

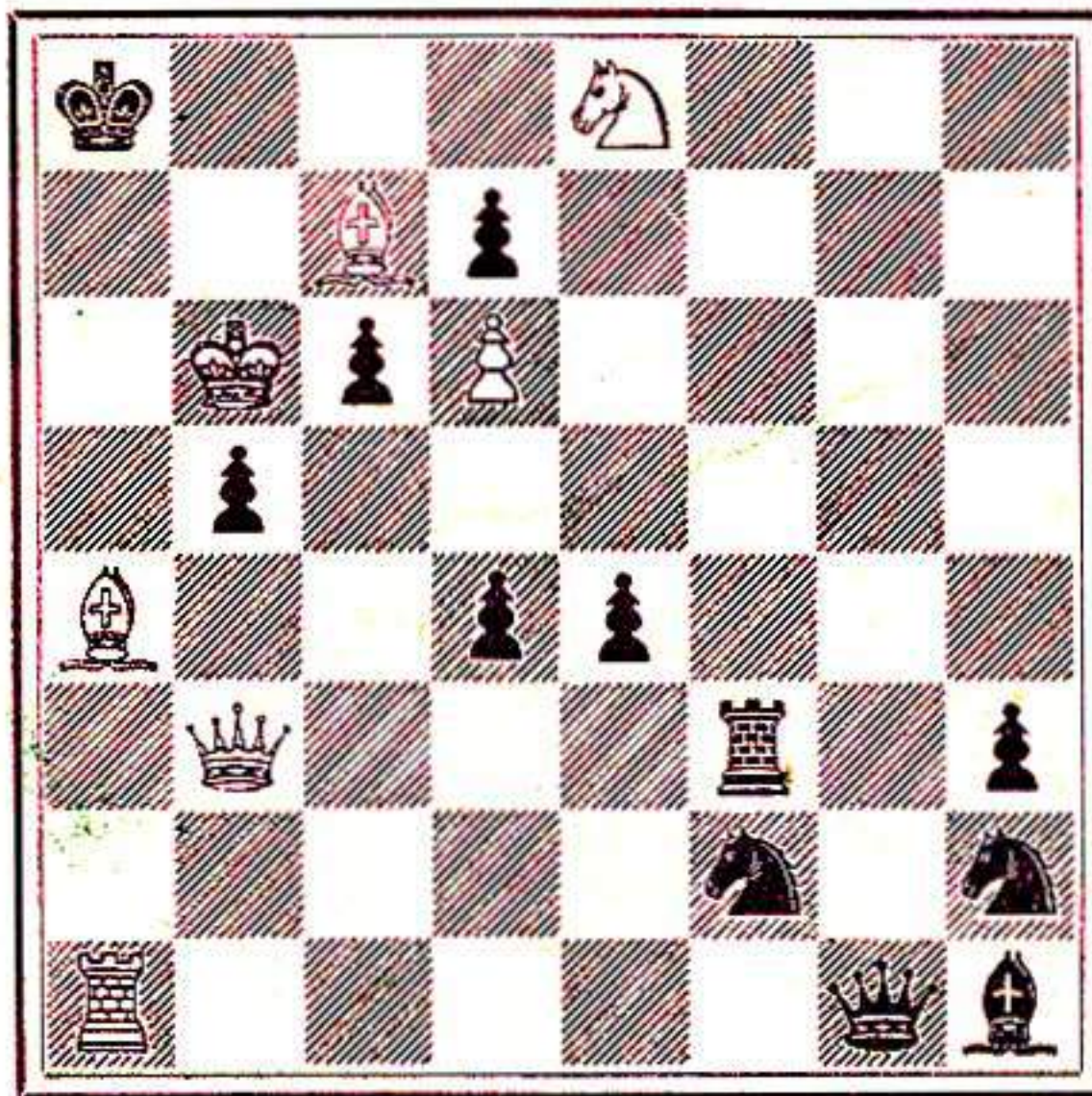
The CHESS REVIEW

(Original)

By Dr. Gilbert Dobbs

FIRST PRIZE, LEGLER CONTEST—1933-34

Black



White

WHITE MATES IN TWO MOVES

IN THIS ISSUE

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| MISTAKES OF THE MASTERS | | LESTER W. BRAND |

MARCH, 1934

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The **CHESS** **REVIEW**

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NEWS EVENTS

Three Teams Undeclared in Metropolitan Chess League

At the conclusion of the fifth round of the Metropolitan Chess League Championship Tournament, the Manhattan, Empire City and Marshall Chess Clubs still remain undefeated.

Appended is the standing:

| Clubs | Matches | | Games | |
|---------------------|---------|----|-------|-----|
| | W. | L. | W. | L. |
| Manhattan | 5 | 0 | 33 | 7 |
| Empire City | 5 | 0 | 29 | 11 |
| Marshall | 4½ | ½ | 28½ | 11½ |
| Phildor | 4 | 1 | 22½ | 17½ |
| Stuyvesant | 3 | 2 | 22½ | 17½ |
| Caissa | 2 | 3 | 15½ | 24½ |
| Queens | 2 | 3 | 12½ | 27½ |
| West Side | 1½ | 3½ | 16 | 24 |
| Cuba | 1 | 4 | 20½ | 19½ |
| International | 1 | 4 | 15 | 25 |
| Hawthorne | ½ | 4½ | 14 | 26 |
| N. Y. U. | ½ | 4½ | 11 | 29 |

* * *

N. Y. State Chess Association Plans 1934 Masters' Tournament

The New York State Chess Association, arranging for its 50th Anniversary Golden Jubilee Celebration, plans to hold a Masters' Tournament during the period of August 13th to the 25th.

It is likely that twelve players of international reputation will be invited (six American and six foreign masters) including the world's champion, Dr. Alexander Alekhine, who has tentatively accepted the invitation to compete.

* * *

C. C. N. Y. Wins College Chess Championship

The chess team of the College of the City of New York successfully defended its title in the Intercollegiate Chess League Championship by defeating Columbia University by the score of 3½ to ½.

The Harold M. Phillips trophy will thus remain in the custody of the City College Chess Club for another year.

Walter Jacobs, '34, Gabriel Hellman, '34, William M. Bernstein, '35, and Morton Hammermesh, '36, comprised the winning team.

Manhattan Chess Club Nominates Officers

The nominating committee of the Manhattan Chess Club announces the following slate for its next election which will probably take place some time in April:

Harold M. Phillips, President.

Charles B. Saxon, Vice-President.

Hector Rosenfeld, Secretary.

Alfred Link, Treasurer.

Henry Atlas, Sigmund Cohn, Charles A. Coleman, E. S. Jackson, S. F. Kenton, L. B. Meyer, and H. B. Weil, Directors.

* * *

Westchester County Inter-Scholastic Chess League

The Westchester County Interscholastic Chess League has just completed the first round of its annual club tournament. The records of the individual teams are as follows:

| Team | Matches | | Games | |
|---------------------------|---------|-----|-------|-----|
| | W. | L. | W. | L. |
| Yonkers Central H. S..... | 4 | 1 | 15½ | 9½ |
| Pelham Memorial H. S... 3 | 2 | 11½ | 13½ | |
| Bronxville H. S. | 2½ | 2½ | 14½ | 10½ |
| Davis (Mt. Vernon) H.S. | 2½ | 2½ | 13 | 12 |
| Port Chester H. S. | 2½ | 2½ | 12½ | 12½ |
| New Rochelle H. S..... | ½ | 4½ | 8 | 17 |

A combined Westchester County High School Chess Team has just been organized and consists of Stephen Spurr and Cuttag, New Rochelle; Irwin Meyer and Cray, Pelham; Russell Loftus, Rumsey and Morgan, Bronxville; Morris Rothstein and Arthur Levin, Yonkers; Calvert and Wang, Portchester, and Robinson and Mullen, Mt. Vernon.

This team is interested in arranging a match with a similar team within short traveling distance from Westchester. Those interested may communicate through THE CHESS REVIEW.

Mrs. Seaman Wins Women's Chess Tournament

Mrs. William I. Seaman of Staten Island, N. Y., won the women's tournament at the Marshall Chess Club, with a perfect score of 11-0. Mrs. Seaman thus comes into possession of the handsome tournament trophy which was donated by Miss Hazel Allen of Kew Gardens.

Additional prizes have been presented by Alvin C. Cass and Alfred C. Klahre.

The final standing follows:

| | | |
|-----------------------------|----|----|
| Mrs. Seaman | 11 | 0 |
| Mrs. Broughton | 9 | 2 |
| Mrs. Rivero | 9 | 2 |
| Mrs. McCready | 6½ | 4½ |
| Miss Angus | 6 | 5 |
| Miss Beattig | 6 | 5 |
| Miss Weart | 6 | 5 |
| Miss White | 5½ | 5½ |
| Mrs. Leeds | 4 | 7 |
| Miss Grau | 2 | 9 |
| Miss Smith | 2 | 9 |
| Miss Allen (withdrew) | 0 | 11 |

* * *

Boston Chess Notes

A summary of recent events in Boston seems to show a decided increase in the interest of the game.

City Club team wins Metropolitan League annual tourney; Harvard University in second place. Charles S. Jacobs wins City Club Championship. Wells Memorial defeats team from Lowell, Mass., 7½-1½, on March 3rd, and repeats on March 9th by defeating Weymouth, 9½-3½. Massachusetts State Chess Association tournament began Feb. 22nd with 13 entries in major and nine in minor division.

* * *

Williamsburg Chess Club Organized

Brooklyn Chess enthusiasts turned out in grand style to celebrate the organization of the Williamsburg Chess Club at 42 Graham Avenue.

The club now boasts of 38 members under the direction of Harry Rosenthal, President; William Feiertag, Vice-President; Harry Ehrman, Secretary, and Louis Miller, Treasurer.

"Liberty" Adopts Chess Problem

Taking the lead in recognizing the ever increasing interest in chess, the popular magazine *Liberty* (circulation 2,500,000!!) has announced its intention of running a weekly chess problem, edited by Horace Ransom Bigelow, former champion of the Marshall Chess Club.

The first of these problems appeared in the March 17th issue.

* * *

Coast Defenders Meet East in NACCL Tourney

Such able Californians as Messrs. Pear-sall, Brown, Reeves, Hubert, Richter and Seaton and such clever Easterners as Messrs. Fickenscher, Jackola, Schrier, Trull and Green are among those enrolled in the new 1934 Spring Sweepstakes of the North American Correspondence Chess League.

This is believed to be the first Mail tourney yet to be organized in which four out of the seven win and the first three win substantially, making their Chess self-paying or better. Entry fee of \$2.50 should be mailed before April 15 to 9441 Wilshire Boulevard, Beverly Hills, California.

This league had more than 130 entries in the Van De Grift Testimonial race which started in January. It is the first Mail-playing group west of the Rockies, and likewise has attracted those Easterners who get fun out of playing folk out on the sunset frontier. In the current official bulletin of the League, Tournament Director R. C. Van De Grift and Editor Henry MacMahon record more than 185 recently completed games.



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CANADIAN SECTION

b · F. W. Watson

Articles pertaining to this department will be accorded special attention if addressed to the Editor at
191 Jones Avenue, Ontario, Canada.

Kashdan Makes History

With Winnipeg results not available at this time, the American master, I. Kashdan, recently left Montreal and Toronto chess players in a simultaneous wreck after having compiled a total of 185 games (!)

Kashdan registered 142 wins and 30 draws—and, was lucky to have no more than 13 losses (!?) Mr. Kashdan made history in Canada—seems if. The Montreal report includes two engagements wherein the first, 72 players participated, while the second test involved 73 players; Kashdan's tally was 58 wins, 5 losses and 9 draws, and to this total he added 50 wins, 7 losses and 16 draws in the second event. The Toronto exhibition involved 40 players and here Mr. Kashdan scored 34 wins against 1 loss and 5 draws.

* * *

Miscellaneous News

From Fort Worth, Texas, a letter arrives inviting any Canadian correspondence player to a friendly long-distance combat, (please do not be alarmed, this does not necessarily mean by telephone!) Now—if one of our Canadian correspondence hounds will volunteer to accept this "stamp-licking" challenge, (come on boys, we must uphold our good name) please communicate with Mr. J. W. Butcher, 316 Houston St., Fort Worth, Texas.

The Peterborough city championship was recently concluded with Rev. E. R. James as winner by a score of 10—4 against seven other competitors in a double round. H. B. Cowan was second with 9—5 after winning a play-off against A. Mitchell, third with 9—5; other scores included: G. Snowden, 8—6; H. Morris, 7—7, and E. Mitchell, 6—8.

Oshawa defeated Peterborough by 4—3 in their third match of the season and caused a deadlock count of one win to each team with one match drawn.

Competing in the new members' tournament of the Canadian Correspondence Chess Association, Mr. Cowan of Peterborough, won a prize after coming through his group without a loss.

* * *

Toronto News

S. E. LeRiche, of the Toronto Chess Club, is winner of the Major tournament staged in conjunction with the City Championship Event. After 7 rounds of play LeRiche emerged undefeated with a fine score of 6½—½. M. Allen, of the Jordan Chess Club finished second with 6—1, losing to LeRiche. The one draw spoiling a clean slate for the winner was scored by I. MacDiarmid.

A monster rapid transit tourney staged recently at the Jordan Chess Club, was won by S. E. Gale, ex-Canadian champion, and with R. E. Martin in opposition for the final tussle, Mr. Gale swept his troops through to win the grand prize—amid cheers(!). B. Bucht emerged winner in the class "B" rapid-affair, with young T. Daly second; A. Avery and J. Hudson tie, third and fourth. A. Breckels won among the boys, with Riddle second.

The Boys' championship tournament concluded with H. McLean as Boy Champion of Toronto, by a score of 5—1. Other contestants were: A. Breckels and H. Hyndman, 4½—1½; K. Davies, 3½—2½; S. Riddle, 2½—3½; A. Manett, 1—5; W. Shiman, 0—6. The event was supervised by S. Kirk, a prominent worker in the city boys' club.

* * *

Bright Sayings

In the service of the Canadian Chess Federation, and one of the most diligent workers in the realm of the Royal Game, Bernard Freedman of Toronto always seems to be in a quandary because of the mixing of chess with his everyday routine of business—One day a travelling businessman called in at Mr. Freedman's place of business to hold a conference of extra importance, and it wasn't chess! Bernard was up to his elbows in the midst of some Canadian Chess Federation correspondence when suddenly, the visitor impatiently remarked: "Outside of chess you don't know anything," to which Mr. Freedman looked up and promptly replied: "Maybe so, and if you were a chess player, you'd know something"(!)

