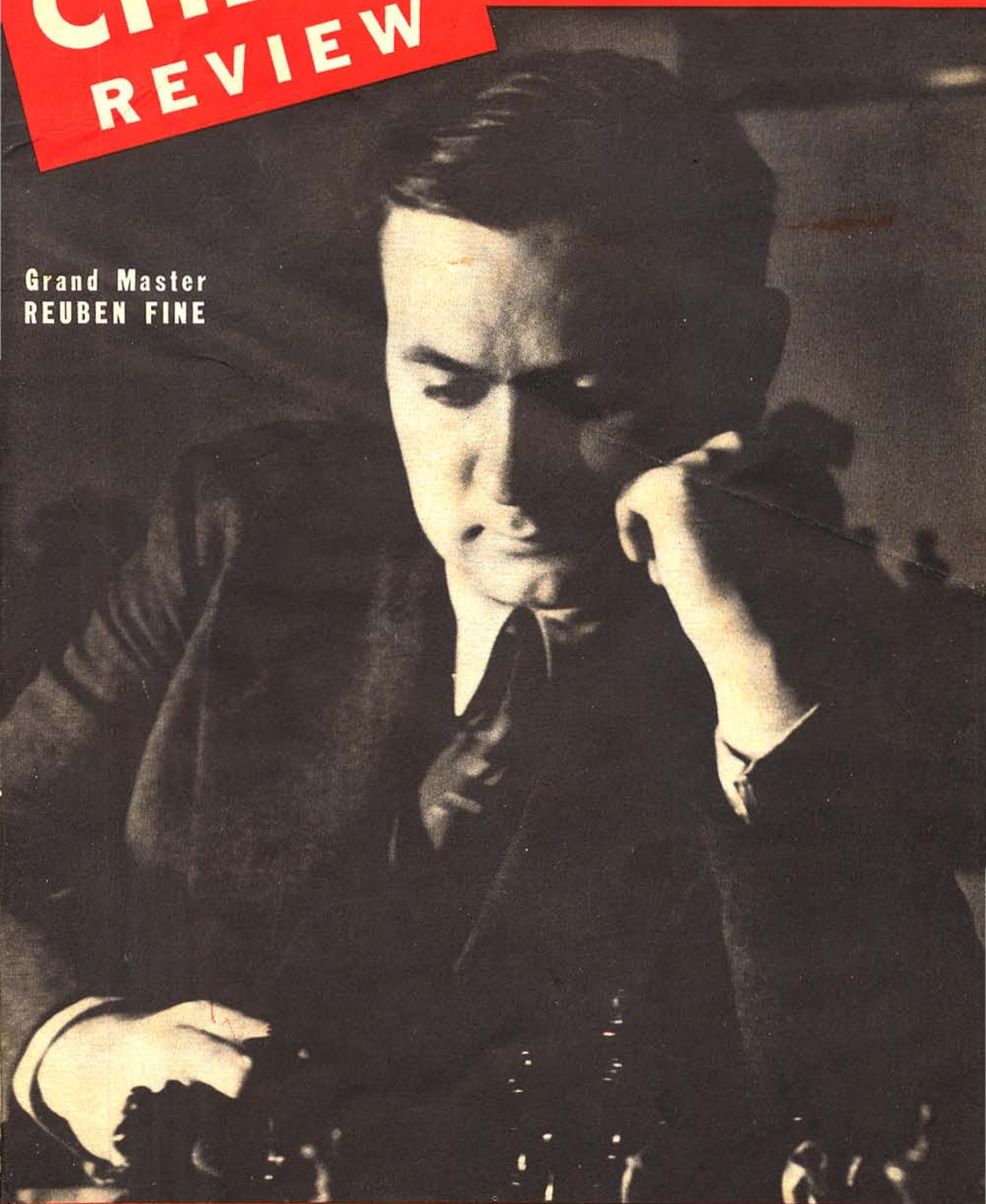


# **CHESS REVIEW**

**THE LEADING CHESS MONTHLY**  
News • Pictures • Games • Problems

**Grand Master  
REUBEN FINE**



**AUGUST - SEPTEMBER '41**

**30 CENTS**



# CHESS REVIEW

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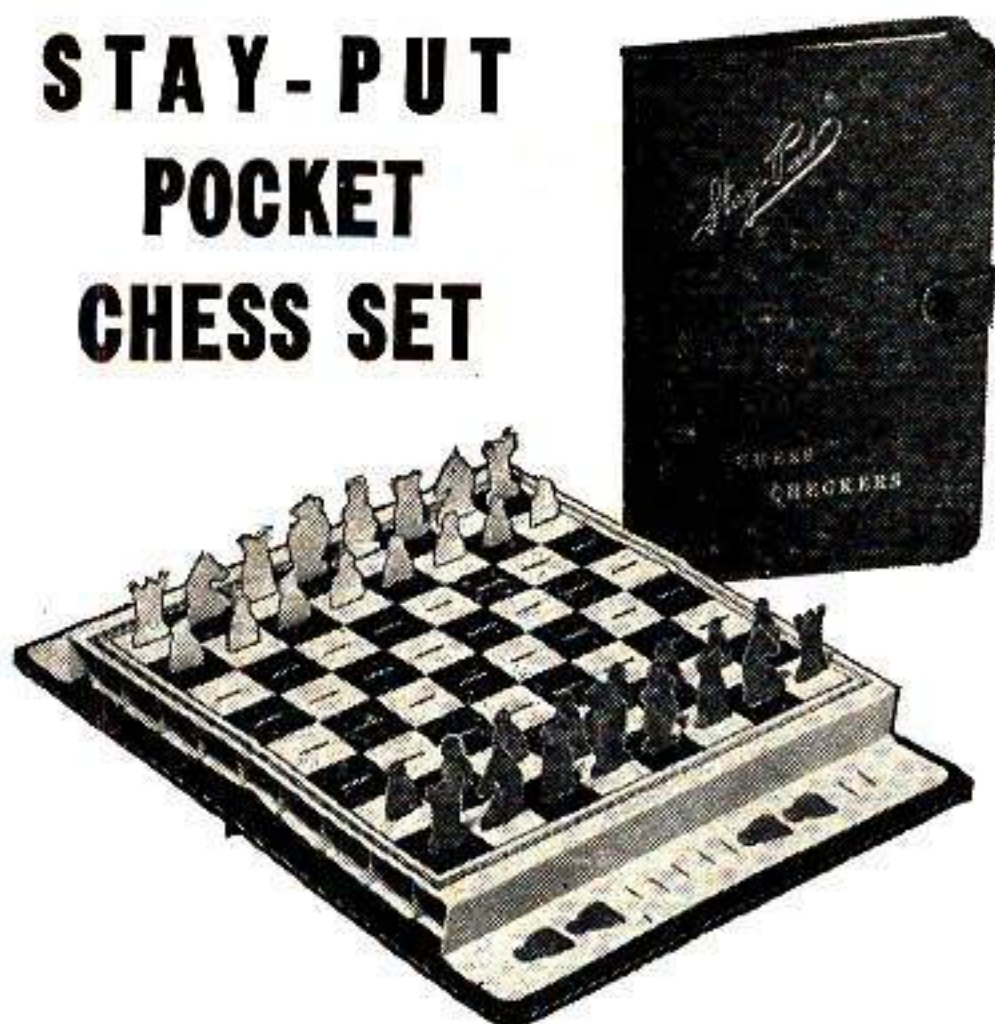
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Prof. PAUL J. MILLER

Chess Editor, The Washington (D. C.) Star

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retired radio engineer, author of radio textbooks, former editor of RADIO NEWS. Practiced in translating technical subjects into layman's language, Harkness is trying to do the same thing for chess, is glad to know that his efforts are appreciated. A member of the Marshall Chess Club, an enthusiastic Class B chess player, Harkness believes that CHESSE REVIEW must broaden its appeal, gladly accepts suggestions like that of Reader Hays above, will welcome others. Harkness is also originator and editor of CHESSE CHARTS—an engineer's conception of how chess openings should be classified.—Ed.

\* \* \* \*

## WANTS HELP ON RECORDED GAMES

Sirs:

Playing chess for about 5 years and classing myself as a fairly good B player, I naturally want to improve my game. Going over some of my text-books and the issues of CHESSE REVIEW, I play over some of the master games. I must say, however, that I never find myself in a situation where I can make use of what I see in these games.

Would you give me a hint of how to utilize these games, how to go over them, since I find it tiring when a number of variations are given. Perhaps you could explain the underlying motives or intentions of the players.

WILLIAM PUETTER

New York, N. Y.

Reader Puetter is referred to the article in this issue on how to enjoy recorded games—and the succeeding article which will explain how to study and learn from them. CHESSE REVIEW now publishes master games from current tournaments with brief comments. Reader Puetter, and others who feel as he does, should start with these, later graduate to fully annotated games—Ed.

## FRONT COVER

Timely is our front cover portrait of Grand Master REUBEN FINE, the chess player of the month.

Fine won the U. S. Chess Federation Open Tournament in July, proceeded to Hamilton, N. Y. in August and won the New York State Championship, outpointing Reshevsky, Kashdan, Denker and other master players.

Portrait of Reuben Fine is by CHESSE REVIEW photographer Raoul Echeverria. 8" x 10" prints of this portrait, without lettering, suitable for framing, may be obtained by sending \$1 to CHESSE REVIEW, 250 West 57th Street, New York, N. Y. (Advt)



# Fine Wins St. Louis Tourney

## Retains Federation Championship Title

Grandmaster REUBEN FINE successfully defended his championship title in the Annual Open Tournament of the United States Chess Federation, held at the De Soto Hotel, St. Louis, Mo., from July 17 to 27.

California's HERMAN STEINER placed second and Massachusetts State Champion WEAVER W. ADAMS ended in third place.

The tournament was directed by the Federation's Vice-President L. WALTER STEPHENS, who also donated the special prizes. The brilliancy prize went to FRED ANDERSON, of St. Louis, for his game against Adams. Detroit's DR. BRUNO SCHMIDT was awarded the Best-Played Game Prize for his game with former Canadian Champion BORIS BLUMIN.

The final standings of the Championship Finals:

	W	L
Reuben Fine .....	8	1
Herman Steiner .....	6½	2½
Weaver W. Adams .....	6	3
Boris Blumin .....	5½	3½
Erich Marchand .....	5	4
Fred Anderson .....	5	4
Bruno Schmidt .....	4	5
Joseph Rauch .....	3½	5½
L. Walter Stephens .....	1	8
George Sturgis .....	½	8½

### FINE WINS EASILY

The tournament was again a one man show. Fine stood out head and shoulders above his competitors, did not have to exert himself too much to finish first.

In the first two rounds Fine quickly disposed of his main rivals, Adams and Steiner, then coasted in. In the later rounds he was held to a draw by Blumin and Anderson. These slight lapses, however, did not affect the final outcome. He won all his other games and ended with a score of 8—1, a full 1½ points ahead of his closest rival.

### STEINER MAKES GOOD SHOWING

Runner-up Herman Steiner lost to Fine and Adams, drew with Blumin, won the remainder of his schedule. The breezy, talkative Hungarian-American master with the unruly hair played tricky, trappy chess, took some unnecessary chances with weaker opponents.

When the tourney was over, Steiner visited New York, called at the CHESS REVIEW office. The friendly California internationalist told us of his plans for the future, including a tour through the southwest, culminating in a giant simultaneous exhibition in Los Angeles, to be attended by many of Hollywood's film stars. More of this anon.

### ADAMS SHOWS IMPROVEMENT

Bishop's Opening specialist Weaver W. Adams did better at St. Louis than at Ventnor City. (See June-July CHESS REVIEW). He played three games with his favorite opening, won all three. At Ventnor he learned that 4 Q-K2 against the P-B3 defense is a losing move, switched to 4 Kt-KB3 at St. Louis with better results.

Adams again had good luck with the Albin's Counter Gambit, his invariable response to the Queen's Pawn Opening. Using this defense against Marchand (Game No. 6), the New Englander gave the gallery a thrill with a brilliant combinational ending. Purists pointed out, however, that the combination was made possible by a weak White move.

Against Anderson, the taciturn Bostonian played a weak "Fianchetto Defense", was soundly trounced in 17 moves. This game (No. 9) was awarded the brilliancy prize. Anderson certainly played well, took full advantage of Black's weak opening, but the complete lack of resistance made brilliancy neither necessary nor possible.

### BLUMIN DRAWS WITH LEADERS

In fourth place was Boris Blumin, now of New York, who played some sterling chess, drew his games with the 1—2 prize winners Fine and Steiner, won from Adams. Against Fine, the former Canadian Champion showed his mettle by adopting aggressive tactics, made powerful moves, actually outplayed the Grandmaster in some stages of the game.

Tied for fifth place were ERICH W. MARCHAND, of Clayton, Mo., and FRED ANDERSON, of St. Louis, Mo. Marchand led the field in the early stages, dropped back near the finish. In a tournament characterized by some very spotty chess, Marchand's game with Rauch (Game No. 8) stands out as a beautiful example of masterful play.

Detroit Champion Bruno Schmidt occupied 7th place in the finals after showing great



promise by playing a well-earned draw with Reuben Fine in the preliminaries. In this game, Schmidt had the advantage for a considerable time but Fine recovered and forced the draw.

Schmidt also won the Best-Played Game Prize (No. 10). Unfortunately, the game for which he was awarded this prize was not free from blunders. While Schmidt played the ending well, this was hardly the best played game of the tournament.

Joseph Rauch, of Montreal, finished in 8th place, while Tournament Director Stephens and Federation President George Sturgis, of Boston, brought up the rear.

#### SIX PLAY IN CONSOLATION SECTION

A total of only 17 players filed their entries. Preparations had been made for several graded final classes but there were not enough entries for two complete sections.

It would have seemed easier to play one round-robin tourney among the 17 entries. Instead, the players voted to hold preliminaries in the usual way. They formed themselves into three sections and weeded out seven to play in the Consolation Finals. One of the remaining seven dropped out so there were actually only six left. In the finals C. M. BURTON and W. M. P. MITCHELL tied for first, with K. D. HOLLAND in third place.

## Games from St. Louis

Comments by MATTHEW GREEN

#### Game No. 1

Won by Fine

In his book "White to Play and Win," Adams suggests 4 B-Q3 as the only move in this variation of the French Defense. Perhaps the New Englander wanted to avoid a prepared line against his published analysis. If so, he may have shown good judgment as Fine tells us he has such a line. Whatever the reason, Adams here continues 4 P-K5, which is certainly playable, but on his 7th turn he walks into a line given as decidedly inferior by Fine in "Modern Chess Openings."

Needless to say, Fine takes advantage of this lapse with dispatch. His methodical exploitation of the backward doubled Bishop's Pawn culminating in 44 . . . P-B3 (Zugzwang!) is particularly instructive.

#### FRENCH DEFENSE

Adams White		Fine Black	
1 P-K4	P-K3	7 PxP	Q-B2
2 P-Q4	P-Q4	8 Q-Q4	Kt-QB3
3 Kt-QB3	B-Kt5	9 B-QKt5	KKt-K2
4 P-K5	P-QB4	10 P-KB4	O-O
5 P-QR3	PxP	11 Q-B5	B-Q2
6 PxB	PxKt	12 BxKt	KtxB

13 Kt-B3	P-QKt3	30 Q-Q2	Q-B2
14 Q-K3	P-QR4	31 R-R2	RxR
15 R-QKt1	P-R5	32 PxR	Q-B5
16 R-R1	KR-B1	33 P-B3	R-R1
17 R-R3	Kt-R2	34 R-R3	Q-B8ch
18 Kt-Q4	Kt-Kt4	35 K-R2	B-Q6
19 KtxKt	BxKt	36 Q-KB2	QxQ
20 K-B2	Q-Q1	37 BxQ	K-B1
21 R-Q1	R-B5	38 B-K1	K-K2
22 K-Kt1	Q-B2	39 K-Kt1	K-Q2
23 R-Q4	R-QB1	40 K-B2	K-B3
24 B-Q2	Q-Q1	41 P-R4	K-Kt4
25 R-R2	R(B1)-B3	42 P-Kt4	K-B5
26 B-K1	Q-B2	43 P-Kt5	P-Kt4
27 Q-B2	P-R3	44 K-K3	P-B3
28 P-R3	Q-Q1	Resigns	
29 R-R1	R-B1		

#### Game No. 2

Won by Fine

With this brutal demolition of Marchand's French Defense, Fine demonstrates to his competitors that "it isn't the opening that matters; it's the player."

Black's 8 . . . P-KB4 seems ill-advised. He probably hoped that White would be tolerant enough to leave the position locked. When Fine refuses to co-operate in this respect, Marchand adds to his woes by 14 . . . P-KR3? and 15 . . . P-KKt4?, impelled by his anxiety to castle by hand. The source of his troubles, however, goes back to 6 . . . P-QKt3 which curtails the needed counter-play on the Queen's side.

#### FRENCH DEFENSE

White Fine		Marchand Black	
1 P-K4	P-K3	12 PxB	Kt-B3
2 P-Q4	P-Q4	13 O-O	PxP
3 Kt-QB3	B-Kt5	14 PxP	P-KR3?
4 P-K5	P-QB4	15 B-Q2	P-KKt4
5 P-QR3	BxKtch	16 QR-K1	K-B2
6 PxB	P-QKt3	17 Kt-K5ch	KtxKt
7 Q-Kt4	K-B1	18 QxKt	Q-Q2
8 B-Q3	P-B4	19 P-B4	P-Kt5
9 PxP e.p.	KtxP	20 P-B5	KR-K1
10 Q-Kt3	B-R3	21 QxKtch	KxQ
11 Kt-B3	BxB	22 PxPch	Resigns

#### Game No. 3

Won by Steiner

The buoyant Hungarian-American master plays with assurance against an opponent he feels is weaker than himself: else how explain 5 . . . B-B4??, an attacking line that has been busted high, wide and handsome by 8 PxP! For instance, if 8 . . . B-R2, 9 P-Q5!, Kt-K2; 10 B-B2, Kt-Q3; 11 R-K1 and the Black King remains insecure in the center; he dare not castle because of BxPch etc. Again, if 8 . . . B-K2, 9 P-Q5, Kt-Kt1; 10 R-K1 to be followed by P-Q6 with an overwhelming position.

Note the pretty little trap on Black's 23 . . . Q-K3. If 34 P-B5?, KtxP!; 35 QxB, KtxRP; 36 R-B4, Kt-Kt5ch wins. Or if 35 B-Kt5, KtxRP; 36 BxR, KtxRch wins.

