

# The

WHITE MATES IN THREE MOVES  
By H. F. L. MEYER

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# *The* CHESS REVIEW

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NEWS OF THE MONTH - - - - -	2
GAME STUDY - - - - - <i>By Dr. A. Alekhine</i>	6
THEORETICAL SURVEY - - - - - <i>By Hans Kmoch</i>	8
CHESS AND THE NEW DEAL - - - - - <i>By Bernie F. Winkelman</i>	11
GAME DEPARTMENT - - - - -	12
CURIOUS CHESS FACTS - - - - - <i>By I. Chernev</i>	18
POETRY CORNER - - - - -	19
PROBLEMS - - - - -	20
PROBLEM REVIEW - - - - - <i>By Otto Wurzburg</i>	22

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# NEWS OF THE MONTH

## Championship Match

After being considered and debated in chess circles for some time, the negotiations for the match between Frank J. Marshall and Isaac Kashdan for the Chess Championship of the United States are definitely under way. The terms have been agreed to, the contenders and the chess playing public are in unison as to the desirability of the match, and we look forward to the actual commencement of play some time next Spring. Kashdan started the ball rolling with a formal challenge, in the following letter:

October 11, 1933.

Dear Mr. Marshall:

There has been frequent discussion in the last two years regarding a match for the American Chess Championship, which you have held so long and so honorably. I have been generally mentioned as the logical contender.

I wish now to lay my challenge before you, and request you to state under what conditions you would play me for the title. You will realize that times have changed considerably since the last Championship Match, and that the terms set at that time are no real precedent for a present encounter.

I suggest that we hold an amicable meeting in the presence of our respective friends. If this is satisfactory to you, I shall ask Messrs. Harold M. Phillips, Leonard B. Meyer, and Fritz Brieger to be present. Will you name a time and place that will be convenient for you? We can then discuss the various matters that may come up in arranging the match, and I trust bring it to an early fruition.

Very truly yours,

I. KASHDAN

Marshall promptly responded, and proceeded to arrange the conference as suggested. The text of his reply follows:

October 15, 1933.

Dear Mr. Kashdan:

I am in receipt of your letter of October 11th in which you challenge me to play a match for

the United States Championship. I expect to see Mr. Man, our president, and would like the advice of a few of the Directors of the Marshall Chess Club regarding your proposition and shall set a date as soon as possible when we can meet for a discussion.

My opinion is that it would prove a very interesting match and something the chess world has been looking forward to and I shall be very glad to play if the proper arrangements can be made.

Yours very truly,

FRANK J. MARSHALL

The meeting took place on October 21 at the rooms of the Marshall Chess Club, with Harold M. Phillips, Alrick H. Man and Henry Leeds threshing out the terms with the principles. To add to the friendly atmosphere, both Mrs. Marshall and Mrs. Kashdan were interested listeners.

The main problem was to determine the rules and financial arrangements of the match. It was decided to abide by the rules adopted by the National Chess Federation. As these have rarely appeared in print, we append the most important ones:

## U. S. CHAMPIONSHIP RULES

1. The match shall consist of twenty games. If at the conclusion of the twentieth game no decision has been reached, the title shall remain with the title-holder.

2. If possible, six games shall be played per week, subject to arrangement with the clubs financing the match. Each player has the right to take off three days during the course of the match. The player availing himself of this right must notify the Director of Play (or his opponent) of his intention at least two hours before the time set for the commencement of the game or an adjourned session thereof.

3. The time limit shall be 40 moves per two and a half hours.

4. Two games shall not be started or played on any one play-day.

5. A referee shall be appointed by the President of the National Chess Federation from the official list of referees.

6. A stakeholder shall be appointed by mutual consent of the players. If they cannot agree, the referee shall have the right to select one.

7. The champion must defend his title within six months after receiving a challenge. The standing of the challenger, however, must be approved by the Tournament Committee of the National Chess Federation.

8. The champion shall not be compelled to defend his title for a purse less than five thousand dollars; in addition the travelling expenses both ways of both players, as well as their living expenses during the progress of the match, shall be provided for.

9. Of the total amount of the purse the champion shall receive 20 per cent as a fee. Of the remaining 80 per cent the winner shall receive 60 per cent and the loser 40 per cent.

The task of raising the purse of \$5,000 will be no mean one, but we believe this is the big event that the American chess public has been waiting for, and enthusiasts of every class should cooperate to make it possible. A committee will be formed to carry on the work. We are pleased to announce that Mr. Harold M. Phillips and Mr. Fritz Brieger, who have been in the forefront of chess events for some time, have each contributed \$250 toward the required fund. The prospects look bright, and if all goes well the match will commence early next April.

## Western Chess

The thirty-fourth annual Championship Tournament of the Western Chess Association was held at Detroit from September 23 to October 1 under the auspices of the Auto-City Chess Club. The race for the first two prizes was almost a duplication of that at Minneapolis in 1932, with another sparkling victory for Reuben Fine of New York over Sam Reshevsky. Reshevsky won the individual contest between the two, and was in first place for a while, but Fine was not to be stopped, winning every other game for the remarkable score of 12-1. In a field of that strength, that was no mean feat. Resh-

evsky was the only undefeated player, but four draws put him a full point behind Fine, with 11-2.

The third prize went to Arthur W. Dake of Portland, Ore., and the fourth to Robert Willman of New York. S. W. Factor of Chicago had to be satisfied with fifth place, closely followed by G. Eastman, Kalamazoo; A. C. Margolis, Chicago; and L. Stolcenberg, Detroit. Maurice Fox, former Canadian champion, did not play up to expectations. The others in the tournament were E. Michelsen, Chicago; E. Opsahl and M. Palmer, Detroit; G. S. Barnes, Minneapolis; and W. F. Streeter, Cleveland. Following is the full score table of the tournament.

CHAMPIONSHIP TOURNAMENT — WESTERN CHESS ASSOCIATION

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Total
1 R. Fine .....		0	1	1	1	1	1	1	1	1	1	1	1	1	12
2 S. Reshevsky .....	1		$\frac{1}{2}$	1	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	1	1	$\frac{1}{2}$	1	1	11
3 A. W. Dake .....	0	$\frac{1}{2}$		1	1	0	0	1	1	1	1	1	1	1	9 $\frac{1}{2}$
4 R. Willman .....	0	0	0		1	1	1	1	1	0	$\frac{1}{2}$	1	1	1	8 $\frac{1}{2}$
5 S. Factor .....	0	$\frac{1}{2}$	0	0		1	0	0	1	1	1	1	1	1	7 $\frac{1}{2}$
6 G. Eastman .....	0	0	1	0	0		$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	7
7 A. C. Margolis ....	0	$\frac{1}{2}$	1	0	1	$\frac{1}{2}$		$\frac{1}{2}$	1	0	0	$\frac{1}{2}$	1	1	7
8 L. Stolcenberg .....	0	0	0	0	1	$\frac{1}{2}$	$\frac{1}{2}$		$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	1	7
9 M. Fox .....	0	0	0	0	0	0	0	$\frac{1}{2}$		1	1	$\frac{1}{2}$	1	1	5
10 E. Michelsen .....	0	0	0	1	0	$\frac{1}{2}$	1	0	0		0	1	0	1	4 $\frac{1}{2}$
11 E. Opsahl .....	0	0	0	$\frac{1}{2}$	0	0	1	0	0	1		$\frac{1}{2}$	0	1	4
12 G. S. Barnes .....	0	$\frac{1}{2}$	0	0	0	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$		1	0	3 $\frac{1}{2}$
13 M. Palmer .....	0	0	0	0	0	$\frac{1}{2}$	0	0	0	1	1	0		1	3 $\frac{1}{2}$
14 W. F. Streeter .....	0	0	0	0	0	0	0	0	0	0	0	1	0		1

## Canadian News

Our Canadian representative, Mr. F. W. Watson, has promised to send us regularly news and games played up North, and give Canadian chess its rightful place in these columns. Communications may be sent to him at 191 Jones Ave., Toronto, Ont. His first notes follow.

The Canadian Chess Federation, under the leadership of Mr. Unwin, president, and Mr. Seymour, secretary, and of course, Mr. B. Freedman, treasurer and "the life of the party," is proving to be one of the greatest chess achievements in Canada. The Dominion Chess Congress, held during September in Winnipeg, was officially opened by Premier Bracken of Manitoba and directed by the C.C.F. It was a "howling" success. Next year it is planned to hold the Canadian Championship in Toronto.

The annual meeting of the Canadian Chess Federation was held at the Royal Alexander Hotel in Winnipeg on September 9. All the officers were re-elected. Besides those mentioned, they are: Mr. N. Selchen of Winnipeg, Vice-president; Messrs. G. Scott and E. G. Baldwinson of Winnipeg, representatives of Winnipeg and District Chess Association, and Mr. H. W. Jordan of Saskatchewan, representative from Saskatchewan. A motion by Mr. Freedman that the C.C.F. apply for membership in the International Chess Federation was unanimously carried.

The following is an extract from the Toronto Telegram, in which the chess column is conducted by Malcolm Sim:

"In an exciting race for Dominion chess honors at the Winnipeg congress of the Canadian Chess Federation, R. E. Martin of the Toronto Chess Club, nosed out all other competitors, to bring the title back to Toronto after a gap of nine years. J. S. Morrison was last successful at Hamilton. Martin's final score was six wins, one loss and two draws. The new champion was off to a good start in the

tournament, defeating the brilliant B. Blumin in a fine game which we quote in this issue. In the second round he scored against T. Fenning, and then followed his only loss, to A. Mogle, the Winnipeg champion, who also distinguished himself by defeating the favorite, Opsahl. In the fourth round a point was notched by Martin at the expense of D. Creemer, and with an even break against Opsahl, victories followed in order against Dr. Bjornsson, G. Howard and H. W. Jordan. In the final round he drew with A. Helman, the Manitoba champion, to beat him out by half a point."

The final standing of the players was:

R. E. Martin	7	2
A. Helman	6½	2½
E. Opsahl	6	3
B. Blumin	6	3
A. Mogle	5½	3½
D. Creemer	4½	4½
H. W. Jordan	4	5
G. Howard	2½	6½
Dr. Bjornsson	1½	7½

A new Montreal champion has been declared. After finishing in a tie with L. Richard, former champion, in the strenuous Montreal tourney, B. Blumin, formerly of Toronto, annexed the title by a score of two wins, against one loss and three draws, in a gruelling play off.

## Metropolitan Notes

The Labor Temple, at Woodside, N. Y., will be the scene of a record-breaking simultaneous display by I. Kashdan on December 9. He will play up to 100 boards, with four players consulting against him at each table. The exhibition is sponsored by the Long Island Star. It originated through a suggestion of Mr. Fritz Brieger of Woodside, who will act as referee. Tables may be reserved by writing to the Chess Review.

I. A. Horowitz, our Associate Editor, has started another good-will tour for the Chess Review, this time on a more ambitious scale than his previous rounds. He

has a number of engagements scheduled as far as Chicago, and may strike further West if there is enough demand for his services as an exhibitionist. His stops include: Providence, R. I., October 23; Woonsocket, R. I., October 25; Boston, Mass., October 27; Binghamton, N. Y., October 31; Scranton, Pa., November 1; Philadelphia, Pa.; November 4; Washington, D. C., November 7; Charleston, W. Va., November 9; Springfield, Ill., November 11; Cleveland Ohio, November 13; Erie, Ohio, November 15; Buffalo, N. Y., November 16; Toronto, Ont., November 18; Detroit, Mich., November 21; and Chicago, Ill., November 25.

The Manhattan Chess Club is commencing its winter season with an ambitious schedule calling for tournament or match play practically every evening. Mondays and Fridays will be devoted to the Championship Tournament; on Tuesdays there will be a series of consultation games in which I. Kashdan and H. M. Phillips are to meet different opponents; Thursday is rapid transit night; and Sunday is set aside for a Kriegspiel Tournament.

The Marshall Chess Club is starting its championship tournament with a very strong entry list. The participants are Reuben Fine, defending champion, A. E. Santasiere, F. Reinfeld, N. Grossman, T. A. Dunst, A. Kevitz, D. Polland, M. Hammermesh, A. C. Simonson, I. Chernev, W. Frere, and R. Costa.

Brooklyn is to have a Chess League of its own, with five teams playing a double round-robin. The officers of the League are: F. N. Monzert, Flatbush Chess Club, President; Olaf Baasted, Scandinavian Chess Club, Treasurer; and Jack W. Collins, Hawthorne Chess Club, Secretary. The pairings for the first round, on November 10, are Hawthorne at Brooklyn C. C., Brooklyn Edison at Scandinavian, and Hawthorne, bye.

A special invitation tournament was contested in Allentown among ten of the best players in the Lehigh Valley Chess Association. The winner was W. H. Steckel, Chess Editor of the Allentown Call, with the excellent score of  $8\frac{1}{2}-\frac{1}{2}$ . Rockel was second, 6-3, and Buck and Koch tied for third, 5-4.

The second annual Washington State Chess Championship Tournament was held in Seattle and Tacoma from September 10 to 23. J. L. Sheets of Seattle was first, 8-1, followed by C. C. Crain, 7-2, and O. I. Ulvestad, 6-3. R. A. Dightman, who is our Western correspondent, finished fifth with an even score,  $4\frac{1}{2}-4\frac{1}{2}$ .

