

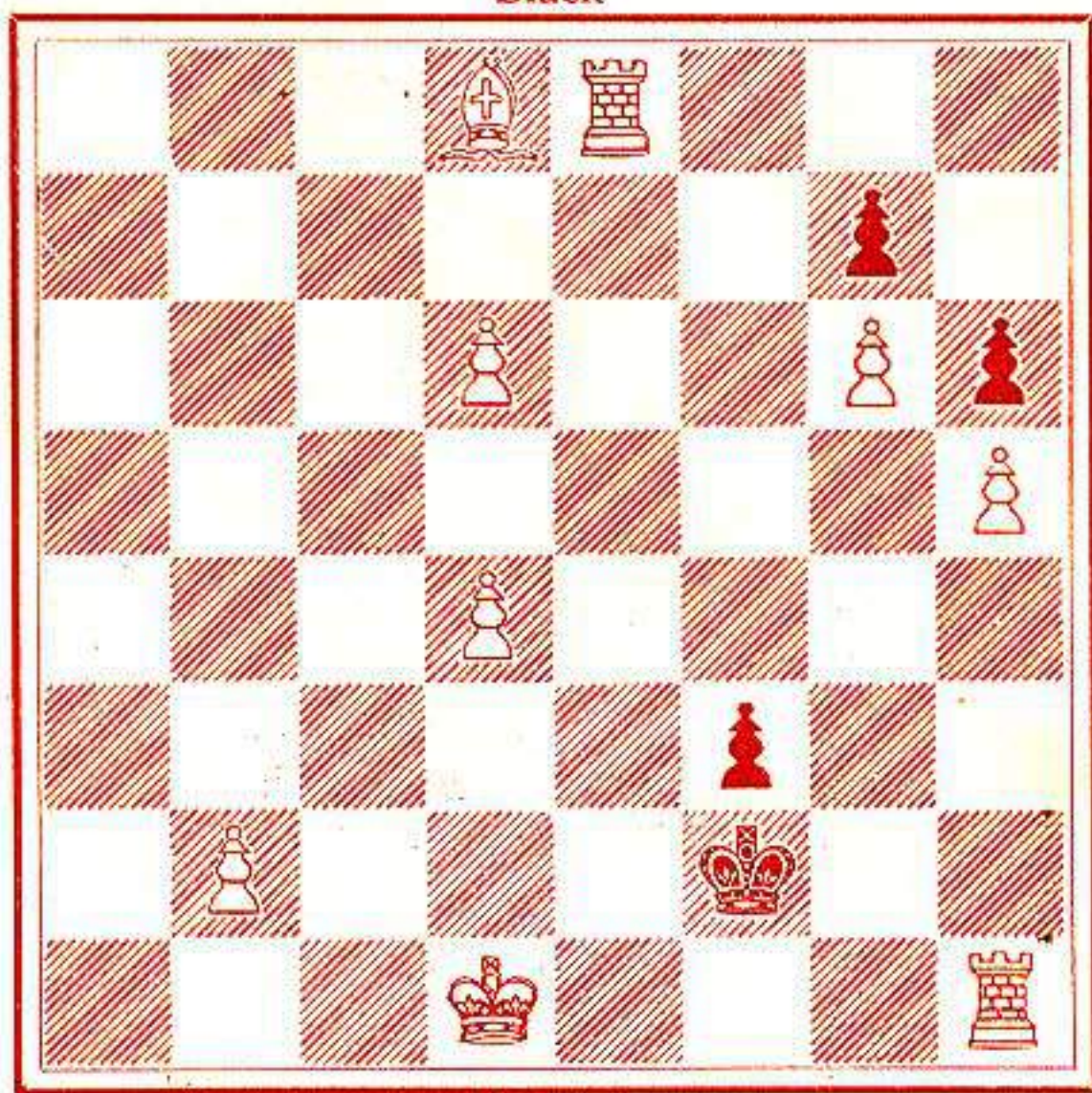
# The CHESS REVIEW

HONOR PROBLEM FOR MAY, 1934

BILL BEERS

Willmar, Minn.

Black



White

WHITE MATES IN FIVE MOVES,

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## IN THIS ISSUE

THE EDITOR'S CASTLE	-	-	-	-	-	-	-	S. S. COHEN
WHITE TO MOVE!	-	-	-	-	-	-	-	BERTRAM KADISH
MINIATURE GAMES	-	-	-	-	-	-	-	ARNOLD S. DENKER
THE BAYONET ATTACK	-	-	-	-	-	-	-	FRED REINFELD
MISTAKES OF THE MASTERS	-	-	-	-	-	-	-	LESTER W. BRAND
WHO'S WHO IN PROBLEMDOM	-	-	-	-	-	-	-	MAXWELL BUKOFZER

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August, 1934

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AUGUST, 1934

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News Events - - - - -	122
The Editor's Castle - - - - -	123
Mistakes of the Masters - - - - -	124
Miniature Games - - - - -	125
Canadian Section - - - - -	126
Game Studies - - - - -	128
The Bayonet Attack - - - - -	132
White to Move! - - - - -	133
End Game Studies - - - - -	134
Book Review - - - - -	137
Problem Department - - - - -	138
Who's Who in Problemdom - - - - -	140

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BARNIE F. WINKELMAN



# News Events

## Zurich Jubilee Tournament

In celebration of its 125th birthday, the Zurich Chess Club is staging an international tournament in which some of the world's foremost chess talent will participate.

The 16 entries include Dr. A. Alekhine (the World Champion) and Dr. C. S. Bernstein of France, E. D. Bogolubow of Germany, Dr. Max Euwe of Holland, (who is slated to play Alekhine next year for the title), Dr. Emanuel Lasker of England, (a former World Champion), Salo Flohr of Czechoslovakia, A. Nimzowitsch of Denmark, G. Stahlberg of Sweden, S. Rossetti of Italy, and H. Johner, Dr. O. Nageli, H. Mueller, H. Grob, F. Gygli, W. Henneberger, and Dr. H. Joss of Switzerland.

This is Dr. Lasker's first tournament since he took second prize at Moscow in 1925 and his vast army of admirers will watch his progress with interest.

It is too bad that the list of entries could not include A. Lilienthal, Jose R. Capablanca, Botwinnik of Russia, and I. Kashdan. What a tournament that would be!

\* \* \*

## An Orchid to Lilienthal

A. Lilienthal has been playing some splendid chess. He followed up his victory in Budapest by taking first prize at the International Chess Tournament in Barcelona. The final scores: A. Lilienthal  $10\frac{1}{2}$ - $2\frac{1}{2}$ ; Dr. Rey (Champion of Spain) 10-3; G. Koltanowski and Dr. Tartakower,  $9\frac{1}{2}$ - $3\frac{1}{2}$ ; R. Spielmann 9-4.

\* \* \*

## Chess in Russia

Two big tournaments have been held recently in Russia: one at Leningrad and the other at Moscow. Most of the best players, with the exception of Botwinnik, the champion, participated. The leading scores:

Leningrad: Alatorzew and Lissitzin each 11-4, Switsky 9-6, Kussminch  $8\frac{1}{2}$ - $6\frac{1}{2}$ .

Moscow: Rjumin 15-0, Masel and Yudewitsch each  $13\frac{1}{2}$ - $1\frac{1}{2}$ , Belawenetz 13-2.

\* \* \*

## Virginia State Chess Federation

A Virginia State Chess Federation has been formed, with clubs from Norfolk, Lynchburg, Richmond, Staunton, and Roanoke as members. Officers elected were: W. W. Gibbs, Staunton, Va., president; John N. Buck, Lynchburg, Va., vice-president; S. S. Jackson, Richmond, Va., treasurer; Capt. John Manning, Norfolk, Va., secretary.

\* \* \*

## Lone Star State News

The Lubbock Chess Club was recently organized as a result of a chess tournament conducted by the Avalanche-Journal newspapers. Gordon Webb was named first president, and T. R. Putnam, secretary. The club has a membership of thirty and plans to affiliate with the National Chess Federation.

Dr. R. S. Underwood won the city championship in the tournament, defeating Dr. Alan L. Strout, the runner-up. The Class B championship was won by Alfred B. Peticolas, with W. D. Crump as runner-up.

The Avalanche-Journal recently started a weekly chess column.

\* \* \*

## Washington State Championship

The third annual tournament for the Washington State Chess Championship will be held under the auspices of the Seattle Chess Club, September 14 to September 27, 1934.

Champion J. Leonard Sheets who won both previous tournaments, will defend his honors. Other competitors will be Olaf Ulvestad, who holds the Pacific Coast record for simultaneous blindfold play; C. C. Crain, Tacoma champion, and Julius Schmidt, Seattle champion.

The field will be limited to the twelve best experts.



# The Editor's Castle

---

It has long been our belief that the average chess publication is too dull to interest the vast army of chess players. We can only ascribe this to the fact that it is written, consciously or unconsciously, for the benefit of *the chess student* rather than *the chess player*.

We are determined to keep THE CHESS REVIEW out of the category known as "average" and we ask the co-operation of our readers in accomplishing this task. We have certain definite ideas as to what a chess periodical should contain, but we are not infallible and we lay no claim to a monopoly of ideas. We extend a cordial invitation to our readers to send in their ideas as to how THE CHESS REVIEW might be improved.

\* \* \*

## The World Championship Match

The World Championship Match is over! Nothing startling happened—in fact everything went according to schedule. Dr. Alekhine retained his title by the comfortable score of 8-3 with 15 draws. The Queen's Pawn was established as a sound opening to play. Both Alekhine and Bogolubow had a fine time traveling from one German health resort to another. The prize money came in handy. After the match Dr. Alekhine again tabled his annual challenge from Capablanca, giving Dr. Euwe the right of way. On with the show!

---

## New Jersey Gleanings

Arrangements have been concluded for a match between Wm. A. Ruth, winner of the South Jersey Chess Championship, and Harold Snowden, the North Jersey titleholder. The match will take place the latter part of August or early in September and the winner will be known as New Jersey State Champion. If this event were made an annual fixture, chess interest in New Jersey would be greatly stimulated.

The championship of Hudson County was won by A. A. Cohen, former N. Y. U. star, with a score of 6½-1½. Charles E. Stewart finished second, score 6-1.

## The U. S. Championship

The Marshall-Kashdan match for the United States title is still dragging. From present indications it looks as though it will continue to drag on, and on, and on.

We stand second to none in our respect and admiration for Frank Marshall, who has so long and so capably upheld the honor of American chess, and for Isaac Kashdan, whose sterling performances both at home and abroad have earned him the right to be considered the foremost challenger for the title. But over and above any individual chess player, or group of chess players, stands the great chess public. *They want action! They are entitled to it.*

Why are the duly constituted leaders of chess inactive? If financial obstacles stand in the way of a championship match—*cut the Gordian knot!* Hold a tournament for the title. The present situation is absurd. Enough time has been wasted in talking and attempting to raise a purse of \$5,000. Frankly speaking the title is not worth that much today. Some day it will be worth \$50,000. But that day will not dawn until the official leaders of chess in this country stop talking and commence *doing*.

S. S. COHEN

---

## News From Missouri

Hyman Gordon won the St. Louis Chess Championship for the second consecutive year with a score of 8-2. W. M. Waggoner, the only one to win from Gordon, finished second, score 7-3.

\* \* \*

## Palmer Tops Stolcenberg

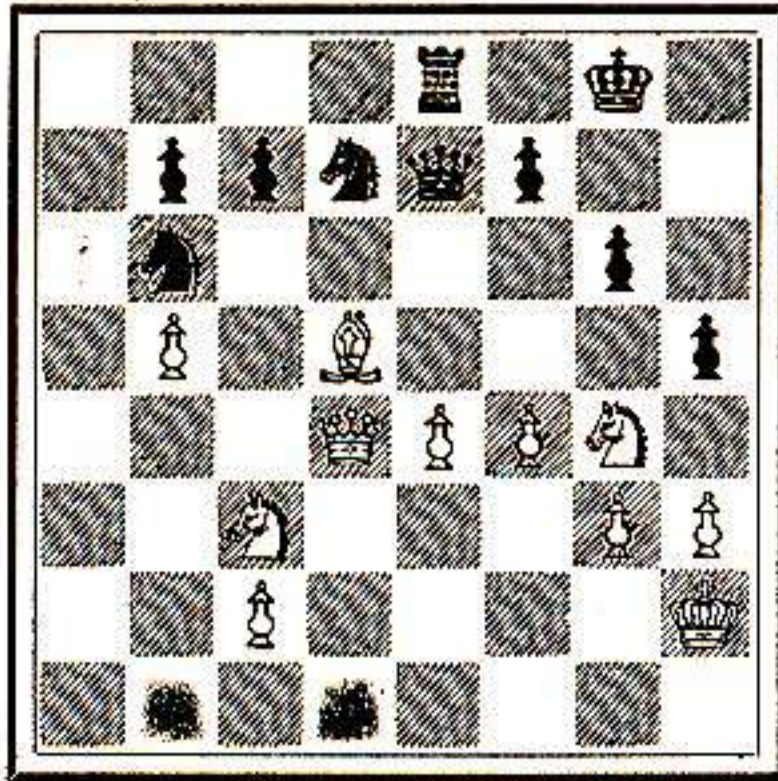
The Play Off for the Michigan State Championship between Marvin Palmer and Leon Stolcenberg resulted in a win for Palmer, 1½-1½.



# Mistakes of the Masters

By LESTER W. BRAND

Karlsbad, 1929  
Yates



Tartakower

White to play and win.

The game: 1 Kt-R6 ch, K-R2; 2 KtxP, Q-B4; 3 Kt-Kt5 ch, K-R3; 4 Kt-B7 ch, K-R2; 5 Kt-Kt5 ch. Drawn.

The win: 1 BxP ch!!

(Now QxB loses the Queen and KxB means mate in three; 2 Kt-R6 ch, K-K3; 3 P-B5 ch, PxP; 4 PxP mate).

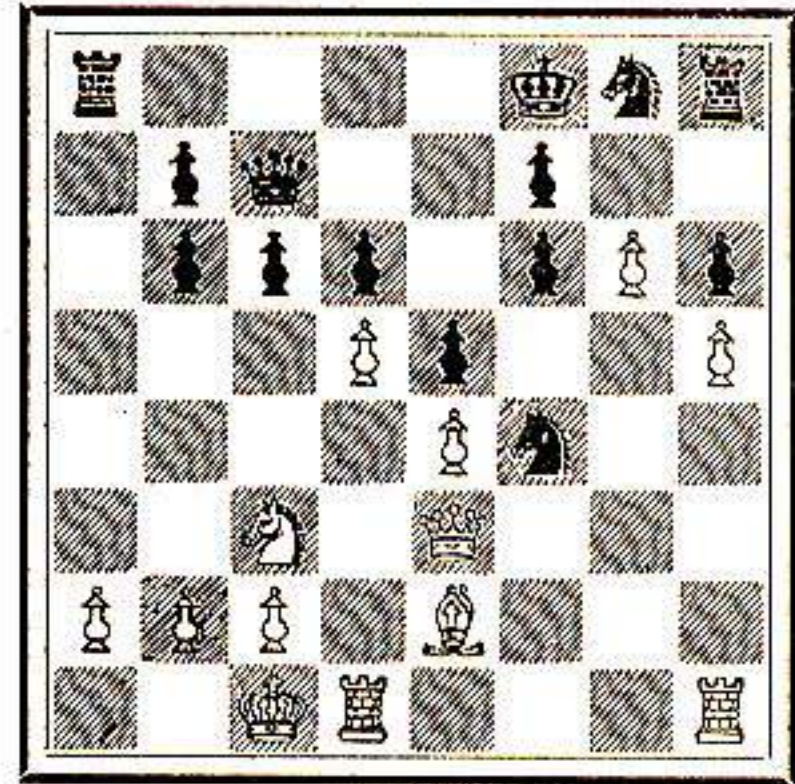
A. 1 . . . K-R2; 2 BxR, QxB; 3 Kt-B6 ch, KtxKt; 4 QxKt wins.