Toronto Championship

The standing in Toronto's city tourney after twelve rounds is reported as: Martin, 11½—½; Belson, 11—1; Lovstrand, 7½—3½; Crompton, 6½—4½; Swales and Watson, 6½—5½; Cradock and Ridout, 6—5; Schaefer, 4½—7½; Stock and Berger, 4—7; Taylor, 3—7; Drummond, 3—9; Mallinson, 0—12.

The thirteenth round will decide the issue with Martin playing Black against Belson, who must win to retain his title; both will enter the final round undefeated! It was planned to have adjourned and deferred games completed before staging the closing round.

"QUEEN'S INDIAN"

Toronto Championship, 1934.

(Notes from Tor. Tely)

| | |
|---------------------|---------------------|
| J. H. Belson | H. F. Ridout |
| White | Black |
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—K3 |

| | |
|----------|--------|
| 3 Kt—KB3 | P—QKt3 |
| 4 P—KKt3 | B—Kt2 |
| 5 B—Kt2 | P—KR3? |
| 6 O—O | B—K2 |
| 7 Kt—B3 | O—O |
| 8 Q—B2 | P—B4 |

... P—Q3 should precede this advance, but in any case Black would feel the weakening effect of his P—KR3.

| | |
|------------|-------|
| 9 P—Q5 | PxP |
| 10 Kt—KR4! | Kt—K5 |
| 11 Kt—B5 | KtxKt |
| 12 PxKt | B—B3? |
| 13 Kt—Q6 | Kt—B3 |

If . . . , Q—B2; then 14 KtxB, QxKt; 15 BxQP, Kt—B3; 16 Q—Kt6.

| | |
|---------|-------|
| 14 KtxB | Q—Kt1 |
| 15 PxP | Kt—K2 |
| 16 P—Q6 | Kt—B3 |
| 17 Q—B5 | QxKt |

If . . . , BxP; then 18 BxP! and we have a very interesting position decidedly in White's favor.

| | |
|---------|---------|
| 18 B—K4 | Resigns |
|---------|---------|

A Rummy Variation

O the strangest match that was ever played
Took place on the Isle of Dum
When Blood the pirate and Bones the cook
Played for a bottle of rum.

Marooned they were by a stroke of fate,
The pilot has lost his almanac,
And though this occurred ninety years ago,
Blood played Alekhine's attack.

"A French," quoth Bones, "what a noisome thing!
Variations like that make me ill;
Yet by the locker of Davy Jones,
I'll win that bottle and swill!"

And the sun beat down on the sandy beach
And the waves rolled out refrain
And the fiendish French was handled by
Blood of the Spanish Main.

The hours passed, and the lonely men
Came to the end-game phase,
And Blood played on one pawn to the good
And his bloodshot eyes were ablaze.

But just as he queened his pawn there rose
To the lips of Jones one word:
"Checkmate!" and a stillness fell on the pair;
Not even their breathing was heard.

Till Blood, with a bloodcurdling yell, leapt up
Intending Jones' funeral rites.
"Look here," he roared, "where did you get
Three bishops and three knights?"

And Jones gave answer: "O Blood, my lad,
To my cook book ideals I cling,
And I firmly believe that one cannot have
Too much of any good thing!"

The years have passed, and the French Defense
Consoles us when we're glum,
And to Blood and Jones, let us not forget,
It meant a bottle of rum.

PAUL HUGO LITWINSKY.

GAME STUDIES

First Game of Match

BENONI COUNTER GAMBIT

(Notes by I. A. Horowitz)

Lilienthal Dr. Tartakower
White Black

1 P—Q4 P—QB4

The merit of this move is highly questionable. White has at his command any number of replies all of which lead to a favorable position for the first player. The only saving feature of the move is that it avoids the usual routine moves. Tartakower deserves credit for adopting such daring tactics, especially against such an adversary.

2 P—K3

Apparently White's plans have been mapped out in advance of the game, and he intends to follow them no matter what his opponent plays. With such a wealth of interesting and favorable lines, the move selected is tame and indifferent. The game might have run 2 P—Q5, P—Q3; 3 P—K4, P—K4; 4 Kt—QB3, B—K2; 5 B—Q3, B—Kt4; 6 Kt—B3, BxB; 7 QxB, Kt—KR3; 8 P—KR3, P—B4; 9 Q—Kt5, Castles; 10 QxQ, RxQ; 11 Kt—KKt5, P—KKt3; 12 P—B4! (Alekhine-Tartakower, Dresden, 1926)); or 2 P—Q5, Kt—KB3; 3 Kt—KB3, P—QKt4; 4 P—B4, B—Kt2; 5 P—QR4, PxBP; 6 Kt—B3, P—K3; 7 P—K4, KtxKP; 8 KtxKt, PxP; 9 Kt—B3, P—Q5; 10 BxP, PxKt; 11 BxP ch, KxB; 12 Q—Kt3 ch! (Rubinstein-Spielman, Vienna, 1922).

2 P—K3
3 Kt—KB3 P—QKt3
4 QKt—Q2 Kt—KB3
5 B—Q3 B—Kt2
6 Castles Kt—B3
7 P—B3 PxP
8 KPxP

White's position is not bad. The point is that with either of the above lines, White would have a definite advantage; now it is an even game.

8 Q—B2
9 R—K1 P—KR3

Black prepares for an eventual attack beginning with . . . P—Kt4 and Castles Q, 9 . . . P—Q4 followed by . . . B—Q3 would be an alternative.

10 Kt—B1 B—K2
11 Q—K2 Kt—Q4
12 Kt—Kt3 P—KKt4
13 Kt—R5 Castles Q
14 B—R6

Instead of simplifying, 14 P—B4 with a counter attack in the center, to be continued with P—QR3 and P—QKt4, an attack on the Queen's wing appears more logical. Then White's stronger Pawn formation, together with the better coordi-

nated pieces should be brought to account in his favor.

14 KR—Kt1
15 BxBch KxB
16 Kt—K5 KtxKt
17 PxKt R—QB1
18 P—QR4 P—R3
19 Q—B3 Q—B3
20 B—Q2

Not QxP? 20 . . . QR—B1, 21 Q—Kt6, B—B4; 22 R—K2, Kt—B5! and White's position is precarious.

20 P—B4!
21 PxP e.p. KtxP
22 QxQch KxQ

Now, with an extra center Pawn, and the King in play, the ending is favorable to Black.

23 KtxKt BxKt
24 B—K3 P—Q4
25 KR—Q1 P—K4
26 R—Q3

26 P—B3 to be followed with K—B1 and K—K2 appears more natural.

26 KR—Q1
27 QR—Q1 P—Kt4
28 PxPch PxP
29 R—R1 R—QR1
30 R(Q3)—Q1 P—Q5!
31 PxP PxP
32 QR—QBlch

The Pawn obviously cannot be captured because of the threat of mate.

32 K—Kt2

There was nothing wrong with . . . K—Q4, but Black believing he has the game well in hand, prefers to play it safe.

33 B—Q2 R—R7
34 P—Kt4 R—QB1
35 RxR KxR
36 P—R4 K—Kt2
37 PxP PxP
38 K—B1 K—B3
39 R—Blch K—Q5
40 BxP!

This enables White to draw.

40 BxB
41 R—B5ch K—K5
42 RxB R—R8ch
43 K—K2 P—Q6ch
44 K—Q2 R—R7ch
45 K—K1 R—K7ch

46 K—Q1

46 K—B1 would lose, for then Black would play 46 . . . K—Q5 together with R—Q1 and the advance of the QP.

46 RxP
47 RxP RxP
Draw

Sixth Game of Match
GIUOCO PIANO

(Notes by I. A. Horowitz)

| | |
|----------------|------------|
| Dr. Tartakower | Lilienthal |
| White | Black |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—B3 | Q—K2 |

Unless Black is prepared to meet the variations of the Moeller attack, it is best not to play 4 . . . Kt—B3, which is the orthodox defense.

| | |
|-----------|-------|
| 5 Castles | P—Q3 |
| 6 P—Q4 | B—Kt3 |
| 7 P—QR4 | P—QR3 |
| 8 B—K3 | B—R2 |

So that there will be no threat of P—Q5 followed by BxB breaking Black's Pawn chain.

| | |
|-----------|-----------|
| 9 P—R3 | Kt—B3 |
| 10 QKt—Q2 | Castles |
| 11 P—Q5 | Kt—Kt1 |
| 12 BxB | RxB |
| 13 Kt—R2 | QKt—Q2 |
| 14 B—Q3 | R—K1 |
| 15 P—KB4 | |

A better way to play the Pawn formation would be P—R5, followed by P—QKt4, P—QB4-5. The text leaves White with a weak KP, and incidentally overlooks a Pawn. From this point the game is interesting only to note how White rebuilds his attack.

| | |
|--------------|--------|
| 15 | PxP |
| 16 RxP | KtxQP |
| 17 R—B2 | Kt—K4 |
| 18 Q—K2 | Kt—KB3 |
| 19 QR—KB1 | B—K3 |
| 20 KKt—B3 | KKt—Q2 |
| 21 Kt—Q4 | KtxB |
| 22 QxKt | Kt—K4 |
| 23 Q—Kt3 | QR—R1 |
| 24 QKt—B3 | Kt—Q6 |
| 25 R—K2 | Kt—B4 |
| 26 Kt—Kt5 | B—B5 |
| 27 Kt—B5 | Q—K4 |
| 28 R—B4 | BxR? |

White with a Pawn behind desperately struggles to work up an attack, and uses a Rook as bait.

| | |
|--------------|-------|
| 29 Kt—R6ch | PxKt |
| 30 KtxBPch | Q—Kt2 |
| 31 KtxRP ch. | K—R1 |
| 32 Kt—B7ch | K—Kt1 |
| Draw | |

Played in the Mährisch-Ostrau Tournament
July 1933

INDIAN DEFENCE

(Notes by Fred Reinfeld)

| | |
|------------|-------------|
| L. Steiner | R. Pitschak |
| White | Black |
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—K3 |
| 3 Kt—QB3 | B—Kt5 |
| 4 P—K3 | P—QKt3 |
| 5 Kt—K2 | |

A favorite manouver with Rubinstein, which is however more effective against 4 . . . P—B4. A good alternative to the text is 5 Q—B3, P—Q4; 6 B—Q2, O—O; 7 Kt—R3 transposing into a game (Tarrasch-Sämisch, Breslau, 1925).

| | |
|-------------|----------|
| 5 | B—Kt2 |
| 6 P—QR3 | BxKt ch. |
| 7 KtxB | P—Q3 |
| 8 P—B3 | Q—K2 |
| 9 P—K4 | O—O |
| 10 B—Q3 | P—B4! |

Taking advantage of the fact that White cannot reply P—Q5.

| | |
|----------|-------|
| 11 Kt—K2 | Kt—B3 |
| 12 B—K3 | QR—B |

Black has played the opening very well and could have demolished his opponent's center now by . . . P—Q4!

| | |
|---------|-----------|
| 13 P—Q5 | |
|---------|-----------|

This leads to a difficult and complicated game well suited to Steiner's aggressive style.

| | |
|--------------|-----------|
| 13 | PxP |
| 14 BPxP | Kt—K4 |
| 15 Kt—Kt3 | |

Alternative lines are 15 O—O, KR—K; 16 B—QKt5, or B—KKt5, or 15 B—B2, Kt—B5; 16 B—B, etc.

| | |
|--------------|----------|
| 15 | KtxB ch. |
| 16 QxKt | KR—K |

Threatening the QP.

| | |
|---------|-------|
| 17 K—B2 | P—Kt3 |
|---------|-------|

In order to avoid the annoying entrance of the Kt at B5.

| | |
|-----------|-----------|
| 18 P—KR4! | Kt—Q2 |
| 19 QR—K | Q—B3 |
| 20 Q—B2 | Kt—K4 |
| 21 K—Kt | |

Preventing the exchange of the Bishop by . . . Kt—Kt5 ch.

| | |
|--------------|-----------|
| 21 | P—QKt4 |
| 22 B—Kt5 | Q—Kt2 |
| 23 P—R5 | Kt—B5 |
| 24 PxP | |

Knoch points out in the Tournament Book that the seemingly forceful move of B—B (intending

P—Kt3 and B—Kt2) is refuted by 24 . . . Q—Q5 ch; 25 K—B, P—Kt5! followed by . . . B—R3 or else 25 K—R2, BxP! 26 Kt—K2, Q—B3! (the same move follows on 26 R—Q).

| | |
|--------------|--------|
| 24 | BPxP |
| 25 R—K2 | R—B2 |
| 26 R—R4 | R—B2 |
| 27 P—B4 | B—B |
| 28 Q—B | P—QR4 |
| 29 K—R | Kt—Kt3 |

Black wishes to advance his Queen-side Pawns in order to obtain some counter threats against the increasingly menacing attack of his opponent. Another good continuation would have been . . . P—R5, in order to fortify the position of the Kt by fixing White's KtP.

| | |
|----------|-------|
| 30 Q—K | P—Kt5 |
| 31 P—B5! | B—R3! |

Steiner indicates the following interesting possibilities after 31 . . . PxP; 32 B—R6.