## To Our Readers

Our readers will notice that this issue consists of 24 pages, instead of the usual 32. Also, it has appeared considerably later than the normal publication date. These facts require some explanation. We have had our share of difficulties in this troublous year. Recently, with the advance of paper and printing costs, we were confronted with a critical problem. There was no choice but to lessen the content of the magazine, or raise the subscription price. We hope the change will be temporary, and will continue to offer our subscribers the best in the way of chess articles, news, problems and games. We plan to speed up the next issues, without missing any numbers.

The Folkestone Tournament Book, which is to replace our July and August issues, has just arrived as this goes to press, and will be distributed very shortly. It was printed by the very reliable firm of Whitehead & Miller, Ltd., in England. The delay in crossing the ocean proved greater than we had anticipated, but we believe the book will have enduring value, embodying some of the finest games played in recent years, and trust our subscribers will be satisfied with it.

# GAME STUDIES

By Dr. A. Alekhine

**EDITOR'S NOTE:** *When Dr. Alekhine was in New York recently, we asked him to annotate one of his games for the Review, preferably one which had not been previously published. The result is the following splendid effort of the Champion, which he mailed to us from the S.S. New York, on his return trip to Paris.*

*The game was played in Iceland, where Alekhine toured shortly after the Prague Congress in 1931. It was one of two encounters started in Reykjarik, but finished later by telegraph, the Club communicating with Alekhine on his journey to Bled, where he was destined to score one of his greatest triumphs.*

\* \* \*

QUEEN'S INDIAN DEFENSE  
(Notes by Dr. A. Alekhine)

Reykjarik Chess Club Dr. A. Alekhine

White

Black

1 P—Q4	Kt—KB3
2 Kt—KB3	P—QKt3
3 P—KKt3	B—Kt2
4 B—Kt2	.....

More accurate is 4 P-B4, so that if 4 ... P-B4; 5 P-Q5! follows with advantage.

4 ..... P—B4

Now this is strong, as White cannot advance, and exchanging Pawns would free Black's game.

5 P—K3 .....

This is out of place in this system. 5 Castles,

followed by P-B4, is in order.

5 .....	P—K3
6 Castles	B—K2
7 Kt—B3	.....

7 P-B4 is still the move. White's play in the opening is not precise, and as a result they soon obtain a cramped position.

7 .....	Castles
8 R—K1	P—Q4
9 Kt—K5	Kt—B3
10 KtxKt	BxKt
11 P—QR4	Q—B1
12 P—R5	.....

The coming opening of the QR file is obviously to Black's advantage. It is already difficult to find a good plan for White.

12 .....	R—Q1
13 RPxP	RPxP
14 RxR	QxR
15 Q—K2	Q—Kt2
16 B—Q2	P—QKt4
17 R—R1	P—Kt5
18 Kt—Q1	R—R1
19 RxRch	QxR
20 P—Kt3	P—B5!

Black's advantage in space is already sufficient to give him a strategically won game.

21 P—K4 .....

If 21 PxP, PxP; 22 BxB, QxB; and Black is in full command, with a powerful passed Pawn which must soon win. The text is desperation, and could be met simply by 21 ... PxKtP, winning a Pawn with an easy game. However, I played

21 ..... P—B6!?

hoping to decide the game by a mating attack on the diagonal QR1-KR8. This plan proved much more difficult to carry out than it had first appeared, owing to the following ingenious defensive plans of my opponents.

22 PxP	KtxP
23 B—K3	Kt—B5!

The point of Black's 21st move, gaining control of the diagonal.

24 BxKt                    BxB  
25 Q—Kt5!                .....

Threatening to exchange Queens, though the ending would still be much in Black's favor.

25.....                B—Kt2  
26 Kt—K3                P—KR3  
27 B—B7                K—R2  
28 Q—QR5                Q—K1  
29 Q—Kt6                B—B6  
30 P—R3                Q—Q2

Threatening 31 ... P-K4, and QxRP.

31 K—R2                P—B3  
32 P—Kt4                .....

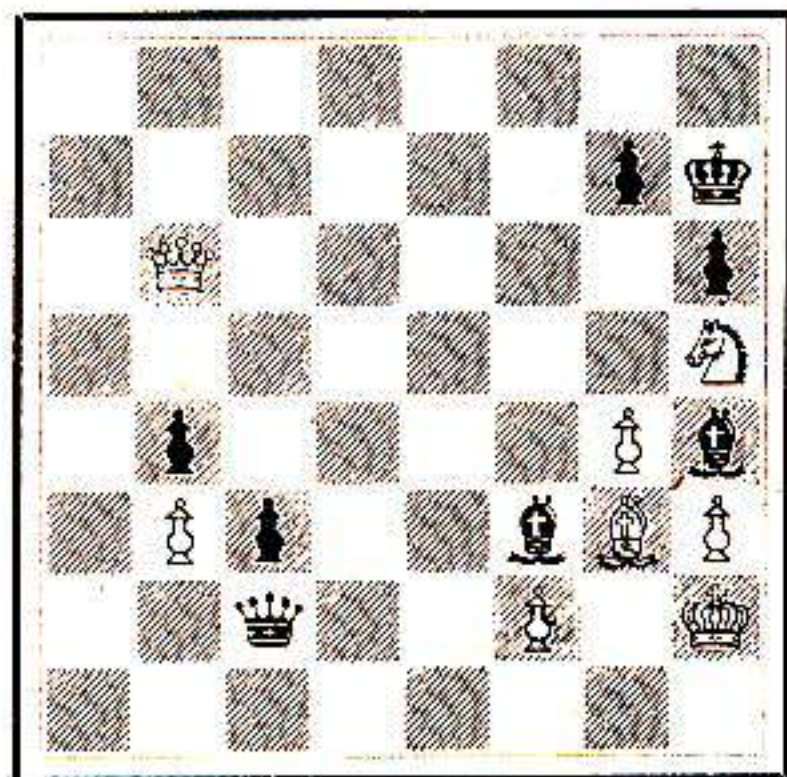
In connection with White's next moves, this is the only way to hold back the attack after the now unavoidable P-K4.

32.....                P—K4!  
33 PxP                Q—Q7  
34 Kt—B5                Q—Q8!  
35 Kt—Kt3                .....

If 35 KtxB, Black mates in three: 35 ... Q-R8ch; 36 K-Kt3, P-Kt4!, etc.

35.....                QxP  
36 PxP                BxBP  
37 Kt—R5                B—R5  
38 B—Kt3                .....

DR. A. ALEKHINE



REYKJARIK CHESS CLUB

38.....                Q—Q8!

An interesting sacrifice which required exact calculation. Far less convincing was 38 ... BxBch; 39 KxB, Q-Q6; 40 Kt-B4, Q-K5; 41 Q-K3, etc., with a long endgame in prospect.

39 BxB                Q—R8ch

40 K—Kt3                B—B3  
41 B—Q8!                .....

The only move. If 41 B-B6 (or 41 Q-K3, P-B7; 42 Kt-B6ch, K-R1!; 43 Q-Q3, Q-B6ch! wins) Q-B6ch; 42 K-R4, P-B7; 43 Q-R7, B-Kt2; 44 Q-B5, P-B8(Q)!; 45 QxQ, QxBPch; 46 Kt-Kt3, QxBch; 47 P-Kt5, Q-Q5ch wins.

41.....                Q—B6ch  
42 K—R4                P—B7  
43 Q—R7                .....

If at once 43 Q-B5, Black wins quickly by 43... P-Kt4ch; 44 BxP, PxBch; 45 QxP (not KxP, Q-Q4ch wins), QxBPch; 46 Kt-Kt3, B-K1! avoiding the checks and soon forcing a new Queen.

43.....                Q—B1

After 43 ... B-Kt2; 44 Q-B5! the variation mentioned in the previous note would not be so conclusive since Black would not have the important B-K1 to aid in his defense.

44 B—K7                .....

Or 44 Kt-B6ch, K-R1!; 45 B-K7, P-Kt4ch; 46 K-R5 (if K-Kt3, P-B8(Q) threatening mate), Q-B2ch; 47 KxP, P-B8(Q); 48 Q-Kt8ch, B-K1, and wins.

44.....                Q—B2  
45 Kt—B6ch                .....

Or 45 Q-K3, Q-B6; 46 Kt-B6ch!, K-Kt3! (if 46 ... PxKt; 47 B-B5 with some chances); 47 B-B5, QxKtch; 48 K-Kt3, K-R2! (threatening P-B8(Q), etc.); 49 P-B4, Q-Kt7; 50 Q-Q3ch, P-Kt3 and wins.

45.....                PxKt  
46 Q—B5                .....

Interesting would be 46 Q-K3, P-B4!; 47 B-Q8, P-B5; 48 Q-Q3ch, Q-Kt3; 49 Q-Q2, P-B8(Q)!; 50 QxQ, Q-Q3; 51 Q-B2ch, K-Kt1; 52 Q-B4ch, K-B1; 53 K-R5, B-K1ch, forcing mate.

46.....                Q—Kt3

Now the win is comparatively easy.

47 K—Kt3                .....

Or 47 P-B4, Q-K5, etc.

47.....                Q—Q6ch  
48 K—R4                B—Kt7  
49 P—B3                QxBP  
50 QxPch                K—Kt2  
51 B-B8ch                KxB  
52 Q—B5ch                K—B2

Resigns.

The King easily escapes the checks. From the 38th move on the game was most exciting, full of surprising tactical possibilities.

# THEORETICAL SURVEY

By Hans Kmoch

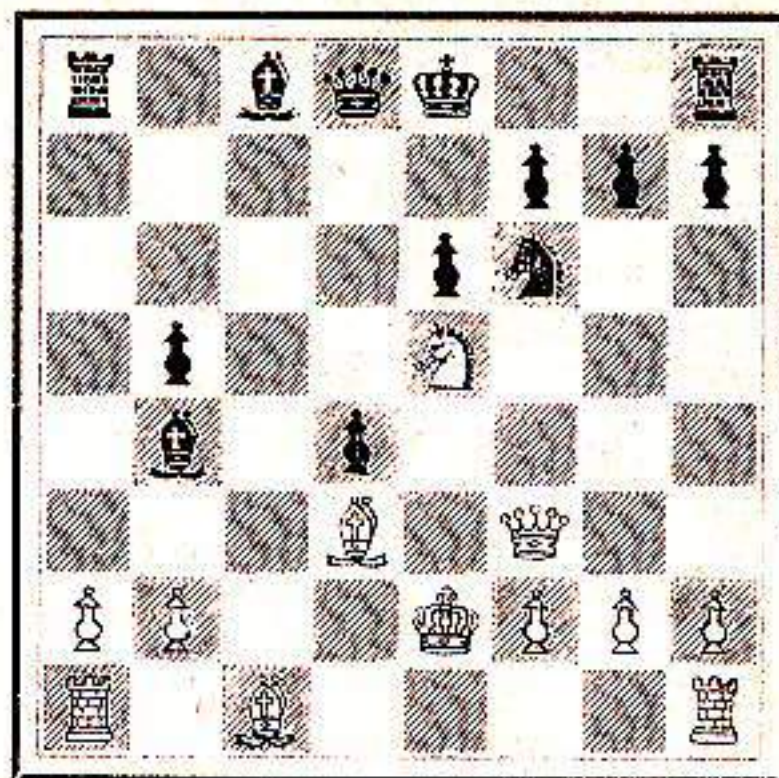
**B**ECAUSE of the world crisis, it has been some time since any major Masters Tournament has taken place in chess. In spite of that, there is no lack of activity in the chess world, merely a restriction in scale. Numerous national tournaments have been arranged, but unfortunately sufficient funds are not available to invite foreign guests. Nor have the Grandmasters and Masters, the Theoreticians and the Writers of chess, disappeared from the world. They have kept on working, relatively unnoticed and undiscouraged, in the investigations of their noble art. Thus, in very recent times, numerous interesting theoretical contributions and valuable discoveries have been made. It is my purpose to select several of these and present them for discussion.

## Meran Defense

In a match game between Stahlberg and Spielmann, after the moves 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-K4, P-B4; 10 P-K5, PxP; 11 KtxKtP, KtxP; 12 KtxKt, PxKt, White, in place of the usual 13 BxPch, B-Q2, etc., played the innovation 13 Q-B3. There followed 13 ... B-Kt5ch; 14 K-K2, leading to the diagram position.

At this point Spielmann did not know how to continue, and played 14 ... B-Q2; 15 B-Kt5, R-QKt1; 16 KtxB, QxKt; 17 BxKt, PxP; 18 QxP, R-Kt1, after which White, with 19 KR-QB1! (19 ... RxP? 20 B-K4!) could have obtained a decisive advantage. Stahlberg played instead 19 Q-K5? after which Black forced the exchange of Queens and achieved equality by 19 ... Q-Q3!; 20 BxPch, K-K2.

R. SPIELMANN



G. STAHLBERG

*Position after 14 K-K2*

Is Stahlberg's 13 Q-B3 really so strong that the Meran Defense can be smashed by means of it? Let us attempt to improve the defense.

