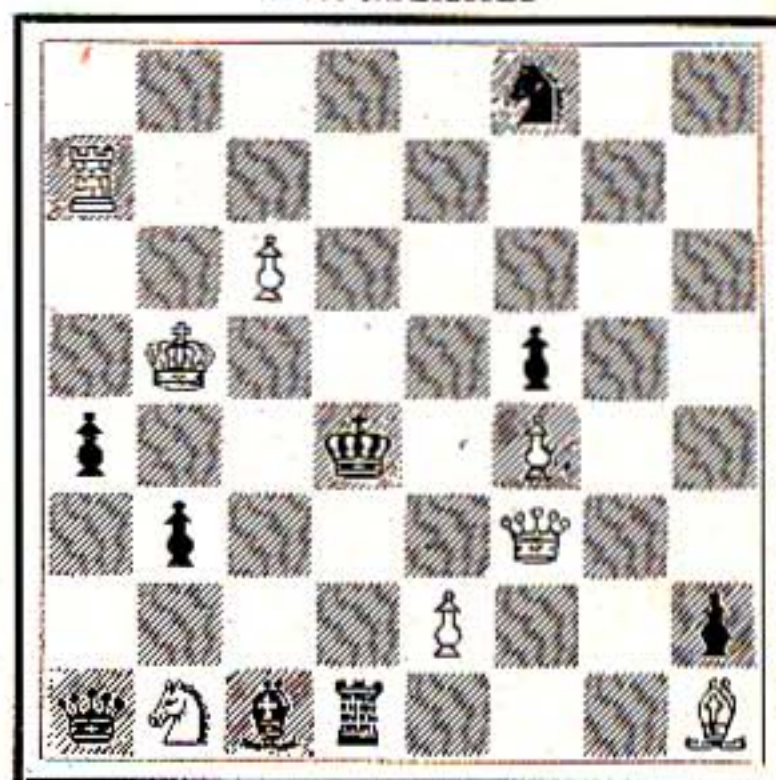


Mate in two moves  
1 Q-R5

However, while you may not entirely agree with the conclusions reached by Mr. Legler, you are aware of the condi-

tions necessary in this informal competition and the general direction of the requirements.

HUGO LEGLER  
OAKLAND, CAL.  
UNPUBLISHED

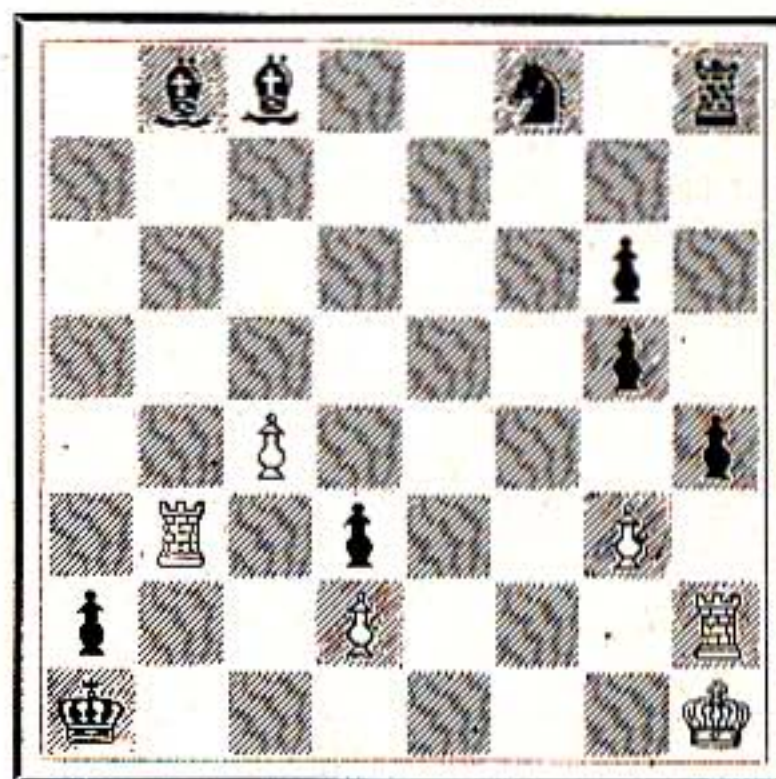


Mate in two moves  
1 Q-KKt3

## The Alain C. White Informal Contest

This contest announced in our March issue brought several competing positions, but unfortunately all but one turned out unsound. We regret this because at least one of the unsound positions would have been a worthy contender.

NATHAN RUBENS, BROOKLYN, N. Y.  
1ST PRIZE



Mate in ten

It is believed Mr. Rubens pretty entry is sound, but we shall wait for all returns to be convinced.