White would have fared better with 42 KxKt and if 42 . . . BxP, 43 R-Kt5, B-B7ch; 44 K-R3, PxPch; 45 RxP with a Bishop and some attacking chances for four pawns.



# RUY LOPEZ

Schmidt White		Steiner Black	
1 P-K4	P-K4	28 Q-Kt4	R-Q3
2 Kt-KB3	Kt-QB3	29 Q-B3	B-R5
3 B-Kt5	P-QR3	30 R-Kt4	R-B3
4 B-R4	Kt-B3	31 Q-R3	Q-Q3ch
5 O-O	B-B4??	32 P-B4	B-B7
6 P-B3	KtxP	33 Q-B3	Q-K3
7 P-Q4	PxP?	34 B-Q1	B-K8
8 R-K1?	P-Q4	35 B-B1	Kt-B4
9 PxP	B-K2	36 B-B2	KtxRP
10 Kt-K5	B-Q2	37 R-Kt5	Kt-B4
11 KtxB	QxKt	38 P-Kt4	Kt-R5
12 Kt-B3	KtxKt	39 Q-Q1	BxP
13 PxKt	O-O	40 R-K5	Q-Q2
14 B-B2	B-B3	41 K-Kt3	P-KR4
15 R-K3	KR-K1	42 P-B5?	P-B4
16 R-B3	Q-K2	43 B-K3	PxBP
17 B-B4	P-KKt3	44 PxRP	P-B5ch
18 R-K3	Q-Q2	45 BxP	BxP
19 R-Kt3	R-K2	46 R-Kt5ch	K-B1
20 Q-R5	QR-K1	47 Q-K2	Kt-B4ch
21 P-KR4	B-Kt2	48 RxKt	RxR
22 Q-B3	R-K8ch	49 B-R6ch	B-Kt2
23 RxR	RxRch	50 BxBch	KxB
24 K-R2	Kt-K2	51 Q-Kt4ch	K-B3
25 P-R5	P-QB3	52 BxR	QxB
26 P-R6	B-B3		
27 B-Q2	R-K3		Resigns

## Game No. 4

Won by Steiner

Well played by Steiner. He gets a French Defense as White with a move ahead and further enhances this formation by developing the QB outside the pawn formation. Consequently, better for Black might be 4 . . . PxQP; 5 QxP, PxP! with a satisfactory game; if 5 KtxP, either 5 . . . PxP or 5 . . . P-QB4; 6 Kt(Q4)-B3, P-Q5. If, after 5 . . . P-QB4, 6 Kt(Q4)-Kt5, P-QR3; 7 Kt-R3, P-Q5; 8 Kt-Q5, Kt-K2; 9 P-K4, PxP e.p., again with an even game.

19 . . . Kt-K2 was necessary to save the Pawn. If White takes the Queen on his 21st move then 21 . . . RxRch, 22 Kt-B1 and Black, with two Rooks for the Queen, has sufficient compensation.

## QUEEN'S GAMBIT DECLINED

Steiner White		Marchand Black	
1 P-Q4	P-Q4	20 Kt(B3)xKP	RxR
2 P-QB4	P-QB3	21 KtxKtch	QxKt
3 Kt-QB3	P-K4?!	22 RxR	P-QKt4
4 Kt-B3	P-K5	23 Q-B3	Q-Q1
5 Kt-Q2	Kt-B3	24 R-B5	R-B1
6 PxP	PxP	25 K-B1	Kt-B5
7 Kt-Kt3!	P-KR3	26 KtxKt	QPxKt
8 B-B4	B-Q3	27 Q-B5	R-Kt1
9 BxB	QxB	28 P-Q5	Q-Q3
10 P-K3	P-QR3	29 R-B8ch	RxR
11 B-K2	O-O	30 QxRch	K-R2
12 O-O	R-K1	31 Q-B5ch	K-Kt1
13 R-QB1	P-QKt3	32 P-KKt3	P-QR4
14 R-B2	Kt-B3	33 Q-B8ch	K-R2
15 P-QR3	B-Q2	34 Q-B6	Q-K4
16 Q-Q2	B-Kt5	35 P-Q6	QxKtP
17 KR-B1	BxB	36 Q-K4ch	P-Kt3
18 QxB	KR-QB1	37 P-Q7	P-B6
19 Kt-Q2	Kt-QR4?	38 Q-Q4	Resigns

## Game No. 5

Won by Adams

Here Adams tastes victory with his revamped Bishop's Opening. After his failures with 4 Q-K2 at Ventnor City (See June-July CHESS REVIEW) Adams is now playing 4 Kt-KB3. In this case, however, his success is mainly due to Steiner's poor play in time trouble. By playing for an exchange of Queens from move 33 on Steiner has an easy draw.

## BISHOP'S OPENING

Adams White		Steiner Black	
1 P-K4	P-K4	24 Kt(Q2)-B1	Kt-K5
2 B-B4	Kt-KB3	25 K-Kt1	BxKtch
3 P-Q3	P-B3	26 QxB	P-B4
4 Kt-KB3	P-Q4	27 Kt-Q2	B-B2
5 PxP	PxP	28 KtxKt	RxKt
6 B-Kt3	B-Kt5ch	29 Q-B2	R-B5
7 P-B3	B-Q3	30 Q-Q2	P-KKt4
8 B-Kt5	B-K3	31 R-K1	R-K5
9 P-Q4	P-K5	32 B-B2	RxRch
10 Kt-K5	QKt-Q2	33 QxR	Q-B5
11 P-KB4	PxP e.p.	34 Q-B2	Q-B8ch
12 KtxP	Q-B2	35 K-R2	P-B5?
13 QKt-Q2	O-O	36 Q-K2	K-B1
14 O-O	P-KR3	37 B-Kt3	P-KR4
15 BxKt	KtxB	38 Q-K5	P-Kt5?
16 R-K1	KR-K1	39 PxP	PxP
17 Kt-B1	B-KKt5	40 Q-R8ch	K-K2
18 Q-Q3	R-K5	41 Q-R4ch	K-B1
19 Kt(B3)-Q2	R-K3	42 QxP	Q-K6
20 P-KR3	QR-K1	43 Q-B3	B-R4
21 RxR	BxR	44 QxQ	PxQ
22 Kt-K3	B-R7ch	45 K-Kt3	Resigns
23 K-R1	B-B5		

## Game No. 6

Won by Adams

Some of the best work Adams has done has been to strengthen the Albin Counter Gambit; in fact, he has scored steadily with it.

Marchand plays the White pieces in a solid and sound manner. However, on his 13th move he slips, permitting Adams to harvest material with each move. Had White played simply 13 Q-Q2!, it is difficult to see how Black would hold the position together. Marchand's move looks plausible from a superficial examination and he is hardly to be blamed for falling into the pretty combination that followed. If 15 BxKt, BxB! 16 RxB (Not QxB, P-K7ch, etc.), Q-Q8ch!! 17 QxQ, P-K7ch! and wins.

## ALBIN'S COUNTER GAMBIT

Marchand White		Adams Black	
1 P-Q4	P-Q4	14 Q-K2	KtxPch
2 P-QB4	P-K4	15 K-R1	KtxP
3 PxKP	P-Q5	16 Q-QB2	KtxR
4 Kt-KB3	Kt-QB3	17 Q-K4ch	Q-K2
5 P-QR3	P-QR4	18 QxB	P-K7
6 P-KKt3	B-K3	19 Kt-Q2	P-B4
7 P-Kt3	B-QB4	20 Q-R5ch	P-Kt3
8 B-KKt2	KKt-K2	21 Q-R6	KtxPch
9 O-O	Kt-Kt3	22 K-R2	Kt-R4
10 B-Kt2	KKtxP	23 Kt-K4	Q-R5ch
11 KtxKt	KtxKt	24 B-R3	PxKt
12 P-K3	B-KKt5!?	25 B-K5	R-KB1
13 P-B3??	PxP!		Resigns



## Game No. 7

## Blumin draws with Fine

Considering the relative strength of Fine and the lesser masters, it is quite an event when one of them draws with him. About winning? Well, this has become so rare that they just dream of it.

In this game Blumin plays the ending very carefully, keeping the Rook's pawn under constant surveillance. Grandmaster Fine deliberately plays for the end-game, relying on his greater experience and skill to win. From the very beginning, however, the erstwhile Canadian champion hits upon the right strategy to adopt against his opponent, confronts him with sharp problems on every move. Blumin is to be congratulated on his excellent performance.

It has been suggested that Fine, with 23 B-K3, could have increased his pressure on the position. This move would protect the QP and threaten P-Q5, winning the RP. In such positions the defender's task is complicated and exacting—and a mistake is made sooner or later. Certainly Fine's winning chances would have been improved.

## INDIAN DEFENSE

Fine White		Blumin Black	
1 P-Q4	Kt-KB3	22 B-B3	QR-B5
2 P-QB4	P-KKt3	23 RxP	RxP
3 Kt-QB3	P-Q4	24 B-K3	R-Q2
4 B-B4	B-Kt2	25 RxR	KtxR
5 P-K3	O-O	26 P-QR4	Kt-K4
6 Q-Kt3	P-B3	27 B-K2	R-R1
7 Kt-B3	Q-R4	28 P-R5	B-B5!
8 B-K2	PxP	29 K-B1	K-B1
9 BxP	P-QKt4	30 P-R6	BxBch
10 B-K2	B-K3	31 KxB	K-K1
11 Q-B2	Kt-Q4	32 P-R7	K-Q2
12 B-Kt3	P-QB4!	33 R-Q1ch	K-B1
13 O-O	KtxKt	34 P-R4	Kt-B3
14 PxKt	Kt-Q2	35 B-B5	K-B2
15 KR-Kt1	PxP	36 R-QR1	K-Kt2
16 KtxP	BxKt	37 R-Kt1ch	K-B2
17 KPxB	QR-B1	38 R-QR1	K-Kt2
18 RxP	QxBP	39 K-B3	KtxP
19 QxQ	RxQ	40 BxP	R-K1
20 R-QR5	KR-B1	41 B-B5	Drawn
21 B-KB4	Kt-B3		

## Game No. 8

## Won by Marchand

Superlative play by the St. Louis master. Black should have avoided the isolated pawn in this instance for White gets one of the most favorable blockading situations of the Rubinstein-Schlechter variation. Instead 5 . . . QPxP is recommended for equality.

This game is a good example of how chess technique has progressed in the past twenty years. Formerly it would have taken a Grandmaster to spot an untenable isolated pawn, blockade it, seize the open file, penetrate the 7th rank and then win as Marchand executes these various operations here.

With Rooks entrenched on the 7th, the maneuver of White's 35th and 36th moves, whereby the Bishop is cut off from the protection of the BP, is particularly pleasing.

A game like this would have been a worthy candidate for the Best-Played Game Prize.

## ZUKERTORT-RETI OPENING

Marchand  
WhiteRauch  
Black

1 Kt-KB3	P-QB4	21 P-QKt4	Kt-Q6
2 P-KKt3	Kt-KB3	22 R-B2	P-QR3
3 B-Kt2	P-Q4	23 B-B1	Kt-K4
4 P-B4	P-K3	24 KtxKt	RxKt
5 P-Q4	BPxP	25 R-B7	Kt-B3
6 KtxP	B-Kt5ch	26 QR-B1	KR-K1
7 B-Q2	BxBch	27 R-Kt7	P-QKt4
8 KtxB	O-O	28 R(B1)-B7	B-B1
9 O-O	Q-Kt3	29 R-Kt6	Kt-K5
10 KKt-Kt3	Kt-B3	30 Kt-B6	Kt-Q7
11 PxP	PxP	31 Kt-K7ch	K-B1
12 Kt-B3	B-Kt5	32 KtxP	B-K3
13 Q-Q2	KR-K1	33 B-Kt2	Kt-B5
14 P-K3	Kt-Kt5	34 R(Kt6)-Kt7	KtxRP
15 P-QR3	Kt-R3	35 Kt-B4	B-B5
16 Kt(B3)-Q4	Kt-K5	36 Kt-Q5	KR-B1
17 Q-R5	QxQ	37 RxPch	K-K1
18 KtxQ	P-QKt3	38 R(Kt7)-K7ch	Resigns
19 Kt(R5)-B6	B-Q2		
20 KR-B1	Kt(R3)-B4		

## Game No. 9

## Won by Anderson

This defense has been seen once or twice in the past three decades. It will probably be seen even less in the future. Black plays as if he were a man doomed to die and determined to get it over with as soon as possible. Why break the center before the King is in safety? (Black's 11th). The routine sacrifice to expose the King is carried out in workmanlike fashion. 17 RxKt! was probably unexpected and brings immediate resignation, for if 17 . . . BxR, 18 BxP!, R-R2; 19 R-R3 wins.

## FIANCHETTO DEFENSE

Anderson  
WhiteAdams  
Black

1 P-K4	P-KKt3	10 Kt-K5	Kt-Q2
2 P-Q4	B-Kt2	11 O-O-O	P-QB4
3 Kt-KB3	P-Kt3	12 PxQP	KPxP
4 P-B3	B-Kt2	13 QR-K1	PxP
5 B-Q3	P-K3	14 KtxBP!	KxKt
6 B-KB4	Kt-K2	15 Q-K6ch	K-B1
7 QKt-Q2	P-Q4	16 B-Q6	Kt-K4
8 Q-K2	P-QR3	17 RxKt!	Resigns
9 P-KR4	P-KR4		

## Game No. 10

## Won by Schmidt

This effort won for Schmidt the Best-Played Game Prize. Although the level of play in this tournament (excepting Fine's play) was not very high, most games being decided by blunders in the opening, the judge of the best game prize could have selected a more worthy effort than this. After the opening, White has an easy draw throughout but blunders in the ending. Although Schmidt plays the ending well, the win is obtained only because White makes an outright blunder on his 42nd move. In the opening itself, 9 . . . O-O, or any other developing move, should lead to a much quicker decision.



# QUEEN'S GAMBIT DECLINED

Blumin White		Schmidt Black	
1 P-Q4	Kt-KB3	38 PxQ	K-B2
2 P-QB4	P-K3	39 K-B1	K-K2
3 Kt-QB3	P-Q4	40 K-K2?	K-Q3
4 Kt-B3	P-B4	41 K-K3	K-B4
5 BPxP	KtxP	42 K-Q2??	P-B4
6 Kt-K4?	PxP	43 P-B3	P-B5!!
7 KtxP	Q-R5	44 B-Kt1	P-K4
8 Q-B2	B-Kt5ch	45 B-R2	B-B1!
9 B-Q2	BxBch	46 B-Q5	P-QR4!
10 KtxB	O-O	47 K-Q3	K-Q3
11 Kt(Q4)-B3	Q-K2	48 K-Q2	P-Kt4
12 P-K4	Kt-Kt5	49 K-B2	P-R4
13 Q-Kt1	Q-QB4	50 B-B7	P-R5!
14 B-B4	P-QKt4	51 B-Q5?	P-KKt5!
15 B-Kt3	B-Kt2	52 BPxP	BxP
16 P-QR3	Kt(Kt5)-B3	53 K-Q2	P-B6
17 O-O	Kt-Q5	54 PxP	BxBP
18 KtxKt	QxKt	55 B-Kt7	B-Kt5!
19 R-Q1	Kt-R3	56 K-K3	BxP
20 B-B2	Q-B3	57 K-B3	K-B4
21 Kt-Kt3	QR-Q1	58 B-Q5	K-Q3
22 B-Q3	Q-K4?	59 B-B7	K-K2
23 Q-B2	R-B1	60 B-Kt6	K-Q3
24 Q-K2	Kt-B4	61 B-B7	B-B8
25 KtxKt	RxKt	62 K-Kt4	P-R6
26 QR-B1	P-QR3	63 K-Kt3	K-B4
27 P-KR3	P-Kt3	64 B-K6	B-Kt7
28 RxR	QxR	65 B-Q5	B-B8
29 R-Q2	R-Q1	66 B-K6	P-R5
30 R-B2	Q-Q3	67 K-R2	B-Q6
31 R-B3	Q-Q5	68 KxP	BxP
32 Q-B3	K-Kt2?	69 B-R2	B-B7
33 R-B7	R-Q2	70 B-K6	B-Kt6
34 RxR	QxR	71 B-Q7	K-B5
35 Q-K3	Q-B3	72 K-Kt4	B-B7
36 Q-Q4ch	P-B3	73 K-B3	B-Q6
37 Q-QB3	QxQ	and Black won.	

Game No. 11 Won by Steiner

A slight case of murder. If 8 . . . Kt moves 9 B-Kt5 wins the Queen.

## FRENCH DEFENSE

Steiner White		Stephens Black	
1 P-K4	P-K3	8 P-Q6!	P-KR3
2 P-Q4	P-Q4	9 PxKtch	QxP
3 Kt-QB3	B-Kt5	10 QxKtP	R-B1
4 Q-Kt4	Q-B3?	11 BxP	PxP
5 PxP	P-B4	12 QxRch	QxQ
6 Kt-B3	Kt-K2	13 BxQ	Resigns
7 B-Kt5ch	K-Q1??		

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# Reuben Fine Wins N. Y. State Title

Competing against U. S. Champion Samuel Reshevsky and a field as strong as in the national championship tournament, REUBEN FINE won the State title at the annual New York State Chess Association Congress held at Hamilton, N. Y., August 16-23.

Reshevsky, Kashdan and Denker tied for second place, closely followed by ex-champion Robert Willman.

The Genessee Cup was won by the team from Queens County. Madison County won the Class B division.

An impressive total of 57 players competed in the various sections of the largest and most successful N. Y. State tournament ever held.

The complete story, with pictures and game scores, will appear in the next issue of CHESS REVIEW. Meantime, here are the results in the various classes:

## Masters' Section (State Championship)

	W	D	L	Total
Reuben Fine	6	4	0	8 -2
Samuel J. Reshevsky	1	6	0	7 -3
Isaac J. Kashdan	4	6	0	7 -3
Arnold S. Denker	5	4	1	7 -3
Robert Willman	6	1	3	6½-3½
Anthony Santasiere	3	3	4	4½-5½
Dr. Walter Cruz	1	6	3	4 -6
Herbert Seidman	3	2	5	4 -6
George Shainswit	1	4	5	3 -7
Clarence Hewlett, Jr.	2	1	7	2½-7½
Harold Evans	1	1	8	1½-8½

## Experts' Section

	W	D	L	Total
Sven Almgren	7	1	1	7½-1½
A. Yanofsky	7	1	1	7½-1½
Dr. Bruno Schmidt	7	0	2	7 -2
Dr. Max Herzberger	5	2	2	6 -3
Daniel Mayers	4	1	4	4½-4½
Mrs. Mary Bain	3	1	5	3½-5½
L. R. Chauvenet	3	1	5	3½-5½
Roger Johnson	3	0	6	3 -6
Mrs. Gisela Gresser	2	1	6	2½-6½
L. Walter Stephens	0	0	9	0 -9

The Class A Section of 11 players was won by Frank Valvo, 8½-1½, with Julian Partos and Paul Rosenzweig tied for second, each tallying 7½-2½.