In place of the clumsy 14 ... B-Q2, 14 ... Q-Q4 suggests itself. But the continuation 15 QxQ, KtxQ; 16 BxPch, K-B1; 17 Kt-B3 shows that the QP is very weak. Black can, by means of 17 ... B-B4; 18 R-Q1, Kt-B2; 19 B-QB4, B-Kt2; 20 KtxP, BxP, avoid the loss of a Pawn, and after 21 B-K3, BxKt; 22 BxB, B-Q4; 23 BxB, KtxB, achieve a strong and centralized position and succeed in hindering the advance of the two connected passed Pawns, but he has no adequate defense against the immediate advance of the QRP, which arrives with ease at QR7, even if the QKtP is lost, and cripples Black's game.

Consequently, the move 14 ... Q-Q4, from which this endgame naturally follows, is not satisfactory.

Stahlberg's innovation can, however, be much more adequately countered by the provocative move, 14 ... R-QKt1, and after 15 Kt-B6, B-Kt2; 16 BxP, Q-Kt3, White finds himself in a fatally immobile position. On the other hand, if he plays 15 B-Kt5, Black follows with B-Kt2; 16 BxPch, K-B1, and has sufficient counterplay; for example, 17 B-B6, B-Q3, etc.

Thus the Meran Defense, which has

until now successfully withstood all efforts to defeat it, apparently does not succumb to Stahlberg's 13 Q-B3 either.

### Prague Variation

This is a new name. The playing method 1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, Kt-KB3; 4 Kt-B3 is still nameless. Generally White develops his QB on the fourth move. This Bishop move (B-Kt5), however, is only advisable if White has previously developed the QKt, and leads to as yet uncertain results if White has played Kt-KB3. One might say that this suggestion is superfluous since White can always play 3 Kt-KB3. That is true of course, but only on condition that the game was opened with 1 P-Q4, P-Q4; 2 P-QB4, P-K3. Formerly that was generally the case, and therefore the problem as to which Knight to develop first was easily and conveniently solved: 3 Kt-QB3! But the Nimzovitch Defense (1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-QB3, B-Kt5!) that has given excellent results in the last few years, has created a great problem in the Queens Gambit.

Although it is desirable to avoid the Nimzovitch Defense by playing 3 Kt-KB3 (since no strong attacking possibilities have yet been discovered against this defense), Black has the opportunity with 3 ... P-Q4, to change to the more usual Queens Gambit position. In that case White's KKt is already at B3, and Black can avoid the orthodox defense regardless of whether White continues with 4 B-Kt5 or with 4 Kt-QB3. We now want to determine which move offers White the best chances.

Let us begin again. 1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-Q4. If now 4 B-Kt5, Black can accept the gambit, and at least temporarily maintain the Pawn by 4 ... B-Kt5ch; 5 Kt-B3. That is forced; after 5 QKt-Q2, PxP, Black would threaten P-B6, and thus remain a Pawn ahead without any trouble; 5 B-Q2 would

also be weak because of Black's reply 5 ... B-K2! obtaining a Queens Gambit position in which White, in place of the powerful B-Kt5, had played the foolish move B-Q2. After 5 Kt-B3, Black continues PxP. White now has the choice between 6 P-K4 and 6 Q-R4ch. For the examination of these possibilities, two recently played consultation games at the Vienna Chess Club may serve as a basis.

I. 6 P-K4, P-B4; 7 P-K5, PxP; 8 PxKt, PxP; 9 Q-R4ch, Kt-B3; 10 Castles QR. This was the course of the game Honlinger and Wolf against Gruenfeld and Dr. Kaufmann. The move 6 ... P-B4 is new and leads to interesting play. There followed 10 ... PxP; 11 KtxQP, BxKt; 12 PxP (if 12 KtxKt, B-Q2!) B-Q2; 13 KtxKt, Q-B2!; 14 BxP, BxKt; 15 Q-Kt4, Q-K2; 16 Q-R5, Castles; 17 P-KR4, and now with 17 ... KR-Q1! Black obtained the better game. Of course this game does not explore all the possibilities of the move 6 P-K4, but one may readily see that Black will have strong counter-chances, and that the battle becomes exceedingly complicated. From the standpoint of White, who expects, in the Queen's Gambit, to obtain a good, if delayed attack, the chances for Black indicated above are certainly unwelcome. Although H. Wolf believes that in place of 7 P-K5, 7 PxP is the best continuation, it seems doubtful whether White, after the exchange of Queens, and after 8 ... Kt-B3, can maintain any advantage in the opening.

II. 6 Q-R4ch, Kt-B3; 7 P-K4, B-Q2; 8 Q-B2. This is the game Gruenfeld and Dr. Kaufmann against Kmoch and Wolf. By means of the continuation 8 ... P-KR3; 9 B-Q2 (if 9 BxKt, QxB; 10 P-K5, Q-B5!) Kt-QR4!; 10 P-K5, Kt-Kt1!; 11 B-K2, Kt-K2; 12 Kt-K4, BxBch; 13 QKtxB, P-QKt4; 14 P-QKt3!, PxP; 15 PxP, QKt-B3; 16 Castles, P-R3; 17 KR-B1, Kt-Q4; 18 Kt-K4, QKt-Kt5; 19 Q-Q2, Q-K2; 20 Kt-B5, Castles; 21 B-Q3,

KtxB; 22 KtxB, P-Kt5! Black obtained a favorable, though not a winning, game. Important in this variation is the move 9 ... Kt-QR4!, much better than the immediate P-QKt4. It is worthy of note that White with 8 Q-Q1 (instead of Q-B2) does not fare any better, for then Black would not play 8 ... P-KR3? after which 9 BxKt and 10 BxP would follow, with a very free game for White, but the much stronger move 8 ... Kt-QR4! with the possible continuation 9 P-K5, P-KR3; 10 B-R4, P-KKt4; 11 KtxP, PxKt; 12 BxKtP, B-K2; 13 PxKt, BxP, and Black has the advantage.

We have thus seen that after 1 P-Q4, Kt-KB3; 2 P-QB4, P-K3; 3 Kt-KB3, P-Q4; the move 4 B-Kt5 leads at least to a very closely contested game. If White does not wish to let himself in for that type of game, and at the same time does not wish to block the outlet for his QB, there remains for him only the move 4 Kt-B3. If Black now answers either 4 ... B-K2, or 4 ... QKt-Q2, White can, according to his choice, bring about the Orthodox, the Cambridge Springs, or the San Remo System. If Black, however, wishes to avoid these methods of play, he can give the game a character of its own by 4 ... P-B4. Then, of course, White may avoid all complications by 5 P-K3, which leads to the old so-called Normal Variation, creating a game with equal chances. If White strives to obtain some advantage from the opening, there remains for him only 5 BPxP, KtxP!; 6 P-K4, KtxKt; 7 PxKt, PxP; 8 PxP, B-Kt5ch; 9 B-Q2, BxBch (Q-R4 would be weaker because of 10 R-QKt1!, BxBch; 11 QxB, QxQch; 12 KxQ, Castles; 13 B-Kt5! with marked advantage for White); 10 QxB, Castles.

This line of play, characterized by the 5th and 6th moves, might be called the Prague Variation, after the Olympic Congress in that city in 1931. As a matter of fact, the variation is quite old, but was first played a great deal in Prague,

whereas before that it was rarely seen, for example in the game Dr. Tartakower-Kmoch, at Hastings, 1927. In most of these games, but particularly in Prague, it appeared that White had no clear means at his disposal to obtain an advantage. Although the games Alekhine-Gruenfeld and Stoltz-Kmoch in Prague were both won by White, this was not as a result of any advantage obtained from the opening but rather as a consequence of later mistakes by Black. That, of course, is no indication of the strength or weakness of the Prague Variation. It seems to me, however, that the move 11 B-K2, which was exclusively played at Prague in imitation of Rr. Alekhine, is too tame to furnish any advantage. Alekhine played the move because after 11 B-Q3 the reply Kt-B3 was a little unpleasant. Only recently, however, the score of a game between Rubinstein and Schlechter came into my hands, and I hit upon the idea of trying the Rubinstein move 11 B-Kt5 in place of B-K2. This prevents 11 ... Kt-B3, and 11 ... B-Q2 accomplishes nothing since White may obtain an excellent game with 12 B-Q3, Kt-B3; 13 Castles. If Black plays 11 ... P-QR3; 12 B-R4, P-QKt4; 13 B-B2, B-Kt2, it appears that White after 14 Castles is in a position to effectively launch a King side attack. The point is that Black's Q wing is weakened by the Pawn advance; if he then plays his Knight to KB3, the danger arises that White will give Black an isolated Pawn on the Q side by means of P-QR4, and will attack and possibly win this Pawn. If on the other hand, the Black Knight stays on the Q side (Kt-B3 and ultimately Kt-R4) the Black King is not fully protected. Whether these circumstances are sufficient to bring an advantage to White is something which experience alone will reveal. From the purely logical aspect, all possibilities would seem to be in White's favor.

(To be continued)

*Translated from the German by J. R. Newman.*

# CHESS AND THE NEW DEAL

By **Barnie F. Winkelman**

**N**O code has yet been arranged under NRA for the chess world. In fact, there has been no direct mention of chess either by President Roosevelt or Hugh S. Johnson in the new dispensation which is being arranged for America and for American life. Thus far not even a limitation has been set upon the number of hours which may be spent at the chess table at a single sitting, nor has there been any regulation of moves per hour or games per day. To this extent we may take assurance that though chess is sometimes linked in the public mind with furrowed brows and concentrated thoughts, and though many a master would aver that chess in its highest form is anything but play, officially the game still remains a sport and diversion and as such it escapes regulation both of working hours and minimum compensation for the experts.

Nevertheless, there are indirect allusions and implications to chess in the spirit and the letter of the new order of economy. Behind the technicalities of the Recovery program and of trade regulations is a realization that the time has come for America to enjoy the fruits of its great productive capacity, to declare substantial dividends for the rank and file on the technological advances that have been made. There is a realization that if the machine is to remain the servant of man, man is entitled to greater leisure, to shorter working hours, to more time for living and less to the mere task of making a living. There is a further understanding that the tempo of American life has been too fast and that we have begun to pay the penalty of the emotional stresses in shattered nerves. We have been guilty of an over

emphasis upon the material. We are just discovering what older nations like France learned a long time ago, that business should be subservient to life and not life incidental to business.

This is the keynote of the age we are facing. It means less working hours, and therefore more time for cultural activities, more time for play and relaxation. Not only *need* we work less, but we *must* work less if the equilibrium of production and consumption is to be maintained. This new outlook is of great significance to the world of arts, to literature, to music, to painting; in fact to the seven arts by which man interests and amuses himself.

With these I couple chess most strongly. To date, it has been the luxury of those with ample time at their disposal to appreciate its intricacies. Like golf or music, it has not been within the reach of those who must labor daily at long hours. But now millions will be able to devote themselves to all these. They will have the opportunity to enrich their lives by more diverse pursuits and to become thereby broader and more rounded in their views of life. If ever America arrives at the stage where the average man will not have to worry over much about his daily subsistence, chess will come into its own in the grand manner.

For if one were laying a Utopia, a few indeed might contemplate a Valhalla where endless hours were taken up in combat. A few of our militarists may vision the heaven of perpetual conflict, but to the sober-minded American, ample leisure would probably mean ample golf, with a lingering stay at the nineteenth hole, a few hours of chess. . . . For I have always felt that if we ever attain that existence where we do not have to worry about rent and a grocery bill and have an infinity of time upon our hands, chess with its infinite variety will save us from boredom and fill with tense interest every moment of an eternity.

# GAME DEPARTMENT

Game No. 76

RUY LÓPEZ

New York, September, 1933

(Notes by I. Kashdan and H. M. Phillips)

**I. Kashdan**      **Dr. A. Alekhine**  
**H. M. Phillips**   **R. Wahrburg**

White

Black

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	P—Q3
5 P—B3	.....

Slower than the immediate P-Q4, but it avoids exchanging pieces. If 5 P-Q4, P-QKt4; 6 B-Kt3, KtxP; 7 KtxKt, PxKt; 8 B-Q5, R-Kt1; 9 QxP, and the game is even.

5 .....	B—Q2
6 P—Q4	Kt—B3
7 Q—K2	B—K2
8 Castles	Castles
9 P—Q5	.....

The forced retreat restricts Black's mobility considerably.

9 .....	Kt—Kt1
10 B—B2	P—QR4

If 10 ... P-B3; 11 P-B4, PxP; 12 KPxP, and Black is no nearer to freeing his pieces. They wish to lodge a Knight at QB4.

11 P—B4	Kt—R3
12 Kt—B3	Kt—B4
13 B—K3	P—QKt3
14 P—KR3	P—Kt3

If 14 ... Kt-K1; 15 Kt-Q2, P-B4; 16 P-B4! is to White's advantage. After the text, if 15 Kt-Q2, Black gets real chances by Kt-R4, to be followed by P-B4.

15 B—R6	R—K1
16 P—KKt4	.....

Preventing Kt-R4, and again making it difficult for Black to develop his game.

16 .....	B—KB1
17 BxB	RxB
18 Kt—R2	Q—K2
19 Q—K3	P—R4

The start of very interesting and complicated play. Black must undertake something, otherwise P-B4 gives White a very aggressive game.