A. 32 . . . Q—Q5? 33 KtxP, BxKt; 34 PxR, RxR; 35 Q—Kt3 ch., and wins.

B. 32 . . . Q—Kt3; 33 PxP, RxR; 34 QxR, RxP; 35 R—Kt4, R—R4 ch; 36 KtxR, BxR; 37 QxB! winning a piece.

C. 32 . . . Q—B3 (best); 33 R—R5, P—B5; 34 R—KB2 with a dangerous attack.

| | |
|----------|-----------|
| 32 R—KB2 | |
|----------|-----------|

Not P—B6? RxBP!

| | |
|--------------|-----------|
| 32 | Kt—Q2 |
| 33 Q—Q2 | |

It seems that White misses a win here by 33 B—R6, Q—B3; 34 R—Kt4! for example

A. 34 . . . Kt—K4; 35 PxP! QxR; 36 PxR dbl. ch. and wins.

B. 34 . . . K—R; 35 PxP! QxR; 36 B—Kt7 ch!! (pointed out by Reuben Fine), K—Kt; 37 PxR ch., QxP; 38 B—B6 ch. winning quickly.

| | |
|--------------|-----------|
| 33 | Q—Q5! |
| 34 Q—B4 | PxRP |
| 35 PxRP | Kt—K4 |
| 36 PxP!! | |

A wholly unexpected Queen-sacrifice which freshens up White's attack.

| | |
|--------------|---------|
| 36 | RxQ |
| 37 PxP ch. | K—R |
| 38 R(B2)xR | Kt—Kt3! |

Far better than 38 . . . Kt—Q2; 39 R—B7, B—B; 40 Kt—R5.

| | |
|-------------|-----------|
| 39 B—B6 ch. | QxB |
| 40 RxQ | KtxR |
| 41 RxP! | |

Not 41 R—R6, B—Q6; 42 RxKt, P—B5; 43 R—R6, P—B6; 44 RxP, R—QB; 45 R—QB6, RxR; 46 PxR, P—B7 and wins.

| | |
|--------------|-----------|
| 41 | B—Q6! |
| 42 R—QB6! | |

R—R6 with the object of capturing the Kt would obviously be bad because of . . . P—B5.

| | |
|--------------|--------|
| 42 | P—B5 |
| 43 R—B7 | Kt—Kt3 |

| | |
|-----------|--------|
| 44 P—Q6 | Kt—B |
| 45 P—K5! | R—Q |
| 46 Kt—R5! | Kt—K3! |

46 . . . KtxP is answered by P—K6. The text is forced, Kt—B4 being threatened.

| | |
|---------|-------|
| 47 R—B6 | Kt—Q5 |
| 48 R—B7 | Kt—K3 |
| 49 R—B6 | Kt—Q5 |
| 50 R—B7 | Kt—K3 |

Drawn by repetition of moves.

The position is legitimately drawn, for if 50 R—B7, Kt—Kt4; 51 R—B5! or 50 R—B7, Kt—K3; 51 R—B6, KxP; 52 P—Q7! Kt—B; 53 R—B8! Kt—K3; 54 R—B6 (Knoch).

A highly interesting game.

Played in a Match in Holland

(Fifth Game)

April, 1933

INDIAN DEFENCE

(Notes by Fred Reinfeld)

| R. Spielmann | S. Landau |
|--------------|-----------|
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—K3 |
| 3 Kt—KB3 | P—QKt3 |
| 4 P—KKt3 | B—Kt2 |
| 5 B—Kt2 | B—K2 |
| 6 Kt—B3 | O—O |

Dr. Euwe criticizes this move and recommends the simpler continuation of . . . Kt—K5.

| | |
|--------|------|
| 7 Q—B2 | P—Q3 |
|--------|------|

Black avoids . . . P—Q4 because of 8 Kt—K5. But perhaps this continuation would have been the lesser evil, for example 8 . . . P—B4; 9 PxBP, BxP; 10 B—Kt5 (else Black plays . . . Q—B2!), 11 PxP, KtxP; 12 BxB, QxB; 13 KtxKt, PxKt; 14 Kt—B3, P—Q5! 15 O—O, Kt—B3; 16 KR—Q, QR—B, etc.

| | |
|--------|-------|
| 8 P—K4 | Kt—B3 |
|--------|-------|

An unfortunate experiment— . . . QKt—Q2 directly would save time.

| | |
|---------|---------|
| 9 O—O | P—K4 |
| 10 P—Q5 | Kt—QKt5 |
| 11 Q—K2 | Kt—K |

Premature: He should first play 11 . . . P—QR4 and after 12 P—QR3, Kt—R3 his pieces are not so bottled up as after the text. White could continue advantageously with 13 Kt—KR4 or simply 12 Kt—KR4 immediately.

| | |
|-----------|-----------|
| 12 P—QR3 | Kt—R3 |
| 13 P—QKt4 | P—Kt3 |
| 14 B—R6 | Kt—Kt2 |
| 15 Kt—K! | |

Discouraging Black from attempting . . . P—KB4 because of the intended reply 16 P—KB4. Such positions are usually to the advantage of the better developed player—in this case White.

| | |
|--------------|-------|
| 15 | Kt—Kt |
| 16 P—B4 | PxP |

Black is under the impression that he can demonstrate White's center to be weak. Spielmann, however, completely refutes his opponent's plan by the following tactical finesse:

17 P×P B—KB3
18 P—K5! R—K
19 Kt—K4!

Very fine play, as the sequel shows.

19 P×P
20 B—Kt5!

The point of the Pawn sacrifice. White obtains an overwhelming attack.

20 B×B

Not 20 . . . Kt—Q2; 21 KtxB ch., KtxKt; 22 P×P, Kt(Kt2)—R4; 23 Q—Kt2 and wins.

21 P×B Kt—Q2

The weakness at KB3 renders Black's position hopeless. After 21 . . . R—K2 there would follow 22 Kt—B6 ch., K—R; 23 B—K4! with numerous eventual threats such as R—Q, Q—B3, P—Q6, P—B5, as well as Kt—Kt2—K3—Kt4, etc.

22 B—R3 B—B
23 Kt—Q3

Spielmann prefers to strengthen his attack instead of winning the exchange immediately by BxKt and Kt—B6 ch.

23 R—K2
24 BxKt BxB
25 Kt—B6 ch. K—R
26 KtxKP B—B4
27 QR—K!

Prettily forcing the win of the exchange, as Black is helpless against . . . KtxKtP ch.

27 Q—QB
28 KtxKtP ch. BxKt
29 QxR Q—R6

The rest is easy: 30 Q—K3, Q—R5; 31 Q—B4, Q—R6; 32 R—K3, Q—B; 33 KR—K, P—QR4; 34 R—K8 ch., KtxR; 35 RxKt ch., QxR; 36 KtxQ, RxKt; 37 QxQBP, P×P; 38 P×P, resigns.

**Played in the All-Russian Tournament
September, 1933
FRENCH DEFENCE**

(Notes by Fred Reinfeld)

| | |
|--------------|---------------|
| G. Iowenfish | M. Judowitsch |
| White | Black |
| 1 P—K4 | P—K3 |
| 2 P—Q4 | P—Q4 |
| 3 Kt—Q2 | |

An unusual line with which Dr. Tarrasch experimented for some time.

3 P—QB4

Better than 3 . . . Kt—KB3? after which White obtains a strong attack, for example 4 P—K5, KKt—Q2; 5 B—Q3, P—QB4; 6 P—QB3, Kt—QB3; 7 Kt—K2, Q—Kt3; 8 Kt—B3, B—K2; 9 O—O, O—O; 10 Kt—B4! (preventing . . . P—B3) as in a game Tarrasch-Gottschall, Dresden, 1892.

4 KP×P KP×P

Not 4 . . . BP×P; 5 B—Kt5 ch., B—Q2; 6 P×P! (Tarrasch).

5 KKt—B3 Kt—QB3
6 B—Kt5 Kt—B3

Correct was . . . B—Q3 followed by . . . KKt—K2.

7 O—O B—K2
8 P×P O—O

He cannot play 8 . . . BxP because of 9 R—K ch., B—K3 (9 . . . B—K2; 10 Q—K2! B—K3; 11 Kt—Q4); 10 Kt—Kt3, B—Kt3; 11 Kt(Kt3)—Q4, Q—B (11 . . . Q—Q2; 12 Kt—K5); 12 KtxB, P×Kt; 13 Kt—Kt5 and White has a winning game.

9 Kt—Kt3 Kt—K5
10 B—K3 B—Kt5
11 BxKt P×B
12 Q—Q3 BxKt
13 P×B Kt—Kt4
14 P—KB4 Q—Q2

Black has no compensation for his Pawn and would not mind getting a draw by . . . Q—Kt5 ch.

15 P—KB3! Kt—K3
16 K—R P—B4
17 R—KKt P—QR4

In order to loosen up White's Pawn structure on the Queen side with some possibilities of invasion later on (see the manouever beginning with his 20th move).

18 P—QR4 B—B3
19 QR—Q!

White's advantage consists not so much in the extra Pawn (which is now worthless) as in his well-situated pieces; he plays the subsequent phase with great skill.

19 QR—Kt

Naturally he avoids 19 . . . BxP? 20 P—B3 (20 P—B4, P—Q5!), Q—Kt2; 21 Kt—Q4! KtxKt (21 . . . KtxP; 22 Q—B2 and wins.); 22 BxKt, P—Kt3; 23 R—Kt, QR—Kt; 24 R—Kt2 etc., or 20 . . . QR—Kt; 21 Q—B2, Q—Kt2; 22 Kt—Q4! (22 KtxP, Q—R3), KtxKt; 23 BxKt, P—Kt3; 24 R—Kt, Q—Kt6; 25 Q—Q2! Q—R6 (White threatens R—Kt2, and 25 . . . R—Kt2; 26 R—Kt2, KR—Kt would not do because of 27 B—K5, BxP; 28 RxQ, BxQ; 29 RxR, RxR; 30 RxB); 26 R—Kt2, B—R8; 27 R—Kt6! with a winning position.

20 KtxP RxP
21 Kt—Kt3 Q—K

After 21 . . . R—R7 White can continue advantageously with 22 P—R5 (not 22 P—B4, P—Q5!), B—Q; 23 R—R!

22 B—B R—R7
23 QR—K!

P—R5 is also strong, but White has in mind his 25th move.

23 B—R5
24 R—K2 RxRP
25 Q—K3!

Very neat; Black cannot reply 25 . . . Kt—B2 because of 26 B—Kt2! P—Kt3; 27 Q—B3! or else 26 . . . P—Q5; 27 BxP and wins.

25 K—B2

26 B—Kt2

Threatening QxKt ch! followed by RxP ch.

26 R—Kt

26 . . . B—B3 would likewise lose very quickly after 27 BxB, PxB (27 . . . KxB; 28 Q—K5 ch. etc.); 28 R(Kt)—K,

A. 28 . . . Kt—Kt2; 29 Q—Kt, Q—Q2; 30 R—K7 ch.

B. 28 . . . Kt—B2; 29 Q—K7 ch.

27 Q—K5

This forces a pretty finish.

27 B—B3

27 . . . P—Kt3 is refuted by 28 R(Kt)—K!!

28 RxP ch! BxR

29 QxP ch. K—K2

30 RxKt ch. K—Q

31 RxQ ch. Resigns

Played by Correspondence

QUEEN'S GAMBIT DECLINED

(Notes by I. A. Horowitz)

E. Busch Dr. Ed. Dyckoff
(Passau) (Munich)

White Black

1 P—Q4 P—Q4

2 P—QB4 P—K3

3 Kt—QB3 P—QB4

4 BPxP KPxP

5 Kt—B3 Kt—QB3

6 P—K3

Here White deviates from the recognized line of play. 6 P—KKt3, Kt—B3; 7 B—Kt2, PxB; 8 KKtxP, B—QB4; 9 Kt—Kt3!, B—Kt3; 10 Castles, (10 KtxP, KtxKt; 11 QxKt, QxQ; 12 BxQ, Kt—Kt5 with positional compensation for the Pawn) B—K3; 11 B—Kt5, Castles; 12 Kt—R4, P—KR3; 13 KtxB, PxB; 14 B—K3, QKt—R4; 15 B—Q4!, would leave White with a positional superiority. The text move is weak only in so far as it makes no effort to attack directly Black's isolated QP.

6 PxB would be met by . . . P—Q5; 7 Kt—QR4, BxP; 8 KtxB, Q—R4 ch!, regaining the piece and Pawn with a good position.

6 Kt—B3

7 B—Q3

There is no point now to 7 PxB, with the idea of isolating Black's QP, for then White cannot prevent . . . P—Q5, eventually, which would dissolve the weakness. In any event Black's greater mobility would more than compensate for the weak QP.

7 B—Q3

8 Castles Castles

9 Kt—QKt5 B—Kt5

10 P—QKt3

But here White definitely fails to take advantage of the position. 10 KtxB, QxKt; 11 PxB, QxBP; 12 P—QKt3 would leave White with at least the advantage of two Bishops. The text move is ill-timed.

10 PxB

11 QKtxQP KtxKt

12 PxB Kt—K5

13 B—Kt2 P—B4

White's inaccuracy on his 10th move has resulted in Black seizing the initiative, and the second player makes the most of his opportunity.

14 B—K2 BxKt!

Generally, exchanging a Bishop for a Knight would be condemned, but here there is a good reason for it. White threatened to occupy the square K5 with his Knight, from which it would be difficult to dislodge it, without seriously impairing the position.

15 BxB Q—B3

16 Q—Q3 P—QR3

To prevent . . . Q—Kt5!

17 QR—B1

17 P—KKt3, followed by B—Kt2 and P—KB3 at once, was in order.

17 P—KKt4

18 P—Kt3 Q—Kt3

19 B—Kt2 P—Kt5

20 R—B2

Not 20 P—KB3, PxB; 21 RxP (BxP, BxP; 22 BxKt, B—B7 ch; 23 KxB, PxB ch!), P—B5!

20 P—B5

21 BxKt

Unnecessary, the Bishop was needed for the defense. KR—B1 was indicated.

21 PxB

22 Q—B4 ch R—B2

23 PxB

This lengthens the scope of Black's Bishop, and makes the defense difficult, but the possibilities of either . . . P—B6 followed by Q—R6!, or . . . P—K6 were not easy to parry.

23 BxB

24 B—B1 B—B2

25 R—B3

Forced, otherwise there would be no defense against . . . Q—R4!

25 R—Q1

25 . . . Q—R4, would be parried with 26 QxB!, RxQ; 27 RxR, followed by KR—B1 and the doubling of the Rooks on the seventh rank.

26 R—Q1 Q—R4

27 R—Kt3

Not 27 QxB, RxQ; 28 RxR, P—Kt6!!

27 P—QKt4

28 Q—K2 BxR

Black has now realized the fruit of his labor, but the weakness of his black squares makes it still difficult to win.

29 RPxB Q—KB4

30 B—B4 P—KR4

31 Q—K3 P—R5!

32 R—QB1 R—Q4

33 R—B6 KR—Q2!

34 PxB

If 34 B—K5?, RxB! 35 PxR, R—Q8 ch; 36 K—R2 (K—Kt2, Q—B6 ch; 37 QxQ, KtPxQ ch, 38 K—R2, P—K6!), PxP ch; 37 KxP, (QxP, Q—R4 ch!), 38 R—Q6!

34 RxP
 35 RxP R(Q5)—Q6
 36 Q—Kt6 P—K6!!
 Resigns.

For if 37 BxP, R—Q8 ch; 38 K—R2, Q—K4 ch; 39 K—Kt2, Q—K5 ch! or 37 PxP, R—Q8 ch; 38 R(Q2)—Q7 ch and mate in few.