In the Class B Section, Louis Persinger and Fred Ekstrom tied for first with 7½-1½. Mrs. N. Roos was third with 5½-3½.

Sidney Ross won the Class C Section, 8½-½, with George Cheney in second place and Maurice Wertheim third.



# 5-Minute Chess Quiz

By IRVING CHERNEV

Q 1. Complete the following Masters' names:  
(a) Erich E. \_\_\_\_\_ (b) Salo F. \_\_\_\_\_  
(c) Andreas L. \_\_\_\_\_

Q 2. Four of the following eight players established blindfold records in their day. Can you pick them out?  
Reshevsky, Reti, Philidor, Lasker, Paulsen, Alekhine, Steinitz, Keres.

Q 3. Three of the following were noted for their great skill in the endings. Can you underline the correct names?  
Morphy, Capablanca, Thomas, Staunton, Rubinstein, Lasker.

Q 4. (a) in giving odds of the Queen's Rook, may the odds-giver castle on the Queen's side?-----

(b) Capturing en passant is optional according to the rules. Is it compulsory if it is the only legal move on the board?-----

(c) A player announces mate in five moves, but there is no mate. What is the penalty?

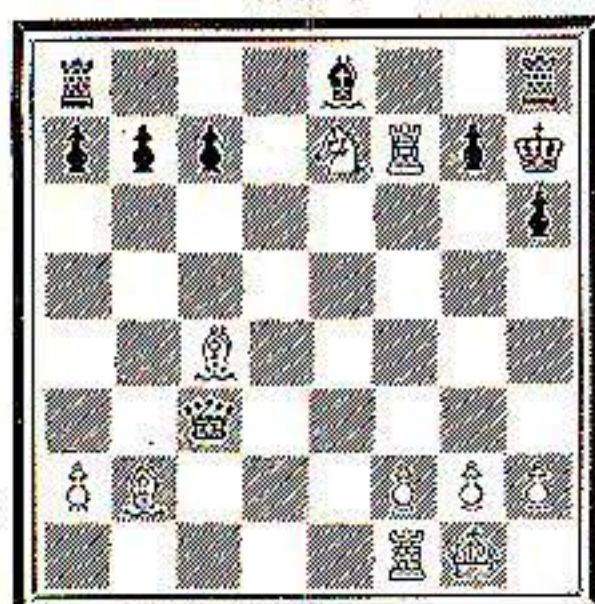
(d) May a player expose his King to check if he can mate his opponent by the move?-----

Q 5. He was born in 1911, studied physics, graduated as an electrical engineer. He learned to play chess in 1924, was recognized as a master in 1927 when he finished 5th in the national championship of his country. In 1931 he won the championship with a score of 18 wins, 4 losses, 4 draws. In 1935 he tied for first place in a strong international tourney, repeated in 1936. At present he is considered one of the world's leading masters. His name is -----

Q 6-11. Write the mating moves under the diagrams below. All responses are forced. Note: The pieces of the mating side, White or Black as the case may be, are going UP the board.

(Answers on page 163)

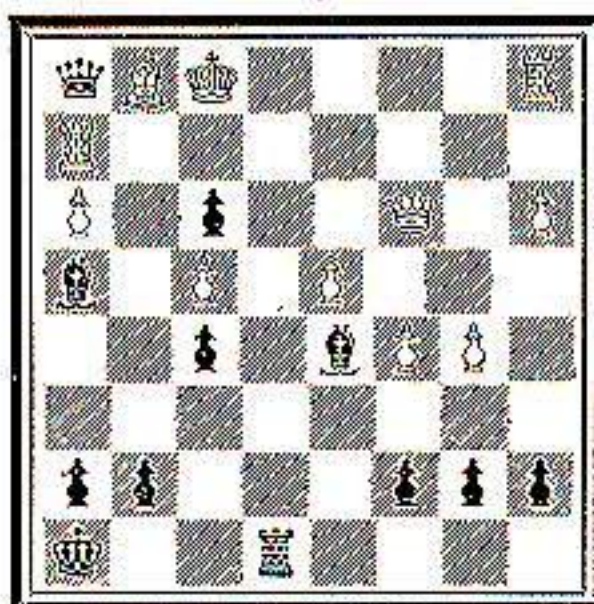
No. 6



WHITE mates in 2

1 \_\_\_\_\_;  
2 \_\_\_\_\_ mate.

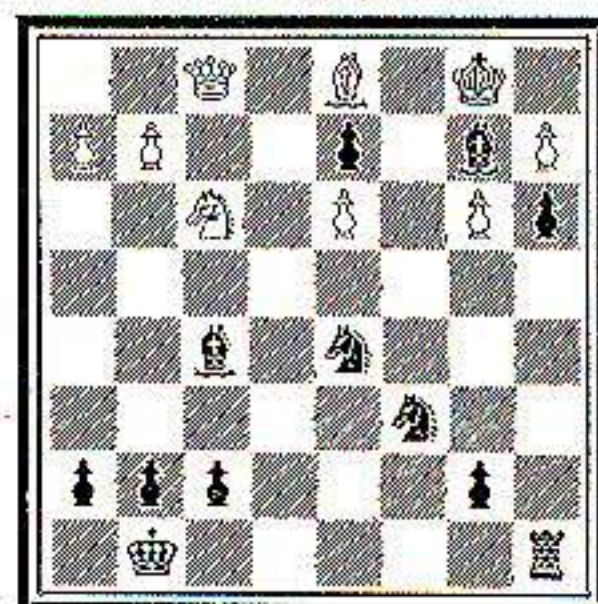
No. 7



BLACK mates in 2

1 \_\_\_\_\_;  
2 \_\_\_\_\_ mate

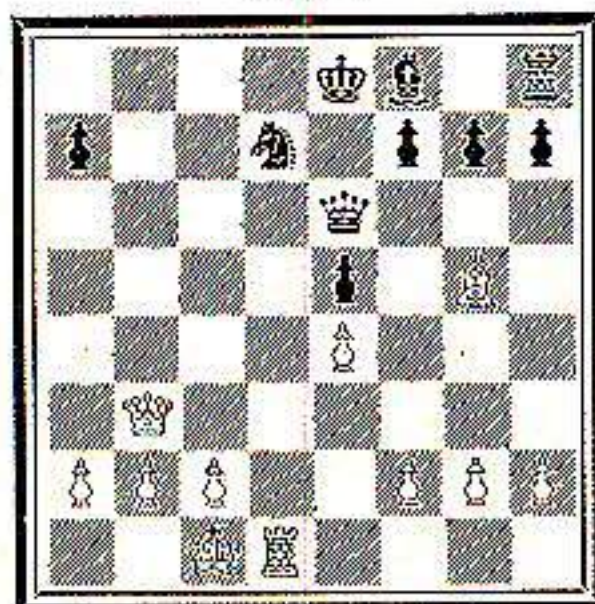
No. 8



BLACK mates in 2

1 \_\_\_\_\_;  
2 \_\_\_\_\_ mate

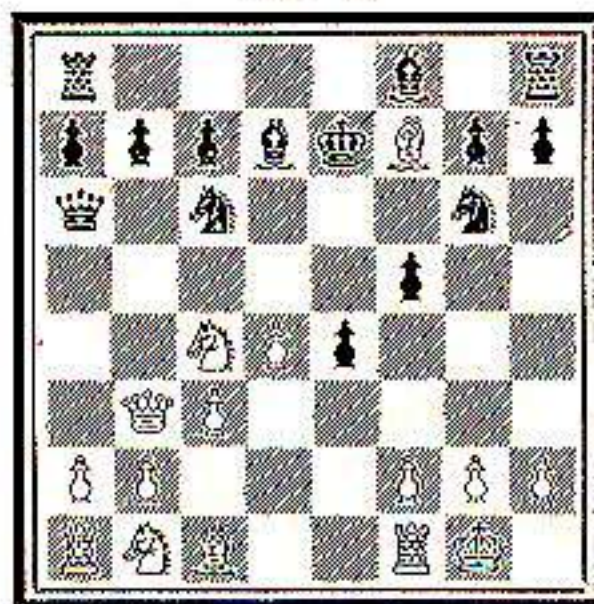
No. 9



WHITE mates in 2

1 \_\_\_\_\_;  
2 \_\_\_\_\_ mate.

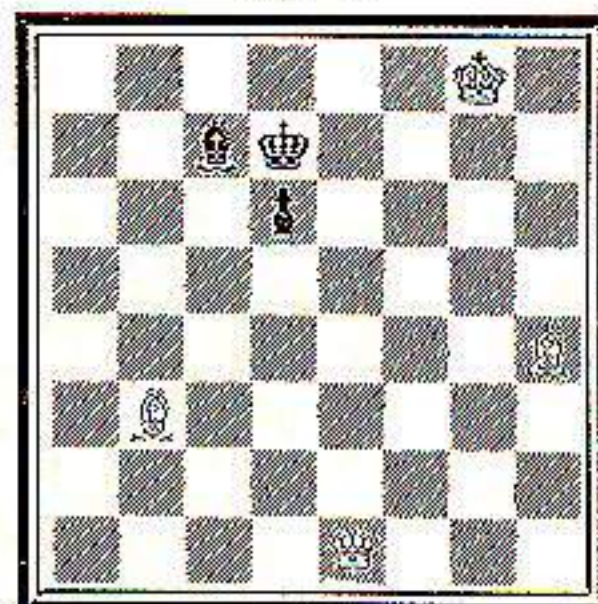
No. 10



WHITE mates in 2

1 \_\_\_\_\_;  
2 \_\_\_\_\_ mate.

No. 11



WHITE mates in 2

1 \_\_\_\_\_;  
2 \_\_\_\_\_ mate.





Photo by Raoul Echeverria

## Lady Chess Stars to Play for Title

As announced last month, Mrs. Adele Rivero, Woman Chess Champion of the United States, has agreed to defend her title in an eight-game match with Miss N. May Karff, the former champion. The match will be held in November and the games will be played at the leading New York chess clubs.

The contest between these fair young women chess stars has been arranged by CHESS REVIEW to promote interest in the royal game and help to dispel the erroneous idea that all chess players are old men! Mrs. Rivero and Miss Karff will demonstrate that attractive young women can play good chess.

Slim, petite Adele Rivero (seated at right in above photo) plays strong, conservative chess. Inclined to be nervous, she exercises remarkable control in important games, displays great powers of stamina and concentration, nurses small advantages into the end-game. Mrs. Rivero dethroned Miss Karff and won the Women's Championship title in the open tournament held in New York last year at the Hotel Astor.

Self-confident, smartly-dressed Miss N. May Karff is an outstanding chess player of international repute. She recently won the Hazel Allen Trophy in the annual Women's Chess

Tournament at the Marshall Chess Club, New York. The following game, from this tourney, is an excellent example of Miss Karff's aggressive style of play:

### QUEEN'S PAWN OPENING

Miss Karff

Mrs. Gresser

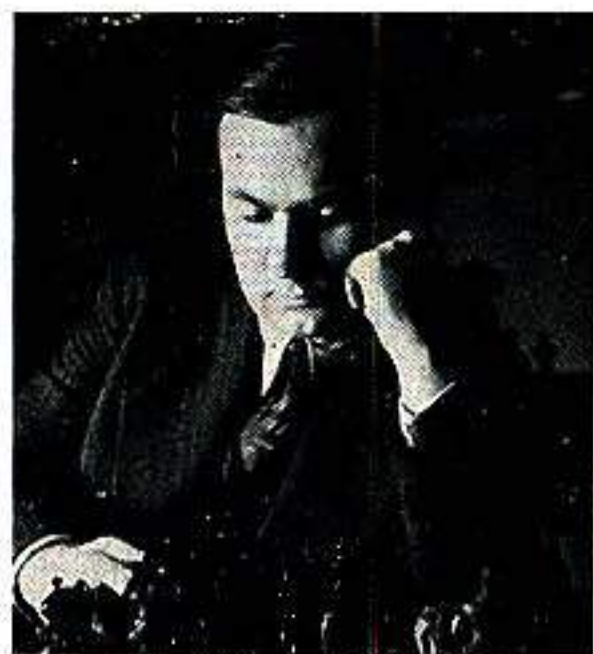
White

Black

1 P-Q4	Kt-KB3	15 R-B2	R-Q1
2 Kt-KB3	P-B4	16 Kt-B1	R-Q2
3 P-K3	P-Q4	17 Kt-Kt3	P-KKt3
4 Kt-K5	Kt-B3	18 P-R5	Q-Q1
5 P-KB4	P-K3	19 PxP	RPxP
6 P-B3	Kt-K5	20 BxP	Q-K2
7 Q-B3	B-K2	21 B-R5	B-Kt2
8 B-Q3	Kt-B3	22 B-Q2	B-Kt4
9 Kt-Q2	Q-B2	23 Q-Kt4	Q-B1?
10 P-KKt4	B-Q2	24 QxKPch	K-Q1
11 P-Kt5	Kt-KKt1	25 RxB	RxR
12 P-KR4	KtxKt	26 BxR	Kt-K2
13 BPxKt	B-KB1	27 Q-Q6ch	Resigns
14 R-KB1	B-B3		

The schedule of championship match games will be announced soon. A purse of \$500 is being raised for the players. CHESS REVIEW's Editor I. A. HOROWITZ is the official treasurer. Contributions towards the purse are solicited and may be sent to I. A. Horowitz, Treasurer, Women's Chess Championship Match, 250 West 57th Street, New York, N. Y.





# The Game of the Month

By REUBEN FINE

*Each month Grand Master Fine explains and annotates a recently-played game considered of greatest current interest to CHESS REVIEW's readers. The Game of the Month for this issue was played at the 1941 U. S. Chess Federation Open Tournament at St. Louis.*

The following game, while rather smooth and unpretentious on the surface, has been chosen partly because of the undercurrent of excitement which runs through it and partly because I feel that it was my best performance at St. Louis.

## CATALAN OPENING

R. Fine	H. Steiner
White	Black
1 P-Q4	P-Q4
2 P-QB4	P-K3
3 Kt-KB3	Kt-KB3
4 P-KKt3	....

This is the Catalan Opening, which has enjoyed a good deal of popularity for the past five years. Its great strength lies in the fact that there is a constant threat of transposition into some favorable variation of some other debut, which could not be secured in any other way. E.g., if Black plays 4 . . . P-QB4; 5 PxQP, KPxP?; 6 B-Kt2, B-K2; 7 O-O, he finds that he has fallen into the Rubinstein-Schlechter line against the Tarrasch Defense. Normally, this can only arise after 1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 Kt-QB3, P-QB4; 4 PxQP, KPxP; 5 Kt-B3, Kt-KB3; 6 P-KKt3, B-K2; 7 B-Kt2 etc. Since the Tarrasch Defense is so rarely seen White can get into this strong continuation only by branching off from the Catalan.

4 . . . . . B-Kt5ch

A good defense, but the best is undoubtedly 4 . . . PxP; 5 Q-R4ch, QKt-Q2; 6 B-Kt2, P-QR3; 7 Kt-B3, B-K2 etc.

5 B-Q2 Q-K2

After 5 . . . BxBch; 6 QKtxB, O-O; 7 R-B1 Black will find it difficult to free himself by . . . P-QB4.

6 B-Kt2 QKt-Q2

Black takes life too cheerfully and drifts into a cramped position. The quickest road to equalization was 6 . . . O-O; 7 O-O, BxB; 8 QKtxB, P-QB4!

7 O-O P-B3?

But this is certainly weak because it is wholly unnecessary. True, it involves the threat of 8 . . . PxP, winning a Pawn, but this is easily parried and Black has lost a vital tempo in the struggle to liberate his game. Best was still 7 . . . O-O; 8 Q-B2, BxB;

9 QKtxB, P-QB4 and it is doubtful whether White's slight plus in development is of any permanent value.

8 Q-B2 . . . . .

Defending the Pawn and keeping an eye on the vital K4 square.

8 . . . . . O-O  
9 BxB QxB  
10 QKt-Q2 R-K1

Preparing . . . P-K4. Incidentally, a word might be said here about the evaluation of the Pawn structures in such positions. If White succeeds in playing P-K4, forcing the exchange of the Black QP for his KP, he will have the better of it because his QP is preferable to the Black KP. In that event, once Black goes in for . . . P-QB4, he will concede his opponent the majority of Pawns on the Queen's side.

But if the defender can get in . . . P-K4, he will be able to exchange his QP for the Black BP, KP for the QP and then he will be left with the Q-wing majority. The only danger here is that if White then has the initiative he may be able to tie up the Black majority.

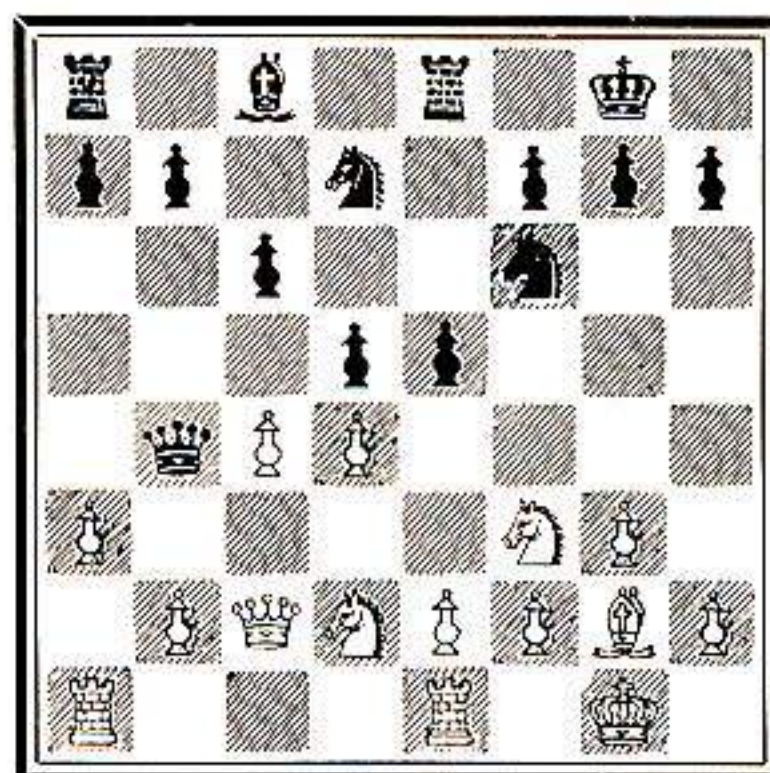
11 KR-K1 . . . . .