20 P—B4! .....

Sacrificing a Pawn which it would be very dangerous to accept. The alternatives 20 P-B3 or Q-Kt3 were too passive.

20 .....	RPxP
21 RPxP	.....

21 P-B5 was very tempting, but after PxRP; 22 Q-Kt5, QR-K1 (not KtxQP? 23 P-B6 wins) the attack is not quite sufficient.

21 .....

They dare not play 21 ... KtxKtP; 22 KtxKt, BxKt; 23 P-B5! when the Bishop is locked out and in great peril.

22 QxP	K—Kt2
23 QR—K1	QR—K1
24 K—Kt2	R—KR1
25 R—K2	.....

The only move to hold the game. If 25 R-K3, RxKtch! followed by KtxKtP wins. Or 25 R-B3, R-R5; 26 QR-KB1, QR-KR1 with advantage.

25 .....	R—R5
26 QR—B2	QR—KR1
27 K—Kt1	.....

The point. Now everything is defended, and White has threats on KB7.

27 .....	B—K1
28 Q—Kt5	K—B1
29 R—Kt2	.....

Now threatening RxKt, since the White Knight will remain defended.

29 .....	QKt—Q2
30 Kt—Kt5	.....

Impetuous play which seems to win, but Black has a far-sighted plan which quite refutes White's idea. 30 B-Q1 was better, to protect firmly the important Pawn at Kt4.

30 .....

We had foreseen this, but thought we would obtain a winning endgame.

31 QxKKt	QxQ
32 RxQ	BxKt!

This is the turning point. If instead 32 ... RxKt; 33 RxR, RxR; 34 KxR, KtxPch; 35 K-Kt3, KtxR; 36 KtxBP and White has the advantage.

After the text, it is quite the other way.

33 PxB	RxKt
34 RxR	RxR
35 RxPch	KxR
36 KxR	KtxPch
37 K—Kt3	Kt—K4

Black's advantage is the outside passed Pawn, which cannot be stopped without serious loss of material.

38 P—Kt3	K—B3
39 B—Q1	Kt—Q6
40 K—B3	K—K4
41 K—K3	Kt—B4
42 B—B3	P—Kt4
43 B—R1	Kt—Q2
44 B—Kt2	Kt—B3
45 B—B3	P—Kt5
46 B—K2	KtxKP
47 BxP	Kt—B3

The first Pawn goes. The rest is simple enough for the champion.

48 B—B3	KtxPch
49 K—Q2	K—Q5
50 P—R3	Kt—B6
51 B—B6	P—Q4

Refusing to fall for the last trap. If 51 ... Kt-Kt8ch; 52 K-B2, KtxPch? 53 K-Kt2 wins the Knight.

52 K—B2	P—R5
53 PxP	K—B5

Resigns.

The White Pawns will disappear in rapid succession.

\* \* \*

Game No: 77

KING'S INDIAN DEFENSE

Detroit, September, 1933

(Notes by I. A Horowitz)

R. Fine

White

1 P—Q4
2 P—QB4
3 P—KB3

A. W. Dake

Black

Kt—KB3
P—KKt3
.....

An unusual move at this stage of the game, but not without merit. The idea is to establish a firm Pawn center rapidly.

3 .....	P—Q4
---------	------

A good alternative would be B-Kt2, followed by P-Q3, Castles, and P-K4 or B4, whichever the position may warrant.

4 PxP	KtxP
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5 P—K4	Kt—Kt3
6 B—K3	B—Kt2
7 Kt—B3	Castles
8 Q—Q2	P—K4
9 P—Q5	P—QB3

The correct idea, an attempt to break the center.

10 P—QR4	.....
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Instead 10 PxP would lead to equality. The text strives to maintain the advanced QP by a counter thrust at Black's misplaced Kt at Kt3.

This, however, results in creating a hole at White's QKt4.

10 .....	PxP
11 PxP	Q—R5ch

If instead Kt-B5, 12 BxKt, Q-R5ch; 13 Q-B2, QxB; 14 BxP, with a Pawn plus.

12 B—B2	Q—QKt5
13 P—R5	Kt—B5
14 BxKt	QxB
15 KKt—K2	Kt—R3
16 Castles	Kt—B4
17 BxKt	QxBch

A resume of the opening stages indicates that Black has managed well, having achieved the advantage of two Bishops for two Knights.

18 K—R1	R—Q1
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Also offering good prospects would be the immediate P-KB4, followed by B-Q2 and QR-K1.

19 Q—Kt5	P—B3
20 Q—R4	P—KKt4

But this was unnecessary. B-Q2 or B4 was more natural. White is now able to temporarily place a Knight at K4 without being molested by a Pawn.

21 Q—R4	B—B4
22 KR—Q1	QR—B1
23 Kt—Kt3	B—Kt3
24 KKt—K4	Q—B5

Offering to exchange Queens, which would leave Black with a favorable endgame, which White rightly declines. 24 ... Q-K2, with the eventual threat of driving the Knight by P-KB4 should have been considered.

25 Q—R3	B—B1
26 P—Q6	.....

The passed Pawn assumes great strength. Black's pieces are apparently no longer properly coordinated.

26 .....	K—Kt2
27 R—Q5	B—B2
28 R—Q2	R—B3
29 QR—Q1	R—R3
30 Q—R1	.....

While Black seeks to pick up stray Pawns, White is laying the foundation for a pretty sacrifice.

30 ..... P—Kt3  
31 Q—B1 RxP?

An error, but Black was completely oblivious of what was in store for him. Simply P-KR3 and the game would still be difficult.

32 KtxBP! .....

The point! The sacrifice quickly concludes the game. Of course, even if the Knight is not accepted, Black's position is quite shattered and he must soon succumb.

32 ..... KxKt  
33 Kt—K4ch K—Kt2  
34 R—B2 Q—R5  
35 QxPch B—Kt3  
36 R—B7ch K—Kt1  
37 QxBch! Resigns.

For after PxQ, 38 Kt-B6ch and R-R7 mate.

This game was awarded the special brilliancy prize.

\* \* \*

### Game No. 78

QUEEN'S INDIAN DEFENSE  
Detroit, September, 1933

(Notes by I. A Horowitz)

**S. Reshevsky** **R. Fine**

White

Black

1 P—Q4 Kt—KB3  
2 P—QB4 P—K3  
3 Kt—KB3 B—Kt5ch  
4 B—Q2 BxBch

Or 4 ... Q-K2; 5 Kt-B3, BxKt; 6 BxB, Kt-K5 with a satisfactory position.

5 QxB P—QKt3  
6 P—KKt3 B—Kt2  
7 B—Kt2 Castles  
8 Kt—B3 Q—K2  
9 Castles P—Q3  
10 Q—B2 P—B4  
11 PxP .....

Instead 11 P-K4 would maintain the upper hand. Then might follow 11 ... P-K4; 12 P-Q5, QKt-Q2; 13 Kt-KR4 to be continued with the

eventual break, P-KB4, which would give White control of the center.

11 ..... KtPxP  
12 QR—Q1 Kt—B3  
13 P—K4 KR—Q1  
14 R—Q2 Kt—KKt5  
15 KR—Q1 KKt—K4  
16 KtxKt Kt—Q5

Inviting complications, but the simple 16 ... PxKt, followed by anchoring the Kt at Q5 offered better prospects.

17 Kt—Kt6 RPxKt  
18 Q—Q3 P—K4  
19 R—KB1 .....

Readjusting his Rook for attack on the KB file.

19 ..... B—B3  
20 P—B4 QR—Kt1  
21 P—B5 Q—Kt4  
22 P—B6! R—Kt2

If PxP; 23 P-KR4 immediately regains the Pawn with a strong position.

23 QR—KB2 PxP  
24 P—Kt3 P—B4  
25 PxP BxB  
26 KxB PxP  
27 RxP! .....

Black's weakness on his White squares together with the exposed position of his King, justify the sacrifice of the exchange.

27 ..... KtxR  
28 RxKt Q—R3  
29 Q—K4 R—K2  
30 Q—Kt4ch K—B1  
31 R—R5 Q—Kt2  
32 Q—R4 P—B4  
35 Kt—Q5 .....

33 R-R8ch at once also wins easily, but the text is more forceful.

33 ..... K—K1  
34 KtxR Resigns.

For if QxKt; 35 R-R8ch followed by R-R7 wins the Queen. The attack was splendidly handled by Reshevsky, to give Fine his only loss in the tournament.

## Game No. 79

## ENGLISH OPENING

Detroit, September, 1933

(Notes by I. Kashdan)

**A. W. Dake**      **L. Stolcenberg**

White

Black

1 Kt—KB3	P—QB4
2 P—B4	Kt—QB3
3 Kt—B3	P—KKt3

Probably better than 3 ... Kt-B3; 4 P-Q4, which gives White control of the center.

4 P—KKt3	B—Kt2
5 B—Kt2	P—Q3
6 Castles	B—Q2
7 P—Kt3	Kt—B3
8 P—Q4	.....

Seemingly risky, in view of Black's menacing Bishop at Kt2, but White soon gains control of the long diagonal.

8 .....	PxP
9 KtxP	Castles
10 B—Kt2	KtxKt
11 QxKt	B—B3
12 Kt—Q5	Q—Q2

Allowing White to consolidate his advantage in the center. 12 ... Kt-K1; 13 Q-Q2, BxB; 14 QxB, P-K3; followed by Q-B3, etc., would have relieved the pressure.

13 P—K4	P—QKt4
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Opening the lines only helps White, whose pieces are definitely better placed.

14 KR—B1	QR—B1
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Allowing a pretty forced win. 14 ... Kt-K1, etc., as before, was still the best.

15 PxP	BxB
16 P—QR4	.....

Sufficient, but not nearly as strong as at once 16 B-KR3! If then QxB; 17 KtxPch, K-R1; 18 QxKt!, R-KKt1 (or 18 ... RxRch; 19 RxR, R-KKt1; 20 QxBP wins); 19 RxR, QxR; 20 KtxQ, and White emerges a Rook ahead. Or 16 B-KR3!, RxRch; 17 RxR, Q-Kt2 (if Q-Q1; 18 R-B8 wins the Queen); 18 R-B7 and wins.

16 .....	B—B3
17 B—KR3!	QxB
18 KtxPch	K—R1
19 KtxB	.....

If now 19 QxKt, R-KKt1 wards off the attack. White has, however, succeeded in annexing a valuable Pawn.

19 .....	KR—K1
20 KtxP	QR—Kt1
21 Kt—Kt5	K—Kt1
22 P—B3	P—Q4
23 P—K5	Kt—R4

A mistake which loses a piece, but the ending was hopeless.

24 Q—KKt4	Resigns.
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## Game No. 80

## FRENCH DEFENSE

Winnipeg, September, 1933

(Notes by Malcolm Sim)

**R. E. Martin****B. Blumin**

White

Black

1 P—K4	P—K3
2 P—Q4	P—Q4
3 Kt—QB3	Kt—KB3
4 B—Kt5	PxP
5 KtxP	B—K2
6 BxKt	BxB

Bogoljubow first tried PxB in his world's championship match with Dr. Alekhine. Then after 7 Kt-KB3 Alekhine recommends P-Kt3 in the New York Tournament Book.

7 Kt—KB3	Kt—Q2
8 P—B3	.....

Here in the 24th game of the match Bogoljubow continued 8 Q-K2, Castles; 9 Castles, B-K2; 10 K-Kt1, P-QKt3; 11 P-KKt4 for a King side attack.

8 .....	P—QKt3
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Perhaps a little premature.

9 B—Kt5	B—Kt2
10 KtxBch	PxKt
11 Q—K2	Q—K2
12 Castles QR	P—B3
13 B—R6	Castles QR
14 KR—K1	.....

14 P-Q5, BPxP; 15 RxP, Kt-B4, would lead to wholesale exchanges, and Black would be quite comfortable.

14 .....	Q—Q3
15 P—KKt3	Kt—B1
16 BxBch	KxB
17 Kt—Q2	Q—Q4
18 P—QB4	Q—QR4
19 Kt—Kt3	.....

Surrendering a Pawn, and White fails to trap the Queen. Nevertheless the open file serves for Black's undoing.

19.....	QxP
20 K—B2	Q—R5
21 P—B5	Q—R3
22 QxQch	KxQ
23 R—R1ch	K—Kt2
24 R—R2	Kt—Kt3

Here, as Martin points out, Black should have strengthened his King's position by Kt-Q2.

25 KR—QR1	R—R1
26 Kt—Q2!	KR—Q1
27 Kt—B4	P—Kt4

Of course, if RxP, then 28 KtxP wins the exchange. The entry of the White Knight starts the bottling up process.

28 Kt—Q6ch	K—Kt1
29 R—R6	Kt—K2
30 R(R1)—R5	.....

Threatening 31 RxBP, KtxR, and White mates in two.

30.....	R—Q2
31 P—B4	P—B4
32 K—Kt3	R—B2

Costing a Pawn, but he has to free the Knight, or he would soon run out of moves.

33 KtxBP	Kt—Q4
34 Kt—Q6	Kt—K6
35 R—R1	Kt—Kt5
36 R—K1	KtxP
37 RxKP	R—KKt2
38 R—K8ch	K—B2
39 RxR	RxPch
40 K—R2	K—Q2

White now mates in three moves, starting with 41 R-K8. A trenchant victory for the new Canadian champion against one of the strongest competitors.