Metropolitan Chess League
 March 1934
 Ruy Lopez

| | |
|---------------------|----------------------|
| A. S. Pinkus | S. Konigsburg |
| Manhattan C. C. | Caissa C. C. |
| White | Black |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—Kt5 | P—QR3 |
| 4 B—R4 | B—K2 |

Indifferent! White is permitted too much leeway in conducting the opening. Black should not deviate from the usual Kt—B3.

5 Castles

But White fails to take advantage of Black's slight slip. Instead at once 5 P—Q4, PxP; 6 KtxP, KtxKt; 7 QxKt would leave the first player with a superior position. 7 . . . P—QB4 would be parried with Q—Q5!

5 P—Q3
 6 P—B3

Again 6 P—Q4 was indicated. The continuation would probably run 6 . . . P—QKt4; 7 B—Kt3, KtxP; 8 KtxKt, PxKt; 9 QxP, with the Queen placed in a commanding position. 9 . . . P—QB4 would be met by QxKtP!

6 P—QKt4

7 B—B2 B—Kt5
 8 Q—K2

8 P—KR3 is more accurate. Then Black must retreat his Bishop to Q2 with the consequent loss of time, or to R4, where it will be open to the eventual attack P—KKt4, when it will be shut out of the game.

8 Kt—B3
 9 P—QR4 P—Kt5
 10 P—R5 Castles
 11 B—R4 B—Q2

Not 11 . . . KtxRP; 12 PxP, Kt—Kt2; 13 B—B6!

12 P—Q4 PxBP

Now if 12 KtxRP; 13 BxB, Kt—Kt6; 14 B—R4, KtxR, but the Kt is trapped.

13 KtPxP PxP

This sacrifices the center, but it is difficult to suggest a good continuation. 13 . . . Q—K1 (threatening . . . KtxQP) should be considered.

14 PxP P—Q4
 15 Kt—B3

If 15 P—K5, Kt—K5; 16 B—B2, P—KB4.

15 PxP
 16 KtxP R—K1?

16 . . . Kt—QKt5 was the only move that offered chances. The KR is needed to protect the KBP.

17 Kt(K4)—Kt5! P—R3?
 18 KtxP! KxKt
 19 B—Kt3 ch!! K—Kt3

If . . . K—B1, Q—B4!
 20 Kt—R4 ch

White announced mate in seven beginning with this move. The continuation would probably be 20 . . . K—R2; 21 Q—Q3 ch., B—KB4; 22 QxB ch, K—R1; 23 Kt—Kt6 ch, K—R2; 24 Kt—B8 dbl. ch., K—R1; 25 Q—R7 ch., KtxQ; 26 Kt—Kt6 mate.



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WHO'S WHO IN PROBLEMDOM

By MAXWELL BUKOFZER



M. Havel

When, a few years ago, the so-called "New Direction" problem spread over Europe, especially England and Germany, the problem authors of reputation and fame immediately split into two hostile factions. Many of the greatest masters of composition looked askance at the new type of problem, declaring that they could see neither rhyme nor reason in the trend to sacrifice principles to the "molech strategy."

One of the noted problemists defying the new order was M. Havel, a faithful follower of the Dobrusky—Dr. Mach school of composing. This school, sometimes called the Bohemian, exacts Purity, Economy and material artistry, in short: Beauty, in a chess problem as the governing principle. Havel, a disciple of the Bohemian school, rose to become its most outstanding prophet and exponent.

Havel was born Nov. 7, 1881 in Teplice (Teplitz), now a component part of Czechoslovakia. He is connected, in an administrative position, with the railroad system of his country.

In problem chess Havel accomplished a marvelous success. He has composed approximately 1100 problems, of which number no less than 125 were honored with prizes and mentions. 500 of his creations were published in 1923 by Alain C. White in his Christmas Series.

In his communication to this department, Havel calmly but firmly expresses his "conviction that the estetic merit of a problem, as expressed in beauty and artistic finish, is at least as important and essential a factor as is strategical play." It is hardly proper for me to voice my own opinion in these paragraphs devoted to the purpose of acquainting American problem friends with the Bohemian Composer Havel, but I cannot but underline Havel's conviction as a true and truthful portrait of my own mental conception. The young student of problem lore, in any country on earth, who chooses Havel's problems to guide his own work, will never regret that decision.

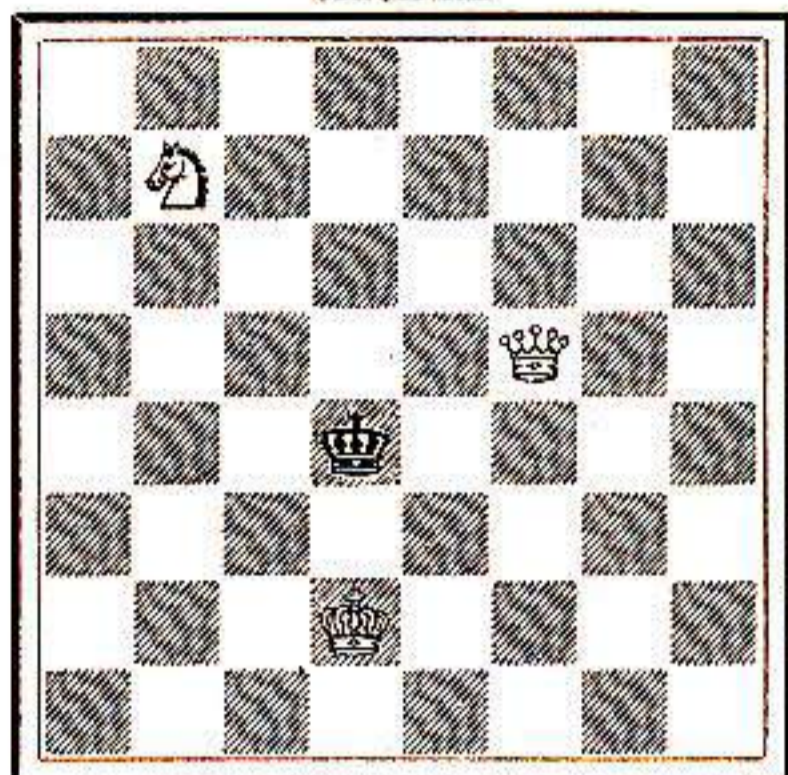
The Czechoslovakian Problem Giant stands for sheer art in problems. His problems represent a gallery of beautiful pictures. So long as the eternal spark of feeling will find a domicile in the human breast, so long as mankind will admire, enhance and espouse beauty, that long Havel's Chess problems will live and endure.

May he continue for many years to gladden the chess world with his artistic, beautiful work. We need Havel now more than ever before.

DEDICATED TO OTTO WURZBURG

By M. Havel

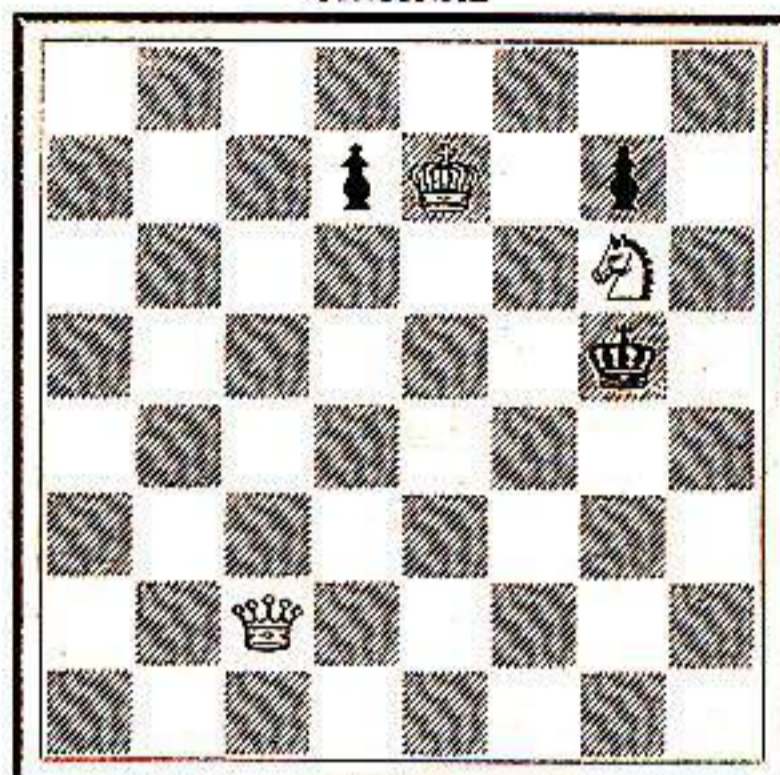
ORIGINAL



Mate in four.

- 1 Q—Kt6, K—B5; 2 Q—Q3 ch, K—Kt5; 3 K—B2
1 . . . , K—Q4; 2 K—Q3, K—K4; 3 K—K3

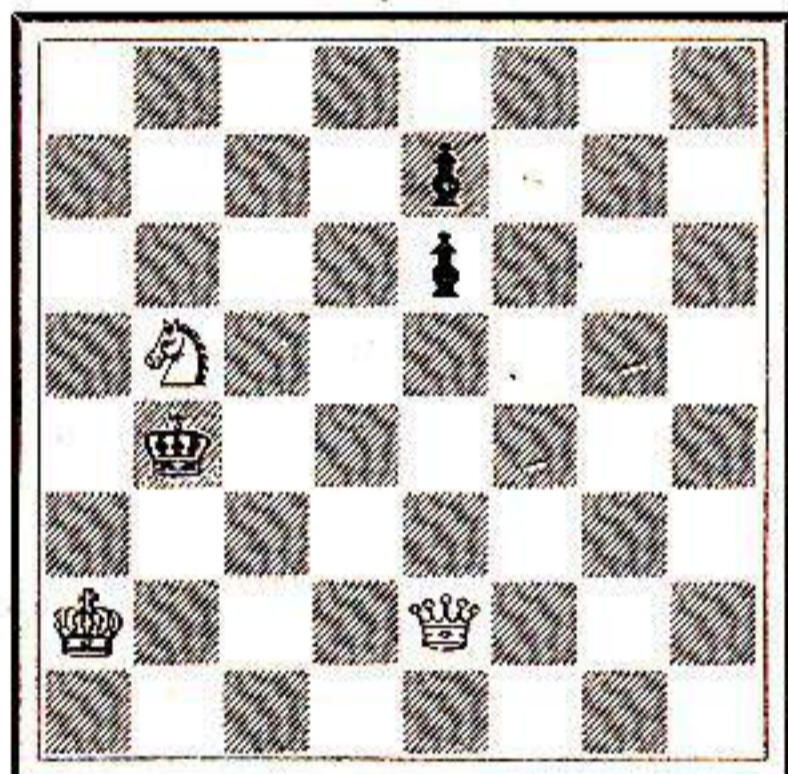
ORIGINAL



Mate in four.

- 1 Q—R4, KxKt; 2 Q—KKt4 ch, K—R3; 3 K—B7
1 . . . , P—Q4; 2 K—B7, P—Q5; 3 QxP

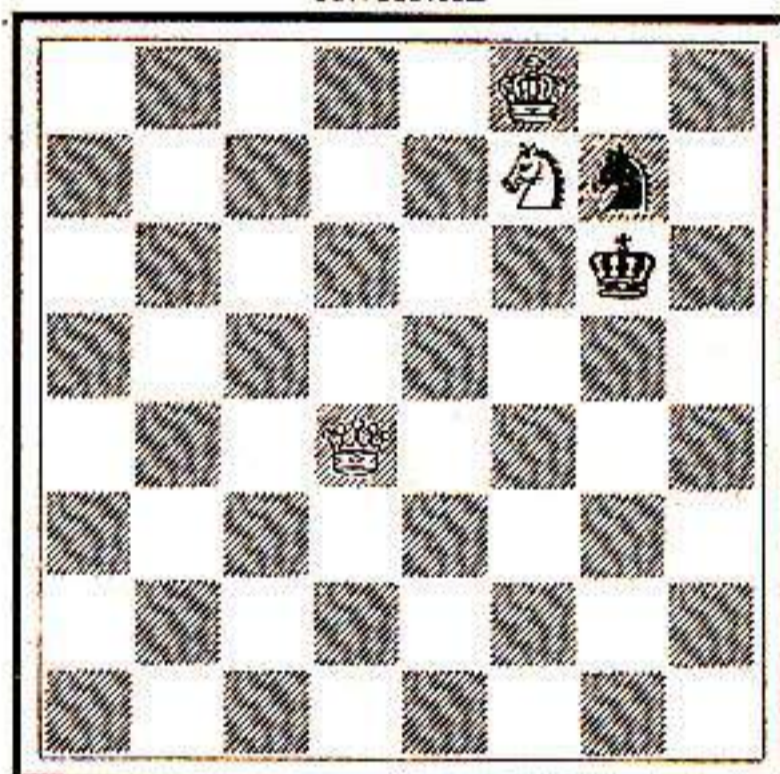
ORIGINAL



Mate in five.

- 1 Q—K5, K—R4; 2 K—Kt3, K—Kt3; 3 K—B4,
K—Kt2; 4 Q—B7 ch
1 . . . , K—B5; 2 Kt—R3 ch, K—Q6; 3 K—Kt3,
K—Q7; 4 Kt—B2

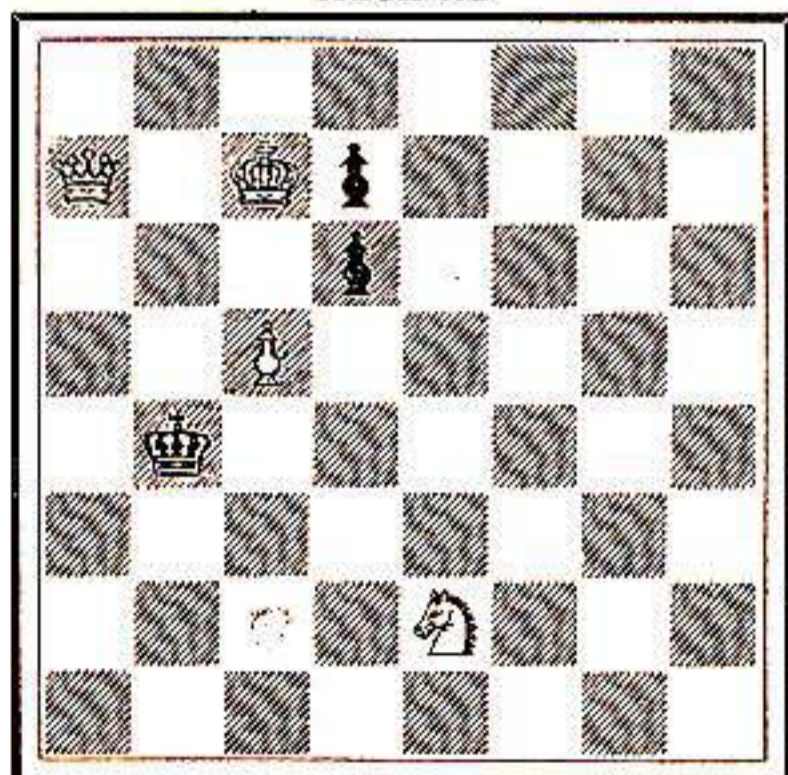
ORIGINAL



Mate in five.