White cannot afford to sacrifice the QKtP which he would have to do on 11 P-K4 at once. 11 P-QR3, Q-Kt3 would transpose back into the game.

11 . . . . . P-K4

Now the fun begins.

12 P-QR3 . . . . .



Position after 12 P-QR3



The reasons for this poisonous push are twofold. In the first place direct action in the center gets White nowhere. If 12 P-K4, PxKP; 13 Kt(Q2)xP, KtxKt; and now if 14 QxKt, QxKtP; 15 PxP, Kt-B1, while if 14 RxKt, P-KB4; 15 R-K1, P-K5, giving Black at least an even game in both cases. Again, on 12 PxQP, BPxP!; 13 PxP, KtxP; 14 KtxKt, RxKt; 15 Kt-B3, B-B4! leaves Black with the initiative and an excellently developed game, despite his isolated Pawn. In the second place the best square for the Black Queen is QKt5, so that wherever she goes the position is bound to become worse.

12 . . . . . Q-Kt3

A difficult decision. 12 . . . Q-Q3; 13 PxQP, BPxP (if 13 . . . P-K5; 14 PxP, PxKt?; 15 PxKt, PxP; 16 PxR-Qch and wins); 14 P-K4, QPxP; 15 KtxP, KtxKt; 16 QxKt leaves Black in an uncomfortable pin, while 12 . . . Q-K2 involves obvious dangers with the Queen on the same file as the Rook. The unappetizing 12 . . . Q-B1 seems to be relatively better, since 13 P-K4, PxKP; 14 Kt(Q2)xP, KtxKt; 15 QxKt, Kt-B3 followed by 16 . . . PxP equalizes. However, on 12 . . . Q-B1 White can retain a slight advantage by 13 PxQP, KtxP (if 13 . . . BPxP; 14 PxP, KtxP; 15 Kt-Q4 and the isolated Pawn is now a serious weakness); 14 P-K4, KKt-B3; 15 QR-Q1 leaves White with a much freer game.

13 P-K4! . . . . .

Up and at 'em!

13 . . . . . KPxQP

One point to chasing the Queen away was rather cute: if 13 . . . PxKP; 14 Kt(Q2)xP, KtxKt; 15 RxKt, P-KB4; 16 P-B5! opens the diagonal with disastrous effect: if 16 . . . Q-B2; 17 Q-B4ch, K-B1; 18 Kt-Kt5, Kt-B3; 19 RxP, while if 16 . . . Q-Q1; 17 Q-B4ch, K-R1 (or 17 . . . K-B1); 18 KtxP! and Black's game falls apart in both cases.

The defense 13 . . . PxKP; 14 Kt(Q2)xP, PxP; 15 P-B5, Q-B2; 16 Kt-Q6, RxRch; 17 RxR, Kt-B1; 18 KtxP does not free Black's game completely, but does leave him without any organic weaknesses, so that this was doubtless objectively preferable.

14 BPxP! . . . . .

Much better than 14 KPxP, when 14 . . . P-QB4 would set up an unpleasant blockade. Now 14 . . . P-QB4 would be ruined by 15 P-K5, and if 15 . . . KtxQP; 16 Kt-Kt5, Q-KR3; 17 KtxBP! etc.

14 . . . . . PxP  
15 PxP RxRch

After this Black is definitely lost. Relatively best was 15 . . . R-Q1, though 16 QR-Q1, KtxP; 17 Kt-B4, Q-B2; 18 KtxP leaves Black's game badly congested.

16 RxR Kt-B1

Not 16 . . . KtxP because of 17 R-K8ch, Kt-B1; 18 RxB.

17 Kt-B4 Q-B4  
18 Kt(B3)-K5! . . . . .

Again holding the Pawn indirectly. For if 18 . . . KtxP?; 19 P-QKt4, Q-Kt4; 20 Kt-Q6, Q-Kt3; 21 KtxB is conclusive. On 18 . . . P-QKt4?; 19 P-QKt4, Q-B2; 20 P-Q6 is killing. Black prevents the advance of the QKtP and again threatens . . . KtxP.

18 . . . . . P-QR4  
19 Q-Q2 . . . . .

So that if 19 . . . KtxP; 20 BxKt, QxB; 21 Kt-Kt6.

19 . . . . . R-R3  
20 R-QB1 . . . . .

Finally winning a Pawn.

20 . . . . . B-B4

Making the best of a bad bargain. 20 . . . KtxP; 21 Kt-Q3, Q-Kt4; 22 P-QR4, Q-Q2; 23 Kt(B4)-K5, Q-Q1; 24 BxKt, QxB; 25 RxB costs him a piece, while 20 . . . P-QKt4 would be met quite simply by 21 KtxRP. On 20 . . . Q-R2; 21 KtxRP wins a Pawn, but 21 KtxBP! and if 21 . . . KxKt; 22 Kt-K5ch is stronger.

21 KtxBP! . . . . .

The point to the previous play. If 21 . . . KxKt; 22 Kt-K5ch wins Black's Queen.

21 . . . . . Kt-K5

There is nothing really adequate. Analysis after the game established 21 . . . B-K5 as best, though Black has only faint drawing chances in the main line: 21 . . . B-K5; 22 Kt(B4)-Q6, QxQP; 23 KtxB, KtxKt; 24 Q-B4, QxKt; 25 QxQch, KxQ; 26 BxKt, R-QKt3; 27 R-B7ch, K-B3; 28 RxQKtP.

22 Q-K1! . . . . .

Much superior to 22 Q-B4, when 22 . . . QxQP; 23 Kt-Kt5, Kt-K3!! gets Black out of his troubles.

22 . . . . . R-KB3  
23 Kt(B7)-K5 QxQP

Loses a piece. But 23 . . . Kt-Q3; 24 KtxP is likewise hopeless, and both 23 . . . P-Q6; 24 BxKt, BxB; 25 Kt-Q2, Q-Q5; 26 KtxB and 23 . . . KtxKBP; 24 QxKt, B-K5; 25 Q-Q2, P-Q6 dis ch; 26 Kt-K3 are brilliant but useless.

24 P-KKt4 P-QKt4  
25 PxP PxKt  
26 QxKt Resigns

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# Chess News of the Month



JOSEPH FIRESTONE at Allentown, Pa.  
Still heavyweight champion.

## HESSE WINS PENN. STATE TITLE

The Championship of Pennsylvania was won by HERMAN HESSE, of Bethlehem, at the third annual Pennsylvania State Chess Federation Tournament held at the Americus Hotel, Allentown, Pa., August 30th to Sept. 1st. The tourney was directed by CHESS REVIEW's Editor I. A. HOROWITZ.

Sixteen players entered for the championship Class and were divided into two sections. The title was decided by a play-off between the winners of the two sections. Hesse defeated KALMAN ERDEKY, of Pittsburgh, the winner of Section 2. In the runner-up play-off to decide the winner of third prize, WILLIAM STECKEL, of Greenville, defeated C. H. BUCK, of Bethlehem.

In the Minor Tournament for the Class B State Championship, JACK MAC DONOUGH, of Stroudsburg, and HERBERT BUCK, of Bethlehem, tied for first place, each winning four out of five games.

Joseph Firestone (see picture) finished fifth in Section 2 of the Championship Class, retains title of foremost heavyweight chess player.

## STAHLBERG BREAKS RECORD

Gideon Stahlberg, Swedish Chess Master, has broken the world's record for the number of boards played simultaneously and time of play. In a gigantic exhibition at Buenos Aires, Stahlberg played 400 separate games in 36 hours, 5 minutes, winning 364, losing 22 and drawing 14. He started to play at 10 p. m. Friday, August 29th, finished at 10:05 a. m. Sunday, August 31st!

## CHESS PLAYERS TO BE RANKED

The United States Chess Federation has decided to issue a rank list of the chess players of the country in much the same way as lawn tennis players are ranked by the Lawn Tennis Association.

Federation President George Sturgis has appointed CHESS REVIEW'S Editor I. A. Horowitz as a member of the Ranking Committee. The other members of the committee are Milton Hanauer and Fred Reinfeld.

The Committee will meet in the near future to decide on their method of procedure.

In the meantime, any player who wishes to be considered for official recognition should send in his tournament records over the past two years, together with his \$1 membership fee in case he is not already a member of the Federation. In order to be ranked, a player must be a member of the U. S. C. F. The records submitted should include the results of all tournaments in which the player has competed, including Club, City, State tournaments.

Address U. S. Chess Federation Ranking Committee, care of CHESS REVIEW, 250 West 57th Street, New York, N. Y.

## TIE FOR NEW ENGLAND TITLE

MILTON KAGAN, Brookline, Mass, and A. C. MARTIN, Providence, R. I., tied for first place in the Masters' Section of the New England Championship Tourney held at Boston, August 29-September 1. They will play a six game match to decide the title.

OSCAR SHAPIRO, of Boston, won the Experts' Section.

## QUEENS COUNTY TOURNAMENT

A tournament to decide the Chess Championship of Queens County will begin on October 19th at the Queens Chess Club, 40-05 59th Street, corner of Roosevelt Ave., Woodside, L. I. Play will be held on Tuesdays and Fridays. At the same time, Class A and B tournaments will be held. There will be cash prizes and a large silver cup for the championship.

Elimination rounds will start on September 19th. Entries for the championship will close on that date. Entry fees \$2 for championship class, \$1 for Class A or B. Call at the club any Friday evening after 8 p. m. or mail your entry to the club or to Fritz Brieger, 4302 63rd Street, Woodside, N. Y.



# How To Enjoy Recorded Games

By J. W. DEARMAN

*This article, here re-printed in condensed form, originally appeared in "Lasker's Chess Magazine" of February, 1905. We present these selections from De Arman's editorial as we believe his suggestions may prove helpful to our readers. Next month, we will add to these suggestions in an article on "How to STUDY Recorded Games"—EDITOR.*

Given some knowledge of chess and an easily-acquired familiarity with its notation, the requisites for the enjoyment of recorded games are little more than those needed for comfortably reading a favorite author.

Use a good set of pieces, of the same size as for actual play. Be sure that the Rooks and Knights have distinguishing marks so that no confusion of KR for QR, or Kkt for QKt may arise.

Bear in mind that this branch of chess is an art to be enjoyed like music or painting rather than a game to be played or studied; although, like any other art, it will repay study.

Place the winning pieces on your own side of the board, especially in a new game for first perusal; not that you may deceive yourself into claiming any personal merit for the win, but because the pretty combinations are usually made by the winner and can be more clearly comprehended from his viewpoint.

Play almost the strict game, avoiding needless shifting of the pieces, either for variations given in notes or for alternative plays seen by yourself. These may await a second or third reading.

Play the moves deliberately, trying to understand the purpose of each. Do not be disappointed if many of them are at first obscure.

Do not try to memorize games, nor even the first dozen moves, for future use; they will perhaps come to mind from the sub-conscious memory when needed.

Gradually you will notice and recognize the differing styles of play. You will learn to compare the admirable and surprising combinations of a past age with the delicate accuracy and polished brilliancy of the present.

The most intelligent inspection of fine paintings will not make the observer a painter, nor will listening to operas make the hearer a musician. Chess differs from these. The intelligent perusal of fine games cannot fail to make the reader both a better player and a better judge of the play of others.

In time you will be able to foresee many

of the combinations before coming to the critical or decisive move. This adds greatly to the pleasure. So does the ability, which comes with mature chess strength, of seeing combinations that the players have missed. But do not gloat unduly over these; perhaps the player discarded it as too complicated or was pressed for time and could not look fully into it.

Published games of the masters are seldom devoid of interest. The point may be a novelty in the opening, pretty and complicated mid-game play, or a fine and accurate ending. Apparent dullness through a long series of moves may be the sharpest strategical maneuvering which a little more discernment will enable you to relish. A long game, without combinations, may have a splendidly-fought and exciting ending. The end-game of strong players affords as much pleasure to many as the earlier play. Here, with a thinned field and increased accuracy of handling, penalties are inflicted for earlier faults and final results are obtained. The methods of procedure are easier to remember; the reader will mentally classify them without effort and his facility in using them upon occasion will be a joy and a surprise.

Although played games cannot take the place of actual play, they still possess some advantages over it. A suitable adversary of the proper strength is often difficult to find, but here no opponent is needed. The recorded game is a bloodless duel of experts, contested for our private delectation. Ours to award the victor with commendation, or censure the vanquished for his blindness. The recorded game is the trial of a case in which the players are plaintiff and defendant, the pieces are the witnesses, the evidence is all before us and a decision rendered. Ours to act as supreme tribunal, for the time being elevated above both parties to the controversy, and determine whether the cause was well or ill-tried, the decision just or unjust.

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# Two Ventnor City Thrillers



**ARIEL MENGARINI** at Ventnor City.  
He promises to do dire things.

In last month's story of the Ventnor City Tournament we commented on the vigorous, original style of play displayed by newcomer Ariel Mengarini, of Washington, D. C. Appearing in his first national tournament, this young Italian-American showed great talent and natural ability, ended in a tie for fifth place with Sidney Bernstein and Weaver W. Adams.

On these pages we give two examples of Mengarini's play. Both are real thrillers. Mengarini won the first game, lost the second. Both games are full of holes from an analytical point of view and our annotators Matthew Green and Fred Reinfeld call attention to these faults in their notes; but both games are also characterized by very brilliant play.

Mengarini was born in Rome, Italy, twenty-one years ago, came to this country as a child. He won a Harvard Club Scholarship and was a freshman at Harvard 1937-8. For two years he did under-graduate work in science at George Washington University, Washington, D. C., and is now attending medical school there.

In 1938 Mengarini was captain of the Harvard freshman chess team. Later, in 1940, he became a director of the Capitol City Chess Club and won the District of Columbia Chess Championship.

Tall, dark-complexioned, oval-eyed Mengarini has a friendly manner, is filled with enthusiasm to make his mark in chess. When he smiles he displays two rows of flashing white teeth, his whole face lights up and you can't

help smiling back at him. At the moment, his greatest ambition is to meet Horowitz across the board in a serious match or tournament game. He promises to do dire things to our unsuspecting Editor.

In the following game, Mengarini outplays Manhattan Chess Club Champion Albert S. Pinkus in the opening and middle game, then allows the win to slip through his fingers. The excitement, however, is too much for Pinkus; he loses his head towards the end and gets mated.

## KING'S INDIAN DEFENSE

(Notes by Matthew Green)

Mengarini	Pinkus
White	Black
1 P-Q4	Kt-KB3
2 P-QB4	P-KKt3
3 Q-B2?!	....

Pinkus expressed admiration for this novel move. However, the Queen subsequently shuttles back and forth between Q2 (its normal pivot square) and QB2, which would hardly establish the superiority of this move over the usual continuations 3 P-KKt3, 3 Kt-QB3 or 3 Kt-KB3. The idea behind Q-B2 is to prevent the Grunfeld reply 3 ... P-Q4.

3 . . . .	P-Q4
-----------	------

Bad, but Pinkus plays it notwithstanding. The formation after 3 ... B-Kt2, 4 P-K4, O-O; 5 Kt-QB3, P-Q3 and ... P-K4, etc. should prove satisfactory as the White Queen is not necessary on QB2 in this line. Another alternative is 3 ... P-QB4 and if 4 P-Q5, P-QKt4; 5 P-K4, PxP; 6 Kt-QR3, P-Q3; 7 KtxP, B-KKt2.

4 PxP	KtxP
5 P-K4	Kt-Kt3

Not 5 ... Kt-Kt5 as 6 Q-R4ch, followed by P-Q5, wins a piece.

6 Kt-QB3!	B-Kt2
-----------	-------

Not falling for the trap. If 6 ... QxP, 7 Kt-Kt5 wins.

7 B-K3	O-O
--------	-----

Nor would 7 ... BxP be good as 8 Kt-Kt5, Kt-B3; 9 R-Q1, P-K4; 10 Kt-K2 (Not 10 Kt-B3 because of the pin) wins the pawn back and White remains with 2 Bishops vs. Bishop and Kt. Moreover, Black would have serious weaknesses on KR6 and KB6.

8 Kt-B3	QKt-Q2
---------	--------

Sturdy yet cramping and hardly in the spirit of the defense. Horowitz suggests 8 ... Kt-QB3 in order to tempt P-Q5. The theory is to have White overextend himself in the center and then demolish it with ... P-QB4 and ... P-KB4.

9 O-O-O!	P-QB3
10 Q-Q2	R-K1

An attacking player himself, Pinkus was



probably very uncomfortable in this position. His move preserves the KB.

11 P-KR4 Kt-B3  
12 Kt-K5 . . . .

Very strong. The plan is P-B3, P-KKt4, P-R5. Black makes a determined effort to get rid of this Kt. Should he succeed in this, he will have gone a long way towards breaking White's grip on the position.

12 . . . . Kt(Kt3)-Q2  
13 Q-B2 Q-R4  
14 Kt-B4 Q-B2  
15 P-KKt3 P-QKt4

15 . . . P-K4 was a possibility. If 16 PxP, KtxP; 17 B-B4, Kt-R4; or 17 Kt-Q6, R-Q1 and Black has a tenable game. The text weakens the flank without creating any counter play in the center.

16 B-B4 Q-Kt2  
17 Kt-R5 Q-Kt3  
18 P-QKt4! . . . .

The noose seems to draw tighter.

18 . . . . P-K4

If Black had played the energetic 18 . . . P-QB4?, Santasiere would have had the opportunity to say "Courage, brother! Romanticism still flourishes!" Alas, this would have been punctured by 19 QPxP, KtxP; 20 B-K3.

19 PxP Kt-Kt5!  
20 P-K6? PxP?

20 . . . RxP! and if 21 B-R3, KtxP! 22 BxR, PxP would break the bind, give Black a fair game with a Pawn plus.

From here on, Mengarini goes about his business in workmanlike fashion, planting dynamite all over the place. The explosions occur later.