B. 1 . . . K-B1; 2 Q-R8 ch, KxB; 3 Kt-R6 ch, K-K3; 4 P-B5 ch, PxP; 5 PxP ch, K-Q3; 6 Q-Q4 ch, Kt-Q4; 7 QxKt mate. The combination was discovered by Tartakower . . . after the game.

41 QxR  
42 K-B1  
43 KxB

B-B6 ch  
BxR ch  
QxKP ch!, wins.

Mannheim, 1914  
Breyer

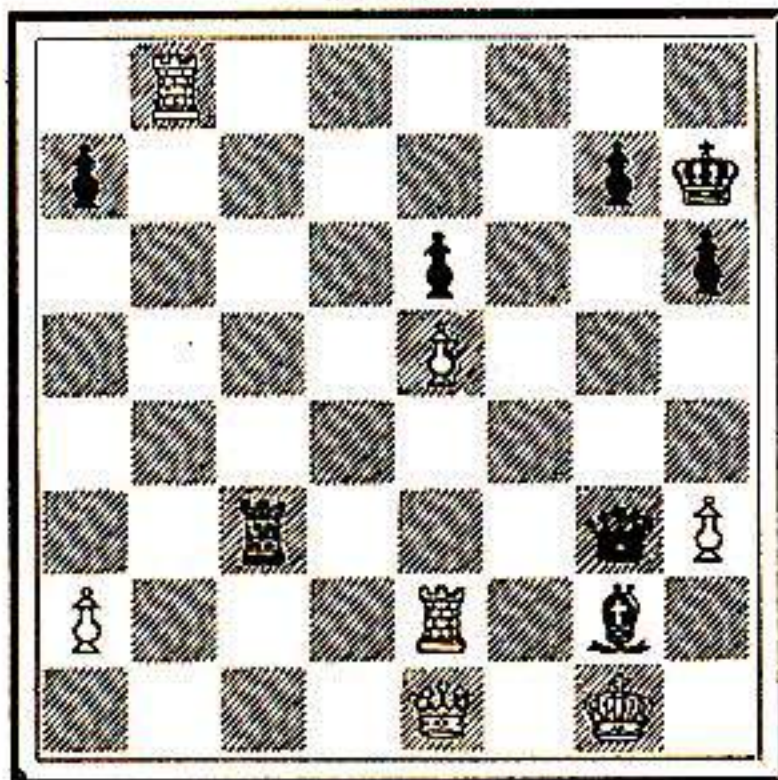


Alekhine

White to play and win.

White played PxKBP, winning eventually. An immediate win was attainable by 1. P-Kt7 ch, KxP; 2. KR-KKt1 ch, K-B1; 3. Q-Kt3, K-K2 (or Kt-K2); 4. Q-Kt7, winning the rook, while if 3 . . . K-K then 4. QxKt! One of the few instances that the present champ failed to find the quickest way to win.

Bad Sliac, 1932  
May



Rohacek

Black to play and win.

Black played 40 . . . QxQ? and 41 BxRP? and lost. With 41 . . . R-B7 he still would have a good game. But he completely missed.

40 . . . .

R-B8!

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# Miniature Games

By ARNOLD S. DENKER

Readers are invited to submit brilliant games of not more than 20 moves to Arnold S. Denker, care of *The Chess Review*, 60-10 Roosevelt Avenue, Woodside, N. Y.

## KING'S GAMBIT

Marshall	Leonhardt
White	Black
1 P-K4	P-K4
2 P-KB4	PxP
3 Kt-KB3	P-KKt4
4 B-B4	P-Kt5
5 Kt-B3	P-Q4
6 BxP	PxKt
7 QxP	Kt-KB3
8 QxP	B-K2

8 . . . B-Kt2 here seems more logical, as it would offer greater protection to Black's castled King. But 8 . . . KtxB would invite a stinging attack by 9 KtxKt, B-Q3; 10 Kt-B6 ch.

9 O-O	O-O
10 P-QKt4	. . . .

The idea is to develop the B at Kt2 where it cooperates in the assault.

10 . . . .	P-QR4
------------	-------

This and the following move are a sheer waste of time. Dallying is dangerous in such a position.

11 B-Kt2	PxP
12 Kt-K2	R-R3
13 Q-R6	K-R1
14 Kt-B4	R-Kt1

Not very pleasant, but necessary.

15 BxBP	B-B1
16 Q-R4	R-Kt5
17 Kt-K6!!	B-Kt2?

In spite of White's brilliancies 17 . . . RxQ would still save Black. The best continuation would most likely then lead to a perpetual check by 18 KtxQ, B-Kt2; 19 B-B4, P-Kt4! 20 P-K5, Kt-Kt5; 21 Kt-B7 ch.

18 BxKt	Resigns
---------	---------

Not far-sighted as the second player demonstrates by his forceful continuation.

14 . . . .	QxP
15 QR-Q1	Kt(R4)-B5
16 Kt-B4	Kt-K7 ch
17 K-R1	QxKKt!
18 KtxKP	KtxKt
19 QxKt	Kt-B5!
20 R-KKt1	QxBP

Resigns.

If 21 QR-KB1, Kt-R6!! threatening QxR ch followed by Kt-B7 mate cannot be met.

## GIUOCO PIANO

White	Black
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-B4	Kt-B3
4 O-O	B-B4
5 P-Q3	P-Q3
6 B-KKt5	B-KKt5
7 P-KR3	P-KR4
8 PxB	. . . .

Daring but imprudent. Better was the simple P-QB3.

8 . . . .	PxP
9 Kt-R2	P-Kt6
10 Kt-KB3	Kt-KKt5!
11 BxQ	BxP ch
12 RxB	PxR ch
13 K-B1	R-R8 ch
14 K-K2	RxQ
15 KKt-Q2	Kt-Q5 ch
16 KxR	Kt-K6 ch
17 K-B1	Kt-K7 mate

Contributed by Ray E. Marshall, Silver Lake, New York.

## RUY LOPEZ

Stanley H. Chadwick	A. G. Pearsall
White	Black
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 B-R4	Kt-P3
5 Q-K2	B-B4
6 P-Q3	P-Q3
7 O-O	O-O
8 B-K3	P-QKt4
9 B-Kt3	B-KKt5
10 P-B3	Kt-K2
11 BxB	PxB
12 QKt-Q2	. . . .

12 P-KR3 compelling Black to either capture the Kt at once or initiate a doubtful attack by 12 . . . B-R4; 13 P-KKt4, KtxKtP; 14 PxKt, BxP; 15 Q-K3, followed by Kt-R2 was in order.

12 . . . .	Kt-R4
13 Q-K3	Kt-Kt3
14 QxP	. . . .

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# Canadian Section

by F. W. Watson

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

## Montreal Championship

The Montreal city title rests with B. Blumin for another year. After first winning it in 1933 and successfully retaining



the laurels recently in this year's tournament, the duration of his reign as city champion is becoming a source of much heated discussion in chess centers throughout Canada. The Toronto Centennial Dominion Tournament—1934, is the next event in which the

young Montrealer hopes to add to his chess successes. In character, Blumin possesses an excessive amount of determination and is filled with an ambition to forge on and on in the arena of chess.

## Toronto vs. Buffalo, 11½-9½

The location: Grimsby, Canada. The date: June 23rd, in year 1934. The scene: Ye Village Inn.—A moderately exquisite exemplification of Canadian architecture.—A de luxe summer resort; a splendid place for the brain-weary vacationist, and a lavishly spread chicken dinner for tired, worn-out hungry chess players. The curtain rises.—The customary orchestra playing was eliminated, and the non-suspecting audience had to be contented with a goodly amount of chess playing in substitution. The play goes on, and on, and on—and what actually happened was really not intended for the script at all!

To cap the event—Martin, Morrison, Belson and Gale for Toronto were respectively paired with Garfinkel, Casden, Stopinski and Lear, of Buffalo. Believe it or not, the bisons turned in a real performance—they butted and gored the Ca-

nadian sharpshooters.—Martin, Morrison and Belson fell in these skirmishes—Gale kept out of trouble and made plenty for the opposition, to eventually score one point for Toronto against three points for Buffalo in this sector of the battle. Of the 21 boards involved, Buffalo scored 7-3 from the first 10!—Like a mammoth tank, the Buffalo brigade was bowling over the Toronto front-line brickwall, until, like good little soldiers—the remainder of Toronto's contingent performed with great "gusto" the most necessary and expedient duties of mopping-up and reconstruction.

The final score of 11½-9½ is a monumental tribute to the efficiency of Toronto's second line of defense. And—the story would not be complete without a mention of the great organization work on the part of Messrs. R. G. Hunter and B. Freedman, respectively of the Toronto and Toronto Jordan Chess Clubs, also of the laborious efforts of Mr. T. Koons for his gathering of the Buffalo klan—all of which made such a carnival of chess and fun possible.—And, an orchid to H. Bork, M. Allen and I. Schochet, a detachment from the Jordon Club,—for winning their games!

It was in the year 1930 when the idea was first conceived regarding the possibility of annual competition between Buffalo and Toronto, and since that time the bisons have failed in five matches to outscore their Canadian opposition. The event last year was Toronto's narrowest escape from defeat with a tied score at 9-9, while in the four other meetings the Buffalo team went under. Nevertheless, the competition is keen—as illustrated by the accompanying table which is arranged on a percentage basis . . .

Games—	P.	W.	D.	L.	Pct.
Toronto . . . .	76	39	11	26	.59
Buffalo . . . .	76	26	11	39	.41



Montreal Championship, 1934  
 QUEEN'S PAWN OPENING  
 (Notes by B. Blumin)

B. Blumin	White	S. B. Wilson	Black
	1 P-Q4		Kt-KB3
	2 Kt-KB3		P-K3
	3 P-K3		P-B4
	4 B-Q3		P-Q4
	5 P-B3		QKt-Q2
	6 QKt-Q2		B-Q3

B-K2 for Black is generally preferred.

7 O-O . . . .

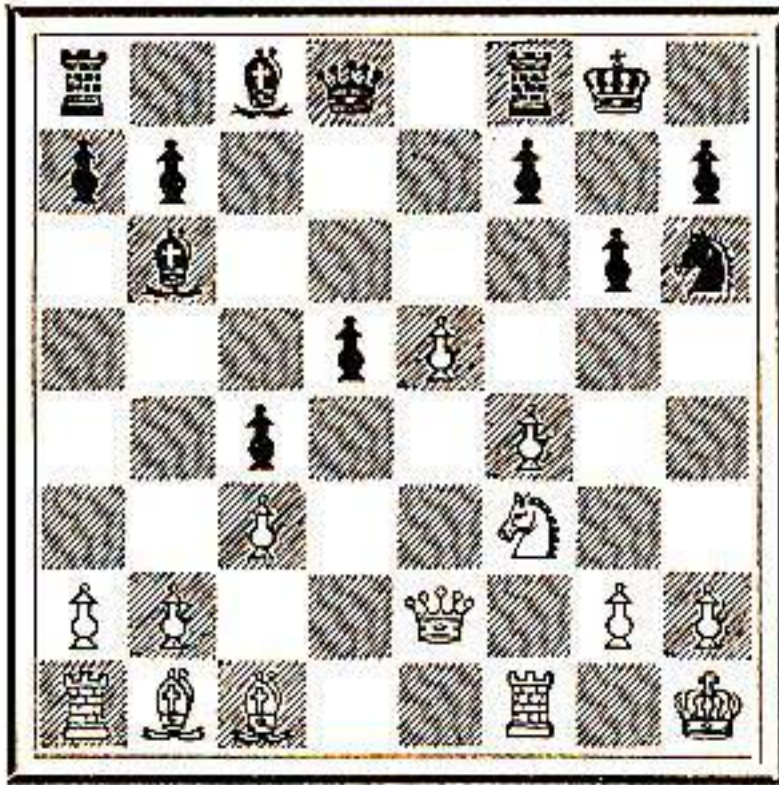
Perhaps better would be P-K4 at once.

7 . . . . P-K4  
 8 P-K4 O-O

. . . PxB appears to be better for Black. White is now able to seize an aggressive opportunity.

	9 PxB		QKtxP
	10 KtxKt		BxKt
	11 P-B4		B-B2
	12 P-K5		Kt-Kt5
	13 Kt-B3		B-Kt3
	14 K-R1		P-B5
	15 B-Kt1		P-Kt3
	16 Q-K2		Kt-R3

S. B. Wilson



B. Blumin

	17 P-B5		KtxP
	18 B-Kt5		Q-K1
	19 B-B6		. . . .

A more speculative move which deserved consideration is 19 P-KKt4.

19 . . . . B-Q1  
 20 Q-Q2 . . . .

20 BxKt, BxB; 21 Q-Q2 was in order.

	20 . . . .		Kt-K6!?
	21 R-K1		Kt-Kt5
	22 BxB		QxB
	23 P-KR3!		P-B4
	24 PxB		PxB
	25 P-K6		BxB

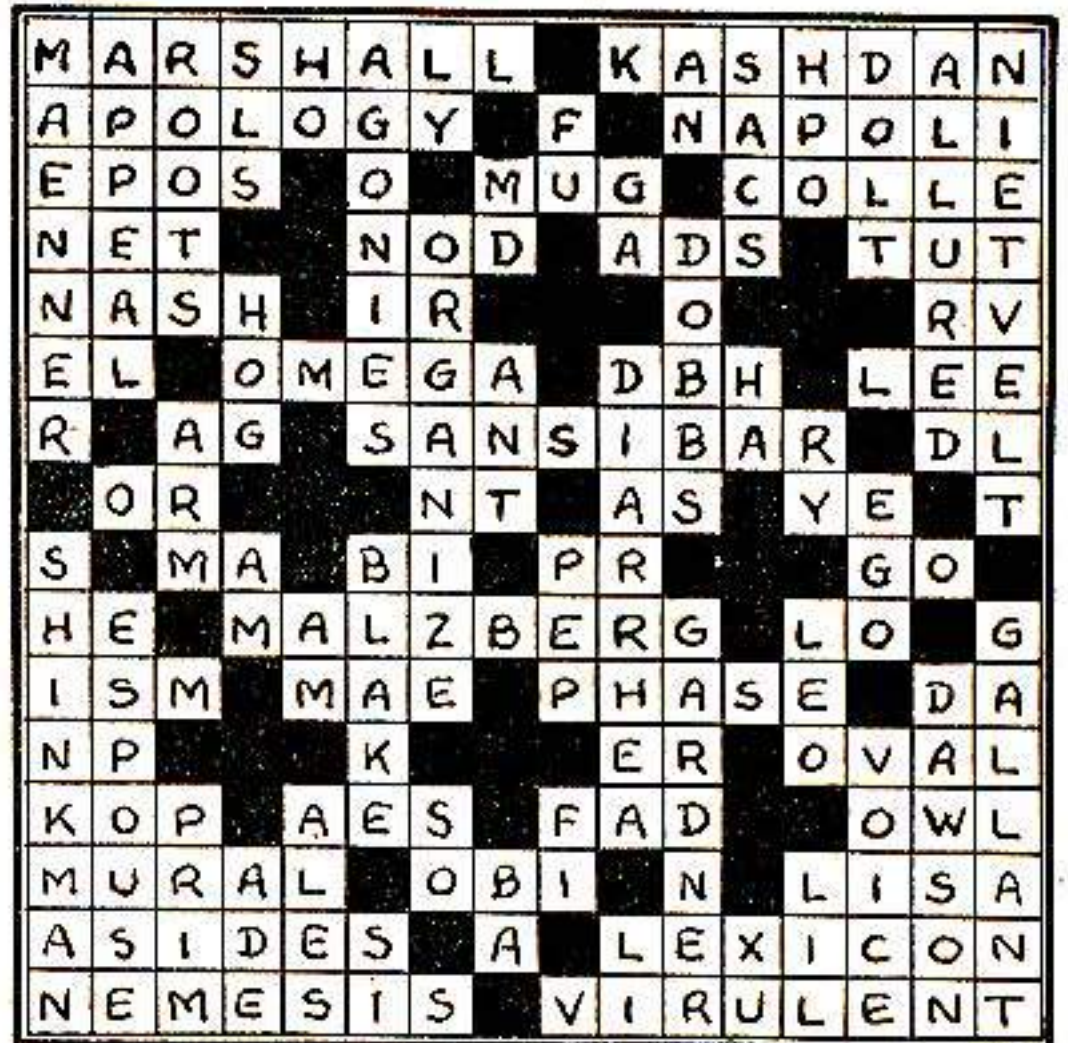
26 RxB	PxB
27 Q-R6	R-B3
28 R-K1	PxB ch
29 KxB	Q-Kt3!
30 Q-Q2	Q-Q3
31 B-B2	R-B5
32 R-K4	QR-KB1
33 RxB	RxB
34 R-KB1	. . . .