- 1 Kt—R8 ch, K—B4; 2 KxKt, K—K3; 3 K—Kt6,
K—K2; 4 Kt—B7
1 . . . K—Kt4; 2 KxKt, K—B4; 3 K—B7, K—Kt4;
Kt—Kt6

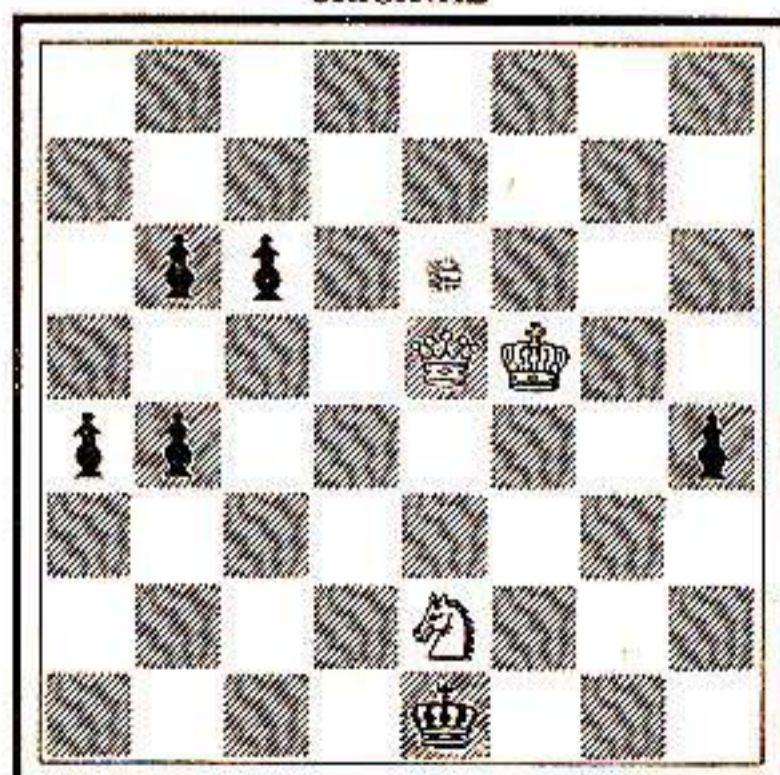
ORIGINAL



Mate in five.

- 1 Q—R2, KxP; 2 Q—Kt3, P—Q4; 3 KxP, P—Q5;
4 Kt—B4
1 . . . PxP; 2 KxP, P—B5; 3 K—B6, P—B6;
4 Kt—B4

ORIGINAL



Mate in four.

- 1 K—K4, K—Q7; 2 Q—Kt2 ch, K—Q8; 3 K—B3
1 . . . K—B7; 2 Q—R2 ch, K—K8; 3 K—Q3
1 . . . P—R6(any); 2 K—K3, K—Q8; 3 Q—R ch.

CHESS MADE EASY

By Donald MacMurray

This is the first of a series of articles designed to explain to the beginner, step by step, the basic ideas which must be grasped before the game can be played intelligently. It is assumed that the reader is familiar with the rules of the game, the movements of the pieces, and the system of notation of the moves, which is explained very clearly in Mitchel's Guide to the Game of Chess.

I.. SOME GENERAL CONSIDERATIONS.

To begin with, let us think of the conduct of the game in terms of our final object, which is to checkmate the adverse King. For effecting this purpose, we have at our command a little army of sixteen pieces.

It is apparent, however, that something is seriously wrong with the position of our army as it stands at the beginning of the game. Surely no maneuvers of any army can be successful unless its units are coordinated with each other; and here we find that almost half of our pieces, far from being coordinated, can not make any move at all. Therefore our first problem is: How shall we get the pieces out so as to ensure them greater mobility—in fact, the maximum mobility?

Before going further, it may be as well to digress a little, and to state that this idea of mobility, in its wider sense, is the standard by which we measure the relative values of the pieces. That is to say; the greater the mobility of which a piece is capable, the greater its value. These values are, closely:

Pawn 1, Knight $3\frac{1}{2}$, Bishop $3\frac{1}{2}$, Rook 5, Queen 10.

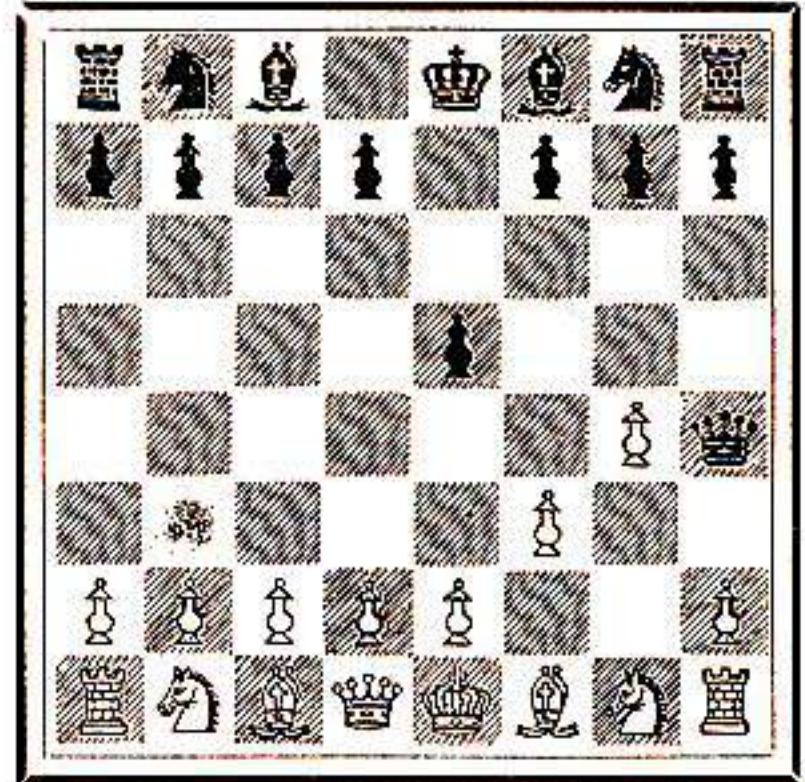
(The king, of course, is invaluable in the sense that he cannot be exchanged or lost, as the other pieces can; but in the end-game, which in general, is the only time when he becomes useful, he is worth a little more, perhaps, than a bishop).

These values are not arbitrary. They are made as a result of practical experience, and practical experience will show it to be correct in most cases. Like all chess maxims and generalizations, it is only a rule of thumb, and many positions may arise which will enhance the comparative value of some one piece; still, it is worth while to know it because it is the very real and solid basis upon which rests nearly every calculation of every chess player, from the grand master down to the duffer.

Now, to return to our original problem: It is clear that some of the pawns must be advanced in order to free the pieces behind them. But never let it be thought that this

can be done purely at random; witness the following lamentable incident.

1 P—KKt4?, P—K4; 2 P—KB3??, Q—R5 mate!



Our best first move is either 1 P—K4 or 1 P—Q4. The reasons for this are: First, each of these moves opens the lines in front of two pieces, the queen and a bishop; second, each of these moves provides the beginning of a "skeleton" of pawns behind which we may arrange our pieces, without fear of their being driven away from their best squares by the rapid, and possibly crippling, attacks which our opponents might make upon them if he were permitted an unrestricted advance of his own center pawns. Third, each of these moves is a bid for the control of the center of the board. The "center" is a subject which we will be able to discuss more fully later on, but the importance of stationing pieces there, and conversely, of preventing the opponent's stationing his pieces there, may be brought out by the following simple illustration:

Put a knight on one of the corner squares, and see what a feeble beast he is. Only two squares to move to! Put the same knight on one of the center squares, e. g. K5 or Q5. Now he has FOUR TIMES the mobility; besides, he is able from there to strike at either side of your opponent's position.

WOMEN IN CHESS

By HARRIET BROUGHTON

With the presentation of the Allen trophy to Mrs. W. I. Seaman, of Staten Island, as first prize, copies of "Chess Potpourri," with the compliments of Alfred C. Klahre, the author, as second prizes to Mrs. Adele Rivero and Mrs. Harriet Broughton, who tied for second place, and a magnetic chess board, contributed by Alvin C. Cass, to Mrs. B. W. McCready, who ranked next highest, the Women's Chess Tournament of the Marshall Chess Club came to an end on March 2nd.

Besides bringing into the limelight such a seasoned player as Mrs. Seaman, who began her chess career in short skirts, promising material for future championship is recognized in Mrs. Rivero, who met Mrs. Seaman in the last round with only one lost game, and a chance to tie for first place.

The tournament has disclosed a number of interesting highlights concerning women chess players and their interest in the game. Evidence of the serious attitude they have lies in

Miss Edith Weart's statement that games "bore" her, but she "likes chess." She says that for ten years the only competition she was able to get was from friends she herself had taught to play; and she taught them all the Evans gambit! Moreover, she used this opening consistently playing white in the tournament. She ended with six wins and five losses.

A possible sequence to this tournament may be a Ladies' Night at the Marshall, at special membership rates for one evening a week and perhaps Sunday afternoon, when coffee would be served. Apparently, however, there are two distinct reactions to this idea, as some of the ladies care not for Quaker meetings.

In the likelihood of another tournament in the not too distant future, resulting in further advancement in chess for women, who knows whether to take seriously Reshevsky's facetious aside to Fine, "That's what we have to fear?"

KING'S INDIAN

| Mrs. Harriett Broughton | Mrs. B. W. McCready |
|-------------------------|---------------------|
| White | Black |
| 1 P—Q4 | Kt—KB3 |
| 2 P—QB4 | P—KKt3 |
| 3 Kt—QB3 | B—Kt2 |
| 4 Kt—B3 | P—Q3 |
| 5 P—K3 | O—O |
| 6 B—Q3 | R—K |
| 7 O—O | P—K4 |
| 8 Q—B2 | Kt—QB3 |
| 9 P—QR3 | P—Q4 |
| 10 PxQP | KKtxP |
| 11 KtxKt | QxKt |
| 12 B—K4 | |

12 P—K4 followed by 13 P—Q5 would, we think, have yielded white a definite superiority.

| | |
|------------|-------|
| 12 | Q—Q2 |
| 13 P—Q5 | Kt—K2 |
| 14 R—Q | R—Kt |

If 14 . . . P—KB4, then 15 B—Q3, P—K5; 16 P—Q6; PxB; 17 Queen checks regaining the piece.

| | |
|-----------|-------|
| 15 P—QKt3 | P—KB4 |
|-----------|-------|

Superficially examined this seems to win a piece.

White now ingeniously extricates the game by means of a gambit.

| | |
|---------|-----|
| 16 P—Q6 | PxP |
|---------|-----|

If 16 . . . PxP; 17 PxP and Queen and Rook are simultaneously in jeopardy.

| | |
|-------------|------|
| 17 B—Q5 ch. | KtxB |
| 18 RxKt | P—K5 |
| 19 Kt—Q4 | R—K4 |

Perhaps it would have been better policy to have harried the marooned rook by a threat to fianchetto the Queen's Bishop.

| | |
|-------------|-------|
| 20 Q—B4 | K—B |
| 21 B—Kt2 | RxR |
| 22 QxR | P—QR3 |
| 23 P—QR4 | B—K4 |
| 24 R—Q | Q—KB2 |
| 25 Q—R5 | B—K3 |
| 26 KtxB ch. | QxB |
| 27 BxB | QxB |

27 . . . PxP was Black's last chance. White now emerges dominantly in control of the board.

| | |
|------------------|------|
| 28 Q—B7 | Q—K |
| 29 QxRP | Q—B2 |
| 30 Q—R8 ch. | Q—Kt |
| 31 Q—B6 ch. | K—K |
| 32 QxQP winning. | |

MORPHY and ALEKHINE

By Irving Chernev

(This is the first of four essays entitled "Morphy and Alekhine" comparing these two famous masters.)

It is impossible to estimate whether the statement made by several historians is true, that Paganini was the most remarkable violinist that ever lived and that Liszt's genius as a pianist has never been equalled. We can, however, compare the skill of chess masters of past generations against that of the present day with a greater degree of accuracy through the records of their games.

An examination of Morphy's battles shows several noteworthy facts. His "brilliances" occurred only in games against amateurs of varying degrees of strength. In his matches where his opposition was stronger, his "gems" were conspicuous by their absence.

Let us examine a typical example of an "immortal" game. Lest we be accused of partiality, we mention that this particular game is referred to by Frank J. Marshall in "Comparative Chess" as "the most famous game of all time."

Paris 1858

PHILIDOR'S DEFENCE

| | |
|----------|--|
| Morphy | The Duke of Brunswick and Count Isouard |
| White | Black |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | P—Q3 |
| 3 P—Q4 | B—Kt5? |

It is usually unwise to develop Bishops before Knights (Cf. "Chess Strategy and Tactics," page 14).

4 P x P B x Kt

Forced, as 4 . . . P x P obviously loses a Pawn.

5 Q x B P x P

The error of Black's third move is thus demonstrated. While the Bishop has disappeared, the Knight has been replaced by another piece with gain of tempo for White.

6 B—QB4 Kt—KB3?

A routine move, but bad; 6 . . . Q—Q2 was indicated.

7 Q—QKt3

An embarrassing move to meet. Black must decide whether to give up the KBP or the QKt P.