1 K-Kt2, P-R6ch; 2 K-B3, P-Kt5ch; 3 K-K4, B-B4ch; 4 K-Q5, B-K3ch; 5 K-B6, B-Q2ch; 6 K-Kt7, B-B1ch; 7 K-R8, B-Kt2ch; 8 RxB, BxP; 9 R-R1ch, etc.



## PROBLEM SOLVING CONTEST

Solver	Prev. Score	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	Total
Dr. G. Dobbs	122	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	3	3	3	6	3	4	3	192
E. McCarthy	120	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	3	3	3	3	3	4	3	187
Frank Vail	120	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	3	3	3	3	3	4	3	187
M. H. Kleiman	122	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	186
Walter Jacobs	122	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	186
H. M. Berliner	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	0	3	3	6	3	4	3	185
S. Braverman	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	0	0	3	3	6	3	4	3	182
O. H. Ludlow	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	182
D. C. McClelland	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	179
J. H. Daum	121	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	0	3	3	3	0	3	175
I. Greenwald	118	2	2	3	3	3	3	3	3	3	2	2	3	2	2	6	3	0	3	3	6	0	0	0	175
R. H. Hixon	102	2	2	3	3	3	3	3	3	3	0	0	0	2	2	3	3	3	3	3	3	3	4	3	159
A. Chess	100	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	0	0	3	3	3	3	4	3	158
N. Malzberg	82	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	146
E. A. Nash	80	2	2	3	3	3	3	3	3	3	2	2	0	2	2	3	3	0	3	3	3	3	4	3	138
E. H. Thorne	100	2	2	3	3	0	3	0	0	3	0	0	0	2	2	3	3	0	3	3	3	0	0	0	135
Alex. Szabo	78	2	2	3	3	3	3	3	0	3	0	0	0	2	2	3	3	3	3	3	3	3	4	3	132
S. J. Benjamin	94	2	2	3	3	3	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	126
W. Van Winkle	56	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	120
B. A. Foote	71	0	0	3	3	0	3	3	3	3	0	2	0	2	2	0	0	0	0	0	3	0	4	3	105
Arthur Seidl	82	2	0	3	0	0	3	0	0	0	0	0	0	2	2	3	0	0	0	3	3	0	0	0	103
E. Boswell	37	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	101
I. Piasetzky	37	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	101
Geo. Parthos	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	98
J. Hasenoechl	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	95
Lou. Tanassy	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	95
Robert Thrall	63	2	2	3	3	3	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	95
Louis Halpern	50	2	0	3	3	0	3	3	3	3	0	0	0	2	2	3	3	0	3	3	3	3	0	0	92
C. W. Rigglin	34	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	0	3	3	4	3	92
Dr. B. Paster	18	0	0	3	3	3	3	3	0	3	2	2	0	2	2	0	3	3	0	3	3	3	4	3	66
Clinton High	0	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	64
P. L. Rothenberg	0	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	3	3	3	3	3	4	3	64
A. J. Bastine	16	2	0	3	3	0	3	3	0	3	0	0	0	2	2	3	3	0	3	3	3	3	4	3	62
Donald Morris	19	2	2	3	3	0	3	0	0	3	2	2	0	2	2	3	3	0	3	3	3	3	0	0	61
Nels Nelson	0	2	2	3	3	3	3	3	3	3	2	2	3	2	2	3	3	0	3	3	3	3	4	3	61
W. B. Tudor	42	2	0	3	3	0	0	0	0	0	0	0	0	2	2	3	0	0	0	0	0	0	0	0	57
G. H. Hargreaves	14	2	2	3	3	0	3	3	0	3	2	2	0	2	2	3	0	0	3	3	3	3	0	0	56
A. C. Fortin	23	0	2	3	3	0	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	50
Geo. F. Berry	34	2	2	0	0	0	0	0	0	0	0	0	0	2	2	0	0	0	0	0	0	0	0	0	42
L. D. Hampton	12	2	0	3	0	0	0	0	0	0	2	2	0	2	2	3	3	3	0	0	0	0	0	0	34
K. B. Allured	4	2	2	0	0	0	0	0	0	0	0	0	0	0	2	3	3	0	3	3	3	3	4	0	32
Harvey Burke	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	3	3	3	3	3	3	3	4	3	32
I. Piasetzky	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	3	3	3	3	3	3	3	4	3	32
Earl F. Young	0	0	2	3	3	3	3	3	3	3	2	2	3	0	0	0	0	0	0	0	0	0	0	0	30
Frank Goodner	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	3	3	0	3	3	3	3	4	3	29
S. H. Thelin	14	0	0	3	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20