A sealed move—and, the only move to win. White studied the position for twenty-five minutes before making this decision.

34 . . . . R-Kt5 ch

Or, R-R5 with possibilities of making a win for White more difficult—in which case the best reply seems to be 35 R-B2.

35 K-B3	P-KR4
36 K-K2	P-Q5
37 PxB	RxB
38 Q-K3	R-Kt5
39 Q-K8 ch	K-Kt2
40 R-B7 ch	K-R3
41 Q-K3 ch	R-Kt4
42 B-K4	Q-K4
43 RxB	P-R4
44 R-Kt6	K-Kt2
45 R-Kt7 ch	K-R3
46 R-Kt6	K-Kt2
47 K-Q2	Q-R7 ch
48 K-B3	Q-K4 ch
49 KxB	R-Kt5
50 R-Kt7 ch	K-B3
51 R-Kt6 ch	K-Kt2
52 K-Q3	R-Kt6
53 R-Kt7 ch	K-B3
54 R-Kt6 ch	K-Kt2
55 B-B3	Q-B4 ch
56 K-K2	Q-B7 ch
57 K-K1	Q-B2
58 R-Kt7	QxB
59 Q-K5 ch	Resigns



Solution to Crossword Puzzle in July Issue



# Game Studies

## Sixteenth Game of Match RUY LOPEZ

(Notes by I. A. Horowitz)

Alekhine	Bogolubow
White	Black
1 P-K4	.....

A new route to victory discovered by the daring explorer Dr. A. Alekhine after fifteen previous voyages on the well charted seas of the Queen's Pawn Game!

1 . . . . .	P-K4
-------------	------

And the master mariner Bogolubow, no whit less courageous, also ventures forth.

2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 B-R4	Kt-B3
5 BxKt	.....

In the regular exchange variation the play runs 4 BxKt, QPxB; 5 Kt-B3, P-B3! The alignment of Black's Pawn chain is considered correct. Here, White deliberately sacrifices a tempo to await the second player's move of . . . Kt-B3, and then captures since Black has precluded the possibility of building up the proper formation. That the loss of time is of no consequence is doubtful.

5 . . . . .	QPxB
6 Kt-B3	B-Q3
7 P-Q3	P-B4
8 P-KR3	B-K3
9 B-K3	P-R3
10 P-QR4	.....

Biding his time with a useful move. As he cannot afford to castle because of Black's play . . . Q-Q2 . . . P-KKt4-5, which would be difficult to parry, he endeavors to stifle counter-play on the Queen's wing.

10 . . . . .	P-B5
--------------	------

But this is premature. An interesting manoeuvre suggests itself in . . . Kt-Q2-Kt1-B3-Q5. This realignment could be easily accomplished without fear of a dangerous counter-attack. The text permits an unbalanced Pawn position which is favorable to White as he is left with four mobile Pawns to Black's three on the King's side.

11 P-Q4	PxP
12 BxQP	.....

12 KtxP is also playable but the text is more forceful.

12 . . . . .	B-QKt5
13 O-O	P-B3?

13 O-O probably was the best move under the circumstances. Now there is a hole at Q3. The exchanges 13 . . . BxKt; 14 BxB, KtxP; 15 BxP, R-KKt1; 16 QxQ ch, RxQ; 17 BxP, BxP; 18 KR-K1 ch would also favor White.

14 P-K5	Kt-Q4
15 Kt-K4	Kt-B5
16 B-B5!	BxB
17 QxQ ch	RxQ
18 KtxB	P-QKt3

Fine counterplay! If 18 KtxP, B-B1; 19 Kt-Kt4, P-QB4; 20 Kt-R2, B-Kt2!

19 Kt-Kt7	R-Q2
20 Kt-Q6 ch	K-K2
21 Kt-Q4	B-Q4
22 P-KKt3!	.....

An interesting Pawn sacrifice lending an added zest to the game. However the theoretical result of the offer is in doubt.

22 . . . . .	KtxP ch
23 K-R2	Kt-Kt4
24 P-B4	Kt-K5
25 Kt(Q6)-B5 ch	K-Q1

The desire for counterplay prompts the text move. A sounder continuation would appear to be . . . K-B1.

26 KtxKtP	P-B3
27 QR-Q1!	.....

Indirectly protecting the Kt by the threat of Kt-K6 ch.

27 . . . . .	K-B1
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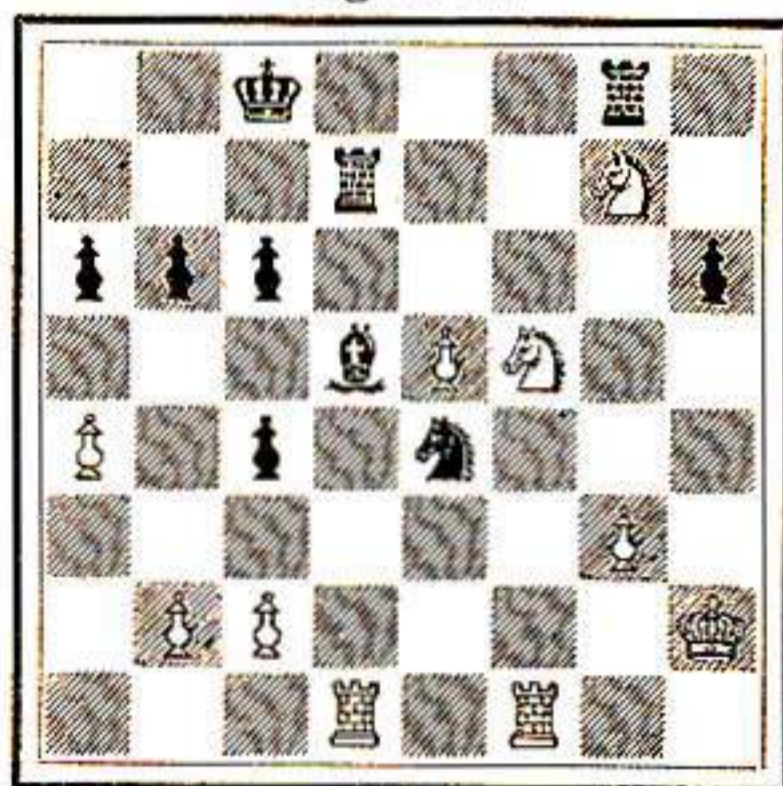
Better would have been 27 . . . KtxP; (28 KxKt, RxKt ch!); 28 Kt(Kt7)-K6 ch, K-K2; (or 28 . . . BxKt; 29 KtxB ch, K-K2; 30 PxP ch, KxP!).

28 Kt(Q4)-B5	PxP
--------------	-----

This untimely move permits a hasty disintegration of the position. 28 R-Kt1, and the position would still be tenable.

29 PxP	R-Kt1
--------	-------

Bogolubow



Alekhine

Position after Black's 29th move.

30 P-K6!!	QRxKt
31 KtxR	RxKt
32 RxB!	PxR
33 R-B8 ch	K-B2
34 R-B7 ch	K-Q3
35 RxR	KxP
36 R-Kt6 ch	K-K4
37 K-Kt2	P-Kt4
38 P-R5	P-Q5
39 RxQRP	P-Kt5
40 K-B3	P-B6
41 PxP	Resigns



Reuben Fine defeated I. A. Horowitz in their match by the score of 4-1 and five draws. Two of the games are given below.

*Fourth Game of Match*  
**QUEEN'S GAMBIT ACCEPTED**  
*(Notes by B. F. Winkelman)*

Fine White	Horowitz Black
1 P-Q4	P-Q4
2 P-QB4	PxP
3 Kt-KB3	Kt-KB3
4 P-K3	P-K3
5 BxP	P-B4
6 Kt-B3	.....

Probably the best defense to the formidable Q. G. at the present writing.

I do not favor the early development of this Kt in the Q. G. accepted. 6 P-QR4 to prevent P-QKt4 has its darker aspect—permitting the later entrance of the Kt. An important game of theoretical interest on this opening is Alekhine-Flohr (Bled, 1931.).

6 . . . . .	P-QR3
7 O-O	P-QKt4
8 B-Q3	B-Kt2
9 P-QR4	P-Kt5
10 Kt-Kt1	Kt-B3
11 PxP	BxP
12 Q-K2	O-O
13 QKt-Q2	Q-K2
14 Kt-Kt3	.....

If 14 Kt-B4, P-K4!

14 . . . . .	B-Q3
15 P-R5	Kt-Kt5
16 P-K4	QKt-K4
17 KtxKt	KtxKt
18 B-B2	KR-B1
19 P-B4	Kt-Kt3
20 B-Q3	.....

The threat was . . . Q-B2.

20 . . . . .	P-K4!
21 P-B5	Kt-B5
22 BxKt	PxB
23 Kt-Q2	.....

To parry B or Q-K4.

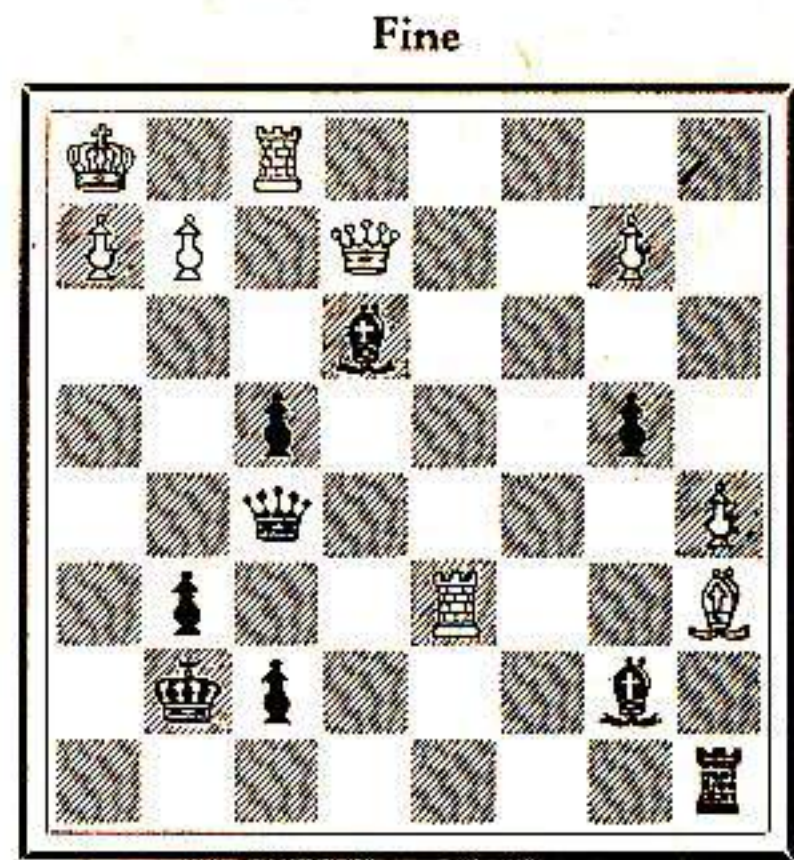
23 . . . . .	B-B4 ch
24 K-R1	B-K6
25 QR-K1	P-KKt4!
26 PxP e.p.	RPxP
27 Kt-B4	RxKt!!

Forcefully played. Kt and P fully compensate for the Rook.

28 BxR	QxP
29 R-Q1	Q-B4
30 R-Q6	K-Kt2
31 BxRP	Q-R6!!
32 R-B3	BxR
33 QxB	O-B4

Methinks Black loses time at this point. Q-R5!

34 P-Kt4 Q-B4?  
 34 . . . Q-Kt8 ch; 35 R-Q1, Q-B7; 36 B-Q3, Q-Kt6, etc.



Position after White's 31st move.

35 RxP ch	PxR
36 QxR	Q-B8 ch
37 K-Kt2	Q-B7 ch
38 K-R3	QxKtP
39 B-B4	Q-B6
40 Q-K4	Q-B3

Drawn.

*Seventh Game of Match*  
**RUY LOPEZ**  
*(Notes by B. F. Winkelman)*

Horowitz White	Fine Black
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 B-R4	P-Q3

The Steinitz Defense deferred—a difficult variation for Black in the present status of theory.

5 BxKt	PxB
6 P-Q4	PxP

Or 6 . . . P-B3, revived by Dr. Alekhine. J. Levin (Black) scored a neat win against S. T. Sharp (1933). Subsequent analysis seemed to give White the advantage, but the most recent games indicate that the defense is tenable if difficult.

7 KtxP	B-Q2
8 O-O	Kt-B3
9 Q-B3	P-QB4

A strong variation little seen in master play; it is a favorite with Capablanca in his exhibitions. Black can equalize only by the greatest care.

10 Kt-B5	BxKt
11 PxB	R-R2

A sad necessity at this early stage of the game to avoid after 11 . . . B-K2; 12 Q-B6 ch, Kt-Q2; Kt-B3, O-O; 14 Kt-Q5!

12 Kt-B3	B-K2
13 B-Kt5	O-O
14 QR-K1	R-K1
15 R-K2	P-R3
16 B-R4	Q-R1
17 Q-Q3	B-Q1
18 KR-K1	RxR
19 RxR	Q-Kt2



20 P-QKt3	R-R1
21 BxKt	BxB
22 Kt-Q5	B-K4
23 P-B6	P-Kt3

Weak, but there is no resource.

24 Kt-K7 ch	K-R2
25 KtxP!!	BxP
26 Kt-K7 ch	K-Kt2
27 Q-Kt3 ch	K-R1
28 Q-B4	B-Kt2
29 QxP	Q-Kt5
30 Kt-B5	Q-B6
31 QxB ch	QxQ
32 KtxQ	KxKt
33 R-K7 ch	K-B3
34 RxP and wins.	

Black fell into an inferior variation and never had a chance after the first ten moves. "In a bad position even the grandmasters play a sorry role." White gave no quarter.

### Geza Maroczy Jubilee Master Tournament May, 1934

#### DUTCH DEFENSE

(Notes by V. Pirc)

(Translated from the Wiener Schachzeitung)

V. Pirc	S. Flohr
White	Black
1 Kt-KB3	P-K3
2 P-Q4	P-KB4
3 P-KKt3	Kt-KB3
4 B-Kt2	B-K2
5 O-O	O-O
6 P-B4	P-Q3
7 Kt-B3	Q-K1

If instead 7 . . . Kt-B3; 8 P-Q5!

8 Q-Kt3	.....
---------	-------

Most probably the best.

8 . . . . .	K-R1
9 B-B4!	QKt-Q2

After 9 . . . Kt-B3 not 10 P-Q5, Kt-Q1!, but first QR-Q1.

10 QR-K1	Kt-R4
11 B-Kt5	P-B3

A far-sighted defensive manoeuvre, anticipating White's P-K4-5.

12 P-K4	P-B5
13 BxB	QxB
14 P-K5	PxKtP

Forced because of the threat of 15 P-KKt4!

15 BPxP	P-Q4
---------	------

A closed game seems to be Black's only possible salvation.