21 R-Q2 Kt-B1  
22 B-R3 P-K4  
23 B-Kt5 P-KR3  
24 BxKt BxB  
25 B-K3 Q-R3  
26 R-Q6! QR-B1  
27 Q-Q2 R-K3  
28 K-Kt2 RxR  
29 QxR . . . .

The first stick has been planted.

29 . . . . K-R2  
30 Kt-Q5 . . . .

The second stick.

30 . . . . Kt-K3  
31 B-Kt5! . . . .

The third charge is laid! The Bishop cannot be taken. If 31 . . . PxP, 32 PxPch, K-Kt1 (what else?); 33 Kt-K7ch etc. 31 . . . KtxB is answered by 32 PxKt, P-R4; 33 Kt-K7 etc.

31 . . . . R-B1

Black makes counter-threats.

32 Kt-B6ch! BxKt

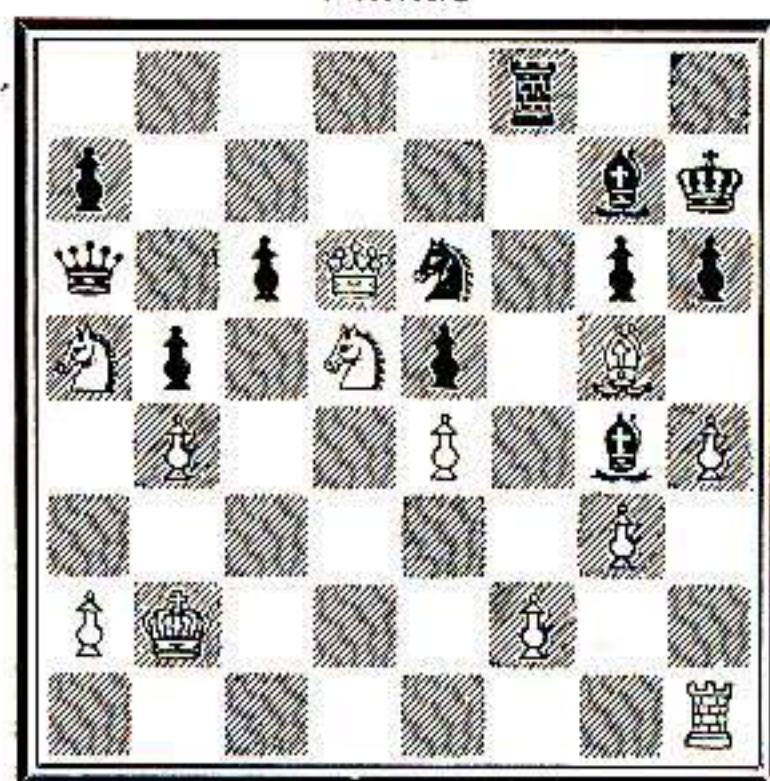
If 32 . . . RxKt?, 33 BxR, BxB; 34 P-B3! BxP; 35 R-KB1, BxP; 36 RxB, B-B4; 37 Q-K7 ch etc. wins.

33 BxB Q-B1  
34 R-QB1 Q-K1  
35 QxKP Q-B2

Black has defended very well. He threatens to win the Bishop.

36 P-B3! . . . .

Pinkus



Mengarini

Position after Black's 31st move.

The explosions begin but Black has taken precautions. After the mix-up that follows the outcome is still problematical.

36 . . . . BxP

Forced. If 36 . . . B-R6?, 37 RxP, QxB; 38 QxQ, RxQ; 39 P-KKt4, followed by P-K5 regains the piece with good prospects.

37 RxP B-Kt5  
38 R-R6 QxB  
39 RxPch Kt-Kt2  
40 Kt-B6! QxQch  
41 KtxQ B-K3

At this point the players adjourned. Mengarini was ready to give up and everyone present thought Pinkus should win.

42 K-B3 . . . .

But Mengarini resumed the game fresh with ideas. He has two pawns for his piece and complications develop again. He sets out for the third pawn but this goes askew also.

42 . . . . R-B7  
43 K-Q4! RxP  
44 R-Kt7 R-KKt7  
45 P-Kt4 BxP  
46 RxP B-K3  
47 R-Kt8 R-Kt7  
48 P-Kt5 R-Kt5ch??

Black now gets the wrong idea. 48 . . . P-Kt4 was indicated. Pinkus has at the very least a draw but now he completely loses his head.

49 K-K3 B-B5  
50 P-Kt6 B-R3  
51 Kt-Q7 Kt-K3

Mate on the move was threatened.

52 R-K8 R-Kt6ch  
53 K-B2 Kt-B5  
54 R-QR8 Kt-Q6ch

54 . . . B-Kt2 is met by 55 R-R7, followed by Kt-B6 dbl ch and mate, as in the game.

55 K-Kt1 R-Kt8ch  
56 K-R2 B-Kt2??

And he falls into the mate. 56 . . . B-Kt4 can hold the game to a draw. If 57 P-Kt7, BxKt; 58 P-Kt8-Q, RxQ and Black has a little the better of it.

57 R-R7 BxP

Overlooking the mate that follows

58 Kt-B6ch  
and mate by 59 R-R7.



The second example, given below, is a "knock 'em down and drag 'em out" encounter between Mengarini and Adams. Both players shared a special prize awarded for this "most exciting game" of the Ventnor Tourney.

# ALBIN'S COUNTER GAMBIT

(Notes by Fred Reinfeld)

Mengarini	Adams
White	Black
1 P-Q4	P-Q4
2 P-QB4	P-K4

Adams swears by P-K4, even in the Queen Pawn openings. At all events, the text invariably leads to lively play.

3 PxKP	P-Q5
4 P-K4	....

A move that was tried—and discarded—many years ago. White has reasonably justified hopes of securing a positional advantage with Kt-KB3 followed by the fianchetto of the KB.

4 ....	P-QB4
--------	-------

And this in turn is not the best. The proper course is 4 ... Kt-QB3; 5 P-B4 (if 5 B-B4, P-KKt4! 6 B-Kt3, P-KR4 to be followed by ... Kkt-K2-Kt3 with a good game for Black), P-KKt4!

A famous old-time classic (Burn—Schlechter, Munich 1900) then continued 6 B-Q3, PxP; 7 BxP, Kkt-K2; 8 B-Kt3, Kt-Kt3; 9 Q-R5, B-Kt5ch; 10 K-K2, B-K3; 11 Kt-KB3, Q-Q2; 12 P-KR3, B-K2; 13 P-R3, Kt-R4; 14 QKt-Q2, P-QB4; 15 KR-QB1, Kt-B3; 16 K-B2, KR-Kt1! 17 P-QKt3, O-O-O with fine prospects for Black.

A better continuation is 6 Kt-KB3, but in any case White's doubled and isolated KP would be of no great value. On the other hand, if 6 P-KKt3, PxP; 7 PxP? Q-R5ch and 8 K-K2?? loses the Queen after 8 ... B-Kt5ch; 9 Kt-B3, BxKtch; 10 KxB, Q-R4ch etc. Finally, if 6 PxP, B-Kt5ch; 7 B-Q2, QxP with a nice game for Black.

5 P-B4	Kt-QB3
6 Kt-KB3	....

In consequence of Black's loss of time on move 4, he is unable to play ... P-KKt4 with real effect. He gets the move in, to be sure, but his Kkt remains in a state of suspended animation and doesn't even venture forth till his 28th move.

6 ....	B-K2
7 P-KKt3	P-KR3
8 B-Kt2	P-KKt4
9 O-O	PxP

Black opens the Kkt file in the hope of obtaining an attack later on, but meanwhile he has straightened out White's Pawn situation in the center.

10 PxP	B-Kt5
11 Kt-R3	....

Ordinarily it is poor policy to develop a Knight to the edge of the board in this manner, but White soon remedies this defect.

11 ....	Q-Q2
12 Kt-B2	P-KR4
13 Q-Q3	....

This move has both strategical and tactical value: it blockades the passed Pawn and makes possible White's next move.

13 ....	P-R5
14 P-KR3!	....

Very neat: if 14 ... BxP? 15 P-K6! wins a piece, as 15 ... QxP is answered by 16 P-B5; and the same move serves against 15 ... BxP (now you see why White's QBP had to be guarded).

14 ....	B-R4
15 P-R3	P-R4

The customary move in such positions to prevent a possible break by means of P-Kt4.

16 Kt(2)-K1	
-------------	--

Well played. He wants to advance P-B5 in order to post his QB strongly at KB4; it is therefore necessary to be able to answer ... BxKt with KtxB.

16 ....	P-R5
---------	------

It would probably have been better to leave this Pawn at R4, as the advance enables White to achieve more easily his object of opening a line on the Queen-side.

17 P-B5	B-Q1
---------	------

Black decides to leave the KRP in the lurch and keep White's center under observation.

18 B-B4	B-B2
19 P-Kt4!?	

Characteristically wild. Simply P-Kt3 would have accomplished the same purpose, whereas the more complicated text invites 19 ... PxP; 20 P-K6, Q-K2; 21 BxB, QxB; 22 PxPch, BxP; 23 PxP, KtxP; 24 QxP with a fine game for White.

19 ....	PxP e. p.
20 QxKtP	Kt-R4
21 Q-B2	O-O-O

Black's King is still unsafe!

22 Kt-Q3	P-Kt3
23 Kt-Kt5	

Planning the exchange of his KB, which has little scope. There is the drawback that White's King will be somewhat exposed, but Mengarini solves that problem admirably.

23 ....	Q-K2
24 B-B3	BxB
25 KtxB	P-B3

If Black plays passively, he will be overwhelmed by the gradual increase of systematic pressure against his weaknesses, coupled with the arrival of a White Knight at Q5. But now White has a passed KP which has enormous restraining power.

26 P-K6	BxB
27 KtxB	Q-Q3

Now begins a sharp battle to keep White out of Q5—a battle which he gives up just when he has won it!

28 Kt-Q2	Kt-K2
----------	-------

28 ... P-Q6; 29 Q-Kt2, Q-Q5ch; 30 QxQ, RxQ is in White's favor (31 Kt-Q5!)

29 QR-Kt1	QR-Kt1ch
30 K-R1	R-Kt6
31 Q-R4!	KR-Kt1

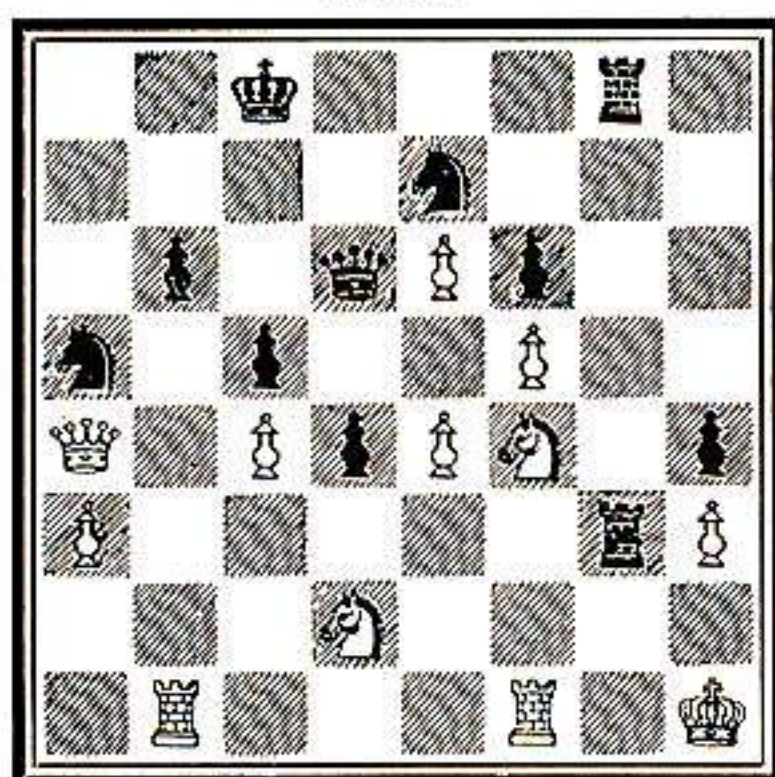
Black seems almost to have obtained a presentable position, but now comes a dynamic thrust which reveals the true state of affairs.

32 P-K5!	....
----------	------

A fine move which had to be calculated with some care. Its immediate significance is that the Pawn cannot be captured, meaning that White obtains two powerful, far advanced and raging passed Pawns (if 32 ... QxP; 33 Q-Q7 ch or if 32 ... PxP; 33 Kt-K4 wins).



Adams



Mengarini

Position after Black's 31st move

32 . . . . . Q-B2  
33 P x P Q-Kt2ch  
If 33 . . . Q x Kt; 34 Q-Q7ch wins.  
34 Kt-B3 KtxKBP  
For if 34 . . . RxKt; 35 Q-Q7ch! wins.  
35 P-B7! R-Q1  
36 Q-K8! Q-K2  
37 Q x Q KtxQ  
38 K-R2

Having played the difficult part of the game admirably, White begins to stumble in the easy part. Now is the time to occupy Q5 and assert the superiority of White's Knights. Therefore: 38 Kt-Q5! Kt(4)-B3 (if 38 . . . RxPch; 39 Kt-R2 or 38 . . . KtxKt; 39 PxKt and Black can resign); 39 Kt-K5! and Black is helpless.

39 KtxRP R-Kt4  
40 Kt(B4)-Kt6?

There was still an easy win with 40 R-Kt1! R-K4; 41 Kt(R4)-Kt6, KtxKt; 42 RxKt, Kt-Q3 (if 42 . . . R-B4; 43 R-Kt8, RxKt; 44 P-K7 wins); 43 R-Kt8, Kt-Q3; 44 PxKt, R-B4; 45 RxRch, KxR; 46 P-B8(Q)ch, RxQ; 47 Kt-K6ch followed by KtxR and the march of the White King to hold back the Black Pawns.

40 . . . . . RxKt  
41 KtxR KtxKt  
42 P-K7?

The wins are growing progressively more difficult, but here the proper course was 42 P-KR4! and wins e. g.:

I 42 . . . R-R1; 43 P-K7, KtxKP; 44 P-B8(Q)ch, RxQ; 45 RxRch, K-Q2; 46 P-R5! and wins.

II 42 . . . KtxQRP; 43 QR-K1, Kt-K2; 44 P-B8(Q)ch and wins. Or 43 . . . R-R1; 44 P-K7 and wins.

III 42 . . . Kt-K6; 43 P-R5! KtxRch; 44 RxKt, R-R1; 45 P-K7! KtxKP; 46 P-B8(Q)ch, RxQ; 47 RxRch, K-Q2; 48 K-Kt3 and wins.

42 . . . . . KtxKP  
43 P-B8(Q) RxQ  
44 RxRch K-Q2  
45 P-QR4

Despite the fact that he is two exchanges ahead, the win is not easy for White because of the formidable hostile Pawns. Here or on the next few moves he could still have won by bringing his King to the centre to cooperate against the Pawns, ultimately winning with his KRP.

45 . . . . . Kt-K4  
46 RxP P-Q6  
47 R-Kt7ch?

As will be seen, the plan here initiated of winning one of the Knights for the QRP does not suffice to win. In addition, the text has the serious drawback of forcing the Black King in just the direction in which he needs to advance: forward, to support the passed Pawns. As previously indicated, White should have brought his King to the center.

47 . . . . . K-K3  
48 P-R5?

Even after the previous inexactitudes, it appears that bringing the White King to the center would still have won. One possibility would have been: 48 K-Kt3, P-Q7; 49 R-B1, Kt-Q4; 50 K-B2, Kt-QB5; 51 K-K2, P-Q8(Q)ch; 52 KxQ, either Kt-K6ch; 53 K-K2 and wins. After the text, White seems to have no more than a draw.

48 . . . . . P-Q7  
49 R-B1 P-B5  
50 P-R6 Kt(2)-B3

If 50 . . . Kt-B6ch; 51 K-Kt3, Kt-K8; 52 R-QKt1 and wins.

51 P-R7 KtxP  
52 RxKt K-Q4  
53 R-QB7 K-Q5

If 53 . . . Kt-B3? 54 R-Q7ch etc.

54 K-Kt3

Too late for winning purposes.

54 . . . . . P-B6  
55 P-R4 Kt-B5  
56 R-B4ch K-K4  
57 R-QB5ch K-K3  
58 R(QB5)xKt??

And now White actually loses! After 58 R(KB4)xKt, P-Q8(Q); 59 RxP the draw would be clear.

58 . . . . . P-Q8(Q)

If now 59 RxP, Q-Q7ch wins.

59 R(KB4)-K4ch K-Q4  
60 R(K4)-Q4ch QxR  
Resigns

The rigorous analyst may comment sourly that this is a game that Adams should never have won; but on the other hand, his tenacious defense in an unfavorable position (from the fourth move on!) is surely very creditable.

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# PLAY CHESS BY MAIL-JOIN OUR PRIZE CORRESPONDENCE TOURNAMENT

First to win \$4.00 prize in CHESS REVIEW'S Open Correspondence Tournament is LOUIS PERSINGER, of New York. Persinger finished with a score of 6½-1½ in Section 4. He lost one game to Rev. Martin L. Kirkegaard, drew with Robert E. Dudley, won all his other games.

When enough sections have been completed, we will start a Class A Tournament among the prize-winners. This special tourney will be open to players who win first or second prizes in the Sections of the open contest.

We need more players from the Middle West and Western States to complete sections within easy corresponding distance.

The vacation season about over, entries are coming in faster. Four new sections have been started this month:

## Section 24

1. H. Greenfield, Jersey City, N. J.
2. L. B. Hamilton, St. Petersburg, Fla.
3. Dr. Thomas R. Noonan, Dayton, Ohio.
4. J. Palmer, Fort Story, Va.
5. Dal Stauffer, Flossmoor, Ill.

## Section 25

1. Morris Kramer, Lake Mohegan, N. Y.
2. R. M. Kelsey, Brooklyn, N. Y.
3. Carl Roberts, Grosse Pte. Park, Mich.
4. Kenneth Lay, Auburn, Wash.
5. Dal Stauffer, Flossmoor, Ill.

## Section 26

1. L. B. Hamilton, St. Petersburg, Fla.
2. J. A. Foucher, Garden City, N. Y.
3. I. Rivise, Brooklyn, N. Y.
4. Charles Spielberger, New York, N. Y.
5. R. W. Hays, Newburg, Vermont.

## Regulations of Play

**Entrance Fee**—\$1.00 per section. One entry free to new subscribers and to present subscribers upon their next renewal. The tournament is open to all, and players may enter as many sections as they please.