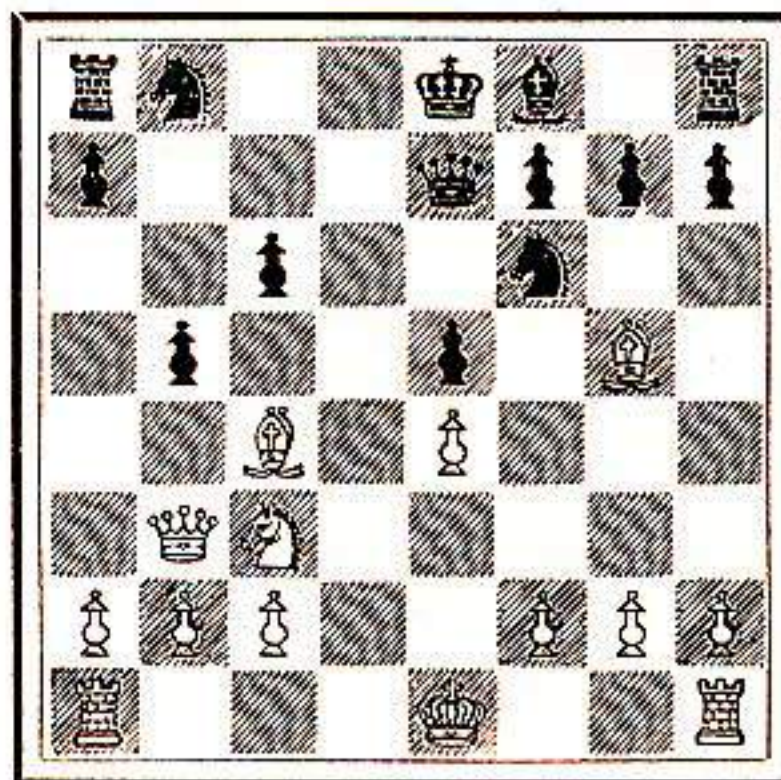
7 Q—K2

In a similar position, Harrwitz played 7 . . . B—Q3. The allies decided on the text, hoping for 8 Q x P, Q—Kt5 ch, exchanging Queens at the expense of a Pawn.

8 Kt—B3 P—B3

9 B—KKt5 P—QKt4?

Duke of Brunswick and Count Isouard



Morphy

Forcing Morphy to play "brilliantly."

10 Kt x P

"The first link in a chain of a most beautiful combination" (Steinitz).

10 P x Kt

11 B x Kt P ch. QKt—Q2

12 O—O—O

Threatening to win a piece by 13 QB x Kt or 13 B x Kt ch. The combination plays itself.

12 . . . R—Q

13 R x Kt R x R

14 R—Q Q—K3

White has quite a few winning lines to choose from now. He picks the shortest and most elegant.

Besides the move played he had a choice of 15 B x Kt, Q x Q, 16 B x R mate, or 15 Q—R4, P—QR3; 16 B x Kt, P x KB; 17 Q—R8 ch. followed by mate, or even 15 Q x Q ch, P x Q; 16 B x Kt, P x B; 17 R x R, etc.

15 B x R ch! Kt x B

16 Q—Kt8 ch. Kt x Q

17 R—Q8 mate

Without wishing to disparage the genius of Morphy, whose lively and clear cut style excites our admiration and whose games are highly enjoyable even now, we merely state that these games show (a) his masterpieces were not match or tournament games, but off-hand encounters against inferior opponents, (b) these opponents had "busted" positions before any combination was initiated, (c) their acceptance of King's Gambits and Evan's Gambits lead to open positions which Morphy handled with great skill, and (d) his adversaries knew nothing about defence.

In our next article we will analyze his famous game against Paulsen in 1857, and then compare these with two of Dr. Alekhine's masterpieces.

WHO'S WHO IN CHESS

By BARNIE F. WINKELMAN

*"The cities are full of pride,
Challenging each other."*

KIPLING.

Sydney T. Sharp, long recognized as one of America's leading experts, has made a unique record in his city and state. His career covers nearly thirty years, and in that time, he has garnered, not once but many times, about every laurel that Caissa can offer. He has been State Champion on nine occasions, winning the title first in 1908. The merit of this achievement is considerably enhanced if it be remembered that this competition is a knock-out affair, and that the loss of $1\frac{1}{2}$ points automatically eliminates a contestant. His latest victory in this rigorous tournament was won against a field of over fifty, and eleven games had to be played before the last of his opponents was out of the running.

This total of 9 successes, attests the sterling brand of play that is characteristic of his game. Sharp combines steadiness (*sitzfleisch*) with a thorough knowledge of the best lines. His grasp of a position is intuitive: few possess to a higher degree, the faculty of resolving a complex situation into its simple elements. His style is a happy blending of the combinative and the positional: he is to be numbered neither among the classicists nor the hyper-moderns. He is content to follow the most approved lines of development, to accumulate his minute advantages: when the time for combination arrives, he is fully prepared for all complications. As a result, his talent is remarkably free of idiosyncrasies . . . his repertoire includes a formidable variety of openings . . . all of which he plays with equal virtuosity. There are no weaknesses in his armor: mid-game and end-game are handled with the same deft touch.

Mr. Sharp first learned the game as a boy of fifteen, from his father. In the year 1900, chess in Philadelphia was flourishing. The Franklin Chess Club was located in the Betz Building—opposite the City Hall. Here a notable group of enthusiasts met almost daily, and continued the tradition that had given the



Sidney T. Sharp

city a distinctive place in American chess. Had not Charles Vezin, Henry Vethake, H. P. Montgomery, Lewis Elkin; to mention only a few—demonstrated their ability to joust with the best. The Reverend B. M. Neil—whose gracious personality was in itself a benediction to chess,—had won the New England Championship in the 70's and later had bested Captain Mackenzie in an important match. D. M. Martinez had contested two matches with Steinitz for the world's championship—and had acquitted himself honorably . . . Emil Kemeny, European master, was on hand . . . Jacob Elson . . . Gustavius C. Reichelm . . . all brought down the spirit of a notable past . . .

The younger generation would have its fling too. As the 1880's wore on, those irrepressible youngsters Walter Penn Shipley, S. W. Bampton, C. S. Martinez . . . still happily with us . . . Herman G. Voight, D. Stuart Robinson, A. K. Robinson, began to dispute the supremacy of the veterans.

In the 90's these men fostered a real interest in chess. Dr. Emanuel Lasker, World's champion; Harry N. Pillsbury, (fresh from Hastings) Julius Zukertort, many other international masters were invited to the Frank-

lin Chess Club . . . At the Mid-summer meetings of the State Association, the Pennsylvanians acquitted themselves creditably.

It was into this group that Sydney Sharp entered in 1900, and something of his progress can be gleaned by recalling that within a few years he was contesting on equal terms with the best of the older men. Stasch Mlotkowski—a callow youth—had just won the Western Tournament at St. Louis (1904) and a hint of Sharp's growing strength was seen in his victories against the boy prodigy.

In 1905, the young expert—now turned twenty—attended the Mid-Summer New York State meeting. A sparkling victory over C. S. Howell—as well as the rest of his games was official notice of his quality. Henceforth he was to be reckoned with in the chess arena. Always he has played chess for the sheer love of the game, has fought hard, but has accepted victory or defeat with equanimity. He has played on equal terms with the best—in Tournament play he holds an even score in his personal encounters with the American Champion.

Our rising young Kashdan felt his mettle in their game played in the Manhattan-Philadelphia Match in 1928. But all this has not prevented him from taking a board when the visiting masters arrived in the city to give their simultaneous exhibitions.

For these occasions, Sharp has always reserved his "Petroff Defence," an opening which he can truly be said to have made his own. With it he has scored victories in simultaneous play against Lasker, Capablanca, Marshall and many others. Sharp and his Petroff became quite well known back a few years, and possibly the drift toward the Queen's Pawn Opening was accelerated just a wee bit by the realization that after 1 P—K4, P—K4; 2 Kt—KB3, Kt—KB3; you had to battle your opponent on ground of his own choosing.

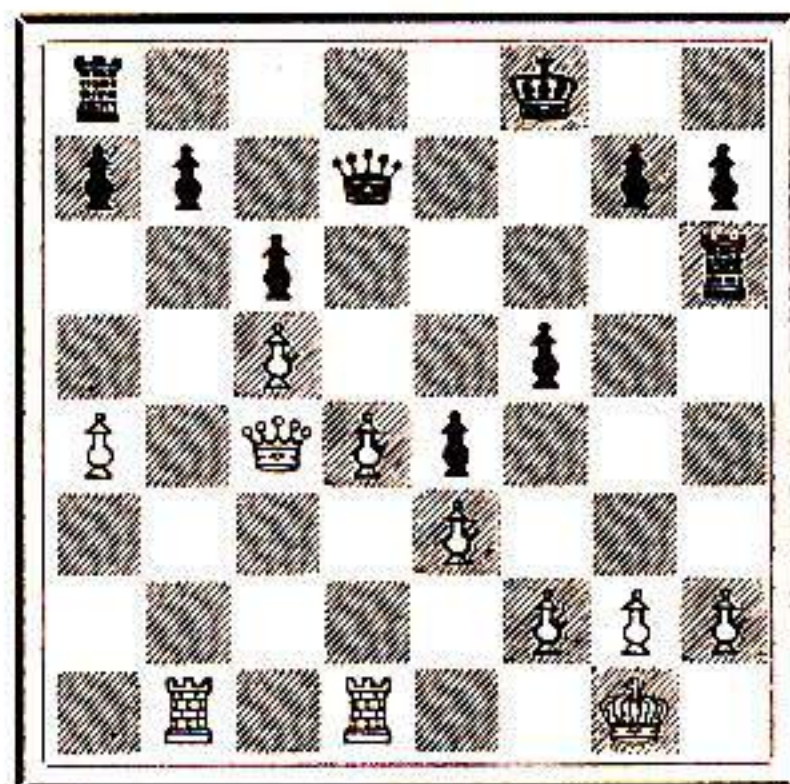
His influence on the game in Philadelphia has been important and beneficial. If the year 1934 witnessed 17 teams entered in the League matches, not a small part of this healthful and inspiring interest in the royal game can be traced to his own fine sportsmanship and enthusiasm. Mr. Sharp has been a generous patron of the game, and no request for a worthy project has ever been slighted. His offer of a suitable Trophy for International

Cable Competition still is outstanding, and it is hoped will be acted on in the near future.

A new generation of chess players is arising in the city. Jacob Levin, David Weiner, Harry Morris, A. Regen, Samuel Drasen, R. P. Bailey, Jules Gordon, are all products of the new technique . . . students of hyper-modern chess, disciples of Alekhine, Nimzowitch and Kashdan.

Sharp links the school of Tarrasch, Pillsbury and Lasker, and the later tactics of Capablanca and Marshall with the present. The calibre of his chess genius is attested by the simple fact that he has not been content to rest upon the past. He has kept up to date: the latest important tournament in the city—the 1933 Mercantile event, found him at the head of the list. That is a tribute to the spirit of the man that does credit to the game itself. For in what other art or sport can one find such interest and zest, so much *re-creation* as in chess. When the books are balanced it will be found that our hero has done much for chess; and chess has done much for him. It has kept him fresh, and in it after 30 years, he has found the spirit of youth. Though not as keen for the hard grind of Tournament play as heretofore, he is now looking forward to his 10th State Title.

Hesse



Sharp

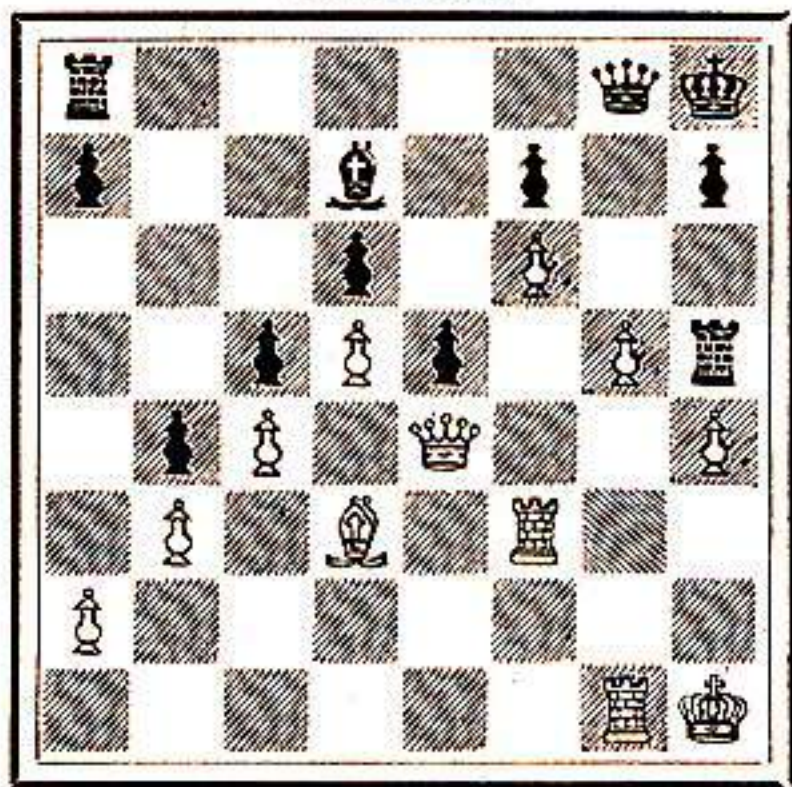
| | |
|------------|-------|
| 30 P—Q5 | PxP |
| 31 RxQP | Q—KB2 |
| 32 QR—Q1 | R—K1 |
| 33 Q—Kt4 | KR—K3 |
| 34 P—B6 ch | Q—K2 |
| 35 RxP ch | K—Kt |
| 36 QxKtP | |

And Black resigned shortly giving White his 9th championship.