\* \* \*

### Game No. 81

#### QUEEN'S INDIAN DEFENSE

Hastings, August, 1933

(Notes by I. Kashdan)

**T. H. Tylor**

**W. Winter**

White

Black

1 P—Q4  
2 Kt—KB3

Kt—KB3  
P—QKt3

3 QKt—Q2	B—Kt2
4 P—K3	P—K3
5 B—Q3	P—B4
6 Castles	Kt—B3
7 P—B3	B—K2
8 Q—K2	Castles
9 P—QR3	.....

It is now a form of Colle System, where P-K4 should be played at once. The precautionary text-move is hardly necessary.

9.....	Q—B2
10 R—K1	P—Q4
11 P—K4	.....

Obtaining a very free game. Exchanging Pawns first would have avoided the isolated QP, but the latter is far from being a weakness in this position.

11.....	QPxP
12 KtxP	PxP
13 PxP	QR—Q1
14 B—K3	KtxKt
15 BxKt	B—B3
16 Q—B2	.....

16 QR-B1, followed by B-Kt1, would have saved some time in arriving at the desired attacking position.

16.....	P—KR3?
---------	--------

16 ... P-Kt3 was considerably safer, when Black's KB could play its proper part in the defense.

17 QR—B1	R—B1
18 Q—Q2	KR—Q1
19 B—Kt1	Q—Q2
20 Q—Q3	KtxP?

Overlooking the full force of White's attack. 20 ... P-Kt3 was essential, and would still have equalized.

21 KtxKt	RxR
----------	-----

Allowing a pretty mate in four. But the game could no longer be held. If 21 ... BxKt; 22 RxR (not 22 QR-Q1, Q-B3!, etc.), BxR; 23 R-Q1, P-K4; 24 BxB, PxP; 25 Q-R7ch, K-B1; 26 R-K1!, P-B3; 27 B-R2! and mate is inevitable.

22 Q—R7ch	K—B1
23 Q—R8ch	K—K2
24 Kt—B5ch!	PxKt
25 B—B5 mate.	

## Game No. 82

## SLAV DEFENSE

Mährisch-Ostrau, July, 1933

(Notes by Fred Reinfeld)

L. Steiner                      E. Canal

White

Black

1 P—Q4

P—Q4

2 P—QB4

P—QB3

3 Kt—KB3

Kt—B3

4 Kt—B3

PxP

5 P—QR4

.....

After 5 P-K3, Black gets a good game by 5 ... P-QKt4; 6 P-QR4, P-Kt5!; 7 Kt-R2, P-K3, etc.

5 .....

B—B4

6 Kt—K5

.....

A somewhat clumsy manoeuver which costs too much time. The simpler continuation 6 P-K3 is stronger.

6 .....

Kt—R3

7 P—B3?

.....

A further waste of time. White possibly overlooked that he could play 7 P-K3, Kt-QKt5; 8 BxP!, P-K3 (if Kt-B7ch? 9 QxKt!); 9 Castles, followed by Q-K2, R-Q1 and finally P-K4 with a beautiful position.

7 .....

Kt—Q2!

8 KtxP(B4)

.....

Not the best. White should have gone in for 8 KtxKt, BxKt; 9 P-K4, P-K4, etc.

8 .....

P—K4!

An unexpected thrust.

9 P—K4

.....

9 PxP is refuted by Q-R5ch, while 9 KtxP, KtxKt; 10 PxKt, QxQch; 11 KxQ, Castles QRch; 12 B-Q2, Kt-B4! (threatening Kt-Kt6 or RxBch) or 11 KtxQ, Kt-Kt5; 12 K-B2, B-B4ch; or finally 12 Kt-K3, B-B4 leads to an untenable game for White. (Knoch).

9 .....

PxP!

10 PxB

.....

10 QxP, Kt-Kt5; 11 Kt-K3 was perhaps preferable.

10 .....

PxKt

11 PxP

.....

Knoch gives these alternatives:

I. 11 Q-K2ch, B-K2; 12 Kt-Q6ch, K-B1; 13 KtxKtP, Q-Kt3; 14 QxKt (or 14 PxP, Kt-B2!; 15 Q-Q3, QxKt; 16 QxKt?, R-Q1!, etc.) PxP! and wins.

II. 11 Kt-Q6ch, BxKt; 12 QxB, Q-R4ch wins.

11 .....

Q—B3!

12 Q—B2

Kt—Kt5!

13 Q—K4ch

B—K2

14 B—Q2

Castles QR

15 Q—Kt1

.....

White must forestall KR-K1.

15 .....

Kt—K4!

Canal's play is very energetic, and takes full advantage of White's exposed position.

16 PxKt

KtxKt

17 BxKt

Q—R5ch

18 P—Kt3

QxB

19 Q—K4

.....

White has no valid defense. If 19 Q-B1, QxQch; 20 RxQ, KR-K1 wins.

19 .....

QxQch

Or simply 19 ... Q-Q5! (Gruenfeld); 20 QxQ, RxQ; 21 P-Kt5, R-K1 and wins.

20 PxQ

R—Q5

21 P—Kt5

RxPch

22 K—B2

R—K4

23 P—Kt4

R—Q1

24 B—B4

B—B4ch

25 K—Kt2

R—K7ch

26 K—R3

B—Q3

27 B—Kt3

BxB

28 PxB

P—Kt4!

29 KtPxP

.....

A blunder in time pressure, but White was lost in any case. If 29 PxPe.p., RPxP; 30 P-Kt5, R-R1ch; 31 K-Kt4, RxR; 32 RxR, PxP; 33 PxP, R-QKt7; 34 R-R7, 35 RxP, P-R4, etc.

29 .....

R—Q3!

Forcing mate.

30 PxPch

K—Kt1

Resigns.

This game was awarded the first brilliancy prize.

# CURIOUS CHESS FACTS

By Irving Chernev

1. The English master J. H. Blackburne was a contestant in international tournaments for a period of over 50 years (1862 to 1914).

2. A. F. Mackenzie, although blind, composed some of the finest chess problems ever published.

3. A book of Philidor's games published in 1819 has illustrative diagrams showing the position of the pieces after each move.

4. Judge James Mc Connell of New Orleans had the distinctive honor of having played chess with Morphy and Capablanca.

5. Former United States Champion A. B. Hodges, who participated in all of the Cable matches between the United States and England, never lost a game in these matches.

6. A correspondence game begun in 1859 between a Mr. Brenzinger of New York and his brother in England lasted 16 years.

7. A peculiar rule regarding drawing a game by perpetual check is given in Murray's History of Chess. The rule is that games in which perpetual check occurs are called drawn, but check must be given seventy times.

8. The one club that Chess Masters do not wish to join, although dues are never collected, is called the "Vera Menchick Club." To qualify, one must lose a game to her in a Master's Tournament.

9. A book published in Germany, whose title is "Advice to Spectators of Chess Tournaments" has all the pages blank except one. That one has but two words in it - "Halt's Maul" (Keep your mouth shut).

10. Although even great players are apt to blunder and lose games in short order, one would not expect a consultation game to be brief. The record is held by Bird and Dobell who lost to Gunsberg and Locock at Hastings, 1897, in nine moves.

11. In a tournament played at Budapest in 1912, Dr. Vidmar had the peculiar experience of winning the most games and yet finishing last. Marshall, who won only one game, won the first prize. (Explanation on request).

12. Alekhine playing in the great Tournament at Bled in 1931 did not lose a game in twenty-six rounds. The number of points separating him from the second prize winner, Bogoljubow ( $5\frac{1}{2}$ ), was almost as great as between second place and last!

13. At Baden-Baden, 1925, Alekhine won first prize without losing a game. This is not an unusual thing for Alekhine to accomplish. His score against the ten players below him was unusual, though. It ran as follows: Draw, win, draw, win, draw, win, draw, win, draw, win.

14. Chess players are not noted for their poor opinions of their own prowess. David Janowski furnished a good example once of this trait. After losing a match to Marshall, he sent the American Champion a cable offering to play him at Knight odds!

15. In striking contrast was the attitude of Carl Schlechter who did not enter his games for brilliancy prizes as he wanted others to share some of the prize money. That was one reason but the real one was undoubtedly innate modesty.

16. Schottlander needed only a draw to win the Leipzig Tourney of 1888. His opponent, Mieses offered him a draw but he refused to accept it. Schottlander lost the game and with it first prize.

17. Sammy Reshevsky was asked whether he expected to win the Western tournament of 1933. His reply was "Who is there to beat me?" Remarkably enough he was right. No one did beat him, but he didn't win the tournament.

18. Many wonderful scores have been compiled in tournaments, but the worst is undoubtedly held by Colonel Moreau who played in the Monte Carlo Tournament of 1903. After twenty-six rounds he still had nothing on the credit side and twenty-six zeros on the debit side of his ledger.

19. Ernest Grunfeld, probably the greatest authority on the openings in the world, never began a game with 1 P-K4.

20. Frank J. Marshall once saved a line of play in the Ruy López opening for ten years to be used expressly against Capablanca. He tried it in a tournament played in New York in 1918, but lost the game, nevertheless.

21. In 1912, Marshall played one of the most unexpected moves ever seen in Chess, against Lewitzky. The move so pleased the spectators that they immediately showered the board with gold pieces.

22. Very few masters have ever been able to give an impressive simultaneous exhibition at Prague, the opposition being so strong. Hearing of this, Spielmann made a wager that he would achieve a score of at least 80%. He lost the bet though, as he lost more games than he won.

23. Perhaps the most fanatical devotee the game has ever known was Harrwitz. He played Chess at the Café de la Regence, morning, noon and night seven days a week. In addition he had Chess figures embroidered on his shirts and wore stick-pins shaped like Chess pieces. But perhaps he has many other rivals.

## POETRY CORNER

### JUST ANOTHER ONE

He was crazy about chess  
I'm referring to old Hook  
And this is a yarn  
You can place in your book.

You may not believe it  
But yet it is true  
His passion for the game  
Grew and it grew.

'Til when he passed out  
'T was plain from his will  
That he would if he could  
Play at chess still.

For 'twas clearly set down  
That when he went hence  
(Though it hardly accords  
With what is called good sense).

"My bones shall be sent  
To where Chessmen are made,  
And carved into pieces."  
So he was obeyed.

They were placed into boxes  
With old Hook on the lid,  
They're quite decent pieces  
And cost half-a-quid.

I purchased a box  
Of the pieces of old Hook  
Men made from his bones  
From the Queen to the Rook.

*Charles SANDERS*

### THE GAMBLER

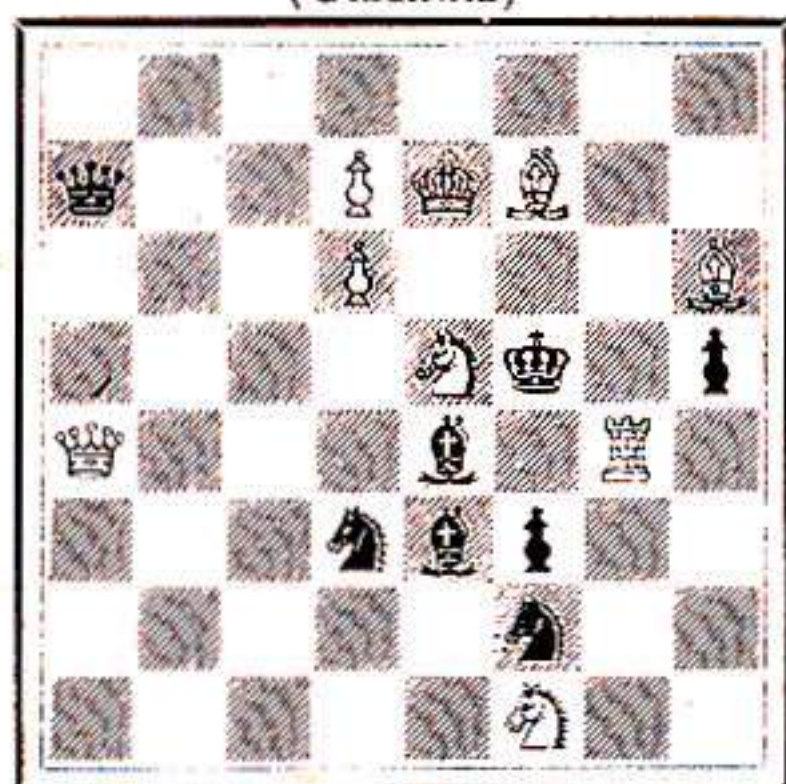
While playing chess with his friends at the Frat  
He would wager even money—his car or his hat,  
His betting propensities caused them much pain  
For the beggar would beat them again and again!

One day he grew ill with a pain in the head  
It grew worse, he sank lower then sadly said:  
"Please bury my set with me when I go  
Even the angels may relish a few games or so;  
I'll wager my halo, my harp or my wings  
And when I've cleaned up I'll play for spare strings."

He died and while laying the poor chap to rest  
They granted his final but foolish request.  
The latest report has him doing well  
And playing the Devil for matches in Hell.