16 PxP	KPxP
--------	------

If 16 . . . BPxP; 17 Kt-QKt5! followed by Kt-B7 or Q6.

17 Kt-KR4	.....
-----------	-------

17 P-K6 is also worthy of note, but it would be too difficult to calculate its consequences.

17 . . . . .	RxR ch
18 RxR	Kt-B1
19 KtxP	.....

Elegant but unnecessary. The simple 19 Q-Q1, P-KKt3; 20 Q-Q2, B-K3; 21 Q-R6, K-Kt1; 22 B-B3 would leave White a commanding position.

19 . . . . .	PxKt
20 Q-KB3	B-K3
21 QxKt	Q-Kt5
22 Kt-B3	.....

22 Q-Q1 is worthy of consideration.

22 . . . . .	QxKtP
23 R-B2	Q-Kt3
24 R-B1	Q-Kt7
25 R-B2	Q-Kt3

Drawn.

Both players in time difficulty draw by repetition of moves. Although the force of White's attack is somewhat spent, the game might have been continued with 26 B-B1.

Before leaving for Chicago to participate in the Western Chess Association Tournament Arnold S. Denker and Donald MacMurray contested a match of five games as a preparatory "warm-up." The result was a 2½-2½ tie.

#### Second Game of Match

#### ALEKHINE'S DEFENSE

(Notes by Donald MacMurray)

White	Black
1 P-K4	Kt-KB3
2 P-Q3	.....

This move takes the game out of the beaten track. If Black answers with 2 . . . P-K4; 3 P-KB4 leads to an interesting game albeit the opening moves must be handled precisely.

2 . . . . .	P-Q4
3 P-K5	KKt-Q2
4 P-Q4	P-QB4
5 P-QB3	Kt-QB3
6 P-KB4	P-K3
7 Kt-B3	P-QR3

This position bears a deceptive resemblance to a French Defense position. As a matter of fact, however, there is a very significant difference, favorable to White; i. e., he has not played Kt-QB3, and so does not have to misplace his Kt at K2, as in the French, to get in P-QB3.

8 B-Q3	P-QKt4
9 O-O	Q-Kt3
10 B-K3	B-K2
11 QKt-Q2	B-Kt2
12 Q-K1	.....

White has manifestly secured a great advantage in the opening. The way in which he fritters it away is instructive.

12 . . . . .	PxP
13 BxP	.....

The idea of this move is to exchange the locked in B for the useful Kt. But, after the eventual P-KB5 the B would not have been locked in at all.

13 . . . . .	KtxB
14 KtxKt?	.....

A serious positional blunder which gives Black much more freedom than before. 14 PxKt was indicated.



- |                                     |           |
|-------------------------------------|-----------|
| 14 . . . . .                        | B-B4      |
| 15 Kt-B3                            | P-B4      |
| 16 PxP e.p.                         | KtxP      |
| 17 K-R1                             | Kt-K5     |
| 18 Q-R4?                            | . . . . . |
| 18 BxKt, PxB; 19 Kt-Kt5 was better. |           |
| 18 . . . . .                        | BxKt      |
| 19 KtxB                             | O-O       |
| 20 B-K2                             | P-Kt5     |
| 21 Q-R3?!                           | . . . . . |

With this move White intends a highly questionable sacrifice of the exchange, which Black declines; e. g., 21 . . . P-K4; 22 PxP, Kt-B7 ch; 23 RxKt, RxR; 24 B-Q3, P-KKt3 and White probably has not enough compensation.

- |              |           |
|--------------|-----------|
| 21 . . . . . | R-B3      |
| 22 B-Kt4     | R-K1      |
| 23 Q-K3      | R(K1)-KB1 |
| 24 R-B3      | B-B1      |
| 25 P-B4!     | B-Kt2     |

25 . . . P-K4; 26 PxP, BxB; 27 PxR, BxR; leads to a good game for White.

- |           |           |
|-----------|-----------|
| 26 P-B5!? | . . . . . |
|-----------|-----------|

Finally disentangling White's pieces.

- |              |       |
|--------------|-------|
| 26 . . . . . | KtxP  |
| 27 KtxP      | P-Q5  |
| 28 QxP       | BxR   |
| 29 PxB       | RxKt  |
| 30 BxR ch    | QxB   |
| 31 QxKt      | RxP   |
| 32 R-Q1      | P-KR3 |
| 33 Q-Q6      | QxQ   |
| 34 RxQ       | RxP   |
| 35 RxQRP     | R-B7  |
| 36 P-Kt3     | K-R2  |
| 37 R-R4      | K-Kt3 |
| 38 RxP       | RxP   |

Drawn.

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Played at Barcelona  
May, 1934

### QUEEN'S PAWN GAME

- |             |        |
|-------------|--------|
| Koltanowski | Catala |
| White       | Black  |
| 1 P-Q4      | P-Q4   |
| 2 Kt-KB3    | Kt-KB3 |
| 3 P-K3      | P-K3   |
| 4 B-Q3      | P-B4   |
| 5 P-B3      | QKt-Q2 |
| 6 QKt-Q2    | B-Q3   |
| 7 O-O       | P-QKt3 |
| 8 P-K4      | PxKP   |
| 9 KtxP      | KtxKt  |
| 10 BxKt     | R-QKt1 |
| 11 PxP      | KtxP   |
| 12 B-B6 ch  | K-K2   |
| 13 P-QKt4   | Kt-Kt2 |
| 14 Kt-Q4    | Q-B2   |
| 15 Q-R5     | Kt-Q1  |
| 16 P-Kt5    | P-B3   |
| 17 R-K1     | P-K4   |

Catala



Koltanowski

- |               |      |
|---------------|------|
| 18 RxP ch     | BxR  |
| 19 B-R3 ch    | B-Q3 |
| 20 R-K1 ch    | B-K3 |
| 21 Kt-B5 ch   | K-B1 |
| 22 Q-K8 mate. |      |

Played at Barcelona  
May, 1934

### QUEEN'S GAMBIT DECLINED

- |            |        |
|------------|--------|
| Lilienthal | Sunyer |
| White      | Black  |
| 1 P-Q4     | P-Q4   |
| 2 P-QB4    | P-QB3  |
| 3 Kt-KB3   | P-K3   |
| 4 Kt-B3    | B-Kt5  |
| 5 P-K3     | Kt-B3  |
| 6 B-Q3     | PxP    |
| 7 BxBP     | O-O    |
| 8 O-O      | P-B4   |
| 9 P-QR3    | PxP    |
| 10 Kt-QKt5 | B-K2   |
| 11 QKtxQP  | P-QKt3 |
| 12 P-QKt4  | B-Kt2  |
| 13 B-Kr2   | Kt-B3  |
| 14 Q-K2    | KtxKt  |
| 15 KtxKt   | P-QR3  |

(Continued on page 135)



# The Bayonet Attack

By F. REINFELD

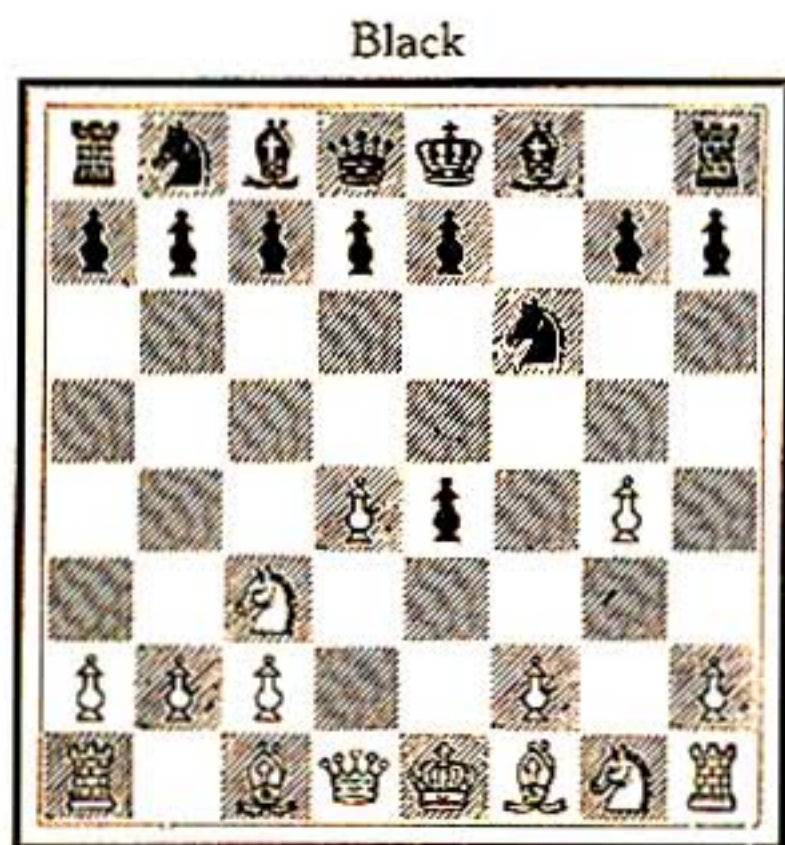
Although the Dutch Defense has been adopted in tournament play for almost a century, its underlying strategical idea ranks it with the hypermodern openings; that is to say, Black answers 1 P-Q4 with a flank advance so as to control the center without occupying it: 1 . . . P-KB4.

Strategically this plan is impeccable, but its tactical execution is often hedged in with all sorts of difficulties because of the possibility of 2 P-K4, the so-called Staunton Attack. After 2 . . . P x P; 3 Kt-QB3 White, as is well known, generally obtains a formidable attack on his opponent's weakened K side. A case in point is the following pretty game, won recently by one of the leading players of New York:

1 P-Q4, P-KB4; 2 P-K4, P x P; 3 P-KB3 (quite good; 3 Kt-QB3 is more usual), P-K3; 4 Kt-Q2, P x P; 5 KKt x P, Kt-KB3; 6 B-Q3, P-B4; 7 O-O, P x P; 8 Kt-Kt5, Kt-B3? 9 Kt x R P! Kt-K4; 10 R x Kt! P x R; 11 Q-R5 ch, K-K2; 12 Kt-K4! B-Kt2; 13 B-KB4! Q-Kt (allowing a pretty finish, but there is no good defense; if 13 . . . Kt x B; 14 B-Q6 mate!); 14 Q x Kt! P x Q; 15 B-Kt5 ch, B-B3; 16 B x B ch, K moves; 17 Kt-Q6 mate.

Let us now examine some of the possibilities resulting from White's playing P-KKt4, which I call the *Bayonet* attack:

I. 1 P-Q4, P-KB4; 2 P-K4, P x P; 3 Kt-QB3, Kt-B3; 4 P-KKt4! (DIAGRAM) P-Q4 (better seems 4 . . . P-KR3; 5 P-Kt5, P x P; 6 B x P, P-Q4);



White  
Position after White's 4th move.

5 P-Kt5, Kt-Kt (Tartakower suggests 5 . . . B-Kt5; 6 B-K2, B x B; 7 Q x B, Kt-Kt as giving an easier game); 6 P-B3! P x P (or 6 . . . B-B4; 7 P x P; P x P; 8 B-QB4 with a strong attack); 7 Q x P, P-K3; 8 B-Q3, P-KKt3; 9 KKt-K2, B-Kt2; 10 O-O, Q-K2; 11 B-KB4, P-B3; 12 Q-Kt3!, Kt-QR3; 13 B-Q6, Q-Q2; 14 Q-B4! (threatening mate in two), K-Q; 15 B x Kt! P x B; 16 B-K5! K-K; 17 Kt-R4! Q-K2; 18 B-Q6, P-K4; 19 P x P, Q-K3; 20 Q-B8 ch!!, B x Q; 21 R x B ch, K-Q2; 22 Kt-B5 mate (Meergruen-Amateur, London, 1924).

II. Identical with the foregoing up to Black's twelfth move, but now White continued 13 B-K5! B-Q2 (on 13 . . . Q-Q2 Tartakower gives 14 R-B2, P-Kt3; 15 QR-KB, B-Kt2; 16 R-B7, Q x R; 17 R x Q, K x R; 18 B x B, K x B; 18 Q-K5 ch, or 13 . . . P-Kt3; 14 Kt-Kt5! P x Kt; 15 B x QKtP ch, K-Q; 16 B x B, Q x B; 17 Q-Q6 ch); 14 B-Q6, Q-Q; 15 Q-B4! (threatening Q-B7 mate as well as Q-B8 ch and mate next move), Black resigns. (Tartakower-Mieses, Baden-Baden, 1925).

III. 1 P-Q4, P-KB4; 2 Kt-QB3, Kt-KB3 (if 2 . . . P-Q4 White intended 3 P-K4!?, QP x P; 4 B-QB4 followed by P-B3 with good attacking chances. 3 . . . BP x P would of course be answered by 4 Q-R5 ch); 3 P-KKt4! Kt x P (or 3 . . . P x P; 4 P-K4, P-Q3; 5 P-KR3 with attacking chances for the Pawn); 4 P-K4, P-K4; 5 KP x P! Q-R5; 6 Q-K2, Kt-QB3; 7 Kt-B3, Q-R4; 8 Kt-Q5, B-Q3 (Black has made too many "attacking" moves and the consequences will be grievous); 9 Kt x P! B x Kt; 10 P x B, Q x BP (if 10 . . . QKt x P; 11 P-KR3 or 10 . . . Kt-Q5; 11 Q-K4); 11 B-R3! P-KR4; 12 P-KB3, Q-B2; 13 Kt x P ch, K-Q; 14 Kt x R, Kt-Q5; 15 P x Kt! Black resigns, for if 15 . . . Kt x Q; 16 B-Kt5 ch, K-K; 17 Kt-B7 ch, K-B; 18 KR-B and wins. A queer game: Black started out like a lion and ended up like a lamb! (Bogolubow-Wendel, Stockholm, 1920.)

IV. 1 P-Q4, P-KB4; 2 Kt-QB3, Kt-KB3; 3 P-KKt4!?, P-Q4; 4 P-Kt5? (this is not good. Bogolubow recommends 4 P x P, B x P; 5 B-R3, Q-Q2; 6 B x B, Q x B; 7 Q-Q3, Q x Q; 8 KP x P with advantage to White), Kt-K5; 5 Kt x Kt, BP x Kt; 6 P-KB3, B-B4; 7 B-Kt2, P-K3; 8 P x P, P x P; 9 B-K3, B-K2; 10 Q-Q2, Kt-R3! and Black has a superior game because of the wretched position of White's KB. (Spielmann-Mieses, Berlin, 1920).

These examples will serve to give the reader an insight into the fascinating possibilities resulting from the advance of White's KKtP. Black will do well to avoid the gambit attack by answering 1 P-Q4 with . . . P-K3 and if 2 Kt-KB3 or P-QB4, P-KB4.



## A Century of British Chess

By PHILIP W. SERGEANT

Mr. Sergeant, known to the chess world as a player of high rank and as a keen student of chess history, has amply fulfilled the expectations aroused by the title of this new volume. This latest work by the author of "Morphy Gleanings," and able annotator of Morphy, Pillsbury, and Charousek, does not contain a single game of chess. However, it does record the fascinating story of the development of British Chess through an eventful hundred years, and in so doing with a wealth of research and scholarship and a life-time of personal contact with the notable figures of the chess world, the author has added measurably to his own stature and merits the warm thanks of the chess playing fraternity.