MISTAKES OF THE MASTERS

By LESTER W. BRAND

VIENNA, 1933
Spielmann



I. Fuss

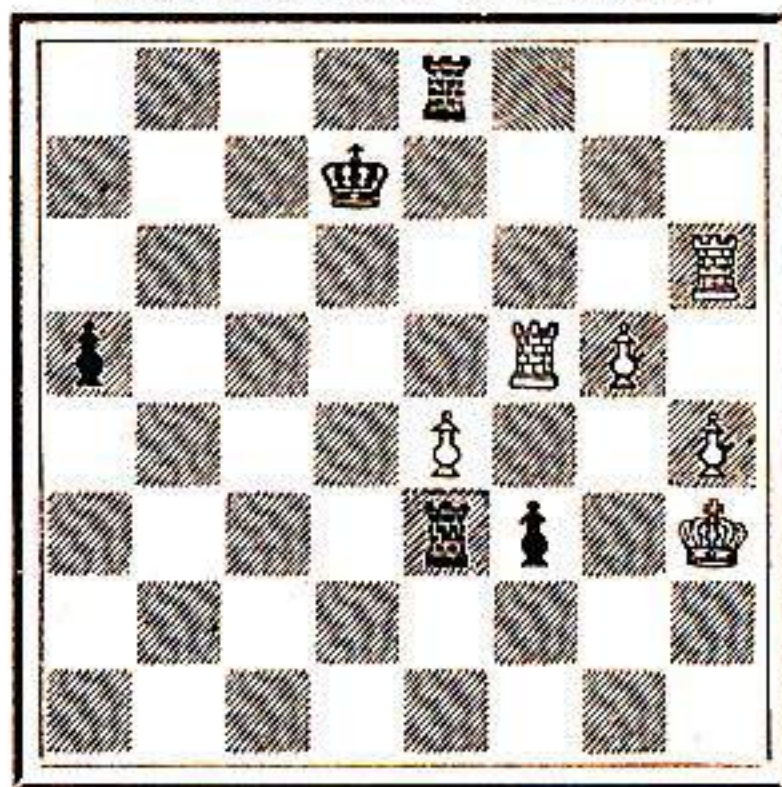
White to Play and Win

White played R(B3)—KB? losing later when he overstepped the time limit. The winning move was 38 R—KB2:—

I 38 . . . Q—Kt3; 39 R—R2(threatens Q—B3), R—K; 40 R—K, QxQ; 41 BxQ, B—Kt5; 42 R—KKt followed by B—KB3.

II. 38 . . . P—KR3; 39 R—KR2, PxP; 40 PxP, RxR ch (B—R6 fails due to R—Kt3); 41 KxR and Black cannot avoid being mated.
Analysis by Honlinger in the Wiener Schachzeitung.

PARIS, 1933
Alekhine, Mme. de Gosselin



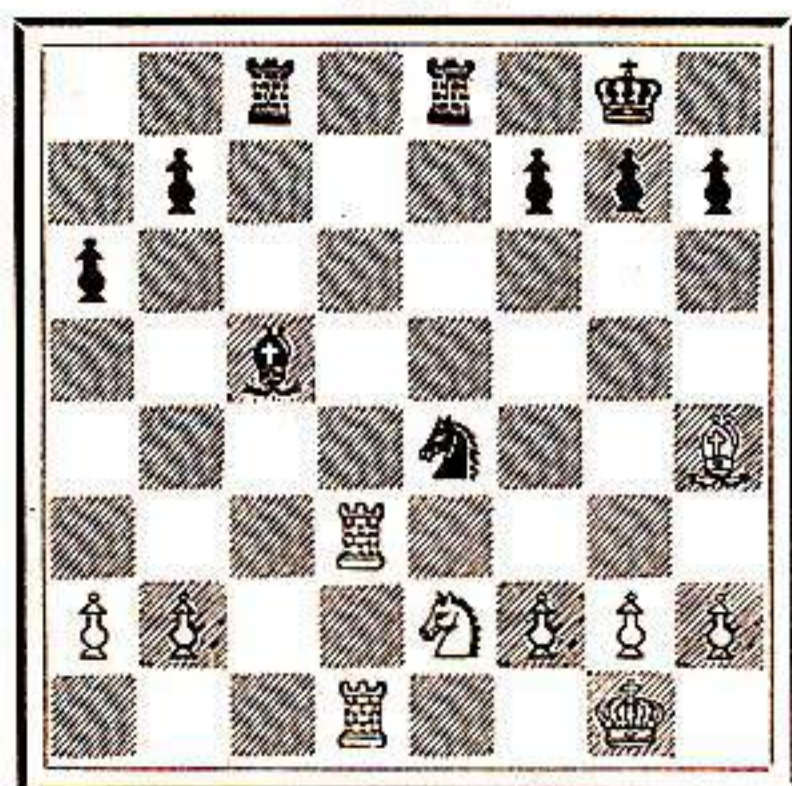
Tartakower, de Villeneuve

White to Play and Win

The game was abandoned as drawn in this position.

White could have won with RxRP. After forcing the exchange of one or both of the Black rooks White will proceed to win Black's badly placed KB pawn. The student should work out the variations for himself.

VIENNA, 1933
A. Becker

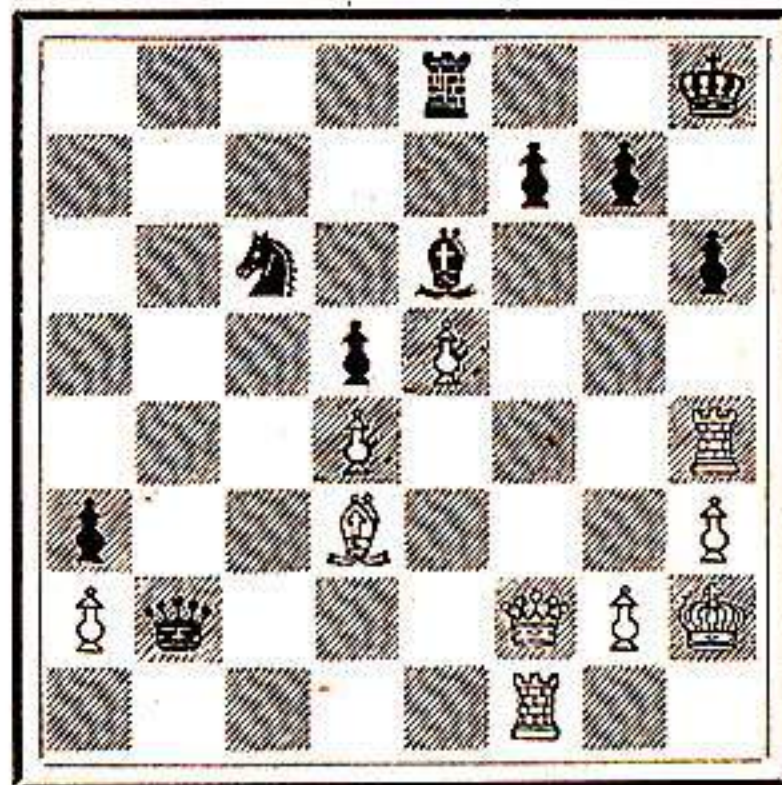


S. Beutum

Black to Play and Win

After Black played P—KR3? and White replied K—B the game was soon drawn. Black should play P—KKt4 and follow with P—KB4. White cannot avoid serious material loss.

VIENNA, 1933
Honlinger



Kolnhofer

White to Play and Win

White foolishly played QxQ and later found a way to lose. The winning line was 1 RxRP ch, PxR. (Not K—Kt because of RxB). 2 Q—B6 ch, K—Kt; 3 QxRP, KtxKP; (White threatened a series of checks: B—R7, B—Kt6, Q—R7 and RxBP. If 3 . . . Q—Kt2; 4 B—R7 ch, K—R; 5 Q—B6 ch, KxB; 6 R—B4 wins.); 4 B—R7 ch, K—R; 5 R—B4! wins, because Black is helpless against the threat of 6 Q—R6 ch, KxB; 7 R—R4 ch.

PROBLEMS

"The Poesy of Chess"

By MAXWELL BUKOFZER

Problems, Problem solutions, criticisms, comments and all matters pertaining to the Problem Department, should be sent directly to the Problem Editor at 106-22 215th Street, Bellerose, L. I., N. Y. For personal replies and the return of unsuitable contributions, inclose a stamped, self-addressed envelope; otherwise replies will be made in the correspondence column.

The CHESS REVIEW is anxious to appear on time. In order to resume "schedule time" again the March issue will follow close on the heels of the previous one. This, of course, makes it impossible to wait for the solutions of some of the solvers. Therefore I omit the ladder in this issue and the omitted solutions will appear with the solutions of the next number. All solutions will, however, be credited in the usual way. Nobody will lose a single point. Kindly send solutions promptly, use ink instead of pencil and, please, write on one side of the paper only, to make the Editor's work a bit easier. Also, place your full name and address on your reports.

While the Ladder Contest with its monthly prize will continue exactly as before (e. g. two prizes in the next ladder) a new feature will begin with the March issue. A Two Dollar Cash Prize will be given every month for the best original, unpublished problem submitted. From now on you are requested to state over your name which original problem you deemed best and at least one reason why. The Editor will vote only in case of a tie and then the losing problem will compete once more with the problems of the following month. Your own votes thus decide the contest. The problem receiving the greatest number of votes wins not only the \$2 prize but, in addition, will be

reprinted as the Frontispiece of the next month's number, with the full details of its victory, so that the winner may get full credit and be able to preserve the number as most authors do.

There is only one "but." That is: Do not attempt to form clubs or societies for the purpose of boosting certain problems with the idea of having your own boosted in turn! Any proof of such collusion would automatically end the competition. Just state your own opinion without fear or favor.

Problems by the Editor do not compete for the prize.

Any questions concerning this (or any other) matter will be cheerfully answered. Remember, solvers and authors, this is your department.

One more detail. Do not cuss the Editor if your fine original problem happens to compete in strong company and hence, fails to win the prize. The selection of problems is governed by conditions not altogether controllable by your Editor. Trust him. He will do, as he promised, his very best to be fair and impartial. This includes naturally the choosing of problems from his supply.

Now send on your originals. If you send good work you cannot help winning some time; and—to win one month does not preclude you from repeating if your comrade solvers vote in your favor.

Let's go, family!

APPRAISING CHESS PROBLEMS

By Maxwell Bukofzer, Bellerose, L. I.

Among the requests from solvers one of the most often repeated is: "Please state a rule by which a chess problem's merit may be properly appraised."

It is not an easy task to lay down a rule that will meet with the approval of every one. In the first place all rules are apt to be tinged with arbitrariness. In the second place the merit of a problem is depending on so many factors, some of which are deemed important by all authors and some of which are repudiated by some, that it becomes extremely difficult to attain uniform acceptance of any rule after it has been expressed. However, since there are a good many solvers that are willing to listen at least to other men's opinions, I shall attempt to set forth what I might call "My system."

All of us that love chess problems form personal opinions, almost involuntarily, on solving. Unfortunately not all of us perform this job correctly.

To begin with, before we are able and entitled to express judgment on the work of others, we must, beyond all, possess that type of special, I might even say "professional," knowledge of the subject that is the result of study, introspection and experience. It is a simple and easy task to voice a momentary, fleeting reaction in the manner of a mere spectator. Any tyro can do that. But is such an utterance, based on sentiment, worth while? Does it justice to the work we criticize? Does it justice to the efforts of the author? Does it even justice to ourselves, our acumen, our sense of fairness, our intellect? I fear me, not often. Whatever you may think of "first impressions" and "snap judgment," the fact remains that those who have acted as problem judges, again and again, uniformly agree on one point, to wit, that only conscientious study and recognition of all the qualifications that go into the making of a meritorious problem, enable us to arrive at an adjudication that is fair, honest, sincere and capable.

My observations, collected during more than 30 years, inform me that all friends of chess problems can be included in one of four distinct classes and that their conceptions on what constitutes a perfect problem are influenced materially by the demands each class makes as a "conditio sine qua non."

Class One consists mainly of youngsters devoid of tutelage and relying solely on their individual likes and dislikes. It is true that these young people frequently exhibit a nice sense of appreciation and honesty; but their utter ignorance of the fact that problems are not merely sentimental products leads them generally to a disregard of essential principles of construction and other supreme factors. The result is, of course, that any spectacular feature in the problem kindles their enthusiasm and blinds them absolutely to any and all glaring faults with which the selfsame problem may be ballasted. Naturally, the proffered criticism, however sincere, is practically worthless.

Class Two consists entirely of board players that occasionally take to problem solving. To these men a problem represents without exception, nothing but a portion of a chess game. Familiar with only the rules and regulations pertaining to the board game they apply them as a matter of fact to the problem, and, if the unfortunate problem does not strictly work within the board game limits, why, it cannot possibly be any good. What do the representatives of class two expect in a chess problem? Precisely what they look for in a game: a fight, an attack, a forceful parry, strategical fireworks and similar qualities. It never dawns on these men that it may be possible to attain something else with chess pieces than the customary scrap. To these men the chess board is a battle-field. If the action does not reek of blood it is not "natural" and hence without attraction. These are the solvers that protest to the Problem Editor when a problem presents a big white force against a minimal black contingent. They call such a problem "cowardly," because, to them, the problem is just a chunk, an abbreviated fraction of a game. They do not grasp the nature of a problem, because of lack of information and understanding.

Group No. 3 is different. It encompasses the solvers of some experience who by dint of much solving have awakened to a more or less clear conception that a chess problem is not a portion of the game of chess. Some conscious or subconscious sense tells them that a problem does not represent a scrap for superiority of one of two adversaries. They begin to reason out to themselves that, after all, in a problem the element of uncertainty as to the "victor" does not at all exist. They know not only that White is going to mate Black but, also, that such outcome is the result of a stipulation and that this stipulation could easily be reversed, with a simultaneous alteration of the setup, to read: Black to mate White (as, for instance, in Selfmates). Class three representatives find out for themselves that in a problem there is but one player, he that solves, and that he manipulates both sides. Seeing that a fight is not the object of the problem play they ask themselves: What is the object? and answer themselves: The accomplishment of a hidden task. Thus as they keep on solving for years they learn that a chess problem is a work of art, not a battleground; that art cannot exist without beauty; that beauty may be found in subtle ideas, constructional purity and perfect mates. And so, realizing that a vicious attack and a powerful defense are not the ultimate mandates of a chess problem, they focus their attention on other features, and, when they judge a problem, seek features utterly divorced from the game that is played across the board.

Group four embodies the problem experts, often men that discarded the excitement of the board game to embrace the beauty of the "poesy of Chess." They know that a problem, even though it is built with chess pieces, is no more chess than a game played with a golf or billiard ball is baseball, because a little ball is used. They protest against the anachronism that in our modern days condemns the chess problem to obey rules that were made for the board game long before problems were thought of. Why should it be compulsory, for instance, to have a white King on the diagram when he is not only not needed but, as often happens, must be nailed down with black Pawns or pieces to prevent him from doing mischief? Why cannot a Bishop be used, because the two exit Pawns in front are still "obstructing" that piece? What is shown in the problem is an artistic picture in which existing chess pieces are needed. If the game position of the chess pieces, perchance, clashes with that picture, does that render the picture less attractive? Who cares about the game of chess when the task is to unravel a pictorial mystery? Is it not about time to free the problem from the meaningless, decayed shackles of the game and put away the "game rules," so far as problems are concerned, with grand dad's meerschaum pipe and the photo in which he paraded in a fireman's uniform?