*Charles SANDERS*

No. 85  
WILHELM ANDERS  
HARBURG, GERMANY  
(ORIGINAL)



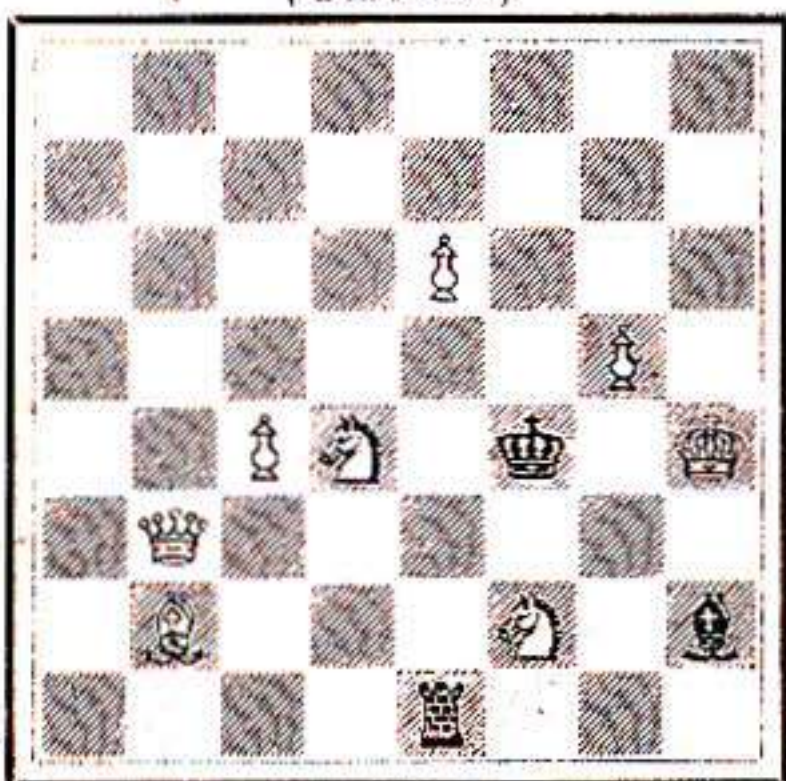
White mates in two moves

No. 86  
E. BOSWELL  
LANCASTER, ENGLAND  
(ORIGINAL)



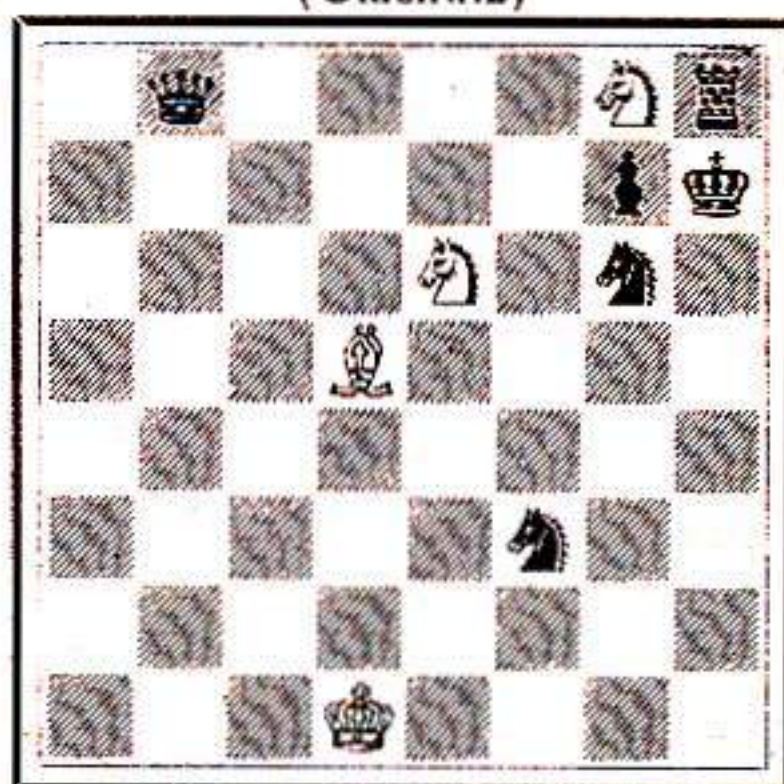
White mates in two moves

No. 87  
MANNISH CHAROSH  
BROOKLYN, N. Y.  
(ORIGINAL)



White mates in two moves

No. 88  
G. W. HARGREAVES  
AUBURN, ALA.  
(ORIGINAL)



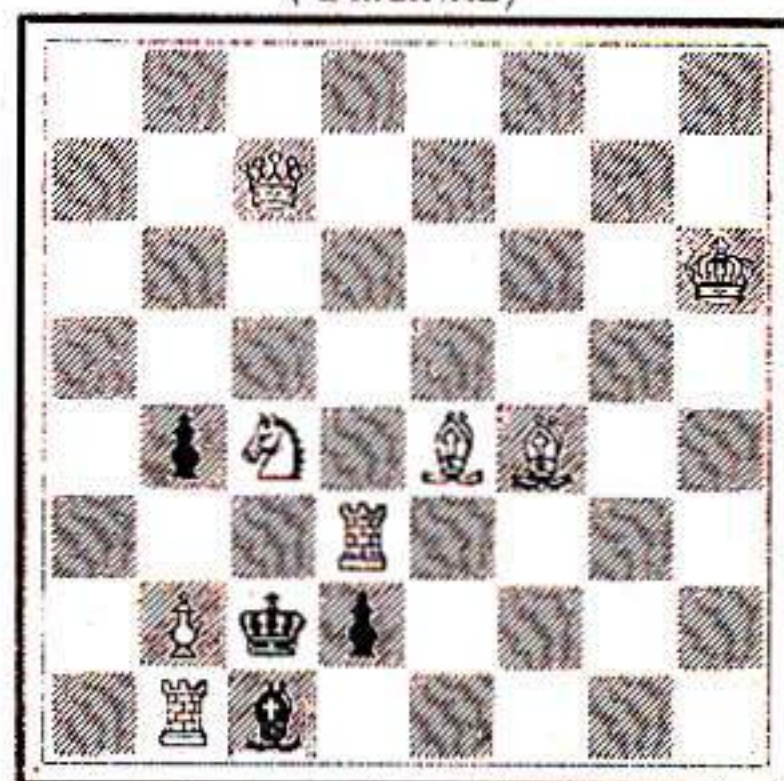
White mates in two moves

No. 89  
F. A. HILL  
WHITE BEAR, MINN.  
(ORIGINAL)



White mates in two moves

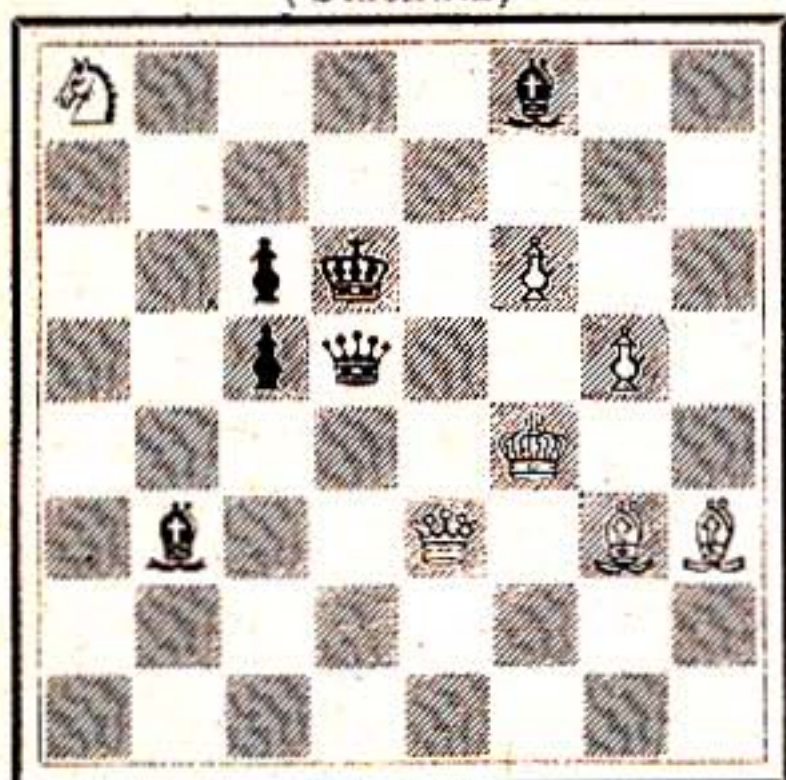
No. 90  
WALTER JACOBS  
NEW YORK CITY  
(ORIGINAL)



White mates in two moves

No. 91

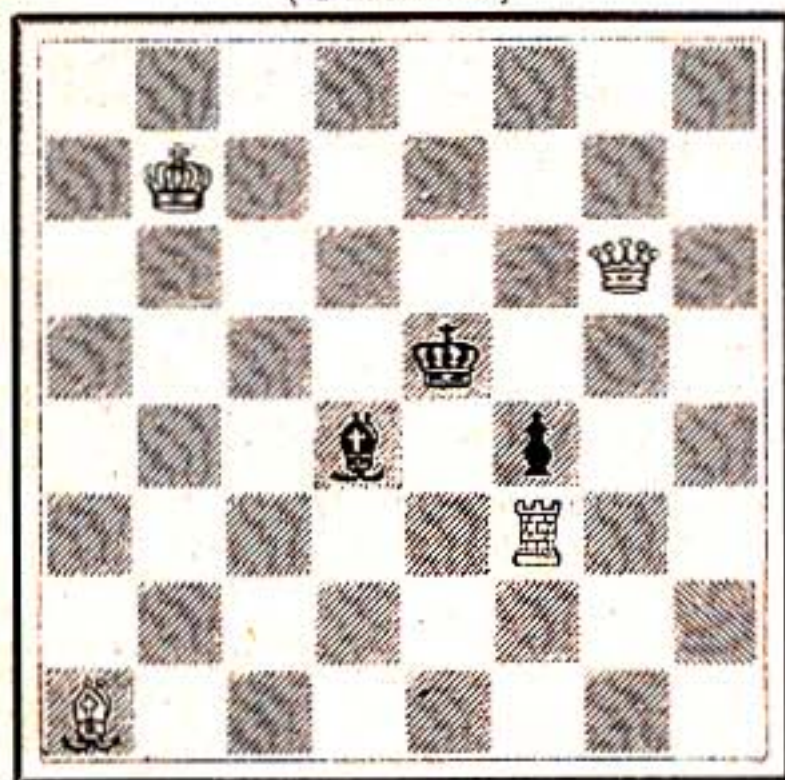
S. BENJAMIN & W. JACOBS  
IN MEMORIAM W. A. SHINKMAN  
(ORIGINAL)



White mates in three moves

No. 92

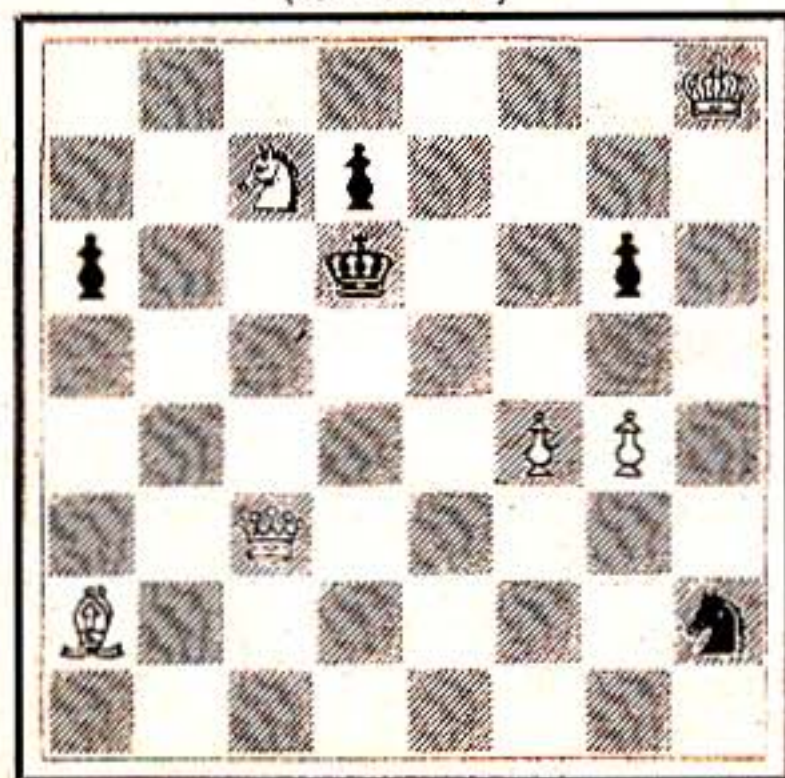
R. CHENEY  
ROCHESTER, N. Y.  
(ORIGINAL)