**Prizes**—Orders on *The Chess Review*, \$4.00 for first prize, and \$2.00 for second prize, in each section. These orders may be used for subscriptions, or the purchase of books or merchandise at regular advertised rates.

Sections will be composed of five players, each to play two games with every other. Complete scores of games are to be sent to us by the winners, and by the players of the White pieces in the case of draws.

The time limit for replies is 48 hours from the receipt of a move. Undue delays may lead to forfeiture. Any questions regarding rules are to be submitted to us, and our adjudication is to be accepted as final.

## Section 27

1. Charles W. Campbell, Brooklyn, N. Y.
2. J. Murray Powell, East Hartford, Conn.
3. Arthur M. Frutkin, Alliance, Ohio.
4. Wm. E. Tishko, Chicago, Ill.
5. P. H. Little, Chicago, Ill.

Here are the results of games completed this month.

Section 2—Shepard 1, Klein 0.

Section 3—Rozsa 2, Dishaw 0.

Section 4—Persinger 1, Kirkegaard 0.  
Kirkegaard 1, Persinger 0.  
Dudley ½, Nicholson ½.

Section 6—Kovner 1, Mayers 0.  
Kovner 1, Aronsen 0.  
Mayers 1, Aronsen 0.  
Schou forfeits all games.

Section 8—Zoudlik 1, Beringer 0.

Section 10—Holiff 1, Hays 0.  
Stetler 1, Hays 0.  
Davis forfeits all games.

Section 11—Wallace 1½, Heisey ½.

Section 12—Quillen ½, Treend ½.  
Treend 1, Vichules 0.  
Vichules 1, Meiden 0.

Section 13—Vichules 2, Hamilton 0.  
Vichules 1, Gay 0.  
Vichules 1, Umberger 0.

Section 15—Benardette 1, Andrews 0.

Section 18—Rozsa 1, Stubblefield 0.

Section 19—Stetler 2, Kresse 0.

Section 20—Greenfield 1, Hamilton 0.

Please remember to send in reports as soon as games are finished—with game scores.

## CORRESPONDENCE TOURNEY GAMES

We would like to be able to publish games from the Correspondence Tourney each month but we are so crowded for space in the magazine that we are not yet able to do this regularly. If each player competing in this tournament will take time off to get one new subscription to CHESS REVIEW we could permanently increase the size of this department—so let's go boys!

We have an accumulation of games on hand and selecting the following three for publication has been no easy job.

## Section 4

## Won by White

The genial Louis Persinger, well known violinist and music teacher, writes: "In the A game with Kirkegaard I had a few lapses, so I fully deserved to lose, but in the B game there were quite a lot of possibilities and chances for us both to take plenty of false steps—to say nothing of giving up Queens, the exchange, a Knight, etc.—so I think you will find it a lively game."

This is an understatement about the game. Those who know Persinger outside of chess are impressed with his modesty, reserve, seriousness, and his general state of effervescence. But at the chess board he betrays a love for Wild West action and when about to embark



on a most dangerous sacrifice, you cannot find a happier man. In the following game conducted by air mail between N. Y. and Selma, Calif., we get just an inkling of the rodeo chess Persinger likes so well.

### SCOTCH GAMBIT

Louis Persinger      Rev. Martin L. Kirkegaard  
White                      Black

1 P-K4	P-K4	16 Kt-KR4	P-KB4
2 Kt-KB3	Kt-QB3	17 P-KKt3!	P-QR5?
3 P-Q4	PxP	18 P-B3	B-B5
4 B-B4	B-B4	19 PxKt	BPxP
5 P-B3	Kt-B3	20 P-QR3	Q-K2?
6 P-K5	P-Q4	21 Q-Q2	QR-Kt1
7 B-QKt5	Kt-K5	22 B-Kt5	Q-K1
8 BxKtch	PxB	23 P-KKt4	R-Kt6
9 PxP	B-Kt5ch	24 Kt-B5	Q-QKt1
10 QKt-Q2	B-R3	25 B-K7	B-Q6
11 Q-R4	BxKtch	26 BxR	QxB
12 BxB	B-Kt4	27 R(Q1)-KB1	QxP!
13 Q-B2	Q-Q2	28 K-Q1	Q-R8ch
14 B-K3	O-O	29 Q-B1	
15 O-O-O?!	P-QR4		and White won.

### Section 9

Won by Black

Good chess played in a forthright manner by Hoit. The defense chosen is currently the favorite, Dr. Euwe considering it to be the most critical variation in the Nimzowitsch Defense. On move 19 White offered a draw. Black responded to this by courteously sacrificing his Kt—a neat sacrifice very reminiscent of the great Marshall's "Swindles."

### NIMZOWITSCH DEFENSE

Paul Little                      Howard S. Hoit  
White                      Black

1 P-Q4	Kt-KB3	15 P-B5	Kt-Kt3
2 P-QB4	P-K3	16 KR-Q1?	B-Kt5
3 Kt-QB3	B-Kt5	17 B-K2	Kt-B5
4 Q-B2	Kt-B3	18 K-B1	Q-Kt3
5 Kt-B3	P-Q3	19 Q-K3	KtxP!!
6 P-QR3	BxKtch	20 KxKt	BxKt db1 ch
7 QxB	P-QR4	21 KxB	P-B4
8 B-Kt5	P-KR3	22 Q-B3	PxPch
9 BxKt	QxB	23 K-K3	Q-Kt4ch
10 P-K3	P-K4	24 KxP	RxP
11 P-Q5	Kt-K2	25 Q-Q2	R-B5ch
12 B-Q3	O-O	26 K-K3	QR-KB1
13 O-O	B-B4	27 Resigns	
14 P-K4	B-R6		

### Section 11

Drawn

The following game ends in a draw, but not because the contestants are afraid to mix it up. To prove that the players had more than a vague idea about the maze of attacks and counter-attacks, young Dan Mayers appends a few notes.

### ENGLISH OPENING

D. Mayers                      W.M.P. Mitchell  
White                      Black

1 P-QB4	P-K4	4 P-B4	P-Q3
2 Kt-QB3	Kt-KB3	5 P-KR3?!	Kt-B3
3 P-K4	B-B4	6 Kt-B3	....
6 P-Q3 was preferable.			
6 ....	PxP	11 P-Q5!	Kt-Kt1
7 P-Q4	B-QKt5	12 P-K5	O-O
8 B-Q3	Kt-KR4	13 B-R3	R-K1
9 O-O	BxKt	14 PxP	PxP
10 PxB	P-KKt4	15 P-KR4	....

No other continuation gives White the slightest chance.

15 ....      P-KR3

If 15 .... P-Kt5; 16 Kt-Kt5, P-KR3; 17 Kt-K4, (17 Kt-K6, BxKt!) QxP; 18 Q-K2, and White is safe; for Black can neither play ... P-Kt6; (19 QxKt!), nor ... Kt-Kt6; (19 Kt-B6ch).

16 KtxP      Kt-Kt6  
17 KtxBP      QxP!

17 ... KxKt; 18 RxPch, K moves; 19 Q-B3, wins back the Kt.

18 KtxQP      B-Kt5!

A strong move. White is in trouble—the threat is R-K7, followed by mate.

19 Q-B2      R-B1

But now 19 ... R-K7; 20 B-R7ch and mate in a few moves.

20 KR-K1      Kt-Q2  
21 Kt-K4      R-B2  
22 B-Q6      ....

This allows a draw, but there is nothing better. If 22 Kt-B2, P-B6; 23 KtxB, QxKt; 24 R-K6?, Kt-K7ch!

22 ....      Q-R8ch  
23 K-B2      Q-R5

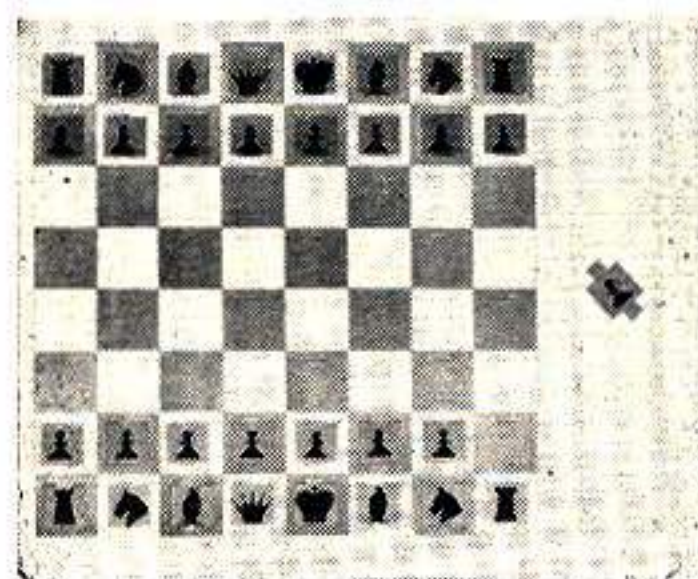
Drawn by repetition of the last two moves.

### Answers to Quiz

- Q 1. (a) Eliskases (b) Flohr (c) Lilienthal.
- Q 2. Reti, Philidor, Paulsen, Alekhine.
- Q 3. Capablanca, Rubinstein, Lasker.
- Q 4. (a) Yes, (b) Yes, (c) None, (d) No.
- Q 5. Mikhail Botvinnik, Champion of Russia.
- Q 6. 1 B-Q3ch, QxB; 2 RxP mate.
- Q 7. 1 ... Q-Kt7ch; 2 RxQ, PxR mate.
- Q 8. 1 ... Kt(B3)-Kt5; 2 any, Kt-B6 mate.
- Q 9. 1 Q-Kt8ch, KtxQ; 2 R-Q8 mate.
- Q 10. 1 B-Kt5ch, KxB; 2 Kt-Q6 mate.
- Q 11. 1 Q-K8ch, KxQ; 2 B-R4 mate.

### CORRESPONDENCE AIDS

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# Problem Department

By VINCENT L. EATON

*Address all correspondence relating to this department to V.L. Eaton, 2237 Q Street, N. W., Washington, D.C.*

QUESTIONS ABOUT PROBLEM MATTERS WILL BE ANSWERED IF ACCOMPANIED BY RETURN POSTAGE.

With this issue your Problem Editor celebrates the completion of two and one half years at the helm of this department of the *CHESS REVIEW*. It is a rather arbitrary anniversary—one might equally well observe the two and nine-sixteenth or some such fractional figure—but it serves as well as any to afford the chance to call a temporary halt to one's operations, hitch up one's trousers, review what one has been doing, and try to do better in the future. Everybody should stop to take stock once in a while, try to discover the errors he has made (if he can get out of himself far enough to discover them) and make good resolutions for the future, whether he keeps them or not. This is what I have lately been doing. I won't bore you by telling you the results of these rather melancholy meditations, but I would like to devote part of this month's column to a re-statement of the aims and purposes of this little department.

In the first place, our primary aim is to bring some bit of pleasure to all of you,—not just to specialists in chess problems, but to those who solve for the fun of it, even to those who look upon problems as pure tricks that have no relation to chess and are produced by cranks who have somehow gone astray. I offer no apologies for my many faults as an editor, but I must ask you to realize this: that because of the wide audience it wishes to command, this department necessarily cannot go all out in any one direction. It cannot forever offer rather complex articles on abstruse problem themes, that few but the most expert composers will understand; it cannot always keep on with the attempt to explain the most elementary of problem terms to the beginner in solving. From your letters I know that you are keenly aware of these difficulties and most open-minded about my attempts to overcome them. One of the greatest, if not the most gratifying, compensations of an editorial job of this type, is the opportunity it affords for contact with good and sympathetic minds all over the chess world.

Since I took over this task, my monthly correspondence has risen from about a hundred to approximately three hundred or more letters each month. I wish I could give a prompt answer to every one of your inquiries; outside circumstances, quite beyond my own wishes, unfortunately prevent this, but be assured that you may ask me what you like and in good time you will receive your reply. I enjoy hearing from you; you may feel quite free to ask questions, to criticize, to speak frankly about the conduct of this department. I hope you will continue to do so. For it is only by learning from you that I will be able to conduct a really democratic department, one which will appeal to all of you in as equal measure as is possible in this very finite field of interest.

To the beginner, chess problems are very queer things. He hears tell of the "Bristol,"

the "Indian," perhaps the "half-pin" theme, and he wonders why people have gone to such lengths as to single out some element of potential chess play that might perhaps occur once in a hundred thousand times in actual games, and dignify it by coining a term for it. He wonders, too, what is the use of working these odd bits of strategy into positions that shock his common-sense concept of chess—positions in which, "if Black had any sense, he would have resigned long ago!" It is very hard to bring someone who has all his life been thinking of chess in terms of contest between equally-matched opponents to the conception that problems are something quite apart from all this, with a technical vocabulary and aesthetic standards of their own. Yet if he wishes really to enjoy problems, he must overcome this mental hazard, for the fact is that they are a separate and distinct art.

## THE JARGON OF PROBLEMISTS

I wish that I could devote the space to give a complete set of definitions of all the terms that form the jargon of chess problemists. Unfortunately this would be impracticable, for it would have to be repeated time and again for the benefit of new solvers or those who happened to miss the issue in which it might appear. Some while ago, I conceived the idea of making up a little dictionary and general guide in mimeographed form, to be published if sufficient interest should be shown; many readers kindly offered subscriptions to the project, but the response was not great enough to warrant undertaking the necessary expense. If in the future sufficient names are added to the list I already have, I shall go ahead with the plan. Meanwhile, I shall continue in these pages to do what I have tried to do in the past, namely, to avoid using technical terms that only a few will understand, and to give brief definitions if it becomes necessary to employ particularly obscure theme-names. Let me add in this connection that you should not be scared away from problems because of the queer lingo that composers use. Problems can be appreciated for their own sake, and do not necessarily have to be documented with footnotes. And as for the technical terms, they are just typical of the jargon that grows up about any hobby—as we might speak of a *massé* shot in billiards, a *lob* or a *foot-fault* in tennis, a *double wingback* formation in football, a *gambit* or *Fianchetto* in chess play, and so on. Does this dispose of the objection?

Yes, problems are quite separate from game play. To the person who claims that they are not worth studying because they show one side (White) almost always with a vastly superior force, killing off an opponent in a position which would hardly be likely to occur in any sensible game, the most effective reply is, "Don't you give the composer credit for realizing this, too?" Certainly he does. Then why does he take the trouble to make up his posi-



tion and publish it? The answer is this: that he is interested in showing some pretty idea, some unusual stunt, that the chess pieces are capable of performing, if they are arranged in the way he wants them to be. He really doesn't care much about creating brutal mating situations; he is more interested in the way Black is led to the mate, in the subtleties of defense and counter-attack, in the beauty that arises from the interaction of chess pieces, in the economical use of force to reach a set goal. It is merely a convention that White is always made the hero in chess problems; the composer would not mind if it were Black who is given the superior role, for it would not affect the presentation of the idea, which is his primary concern.

The solver of a problem also gets an enjoyment quite distinct from that which he would ordinarily derive from game play. He is given a position and asked to find a mate in so many moves. If he had all the time in the world he could find any number of ways to bring about a mate, in three to three hundred moves. But a restriction is placed on the problem: he must find a means to end Black's misery in a definitely-stated time-limit. Unless the composer has made an error, there is only one way to perform the "mate in two" or "mate in three" or whatever the condition is. To find this is the solver's task, and with a well-made problem it is a very enjoyable one. And after he has mastered the solution, he can have the added pleasure of viewing the composer's idea.

#### PROBLEM BOOKS FOR BEGINNERS

I am often asked to give a list of books that can be used by the beginner in problems. To tell the truth, there isn't any one volume that will give satisfactory information on every phase of the subject: on solving, on composing, the various themes and their history. But a number of excellent specialized works are available. Philip Hamilton William's "The Modern Chess Problem" can be used by the novice to advantage. F. Bonner Feast's "Chess Cameos" is a pleasant introduction to elementary problem ideas, while "Simple Two-move Themes" by Feast and Alain White is a more comprehensive survey of the same field. For advanced students, "The Good Companion Two-mover" by White and George Hume is specially recommended. These three last named titles are limited to two-move problems; I know of no better survey of the entire subject—two-movers, three-movers and other types—than H. Weenink's "The Chess Problem," which has much information about the history of the art. Of the many collections of the work of topflight composers that are in print, the following are worth special note: M. Havel's "Bohemian Garnets," Godfrey Heathcote's "Chess Idylls," Alain White's "Sam Loyd and his Chess Problems" (now rather hard to get), and "The Golden Argosy," a selection of the composition of W. A. Shinkman. The names of other books will be supplied upon request.

A word now about the manner in which our solving and composing contests are conducted. Everyone is invited to submit solutions to the original problems published in these pages.