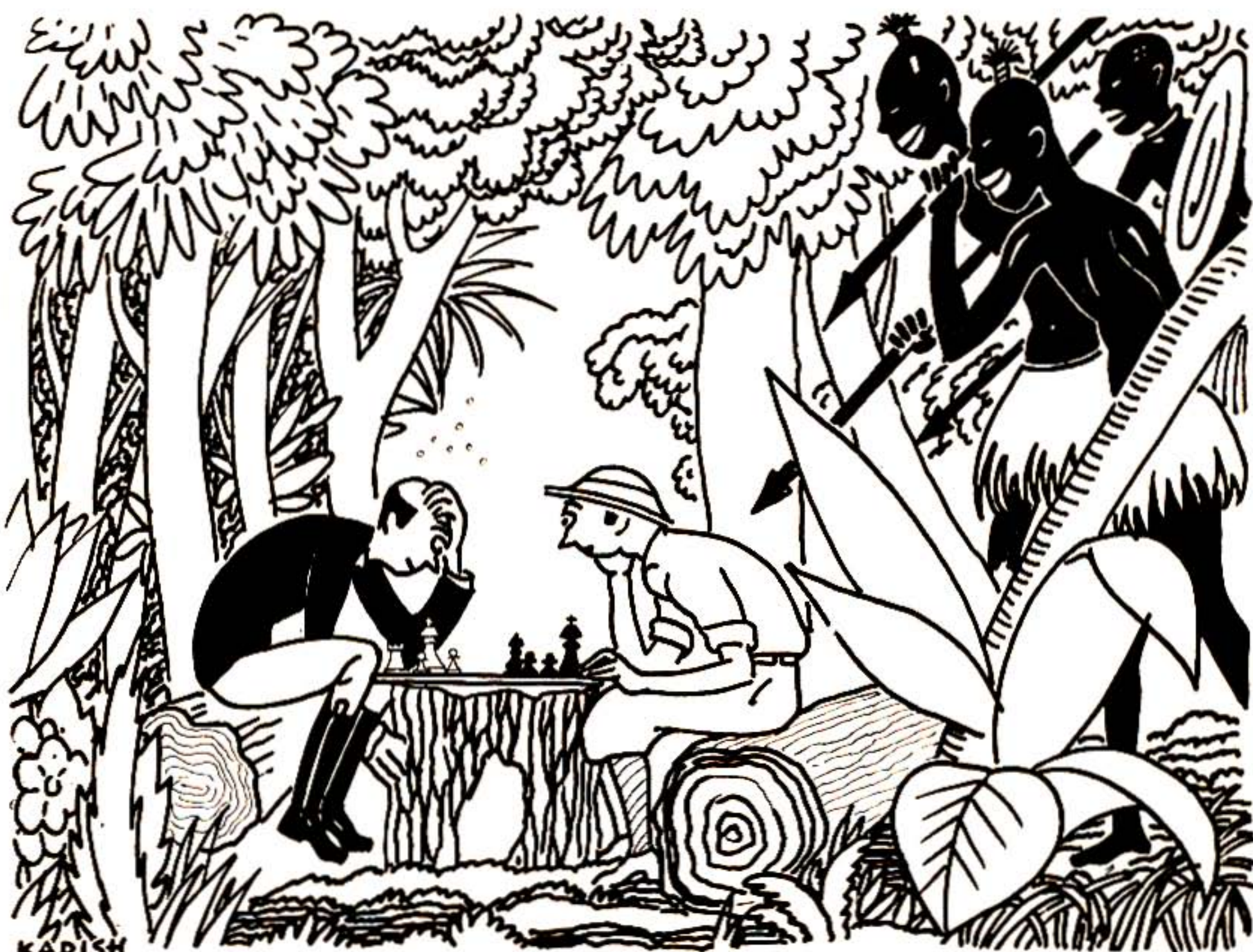
To the American public, the first part of the book will make its own appeal. The passage of time gives the author a better

perspective:—the high lights of the days of Labourdonais, of Staunton, and of Steinitz stand out, unobscured by a mass of detail—and a mellow picture of British Chess is unfolded that seems strangely reminiscent of the pages of Thackeray.

Nearly a score of illustrations—most noteworthy a blindfold seance by Philidor, the Staunton-St. Amant Match, photographs of Lowenthal, Anderssen and an early Steinitz that reveals that he too was young once definitely aid in bringing before us the great chess masters of the past—not in terms of moves on the board, but as living men. A striking portrait of Baron Kolisch, tells us better than a hundred pages why he was a great chess player and a successful business man.

To those who want to learn what chess has meant in British life, and who desire to know more about those whose games we study and admire—the work will be indispensable.

—B. F. W.



*White to Move!*



# End Game Studies

By BARNIE F. WINKELMAN

## Johann Berger

Of making many books there is no end. The unceasing stream of new volumes from the printing presses has fostered the belief that a drastic curtailment of output is in order. This applies with considerable force to the field of Chess, in which the utmost zeal of the most rabid devotee cannot keep abreast of a great and growing literature.

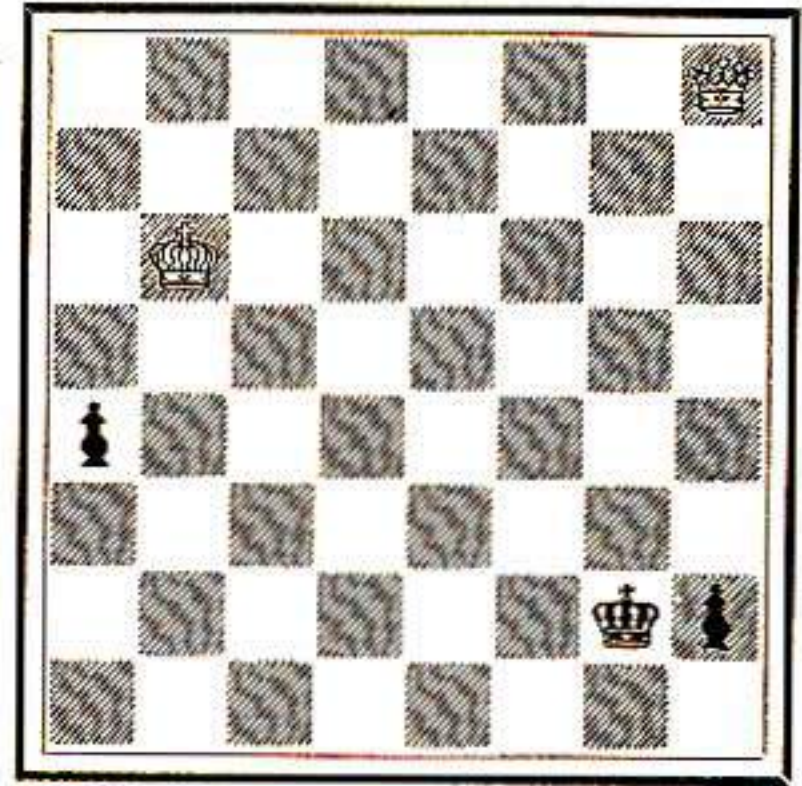
There is, however, a great disparity in the material that may be embraced within the covers of a book. Books have been written in a month, in a week, in three or four days, and with a dictaphone or relays of stenographers have been run off between sun-up and sun-down. Their value is usually in direct proportion to the time and effort involved.

Were all authors to follow the example of Johann Berger, master, problemist, and the game's finest exponent of Endings, no restrictions would be needed! His reputation rests chiefly upon his "Problems, Studies and Games," (1862-1912) and his "Theorie and Praxis of the End-Game." The first, as is indicated by the title, represents no sudden rush into publication, and the second contains the results of some sixty years of research in the field.

Berger at 20 was a recognized chess-master. Thereafter, his great natural talent extended to every branch of the game. The exact and searching nature of his work in the end-game field may lead to the impression that his compositions are didactic, rather than spontaneous; that they represent tasks rather than original creations. Nothing can be further from the truth.

It is true that no one has surpassed Berger in his ability to exemplify a difficult theme, or in analyzing an historic problem to carry it one step beyond all his predecessors. This, however, is but one side of his striking genius for the game.

A simple study in an academic vein.  
Black

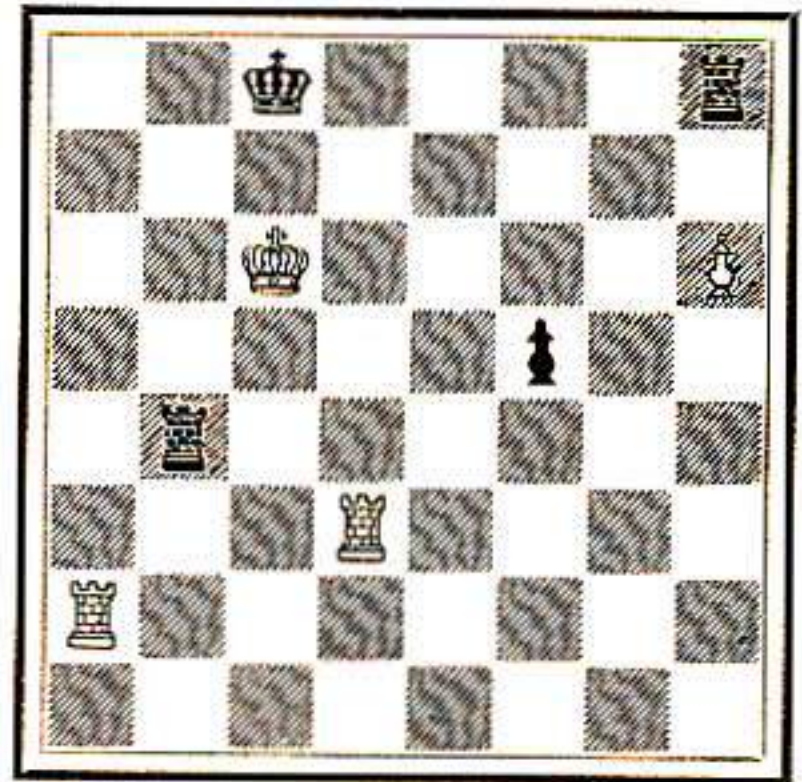


White

White to play and win.

This being a rather simple one we leave our readers to work out the solution.

An illustration of the absolute seventh.  
Black



White

White to play and win.

1 P-R7	P-B5
2 R-R8 ch	R-Kt1
3 R-R7	R-Kt8
4 R-QB3	K-Kt1

If 4 . . . P-B6; 5 RxP wins because of the threat R-KKt7, etc.

5 R-KKt7

And now it is evident that the White King when stationed at KKt4 or KB7 is shielded from checks by the Black Pawn.

5 . . . .	R-B1 ch
6 K-Q5	R-Kt4 ch
7 K-K6	R-Kt3 ch
8 K-B5	R-Kt4 ch
9 K-Kt4 etc	



Hence—Black might play:

5 . . . . R-K8(Q8)

To meet 6. R-Kt8 ch with 6 . . . R-K1(Q1), etc.

6 R-Kt3 ch K-R1 (forced)

7 R-Kt8 ch R-K1

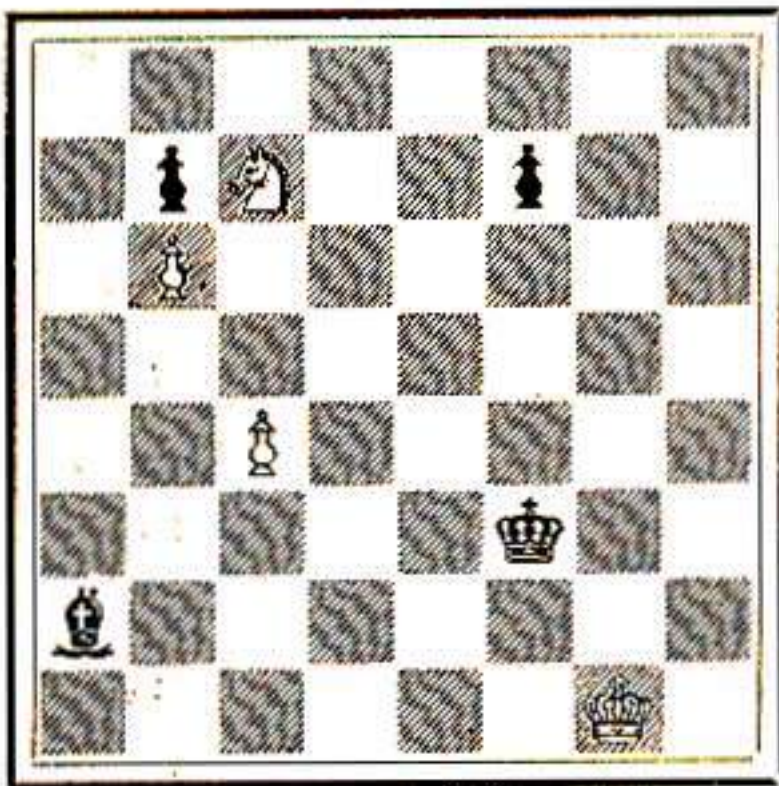
If Black had chosen the Queen file and played 7 . . . R-Q1; 8 K-B7!

8 RxR(at R) RxR

9 R-Kt7 and wins.

Above and beyond the analyst and teacher, ready to improvise a new setting for an old theme, is the great artist, capable of the highest flights of imaginative composition.

Black

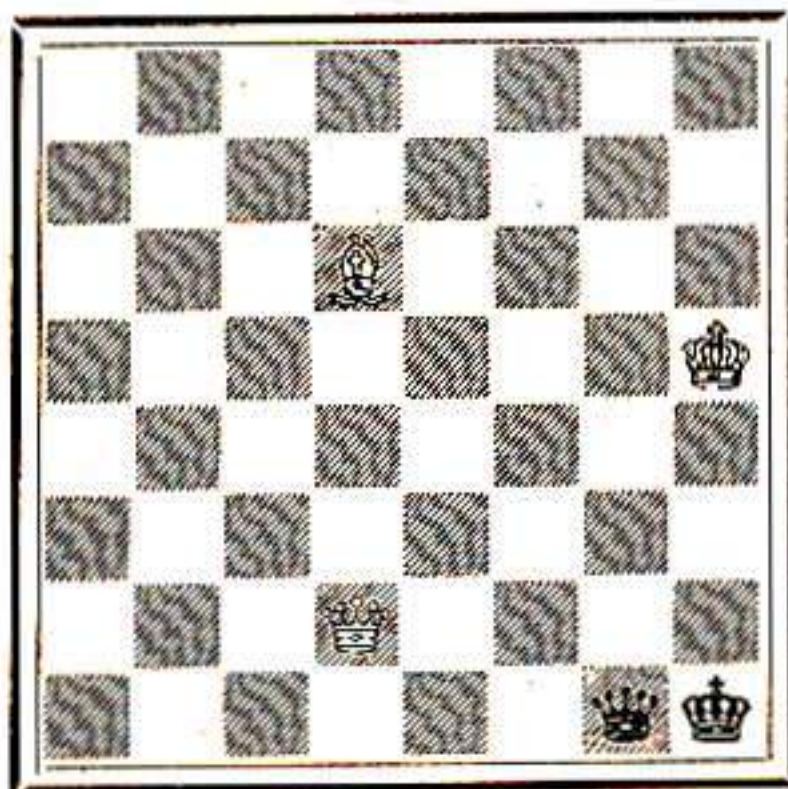


White

White to play and win.

1 P-B5 B-Kt8  
 2 Kt-K6! PxKt  
 3 P-B6 B-K5  
 4 P-B7 and wins.

Black



White

White to play and win.

1 K-R6 Q-B7!  
 2 Q-Q5 ch Q-Kt7  
 3 Q-R5 ch K-Kt8  
 4 B-B5 ch K-B8  
 5 Q-Q1 mate.

(Continued from page 131)

16 KR-Q1	Q-Kt1
17 QR-B1	P-QKt4
18 B-R2	R-B1
19 B-Kt1	RxR
20 RxR	B-Q3
21 P-R3	B-Q4

Sunyer



Lilienthal

22 Kt-B6	Q-Kt2
23 BxKt	BxKt
24 Q-Q3	PxB
25 QxB	BxP
26 Q-Kt3 ch	K-R1
27 Q-R4	P-B4
28 Q-B6 ch	K-Kt1
29 K-R2	BxP
30 Q-Kt5 ch	K-R1
31 KxB	R-KKt1
32 Q-B6 ch	R-Kt2
33 B-K4	Q-Kt1
34 R-KKt1	Resigns

Played at Barcelona

May, 1934

QUEEN'S GAMBIT DECLINED

Tartakower	Rey
White	Black
1 P-Q4	P-Q4
2 P-QB4	P-K3
3 Kt-KB3	Kt-KB3
4 Kt-B3	P-B4
5 BPxP	KtxP
6 P-KKt3	PxP
7 KtxP	KtxKt
8 PxKt	P-K4
9 Kt-Kt5	Q-R4
10 Q-Q5	Kt-B3
11 R-QKt1	B-K3
12 Kt-Q6 ch	BxKt
13 QxKB	R-Q1
14 Q-R3	Kt-Q5!
15 Q-Kt2	B-B4
16 B-Q2	Kt-B7 ch
17 K-Q1	Kt-R6
18 Q-Kt4	Q-Q4
19 R-Kt2	QxR
Resigns.	