White mates in three moves

No. 93

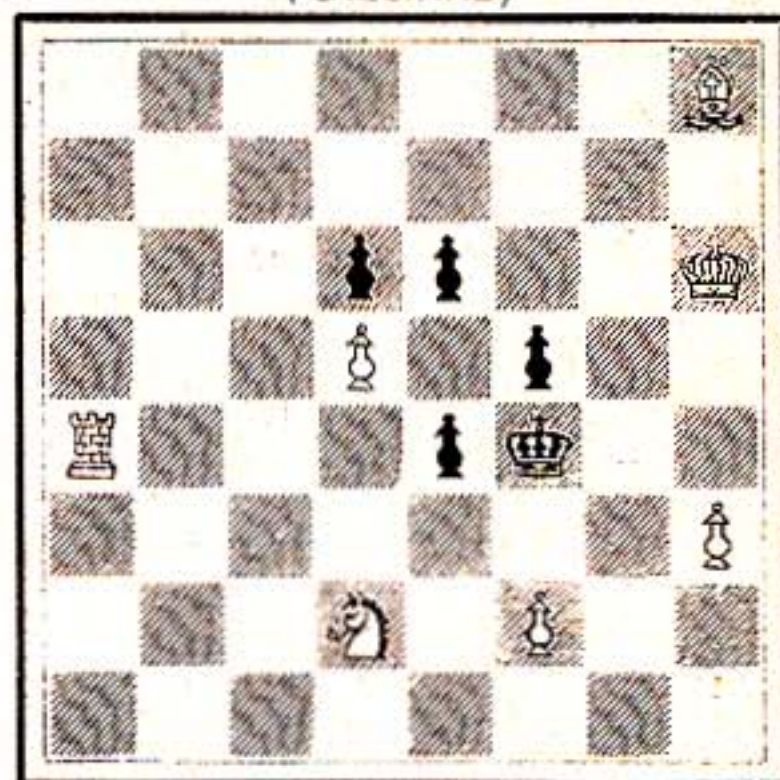
EDWARD HAENIGES  
BUFFALO, N. Y.  
(ORIGINAL)



White mates in three moves

No. 94

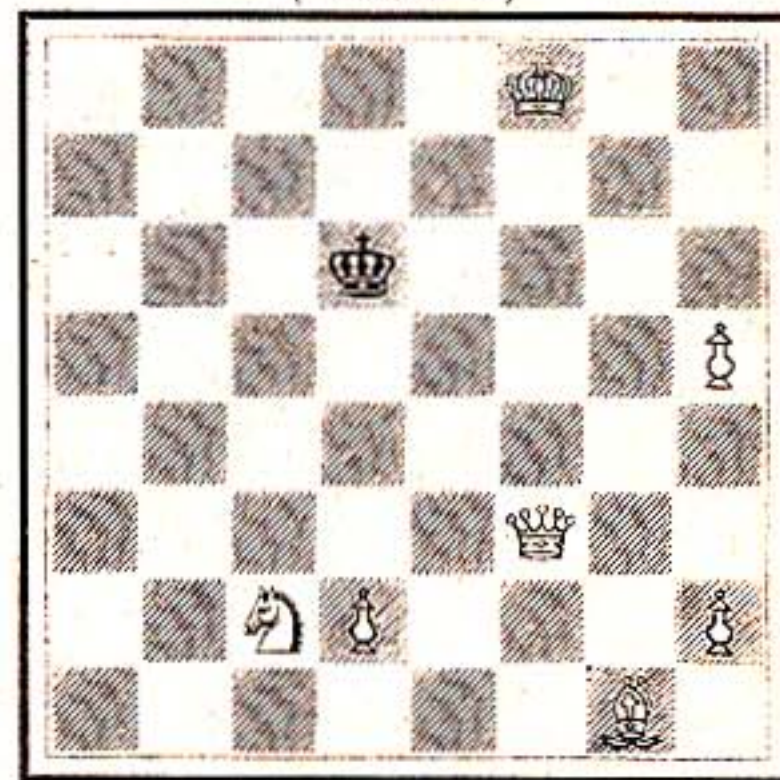
DAVID C. McCLELLAND  
JACKSONVILLE, ILL.  
(ORIGINAL)



White mates in three moves

No. 95

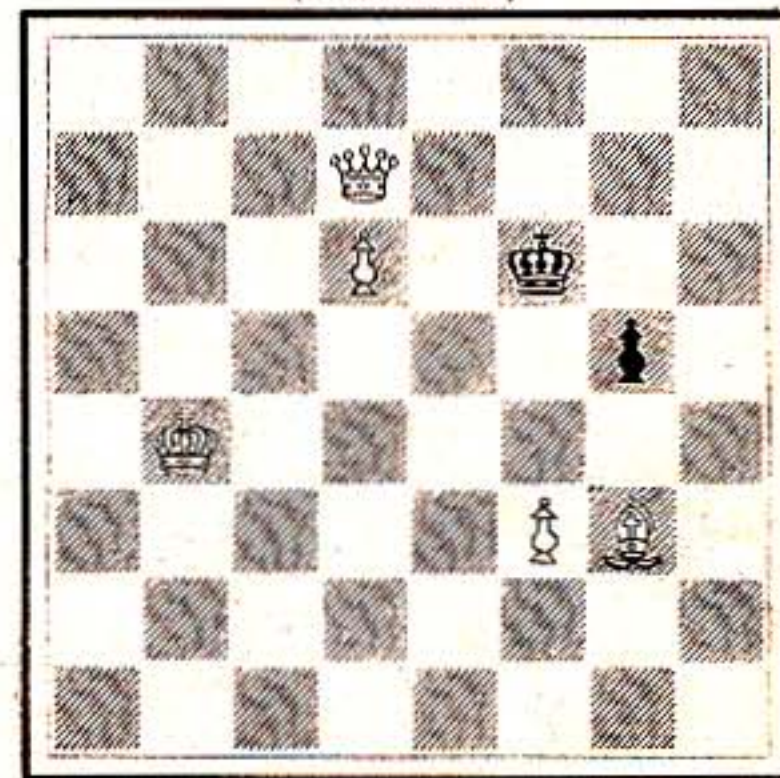
WILBUR VAN WINKLE  
ENDICOTT, N. Y.  
(ORIGINAL)



White mates in three moves

No. 96

EARL F. YOUNG  
READING, PA.  
(ORIGINAL)



White mates in three moves

# PROBLEM REVIEW

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

By Otto Wurzburg

## Our Problems this Month

No. 86. Some fine interference and uncovering.

No. 88. One of our solvers contributes his first problem.

No. 89. The composer has been active for years in correspondence chess in Minnesota. More recently he has devoted a part of his time to composition.

No. 90. Fine Key and two unusual variations.

No. 91. Two of our solvers pay tribute to the memory of Shinkman.

No. 94. An Indian to which is added a discovered mate variation.

Nos. 95-96. From our new generation.

## Solutions

No. 61. N. Gabor. 1 Q—K3.

Nice offering, good key.—Donald Morris. An unusual setting.—F. G. Gardner. Interesting play around Q5.—G. Dobbs. Very interesting, especially the Queen interferences.—N. Malzberg. Position of the Queen suggests key.—S. Braverman. Nice hidden key. Black shut-offs on Q4 and Q5 lead to pretty effects.—E. Boswell.

No. 62. C. S. Kipping. 1 Q—B6.

A curious double unpin.—G. Dobbs. Key good and theme variations could hardly be bettered. Kipping's work is always beautiful.—Donald Morris. Theme variations charmingly introduced and by-play interesting.—E. Boswell.

No. 63. R. Cheney. 1 Q—Kt7.

B—Kt8ch	2 Kt—B2ch
Cooked by	1 K—B3
K—Kt8	2 Q—R3
P—Kt7	2 Kt—Kt3ch

No. 64. A. J. Fink. 1 P—Kt6.

PxKtP	2 Q—K5
PxQP	2 Q—R5
P—B3	2 Q—KB5
P—B4	2 Q—K8

Nice tasker.—W. Van Winkle. Tantalizing.—

E. A. Nash. Beautiful task admirably carried out.—D. C. McClelland. If the theme requires a dummy Rook and an almost impossible Pawn position, the game is hardly worth the candle.—G. Dobbs. An ingenious construction. Key novel.—N. Malzberg. A clever achievement.—E. McCarthy. Remarkable composition.—A. C. Forten. Not difficult, but Queen play neat.—S. Braverman. Difficult task well worked out.—W. Jacobs. Excellent Pawn and Queen play.—A. Szabo. Very tricky.—F. G. Gardner. Beautiful and economical considering theme.—D. Morris. Most meritorious tasker.—E. Boswell.

No. 65. Dr. G. Dobbs. 1 Q—R4.

Threat	2 Q—K1ch
K—R3	2 Q—Q8
K—Kt5	2 B—QKt5

This fine 3er proved very difficult and caught many solvers.—O. W. Rather tricky.—M. H. Kleiman. This is not only catchy, it is a masterpiece.—W. Van Winkle. A great credit to Dr. Dobbs.—I. Piasetzky. A teaser. The Bishop sacrifice comes as a surprise.—N. Malzberg. A masterpiece.—S. Braverman. The tries are many and tricky. Very good.—W. Jacobs. Beautiful and difficult.—F. Vail. The White Bishop variation is fine.—A. Szabo. Finely conceived strategic key. Splendid. Loyd never did anything finer.—E. Boswell.

No. 66. I. Kashdan. 1 B—KR4.

KxR	2 P—Q8-
	(Q)ch
KtxKt	2 R—Q5ch
K—B5	2 R—B6ch

Two chameleon echoes.—W. Jacobs. Very pretty echo.—M. H. Kleiman. Another masterpiece.—W. Van Winkle. Masterpiece.—I. Piasetzky. Delightful echo.—E. Boswell. Brilliantly executed masterpiece.—E. A. Nash. The chameleon echo is fine and novel.—G. Dobbs. A masterpiece.—N. Malzberg. Brilliant example.—S. Braverman. Pointed key and nice mates.—D. Morris.

No. 67. E. McCarthy. 1 R—QB5.

K—Kt3	2 R—B6ch
P—Kt3	2 B—R2

Neat miniature.—M. H. Kleiman. This is a dandy problem and cute.—I. Piasetzky. Artistically done.—E. A. Nash. Cute little trifle.—G. Dobbs. Nice sacrifice.—N. Malzberg. This one held me up longer than all the rest combined.—H. M. Berliner. Unexpected key and beautiful Rook sacrifice.—S. Braverman. Very neat.—W. Jacobs. Neat.—A. Szabo. Extremely pretty.—D. Morris. Neat.—F. G. Gardner. A beautiful pointed affair worthy of Loyd or Shinkman.—D. C. McClelland. Exceptionally neat. All very charming.—E. Boswell.

**No. 68. David G. McClelland. 1 Q—R2.**

K—K6	2 QKt—B4ch
K—B6	2 KKt—B4
P—K6	2 K—Kt4
Cooked by	1 KKt—B4
K—B6	2 Q—R2
P—Q7	2 Q—Q5ch

**No. 69. Wilbur Van Winkle. 1 P—Kt4.**

Threat	2 QxPch
PxPe.p.	2 Q—Q4ch
P—B6	2 P—Kt5
K—K5	2 QxP
K—B6	2 R—Q4

Delightful with a remarkable lot of play.—E. Boswell. Beautiful and not easy.—M. H. Kleiman. Very fine.—I. Piasetzky. Good key and nice continuations.—G. Dobbs. Good key.—N. Malzberg. Good variety and not easy.—A. Szabo. A flash of inspiration to solve this clever one.—S. H. Thelin. Very clever.—F. G. Gardner. Rather neat.—D. Morris. Mr. Van Winkle has great possibilities as a composer. More power to him.—D. C. McClelland.

**No. 70. F. Palatz. 1 R—Kt4.**

Threat, 2 R—B4ch, RxR; 3 KtxP mate  
R—Q7 (preparatory manoeuvre)  
2 R(Kt4)—Kt5, R—KB5

Now B—Q6 is followed by 3KtxP mate, as 1 R—Q7 has been an anti-obstruction move, but a critical one also. This would be a Grimshaw interference.

3 R—K5

Explanatory solution supplied by the composer. Short mates and duals spoil this.—G. Dobbs. R—Kt5 is a fine try.—E. A. Nash. Very little variety.—N. Malzberg. A curious key. Quite a modern problem with, it seems to me, a Plachutta and Grimshaw interference, strangely woven together. This thematic 4er is typical of the skillful work of the great German composer. The manner, in which the Plachutta threat is defeated, forcing the WR manoeuvres to bring about a sort of paralysis of the Black defensive system, is

skillful in the extreme. A beautiful example of its kind.—E. Boswell.

**No. 71. R. Svoboda. 1 B—QKt4.**

BxB	2 Kt—Kt3ch
B—Kt3	2 Kt—Kt5ch
B—B2	2 Kt—Q2ch
B—Q1	2 Kt—B2ch

Simple key, wonderful variations.—M. H. Kleiman. Great.—W. Van Winkle. Wonderful.—I. Piasetzky. Though the key is restrictive and practically forced, the whole effect is quite pleasing.—G. Dobbs. Very interesting and really beautiful.—N. Malzberg. Pleasing.—P. L. Rothenberg. Beautiful problem.—S. W. Thelin. Amply repaid for solving this one.—F. G. Gardner. Worthy of Hume himself. A fine masterpiece.—D. C. McClelland. Charming.—E. Boswell.