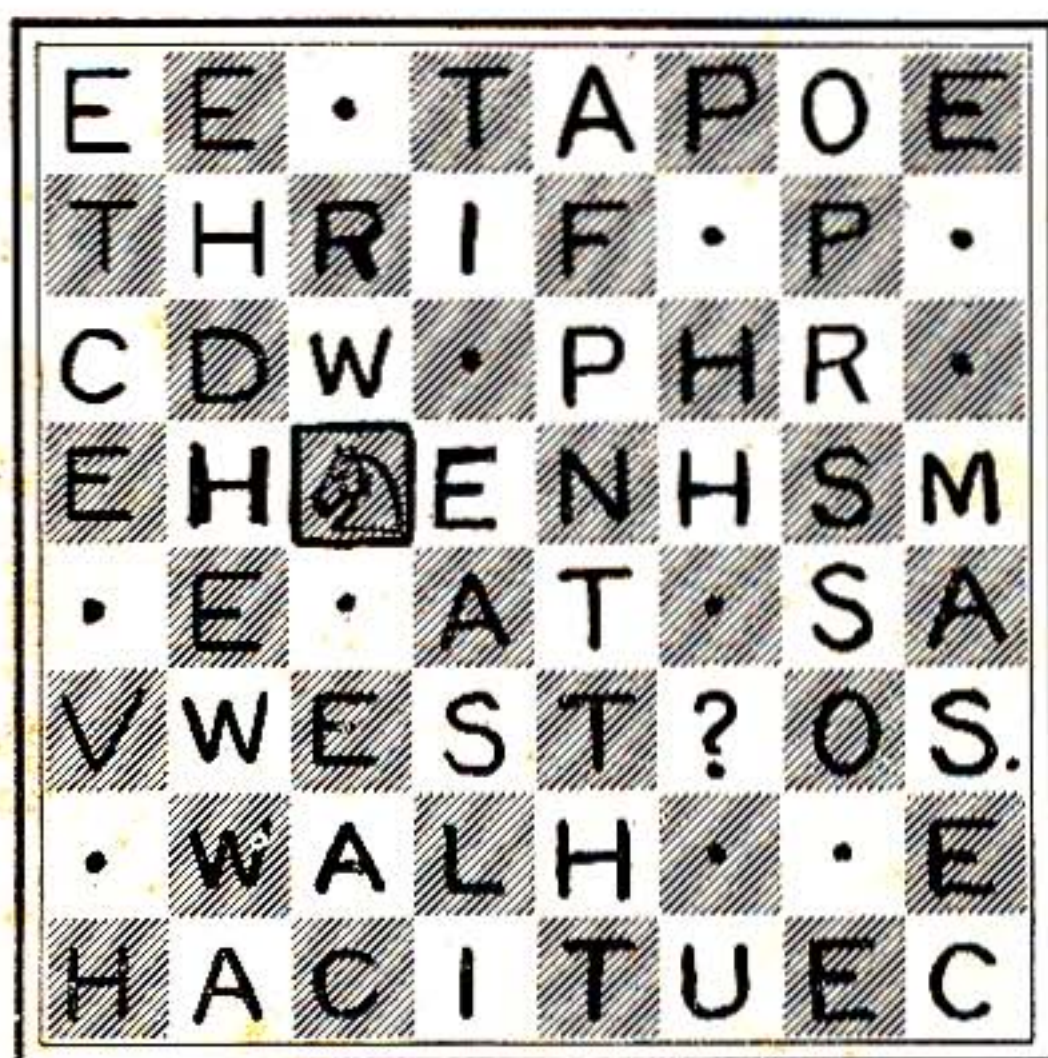
(Continued on next page)

FIND THE SENTENCE IN THIS

## CHESS-O-GRAM

A NEW CHESS PUZZLE

By KENNETH HARKNESS



This diagram contains a 12-word sentence. The number of letters in each word is indicated by the dashes below. To find the sentence, move the Knight in the diagram from letter to letter. The dots indicate spaces between words. When you come to the last letter of a word, make a Knight move to a dotted square, then a Knight move to the first letter of the next word. Every time you move the piece you must make a legal Knight move.

Each lettered square and each dotted square is used only once. When you complete the sentence you will have made a complete "Knight's Tour" of the board. Beware of traps. There are two available routes at the beginning of certain words; only one route is correct.

Solution and answer to question in sentence next month.

W H A T A R E T H E  
Y A L L E S O F T H E  
C H E S S P I E C E S  
C O M P A R E D W I T H  
T H E P A W N ?

Do you like this puzzle? Want to see more? Write your comments to Kenneth Harkness, CHESS REVIEW, 250 West 57th Street, New York, N. Y.



## SOLVING LADDER AND PRIZES

You need give only the keys for two- and three-movers; for longer-range compositions, please write out the main lines of play. Solvers are credited with a definite number of points for each correct solution, and their names are entered on a "Ladder." Their points accumulate from month to month. Other material and lack of space have recently crowded out the Ladder from these pages, but it will shortly make its re-appearance. Each month the person who happens to be at the top of the Ladder is declared the winner and given the option of receiving either a small money prize or an extension of his subscription to the *CHESS REVIEW*; his score is then cancelled, and he starts his climb again at the bottom. To secure credit on the Ladder, solutions should ordinarily be submitted by the date named above the diagrams; but late points will be awarded up to the time the issue containing the keys to the problems is published.

Informal composing tourneys are also conducted, and the best two-mover, three-mover and longer-range problem or self-mate of each quarter-year is declared the winner of the "Honor Prize." Solvers are invited to name their favorites among the problems published in each issue, and their vote guides the choice of the champion. No one long-range problem received sufficient votes for the "Honor Prize" in our last quarterly competition, and it is therefore omitted this month. In addition to these informal competitions, special tourneys are occasionally held, such as the Loyd Centenary contest which has recently been concluded. This has proved to be such a success that a similar competition is planned for next year.

## THIS MONTH'S PROBLEMS

Our original and quoted problems this month show the work of a number of the best present-day American composers, who require little or no introduction to you. Eric M. Hassberg is a brilliant young man in his early twenties, who has recently come to America after gaining numerous successes in European composing tourneys. He is especially fond of complex two-move combinations, as No. 1896 indicates. Our old friend, W. K. Wimsatt, Jr., returns to *CHESS REVIEW* with Nos. 1898 and 1899, after several years' absence, as does V. Rosado. In Nos. 1897 and 1902 Kenneth Howard offers some interesting experiments in pin strategy, while in No. 1908 Alain White gives us a beautiful example of the difficult "Babsontask" (to be discussed upon the publication of the solution), which has long laid unpublished because a third Black Knight is necessary to perfect the machinery. In addition, you will find a joint composition by Edward L. Deiss and the late Dr. Dobbs, an offering by the well-known team, Messrs. Mowry and Edelstein, one of Mr. Gamage's infrequent four-movers, a puzzling creation in the same length by Mr. Fink, two elegant Cheney lightweights, and sundry other items that may prove of interest (adv't).

In America today we have a group of first-rate problem composers who can stand on

equal terms with those of any other nation of the world. If nothing catastrophic occurs, we may see them producing great work in the future. As with our present-day literature and science and other activities, some of the most promising names are of men who have come to America from other lands. Our Quoted Section this month is devoted to the work of these two artists, Simon Costikyan and V. Rosado, both born outside this country, both now proud citizens of the United States.

## SIMON COSTIKYAN

Simon Costikyan was born in Constantinople, Turkey, in 1899. He first became interested in chess when he was twelve years old, through reading an English magazine, the "Boys Own Paper," and he became fascinated by the problems that appeared in it. This started him searching for other chess columns, and eventually to attempting composing on a modest scale. He early became attracted to the Bohemian type of problem, particularly to the work of Pospisil and Chocholous.

Mr. Costikyan was educated at Robert College, an American institution in Constantinople, where he helped organize a chess club. A few years after his graduation he came to the United States and became an American citizen. He submitted his first really serious attempt at problem composing to the "New York Sun" in 1927 (No. 1909). It had been constructed when he was fourteen years old, and is a very creditable first offering. As his skill developed, he gained just recognition among composers and solvers, particularly those who have followed the problem pages of the "New York Post" and of this magazine. Nos. 1910 and 1911 show the effect of the stimulation he received from H. R. Bigelow, Chess Editor of the "Post."

## VIRGILIO E. ROSADO

Virgilio Ernesto Rosado was born on November 7, 1900, in Corredores de Progreso, the principal seaport of the little peninsula of Yucatan, in Mexico. In 1905 his family moved to New Orleans, and ultimately Mr. Rosado determined to make the United States his permanent home. In 1939 he became an American citizen. A violinist by profession, Mr. Rosado is now associated with the San Diego Symphony Orchestra. Chess problems have been his enthusiastic hobby since 1932. He has produced about seventy positions, his first offering having appeared in the "Cincinnati Enquirer" on May 21, 1933. His work has been extremely varied, but his taste has lately inclined towards the polythematic "modern" two-mover, and the German type of three-mover, with emphasis on critical moves, interferences, and decoys. He has sent an interesting essay in this latter field which we hope shortly to publish. Meanwhile, solvers will be able to whet their appetites with the selection of his work published this month as Nos. 1913-1916.

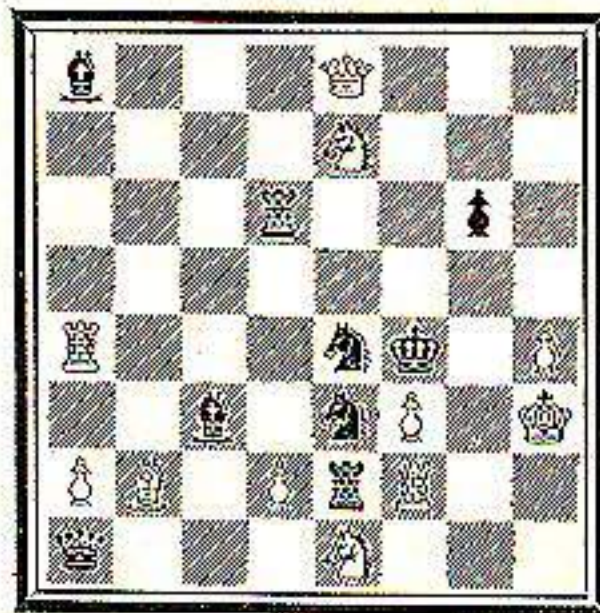
These two men, and many others, have helped place American problem composing on a high plane, and their work offers hope for even finer accomplishments in the future. Let us hope that it will continue toward the goal.



# Original Problems

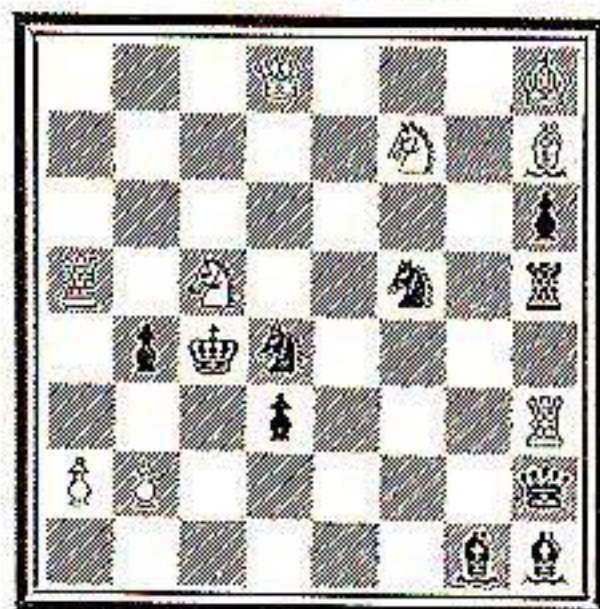
SOLUTIONS TO LADDER PROBLEMS 1893-1908 DUE OCTOBER 10th

EDWARD L. DEISS and  
the late DR. G. DOBBS



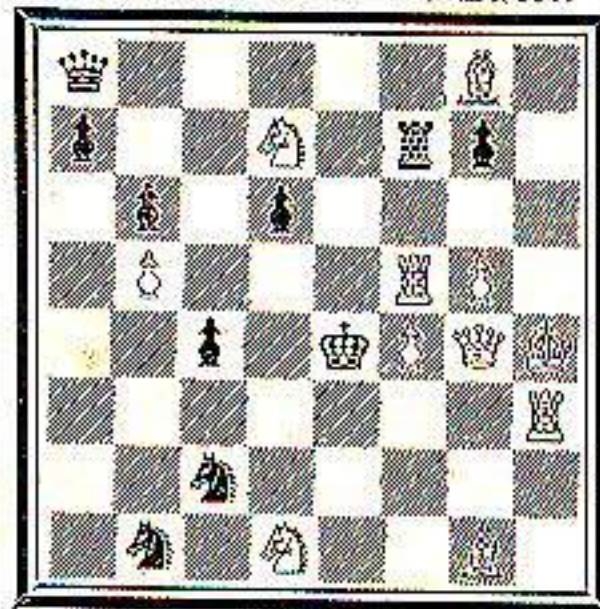
1893 Mate in 2

V. L. EATON



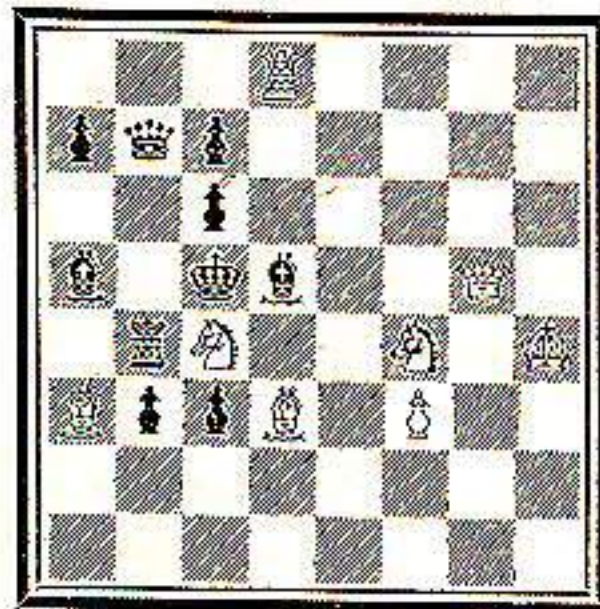
1894 Mate in 2

M. EDELSTEIN and H. C.  
MOWRY, Malden, Mass.  
Dedicated to V. L. Eaton



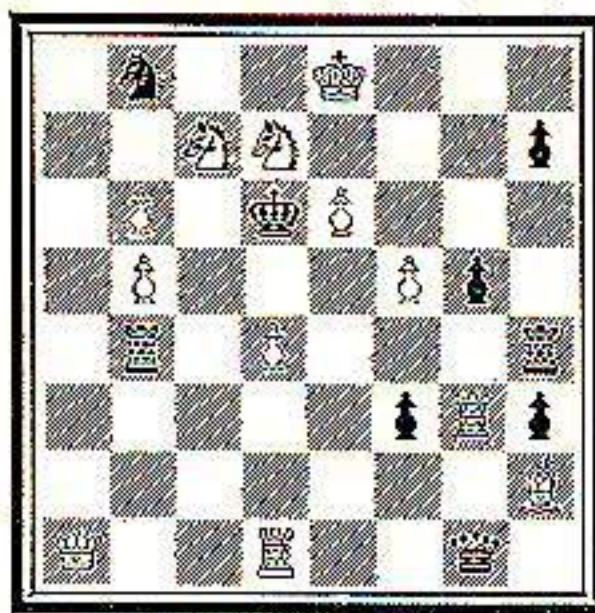
1895 Mate in 2

ERIC M. HASSBERG  
New York, N. Y.



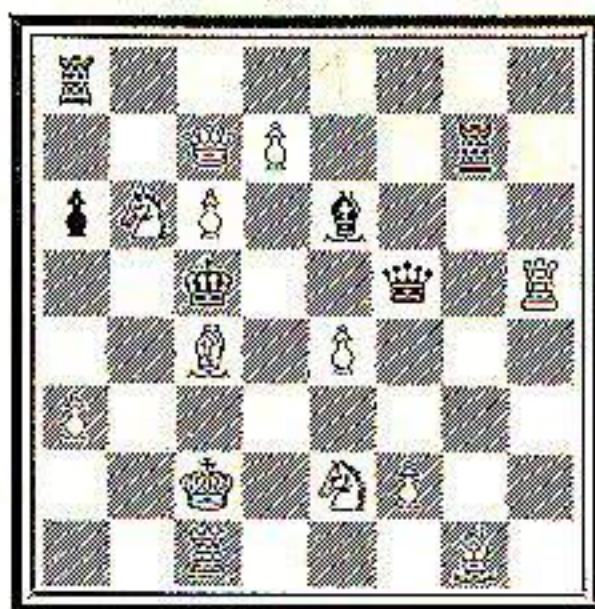
1896 Mate in 2

KENNETH S. HOWARD  
East Orange, N. J.



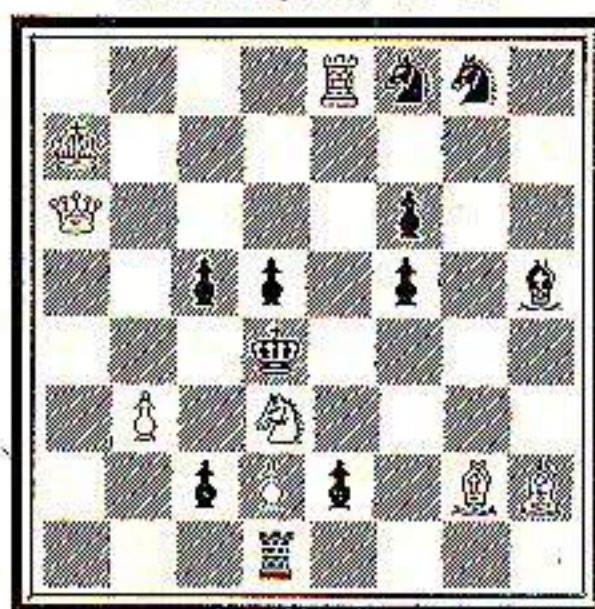
1897 Mate in 2

W. K. WIMSATT, JR.  
Washington, D. C.



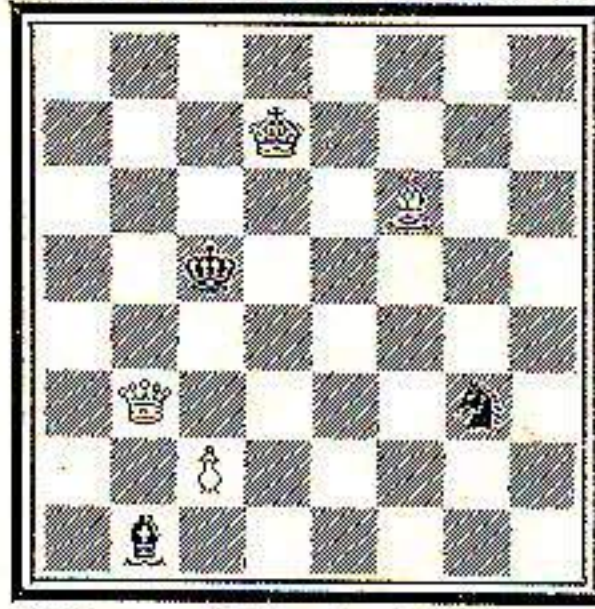
1898 Mate in 2

W. K. WIMSATT, JR.  
Washington, D. C.



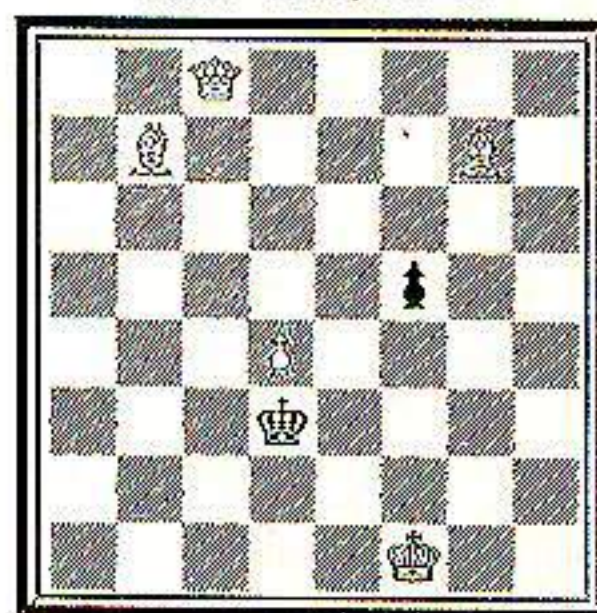
1899 Mate in 2

R. CHENEY  
Washington, D. C.  
Dedicated to Frank Altschul



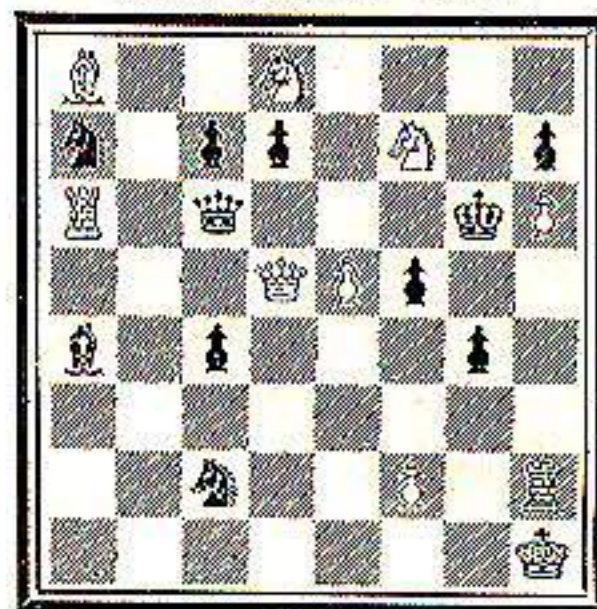
1900 Mate in 3

SIMON COSTIKYAN  
New York, N. Y.