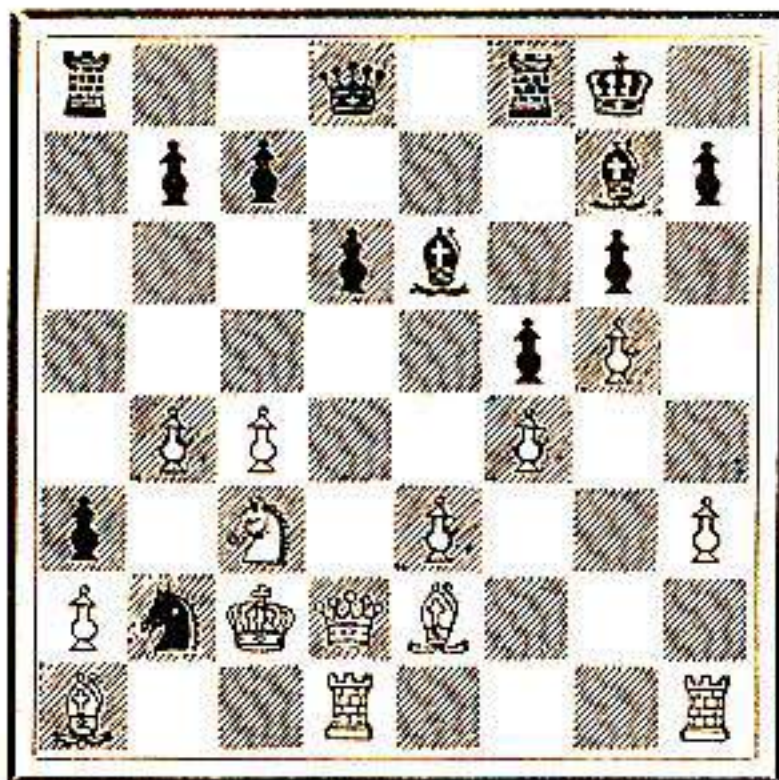
Played at Barcelona

May, 1934

## QUEEN'S PAWN

Vilardebo	Koltanowski
White	Black
1 P-Q4	Kt-KB3
2 Kt-KB3	P-KKt3
3 P-K3	B-Kt2
4 B-Q3	P-Q3
5 P-QKt3	O-O
6 B-Kt2	Kt-B3
7 P-B4	P-K4
8 PxP	Kt-KKt5
9 P-KR3	KKtxKP
10 KtxKt	KtxKt
11 Kt-B3	P-QR3
12 B-K2	B-K3
13 Q-Q2	P-QR4
14 O-O-O	Kt-Q2
15 P-KKt4	Kt-B4
16 P-B4	P-R5
17 P-Kt4	P-R6
18 B-R1	Kt-R5
19 K-B2	P-KB4
20 P-KKt5	Kt-Kt7

Koltanowski



Vilardebo

21 BxKt	PxB
22 KxP	P-Kt4
23 B-B3	BxP!
24 BxR	QxB
25 P-R3	P-B4!
26 R-R1	R-K1
27 KR-K1	Q-R5
28 Q-Q1	PxP
29 QxQ	BxKt ch
Resigns.	

Played at Barcelona

May, 1934

## SICILIAN DEFENSE

Spielmann	Cherta
White	Black
1 P-K4	P-QB4
2 Kt-KB3	Kt-QB3
3 P-Q4	PxP
4 KtxP	Kt-B3
5 Kt-B3	P-Q3
6 B-K2	P-KKt3
7 B-K3	B-Kt2
8 O-O	O-O
9 Kt-Kt3	Kt-K4
10 P-KR3	B-Q2
11 P-B4	Kt-B3
12 Q-K1	R-B1
13 R-Q1	Kt-QR4
14 Q-B2	KtxKt
15 RPxKt	RxKt!
16 PxR	KtxP
17 Q-K1	KBxP

Drawn.

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## BOOK REVIEW

In our last issue we gave a short review of "Amenities and Background of Chess-Play" by William E. and Edward J. Napier. This booklet has made such a profound impression upon us, however, that we feel it deserving of greater space.

We believe that every chess player should possess a copy as it contains 100 sparkling gems of chess-play culled from match and tournament play over a period of many years. Some of the games are well known to most of us—many of them will be met with for the first time—but new or old, the pleasure derived from them is so genuine, and so great, that one feels instinctively like sharing it with one's friends.

A work of art (and this surely is such) speaks for itself more forcefully than any critic's praise. We have selected two games to give our readers a taste of Napiers' "crispettes." If these samples whet your appetite, 50c will bring you 98 additional games equally worthy.

—S. S. C.

### BLACKBURNE'S EQUITY

Blackburne used to say that he claimed equity in the immortality of this game for having compelled Zukertort's desperate brilliancy!

No. 7

#### ENGLISH

Zukertort White	Blackburne Black
1 P-QB4	P-K3
2 P-K3	Kt-KB3
3 Kt-KB3	P-QKt3
4 B-K2	B-Kt2
5 O-O	P-Q4
6 P-Q4	B-Q3
7 Kt-B3	O-O
8 P-QKt3	QKt-Q2
9 B-Kt2	Q-K2
10 Kt-QKt5	Kt-K5
11 KtxB	PxKt
12 Kt-Q2	QKt-B3
13 P-B3	KtxKt
14 QxKt	PxP
15 BxP	P-Q4

16 B-Q3	KR-B1
17 QR-K1	R-B2
18 P-K4	QR-QB1
19 P-K5	Kt-K1
20 P-B4	P-Kt3 (A)
21 R-K3!	P-B4
22 PxP e.p.	KtxP?
23 P-B5!	Kt-K5
24 BxKt	PxB
25 PxKtP	R-B7
26 PxP ch	K-R1
27 P-Q5 ch	P-K4
28 Q-Kt4!!	R(B)-B4
29 R-B8 ch	KxP
30 QxP ch	K-Kt2
31 BxP ch	KxR
32 B-Kt7 ch	K-Kt1
33 QxQ	Resigns

(A) P-B4 at once promises more: but it is fortunate that some routine device did not cheat posterity of this gorgeous finish. If at 28 the Queen is accepted, mate ensues in seven. If possible, the 29th is a prettier thing than the 28th; and the crisp 32nd, a tail-feather to match the other plumage.

No. 29

### "QUICKLY TO BE BRIEF!"

Among the finest examples of a lightning-quick sense of chess is this beautiful game which came to pass at ten second time-limit!

### TWO KNIGHTS' DEFENSE

Won by Oscar Tenner

1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-B4	Kt-B3
4 Kt-Kt5	P-Q4
5 PxP	Kt-QR4
6 P-K3	P-KR3
7 Kt-KB3	P-KB5
8 Q-K2	KtxB
9 PxKt	B-QB4
10 KKt-Q2	O-O
11 O-O	B-KKt5
12 Q-K1	Q-Q2
13 Kt-Kt3	B-B6
14 B-B4	Q-Kt5
15 B-Kt3	Kt-R4
16 KtxB	Kt-B5
17 KtxKP	Q-R6
	Resigns.



# 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, Bellaire, 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.*

---

Owing to the change in the publishing time of the C. R. the August number is going to press during the middle of July, rendering thereby the issuing of the ladder (for problems 151-162) impossible, because the closing date for the solutions of these problems was set to July 27th. The ladder, with its solutions and comments, is therefore transferred to the next number. This is a blessing in disguise as it allows us space for several overdue articles.

As we have two Honor Problems in this number but only one can receive the Honor Diagram in the September issue, I am giving one prize and Honor Diagram award, now, in the August issue, despite the fact that only a portion of the votes are accorded. However, the 5 mover by Bill Beers has received already so many votes that its selection by the solvers *cannot* be doubted, while the choice of the second Honor Problem is still undetermined.

Congratulations, Bill Beers!

The solving family will be pleased to learn that the space for the Problem Department of the C. R. has been increased sufficiently to permit the publishing of at least ONE, and perhaps two articles every month hereafter. Kindly express your wishes again as to the fare your appetite desires. As always I shall be glad to respect the requests of the majority.

There are still a good many readers that fail to vote. Why not make the selection of the prize problem more definite by regularly adding your personal vote?

Several correspondents are very bitter about the strict manner in which I adhere to the Closing Date for solutions. To these gentlemen I say that the overwhelming majority not only approve of my attempt to introduce system into a loose method, but that I am constantly encouraged by that majority NOT to yield to the tardy. Thus I would ask you, please, not to ask for extra time which I cannot grant (except to foreign solvers). The time allowed for solving a dozen problems is ample, even for beginners.

The list of votes will no longer be published, granting us half a page for better material. Since I have given opportunity to everyone to observe *how* I select the prize problem, I believe you will trust your Editor to continue without your inspection.

Incidentally, the Problem Department will now be able to accept occasional articles written by the patrons of the Department. The conditions are:

1. Write on one side of the paper only, in ink, legibly and clearly.
2. The Editor is to decide on their suitability and his decision is final.
3. No article submitted should exceed two printed pages in length.
4. Postage must be enclosed for the return of all contributions.
5. Neither the C. R. nor the Problem Department accepts, *under any conditions*, responsibility for contributions. You send them at your own risk, and if they are lost you have no redress. Keep a copy.
6. Do not send articles foreign to the PROBLEM DEPARTMENT, e. g., matter dealing with games.

Closing date for solutions to Problems 163-174 inclusive is August 31, 1934.

---

## Appraising Chess Problems

### II.

The first article under this caption was responsible for quite an influx of letters. That the majority of these sustained my viewpoint was gratifying to me, but that some, with an astounding interest for details, asked questions, pleased me even more. Of course, a few objected to any contemplated changes, without stating why. Well, that is all right too. Some of us never accept anything new, not even a new twenty dollar bill.

One of the correspondents, a man (or a woman?) who evidently does his own thinking, broached an interesting point. Says he: "I fully agree with your opinions regarding the irrational dependency of the chess problem on board rules; still, I am curious to learn if there is a positive, I might say, an ideological reason why a rook or bishop may be employed in a problem, despite the fact that such piece is ruled immovable in the game."

I believe we have at least two such reasons.

According to the general run of the world, that which is not forbidden is allowed. While there are plenty of books recording the laws of the game of chess, there exists, to my knowledge, nary a one that regulates the problem. Even if there



should be one, it is unknown and, hence, unaccepted by the great problem experts. All we have at present is a conventional modus, based on the unfortunate fact that the game anteceded the problem and therefore imposes on the latter its laws. As a "problem law" is nowhere in force, this modus is in the nature of an *unwritten* law, which for all its sentimental appeal to some folks, possesses absolutely no legal standing. Hence, I repeat, what is not forbidden is allowed.

A second reason can quickly be established by ocular demonstration.

To play a game you are compelled to use 32 chess pieces; to arrange them in a definite, prescribed manner on the board; to secure a partner; to alternate with him when you move; to respect numerous rules that guide the continuity of your play right to the very finale. In serious encounters even your time is restricted.

Now focus your attention on the problemist who intends to compose a problem, say a 7 piece miniature, and who does not yet even know what pieces he shall require.

Must he place all of the 32 pieces on the board? Call for a partner and let him decide alternately what to use? Is there a time limit to the composer's activity other than what he sets himself? Can over-the-board play by two people produce a sound and sensible problem that expresses one composer's idea?

Instead the problem expert selects the pieces he requires; he changes them constantly until his idea is illustrated; he places them where he wants them; he decides arbitrarily how many moves shall lead to the mate; he shifts the entire position if that be helpful.

Now all of these actions, though strictly against game rules, go unchallenged; but let him dare to employ a bishop that the very same game rules declare to be immovable, and the "public" rises as one man in horror and anguish and decrees the only fit penalty for the impudent law-breaker: Throw him and his makeshift to the lions!

Suppose you committed a sociable little murder or two. The world knows you are guilty, yet, unless the *Commonwealth can prove* you guilty, you go scot-free. However, should you rashly attempt to employ Castling or En Passant features in a problem, without *you proving* its (to you) worthless game legality, you and your miserable fizzle of a problem are condemned to Hades.—Nice logic, is it not?

That ought to do for an ideological reason, methinks.

And now let me return to the subject proper, the right way to appraise a problem. In sub-

mitting "my system" I wish to announce that I harbor not the slightest wish to offer it as a ukase, law, rule, tenet, code or obligation of any sort. I merely relate my personal method. Should you like it, help yourself to any portion thereof. On the other hand, if it does not meet with your approval, ignore it and reject it. You know the U. S. A. is still a free country even if rugged individualism is being detoured to make the high roads safe for the forgotten man.

I have always regarded the task of judging the work of other men as both formidable and responsible. I never forget that some of the authors, whose efforts I am chosen to classify, are probably my superiors in craftsmanship, ability, and intellectual acumen, if not in experience. Therefore, I repeat, I consider the judging of Tourney contributions an important and responsible job.

How did I arrive at my system? By careful study of all the essential features of a problem; by comparison of the methods used by other judges with my own conceptions; by employing the measure of "problem sense" that I collected laboriously during many years of tutelage by great teachers.

I search in a chess problem for five essential qualities. These are, in the order of their merit:

1. Problem Idea (Theme).
2. Construction.
3. Beauty.
4. Strategy.
5. Originality.

Each one of these "Essentials" I decide in the manner indicated at the bottom of this page.

Of course, some of these "requirements" overlap; some are of greater importance than others; some may be absent or, on the contrary, dominate the problem. But by means of the addition of a little problem sense and guided by honesty and experience, I found this system to work excellently, especially with the aid of a point scale based on each quality.

As I stated above, I offer my system for what it may be worth to you. I have been successful with it. If some of you care to adopt it, I prognosticate success for you, even while I grant that you may be quite as successful a judge with any other system you select or compile for yourself.

Just one final warning. Do not indulge in two weaknesses. Don't overestimate the type of problems that appeal to your personal taste. Don't adhere too rigidly to any system, but temper the outcome with a dose of problem sense.

Your reactions to this article will be of interest to me.

1. Theme	2. Construction	3. Beauty	4. Strategy	5. Originality
a. Idea	a. Economy	a. Purity	a. Intricacy	a. Imagination
b. Task (if any)	b. Efficiency of pieces	b. Artistry	b. Brilliance	b. Novelty of manipulations
c. Variety	c. Defensive strength	c. Symmetry	c. Stage work	c. Oddity of mates
d. Difficulty	d. Use of pawns	d. Airiness	d. Spectacular mates	d. Deception of appearance
e. Threat (if any)	e. Technique	e. Neatness	e. Snap	e. Atmosphere
f. Key		f. Unity	f. Cooperation of pieces	
g. Duals		g. Echo Play	g. Pins	
h. Tries		h. Model mates	h. Crosschecks	



# Who's Who in Problemdom

By MAXWELL BUKOFZER

## William Shinkman

Shinkman was born on December 25, 1847, in Reichenberg, a town in what then was known as Bohemia, a component part of the Austro-Hungarian Empire. At the age of seven he was brought to the U. S. A. by his folks, who settled in Grand Rapids, Mich. Shinkman is thus virtually an American composer. His problem composing activity covers 60 years, though it is true that he composed but little during the last 6 or 8 years of his life. Suffering from a painful ailment he died last year at the fine old age of 86.