**No. 72. Walter Jacobs. 1 Q—KKt7.**

Threat; 2 Kt—Q4, R—B4 mate  
K—B7; 2 K—Q4, RxR mate  
Kt—B3; 2 Q—Q4, Kt—K2 mate  
Kt—B5; 2 R—Q4, Kt—K6 mate  
R—Kt4ch; 2 K—Q4, R—B4 mate  
R—Kt5; 2 Kt—B6, RxR mate

A remarkable example.—D. C. McClelland. Not in Solver's Ladder.

## Solutions to Frontispiece

March cover, by Frank Healey.

1 K—Q7, K—K5; 2 R—Q5.

April cover, by Frank M. Teed.

1 Q—KKt1, K—B1 or B2; 2 Q—QR7  
K—K1 or K2; 2 Q—KKt7.

May cover, by Jasper Jespersen.

1 Q—R2, PxKtch; 2 KxP, P—B3;  
2 Q—K6, K—K2; 2 Q—B7ch.

## 50 Schaak Problemen

by Dr. M. Niemeyer.

(Published by Swets and Zeitlinger, Keizergracht 471, Amsterdam, 1933).

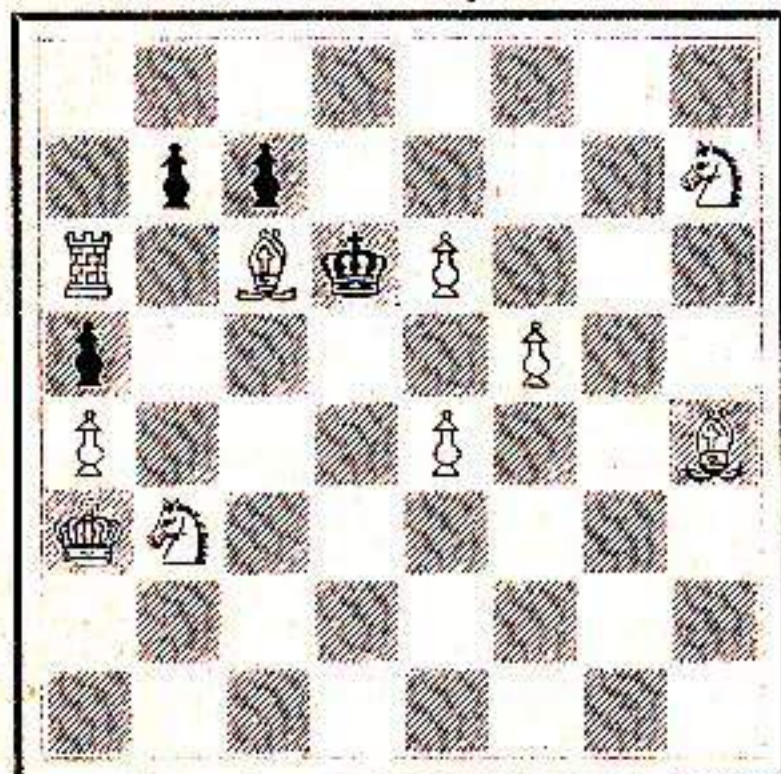
Page 6½ by 9¼. One diagram (3 inch) to the page. A fine selection of compositions by this well known composer, done on fine paper and with typographical excellence.

Dr. Niemeyer is a student of thematic studies and a composer of real constructive powers. The modern intensive study of themes has yielded notable results and the Doctor has contributed widely to this movement. Of the fifty positions, nearly two thirds are prize winners, good proof of the composer's skill and success.

We are appending herewith the composer's interpretation of the four fold white Pawn promotion theme, a highly ingenious piece of construction.

The solutions are complete and there is illuminating text. It is a fine volume on all accounts and well worth the time and study of every lover of fine chess problems.

DR. M. NIEMEYER  
"SADATSCHI Y ETJUDI." 1928

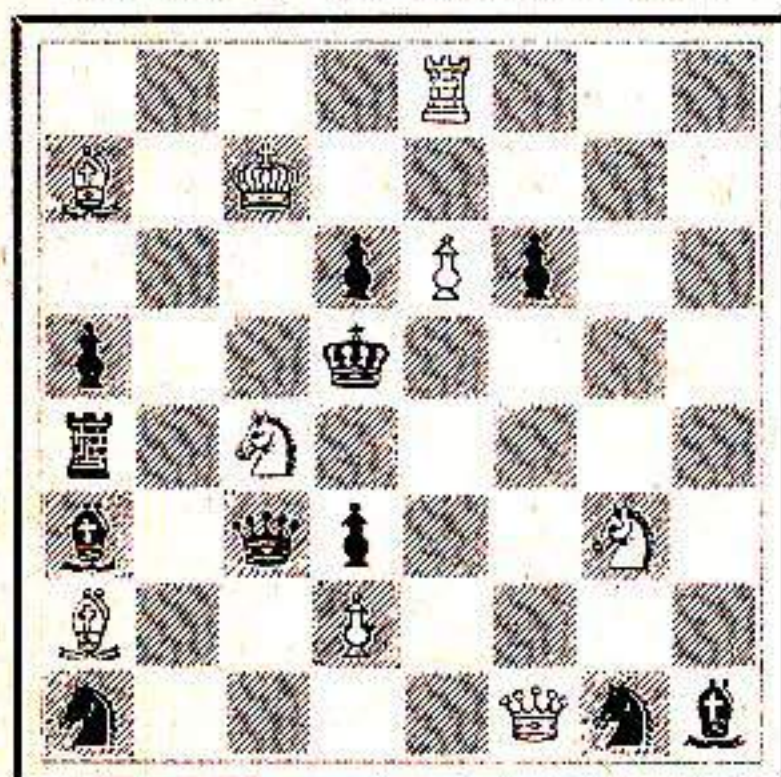


White mates in three moves

1 P-K7 PxR 2 P-K8(B)  
PxB 2 P-K8(R)  
P-Kt3 2 P-K8(Q)  
P-Kt4 2 P-K8(Kt)ch

The important tournament held by "El Diluvio," published in Barcelona, Spain, has been brought to a close, and the subjoined two-mover was awarded first prize. It is modern in design and quite intricate.

A. F. ARGÜELLES, BARCELONA  
1ST PRIZE "EL DILUVIO," 1932



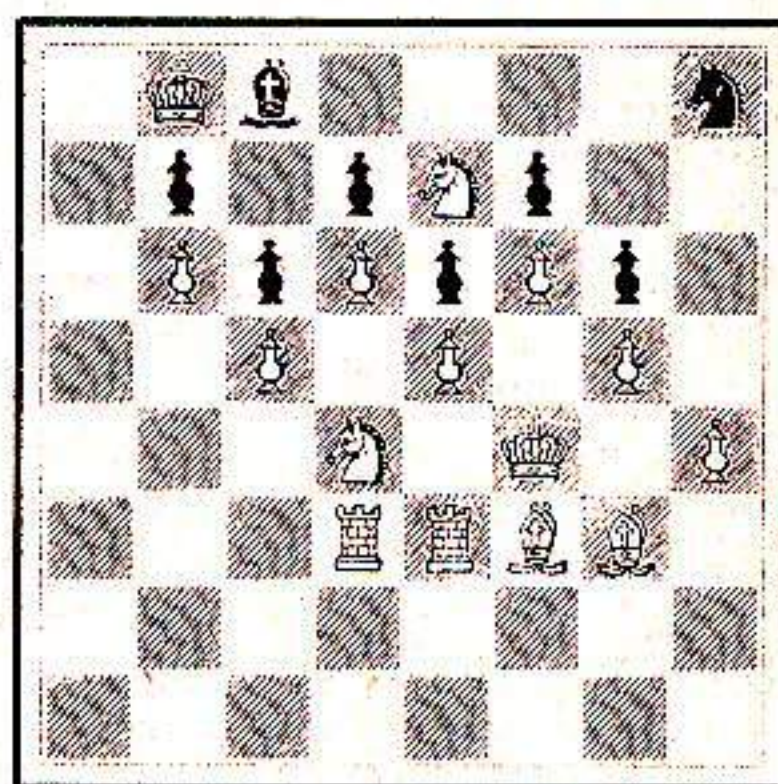
Mate in two moves

1 Kt-B5

Norsk Sjakblad, organ of Norwegian chess clubs, announces prizes for the best two-mover and three-mover contributed to its pages during 1933. Problems must be original. Address Norsk Sjakblad, Trondtjein, Norway.

The two interesting positions given herewith are especially contributed by Herr Goller and dedicated with high regards to Alain C. White.

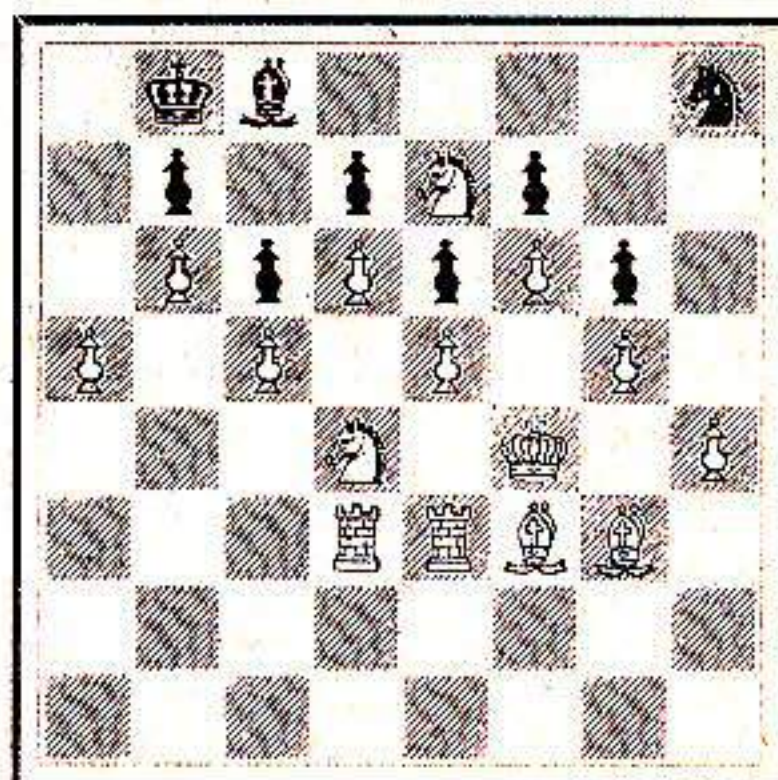
G. GOLLER  
HALLE-SAALE, GERMANY



Self-mate in ten moves

1 K-K4; 2 B-B4; 3 Kt-Q5; 4 Kt-B3; 5 B-Kt3;  
6 K-B4; 7 Kt-K4; 8 R-R3ch; 9 B-R5; 10 Kt-B3,  
Kt-Kt3 mate.

G. GOLLER  
HALLE-SAALE, GERMANY



Self-mate in twelve moves

1 K-K4; 2 B-B4; 3 Kt-Q5; 4 Kt-B7ch; 5 Kt-K8;  
6 B-Kt3; 7 K-B4; 8 R-K4; 9 R(Q)-K3; 10 Kt-B7ch;  
11 B-R5; 12 Kt-B3, Kt-Kt3 mate.

NEW MODEL AMERICAN MADE

## CHESS CLOCKS

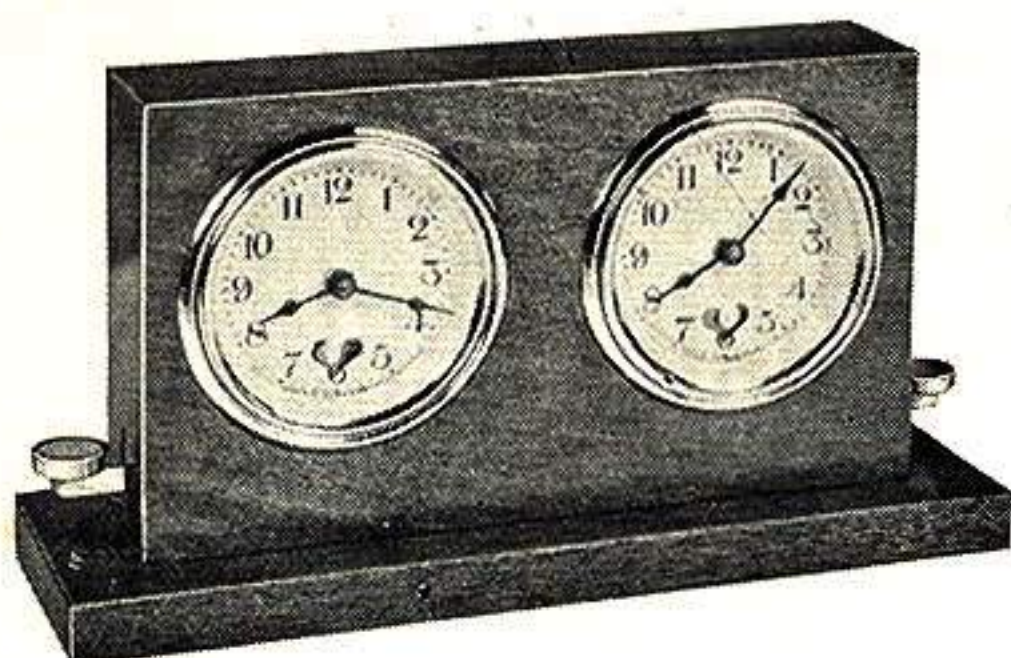
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