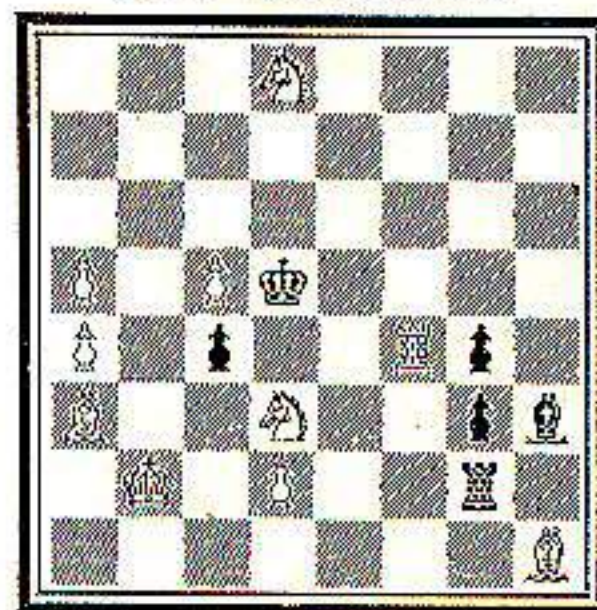
1901 Mate in 3

KENNETH S. HOWARD  
East Orange, N. J.



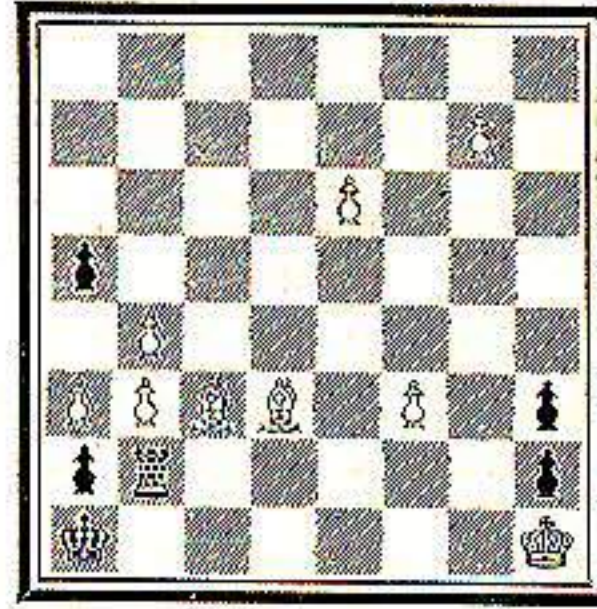
1902 Mate in 3

A. J. FINK  
San Francisco, Cal.



1903 Mate in 4

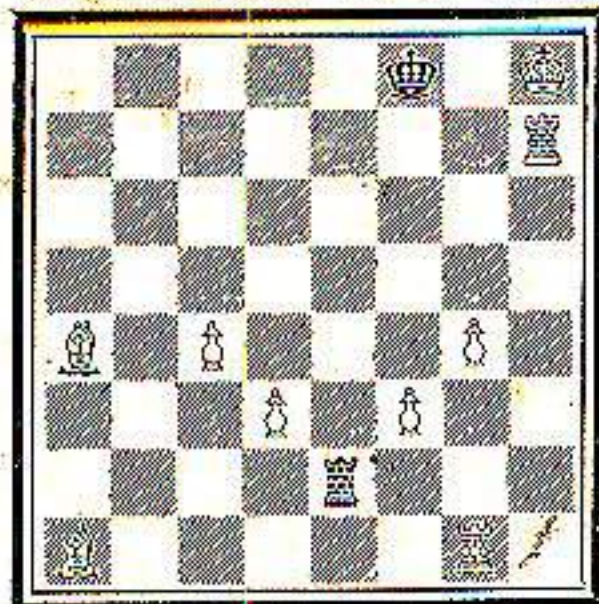
F. GAMAGE  
Brockton, Mass.  
(After W. Pauly, 1911)



1904 Mate in 4

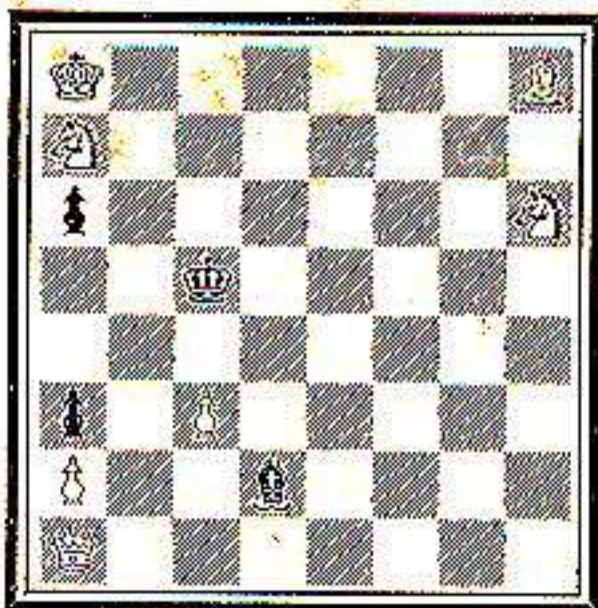


V. ROSADO  
San Diego, Cal.  
In Memoriam: Dr. G. Dobbs



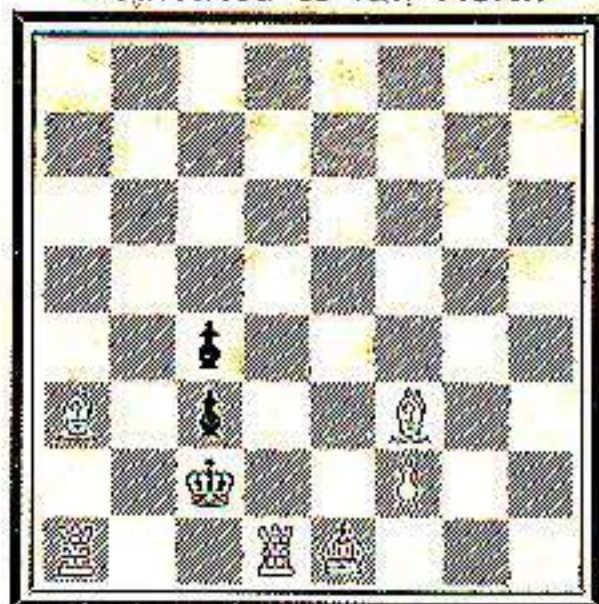
1905 Mate in 4

SIMON COSTIKYAN  
New York Sun, 1927



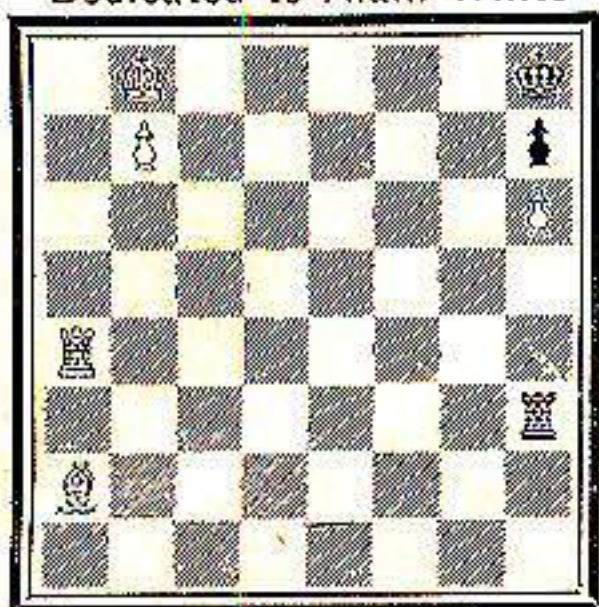
1909 Mate in 3

V. ROSADO  
Cincinnati Enquirer, 1934  
Dedicated to Ian Keith



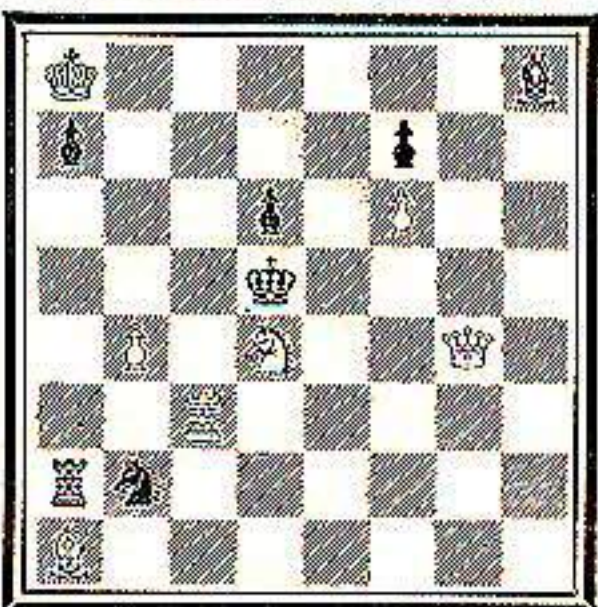
1913 Mate in 2

V. ROSADO  
San Diego, Cal.  
Dedicated to Alain White



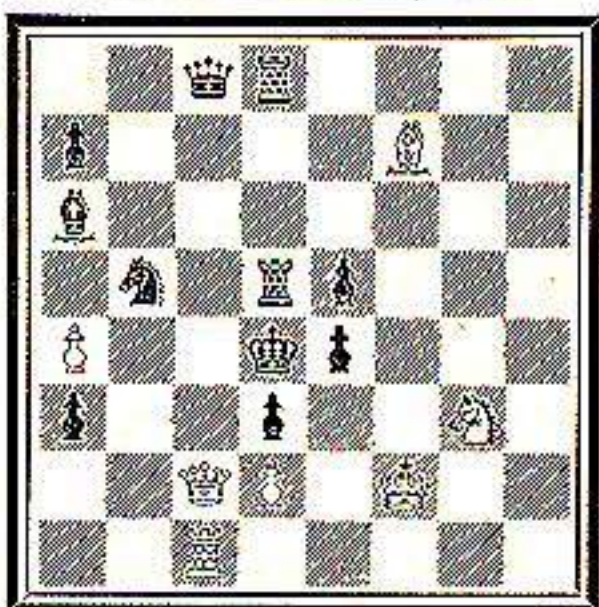
1906 Mate in 4

SIMON COSTIKYAN  
From the New York Post



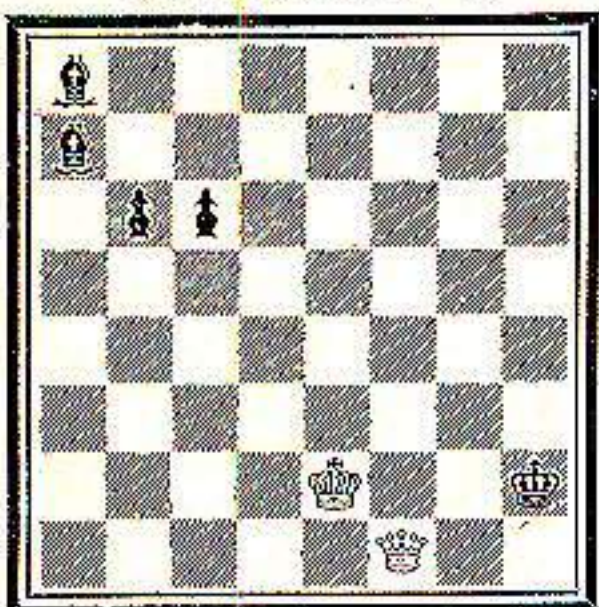
1910	Mate in 3
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V. ROSADO  
Atlanta Journal, 1935



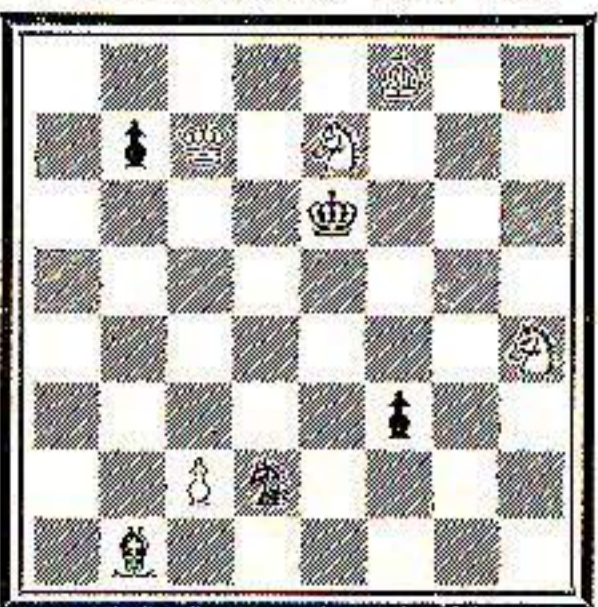
1914 Mate in 2

R. CHENEY  
Washington, D. C.



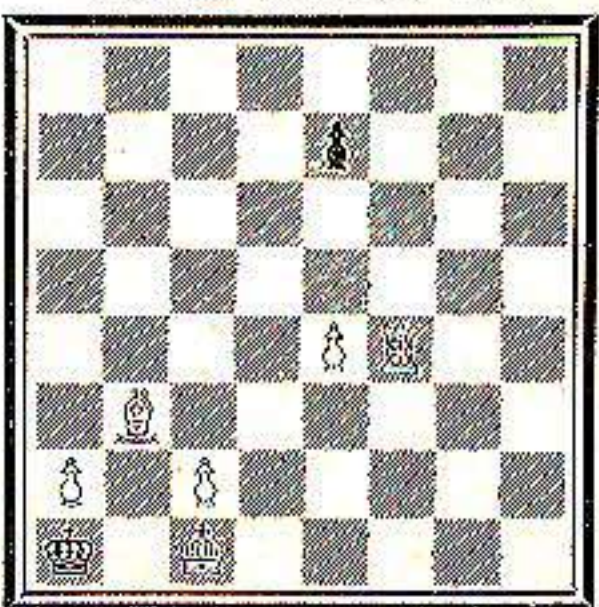
1907	Mate in 5
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SIMON COSTIKYAN  
From the New York Post



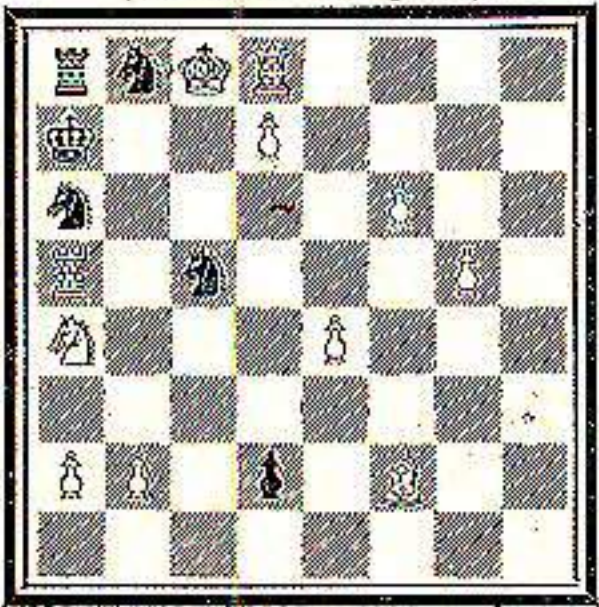
1911 Mate in 3

V. ROSADO  
Atlanta Journal, 1935



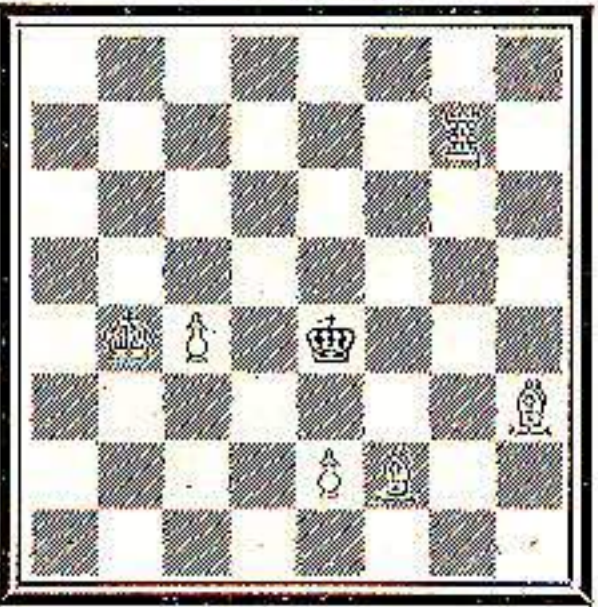
1915	Mate in 3
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ALAIN WHITE  
Summerville, S. C.  
(3 Black Knights)



1908 SELFmate in 3

SIMON COSTIKYAN  
(After Loyd and others)  
Unpublished



1912 Mate in 3

V. ROSADO  
Cincinnati Enquirer, 1935



1916 Mate in 3