There are two important Shinkman problem collections before the public. One, issued by Max Weiss in 1903, in Germany, comprises 240 diagrams. The other, more pretentious and comprehensive, was published in this country in 1929 by the one and only Alain Campbell White who distributed it as one of his annual "red coated" Christmas gifts. Under the caption "The Golden Argosy," it presents about 600 of Shinkman's best creations. The total number of published Shinkman problems approaches the staggering figure of 4,000.

Shinkman was and will forever be known by the honor title "The Wizard of Grand Rapids" and no monicker ever revealed a greater truth. I do not possess an accurate record of the number of prizes, rewards, ecomiums and honorable mentions Shinkman was accorded but I can authentically state that the grand total would fill many pages. I truly doubt that any other composer ever attained so many successes in so many countries.

It is always a precarious and thankless undertaking to select from a galaxy of stars a particular one with the outspoken claim that it shines brighter than the rest. Opposition, however unsupported by fact, is certain to manifest itself, if for no other than the so-called "patriotic" reasons. Mindful of these consequences, though I am, I yet do not hesitate to pronounce Shinkman the foremost composer of chess problems that ever lived. In my opinion shared by countless others, he surpassed



WM. A. SHINKMAN  
1847 - 1933

Loyd, Cook (my own beloved teacher!), Carpenter, Pauly, and Dobrusky, to name but a few of the best known experts.

Here is how I substantiate this claim.

Select specimens of the finest work produced by, say, a score of the "admittedly greatest" problem composers, past or present. Analyze, examine these achievements with scrupulous care, so as not to miss any praiseworthy feature; then, (*sine ira et studio*), compare them with the corresponding creations of Shinkman. No matter *what* the type, form, style or manner of these problems may be; no matter what *your* individual inclinations are, in the Shinkman treasure trove you will find the counterpart of every specimen you selected from the above score of masters, not merely of equal merit and glory, but, quite frequently, of still superior texture and fabric.

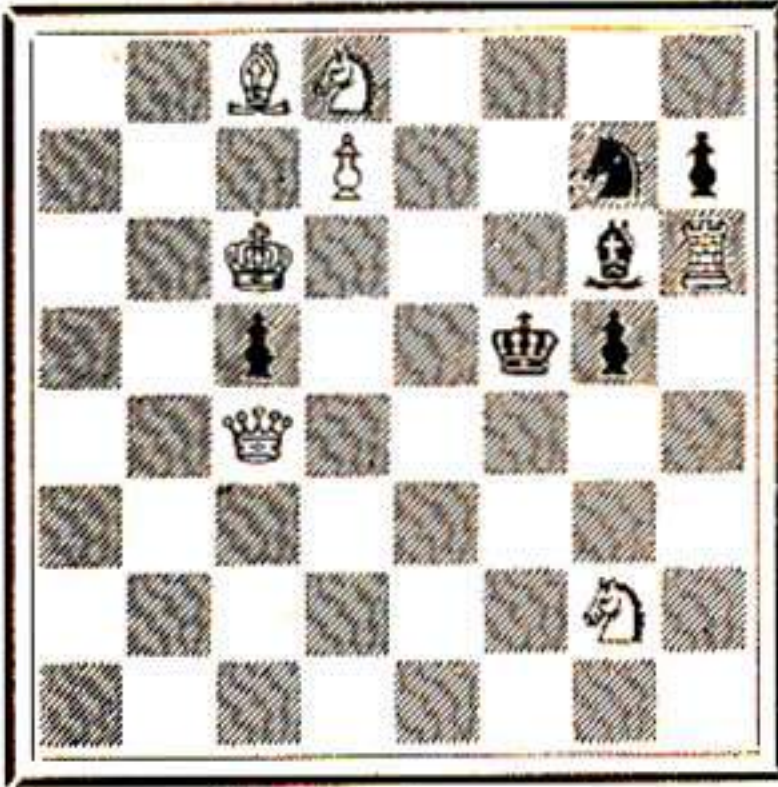
The strategy of Loyd? The wealth of ideas of Cook? Carpenter's daintiness? The beauty charm of Murray Marble? Havel's scintillating models? Dr. Dobb's world famous echo play? The depth and loftiness of Otto Wurzburg's masterpieces? The intricacy and variety of





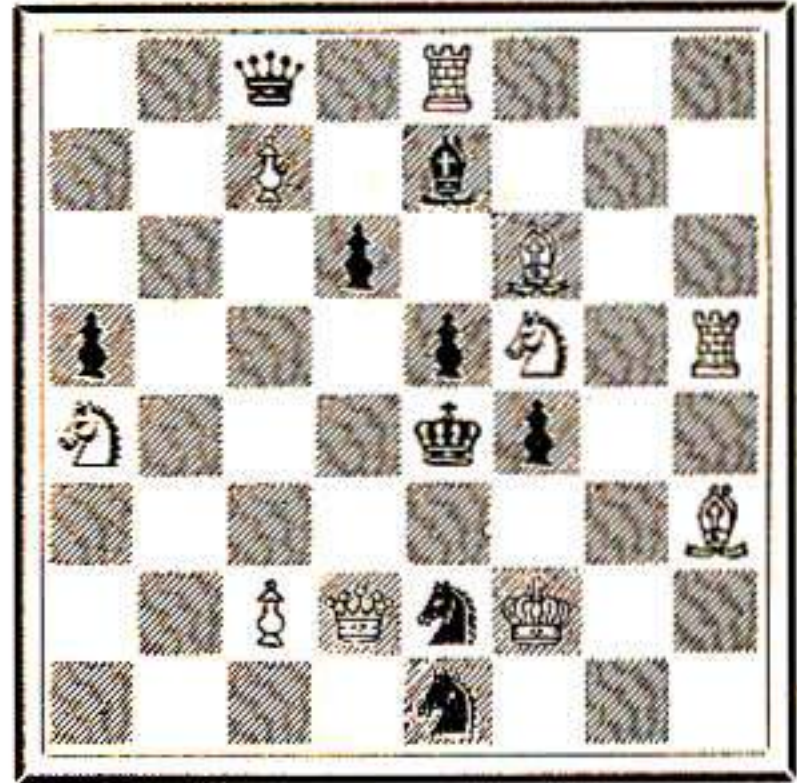


No. 175  
(Original)  
HAROLD THAYER  
Portland, Ore.



Mate in 2 moves.

No. 176  
(Original)  
DAVID C. McCLELLAND  
Jacksonville, Ill.



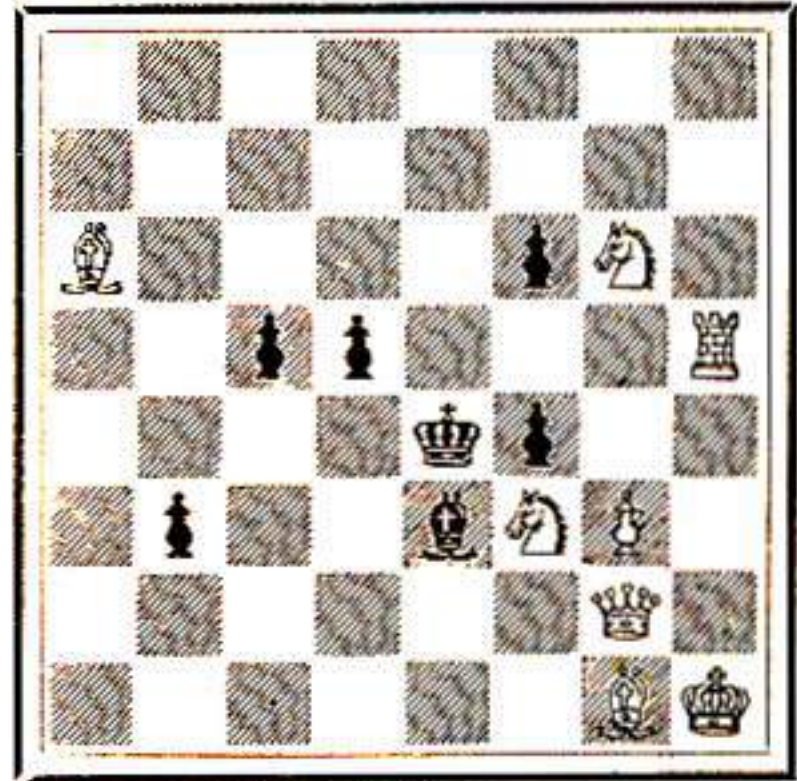
Mate in 2 moves.

No. 177  
(Original)  
D. C. McCLELLAND  
Jacksonville, Ill.



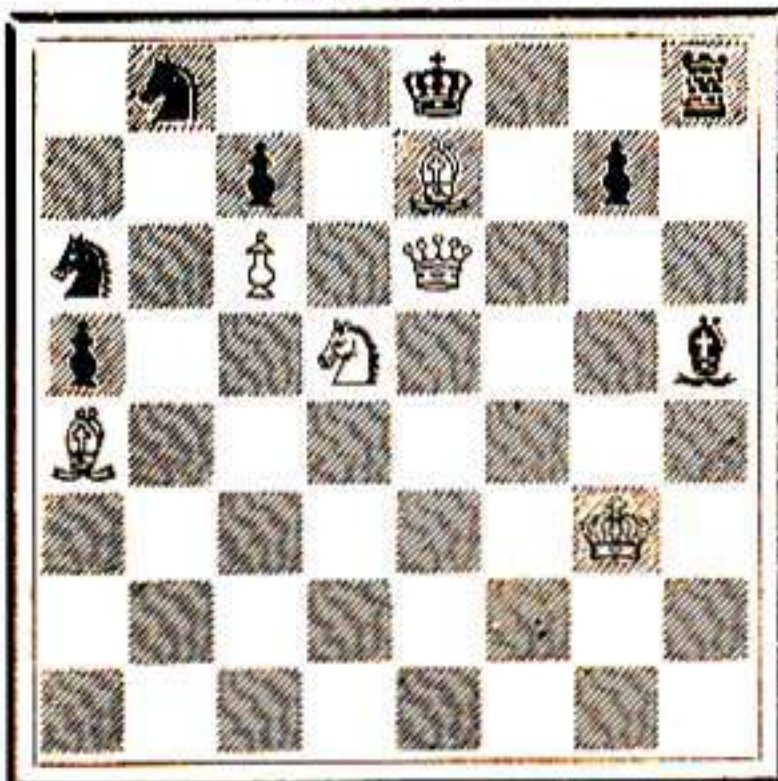
Mate in 2 moves.

No. 178  
(Original)  
G. W. HARGREAVES  
Auburn, Ala.



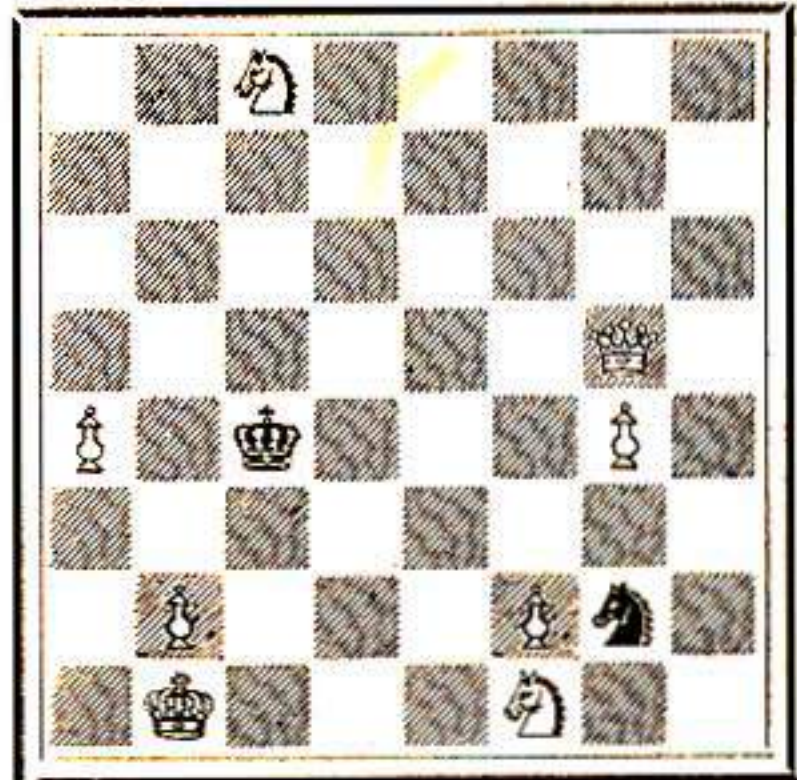
Mate in 2 moves.

No. 179  
(Original)  
DR. GILBERT DOBBS  
Carrollton, Ga.



Mate in 2 moves.

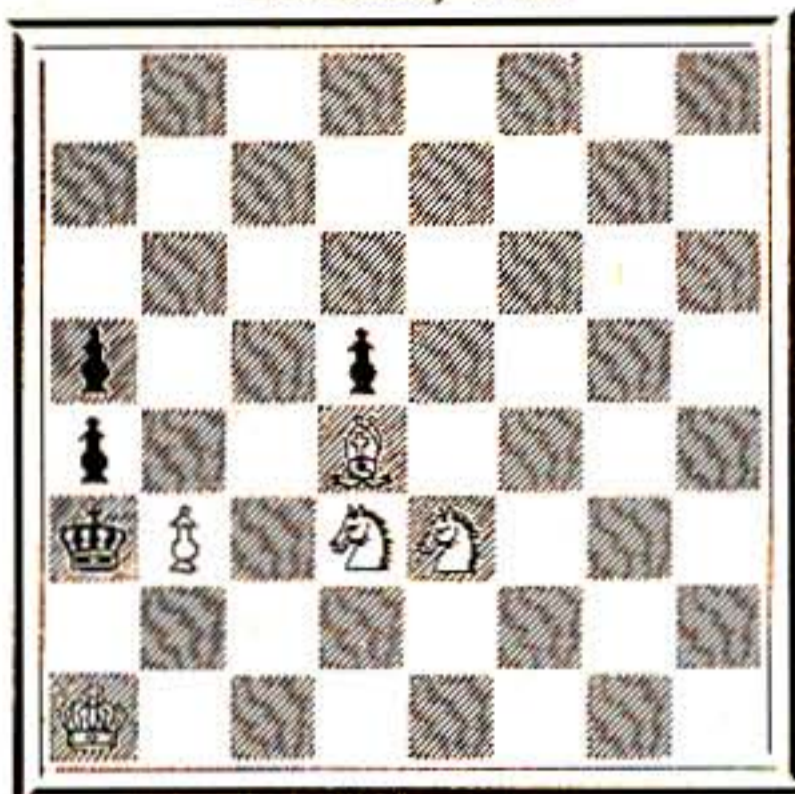
No. 180  
(Original)  
THEODORE C. WENZL  
Irvington, N. J.



Mate in 3 moves.