Well, so much for four vastly different viewpoints. It stands to reason that, according to the group you select for affiliation, you are going to demand different qualities in a chess problem. Then, since you alone, according to your lights, can tell what group you consider as the true exponents of chess problems, how is it possible for any man to "lay down an imperishable rule?"

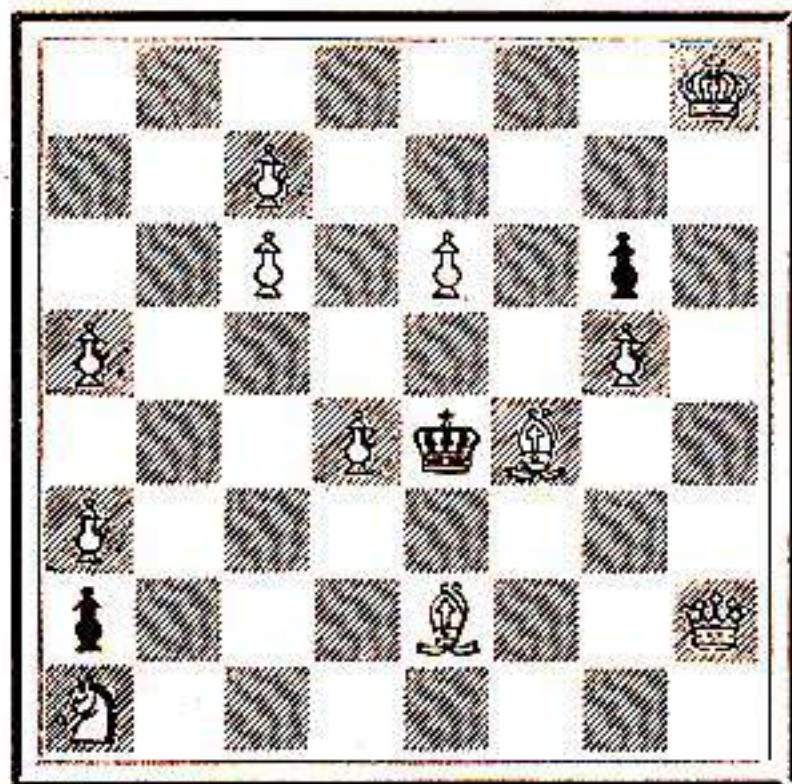
What to do?

You must, resting on Common Sense, Problem Sense, Experience and your psychic and intellectual make-up, decide for yourself what a perfect problem should proffer and, thereafter, work out your system.

And that brings me to my statement that I would explain to you "my system."

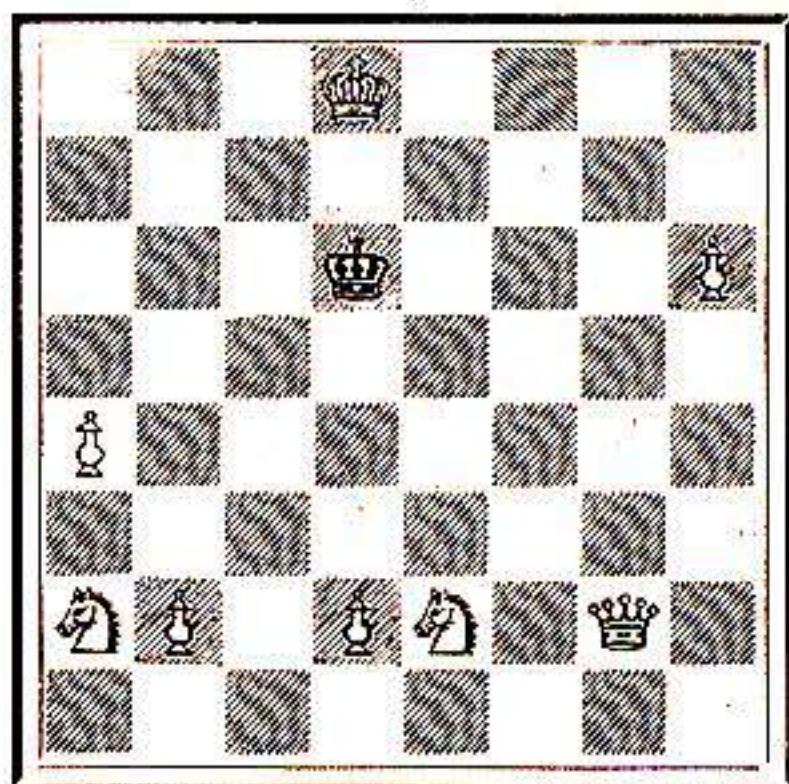
Well, I am not going to back out, though space forbids that I set down "my system" today. But in a subsequent article I shall most certainly outline how I appraise a chess problem. Meanwhile I shall be satisfied if these paragraphs have been instrumental in setting some of you, gentle readers to thinking and, possibly, to revising your opinion on the merit of chess problems.

No. 133
(Original)
A. C. SIMONSON
New York City



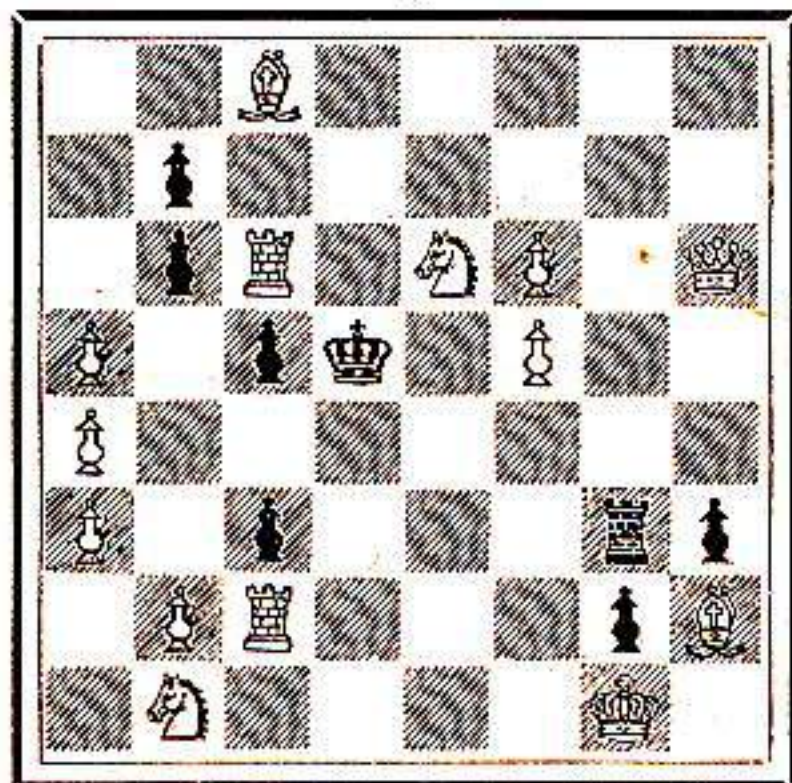
Mate in 3 moves

No. 134
(Original)
WILBUR VAN WINKLE
Endicott, N. Y.



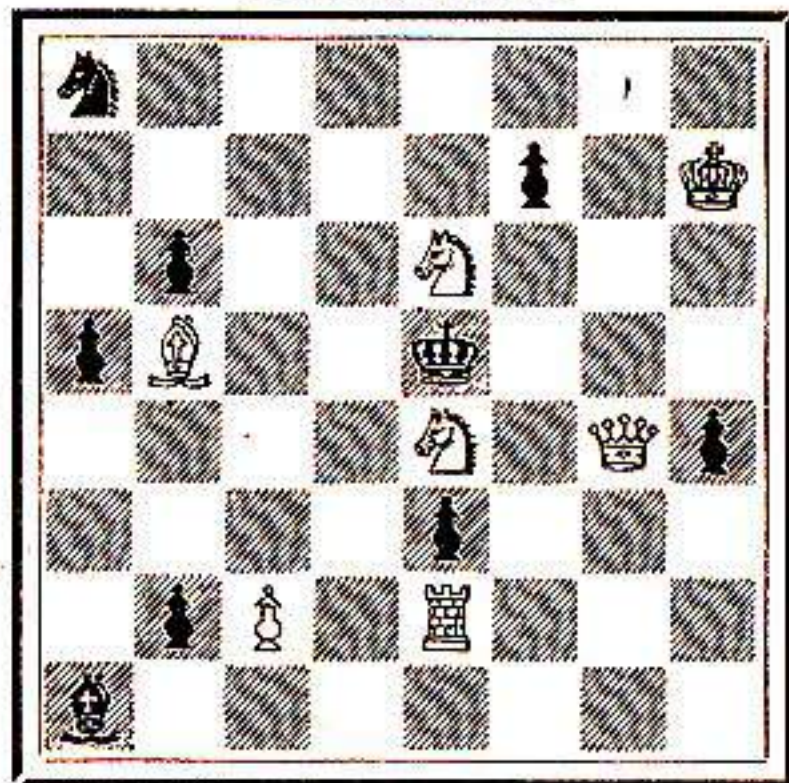
Mate in 3 moves

No. 135
(Original)
H. C. MOWRY
Malden, Mass.



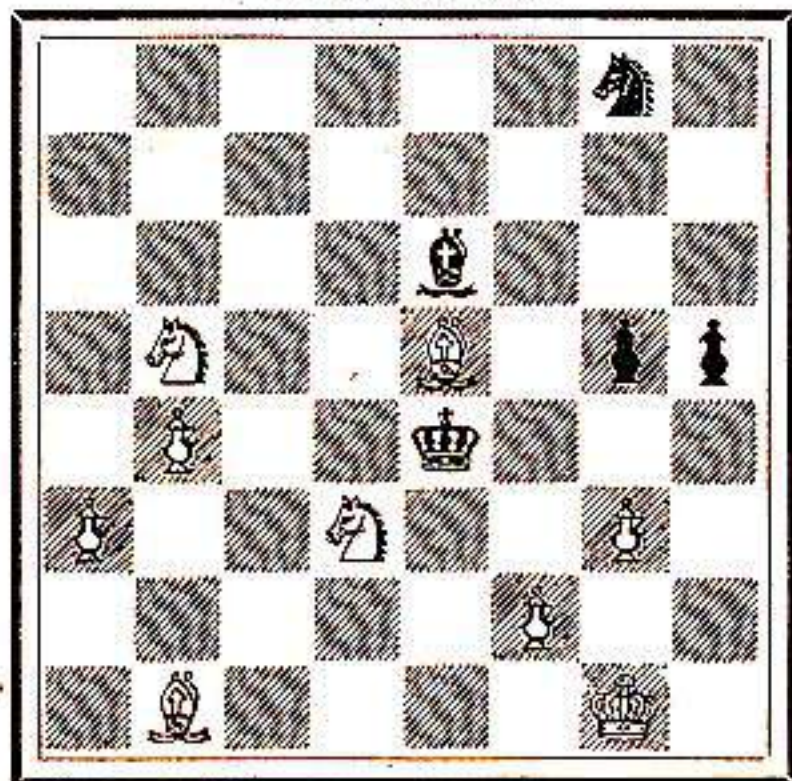
Mate in 3 moves

No. 136
(Original)
KONRAD ERLIN
Vienna, Austria



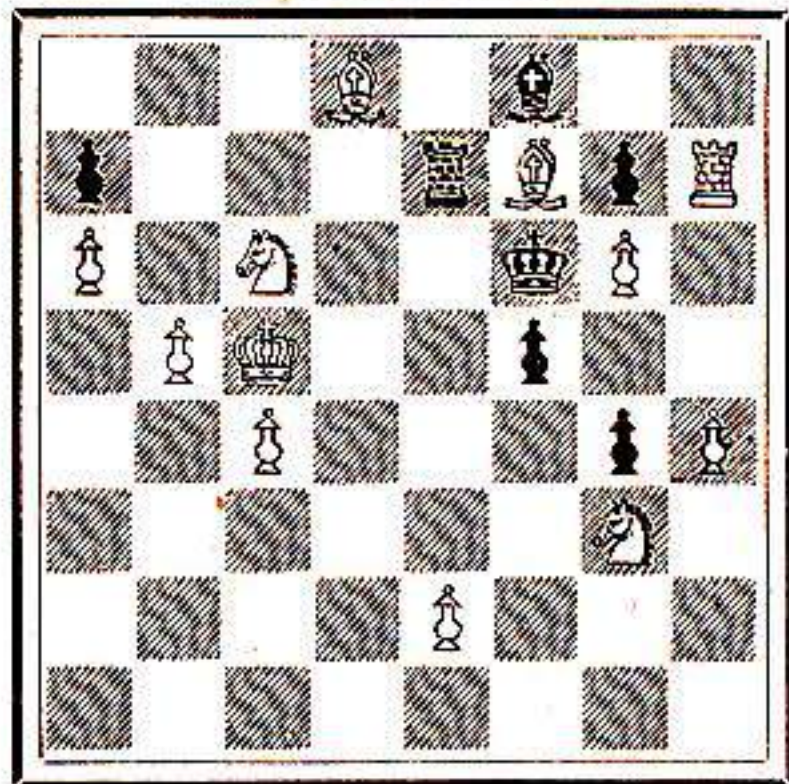
Mate in 3 moves

No. 137
(Original)
M. BUKOFZER
Bellaire, L. I.



Mate in 4 moves

No. 138
(Original)
Dr. C. ERDOS
Vienna, Austria



Mate in 4 moves

Correspondence

- DR. DOBBS—Approve of a Fairy Section? Remember: "Quae fuerant vitia nunc moves sunt." Let me hear from you.
- LUDWIG MAENNER—I am in the saddle again. Will write to you soon.
- LYNN DAVIS—Welcome to the family.
- DR. ED. BIRGFELD—Wieder im Sattel. Brief folgt.
- M. H. KLEIMAN—Extra points have been added. Please inform me if everything is OK.
- W. T. SCOTT—Problems sent in notation are generally incorrect. Can you not put them on diagrams? Please, do.
- FRANZ PALATZ—Have your name put on our exchange list. Contributions will be appreciated.
- WILBUR VAN WINKLE—Thanks for problem. Have written to you. Keep up the good work.
- A. C. SIMONSON—I like your problems. Please send more. Why don't you enter our ladder contest?
- DR. B. PASTER—Points have been added. Please send your full address with next solutions.
- C. R. EMERY—Welcome to the family.
- DR. H. M. BERLINER—Points have been added. I appreciate your clean cut solutions. Wish every one took such pains.
- C. F. BERRY—22 points were added to your score. Allright?
- ALL SOLVERS—Kindly write on one side of paper only and put name and address on your communications. Problems should be diagrammed to insure correct printing.

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