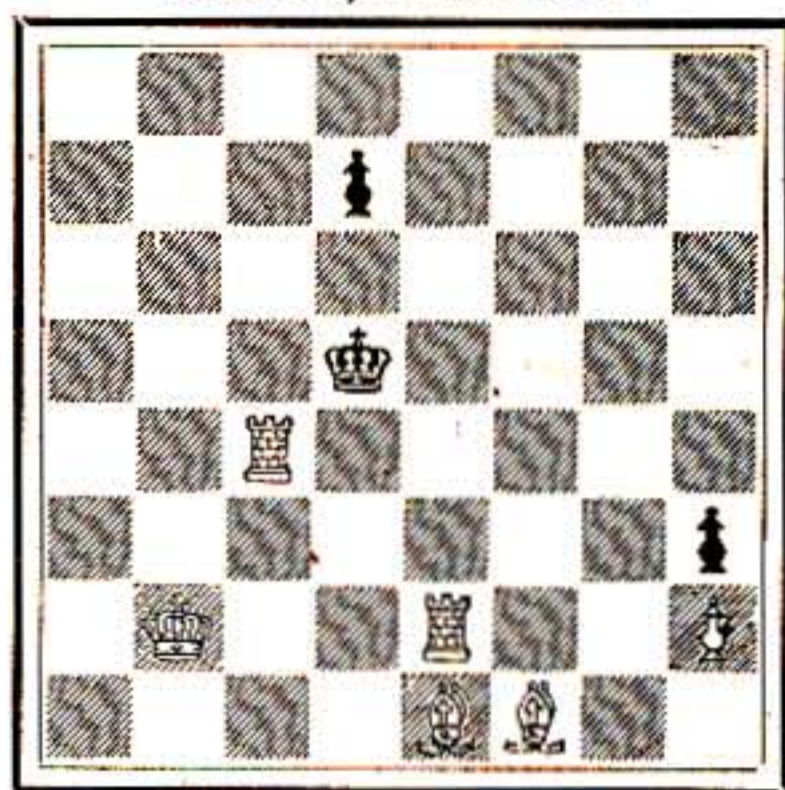


No. 181  
(Original)  
MAURICE LEYSSENS  
Cleveland, Ohio



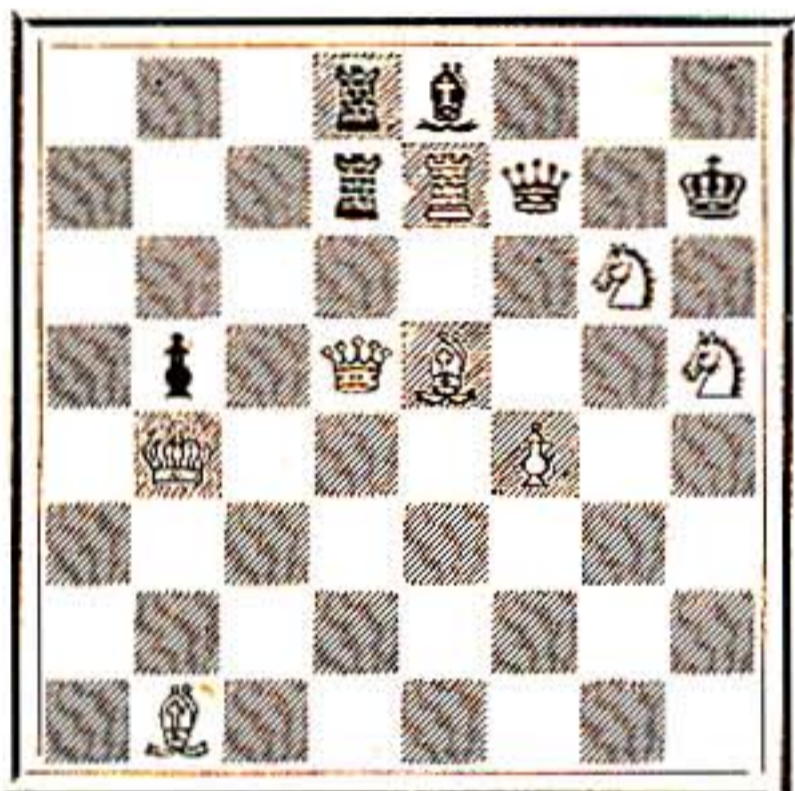
Mate in 3 moves.

No. 182  
(Original)  
M. R. CANCIO, Jr.  
Santurce, Puerto Rico



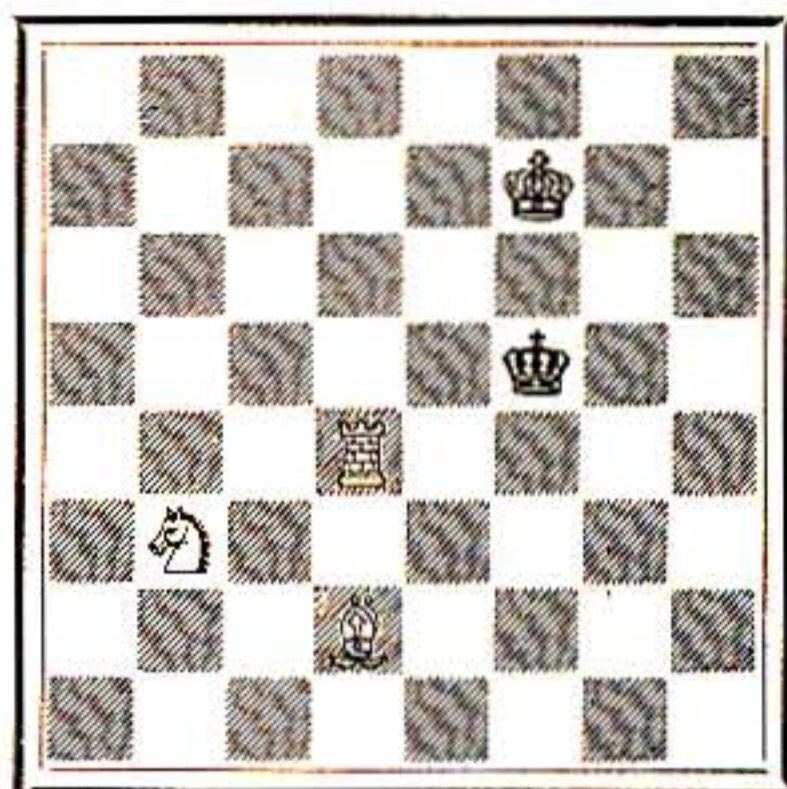
Mate in 3 moves.

No. 183  
(Original)  
O. H. LUDLOW



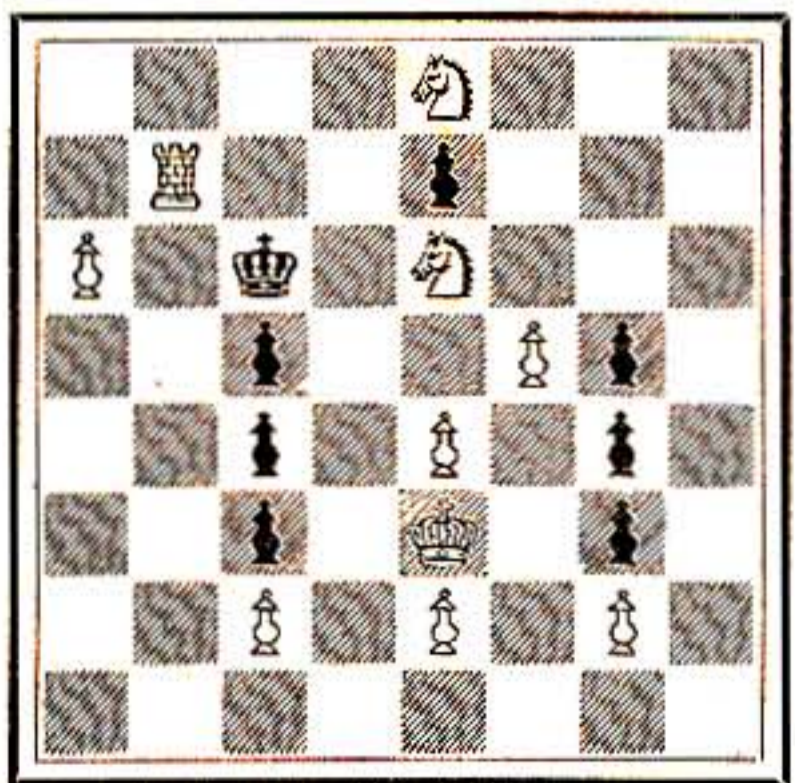
Mate in 3 moves.

No. 184  
(Original)  
CARLOS JIMENO, Jr.  
Mexico



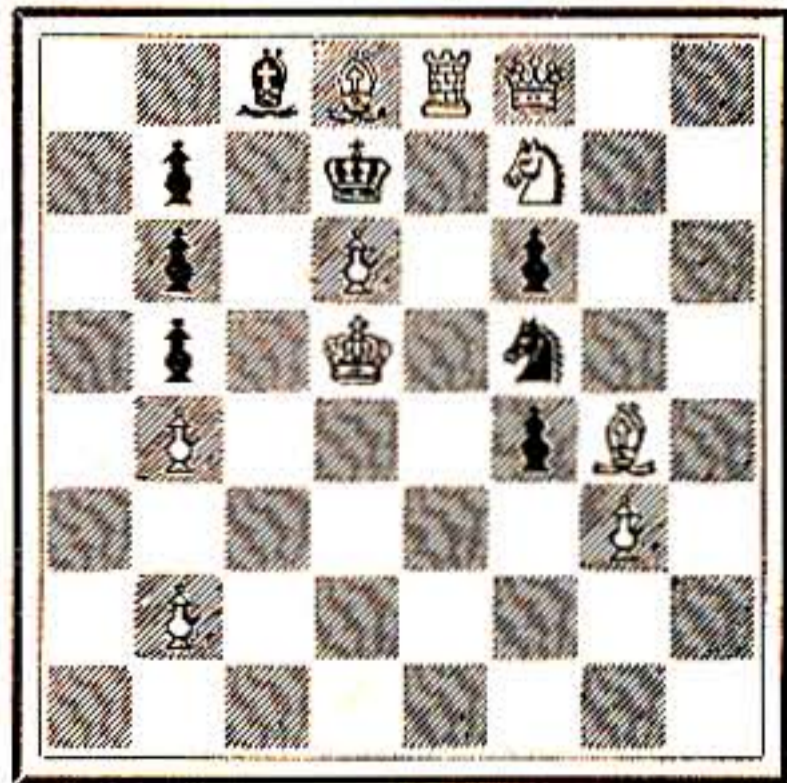
Mate in 4 moves.

No. 185  
(Original)  
EUGENE McCARTHY  
Rochester, N. Y.



Selfmate in 4 moves.

No. 186  
(Original)  
MAXWELL BUKOFZER  
Bellaire, L. I.



Selfmate in 4 moves.  
How many solutions?

Solutions to These Problems Must Be Received by September 4, 1934

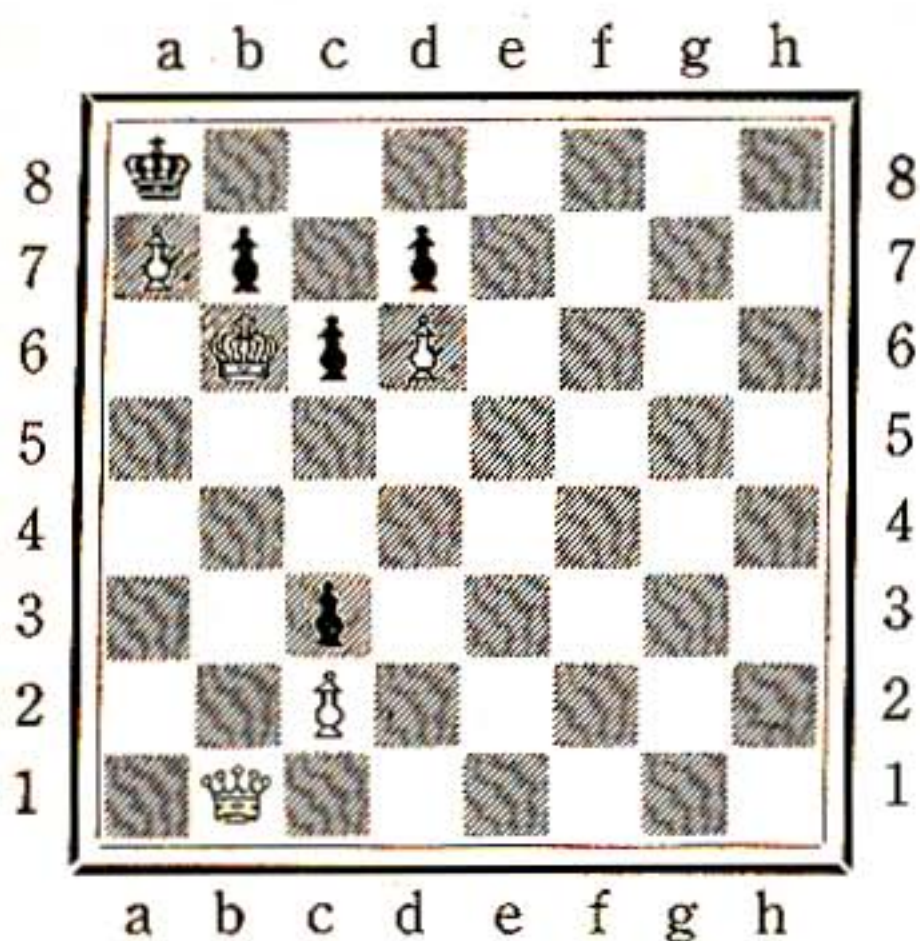


## Fairy Chess

### II.

Today the second problem in our "Get acquainted with Fairy Chess" demonstration is offered, a specimen of Group II, the fascinating "Conditionals." This group is so tremendously large and manifold and, comprising a thousand and one divergent types, is so confusing to the uninitiated mind that, mindful of the fact that I am dealing with numerous beginners, I thought it proper to begin with a very simple illustration. Thus I chose a specimen of the so-called "Demotion" problem. In this type, like in any other, fairy pieces might be used, but I present today only orthodox men. Every piece moves in its accustomed manner. The sole condition that differentiates our problem from the regular kind is: Every piece (except Kings and Pawns) is, as soon as it has completed a move, demoted to the next lower rank, the Queen becoming a rook, the rook a bishop, the bishop a knight, the knight a pawn.

Composed for the C. R. by  
MAXWELL BUKOFZER



Demotion mate in 4 moves.

In our problem, composed especially to suit beginners, we notice that there is only one piece, a white queen, present. But as the problem is a 4 mover it is evident that, on the fourth or mating move, the erstwhile queen will be only a pawn. Therefore we must look for a spot on the diagram where a pawn can administer mate. Obviously b7 is the only spot on which to mate the immovable black king.

We know that the mating must be done at b7, but *how* is it accomplished?

We see that Black has but one movable pawn that can make two successive strides. However,

in a 4 mover Black must move three times. To afford Black the opportunity for a third move the pawn c3 must disappear, which points directly to the key move. Therefore the modus operandi is:

1. Qb3=R, c5
2. Rxc3=B, c4
3. Ba5=S, c3
4. Sxb7=P mate.

Too simple? Nay, my friends, this *type* problem is not so easy. The sample shows merely that I deliberately eliminated difficulty in order to allow you to familiarize yourselves with the idea of Demoting. You will, later on, run across plenty of problems that will make you "sweat," when you have King's flights to contend with and when both sides have pieces that move and demote with each move.

This problem should teach you just one thing you must *never* forget or omit. Replace every demoted piece *at once* with the newly made piece, or else you will become utterly confused and discover scores of non-existing cooks and duals.

Please report to me what you think of the "Demoter."

In the next issue we shall inspect a representative of Group III, which is a Conditional *with* Fairy Pieces.

For those who missed the first problem I wish to announce that these demonstration problems are not "essential" for the beginners. They are merely introductions. When, subsequently, the same type problem is presented, sufficient explanation will accompany each problem to afford the beginner a chance to fully understand what he is to do in order to solve correctly.

I would like to append a few words of personal sentiment. Already I have received two letters of protest. This I expected, of course. No mortal man ever existed that could please everybody. So far as I am concerned I shall not ever attempt that impossible task. But I wish to impress on all prospective critics this sound maxim. If you do not approve and state your reasons constructively I shall do all in my power to show you *Why* I do pioneer work for Fairy Chess in America. However, if you merely censure from lack of understanding or in the unreasonable manner employed by a close relation of the horse, let me tell you right here that such arguments of sickly sentimentality prove absolutely nothing save your own lack of broadmindedness. Therefore I have resolved, a priori, not to reply to any abuse and vituperation. Save yourself the trouble of writing it. I repeat, sensible criticism, however adverse, is welcome, so long as it is sincere and clothed in decent language.

I trust this plain statement will indicate where I stand and serve to keep the atmosphere clean and wholesome.



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