

# OUR CHESS COLUMN.

Problems and Other Topics of Interest in the King of Games.

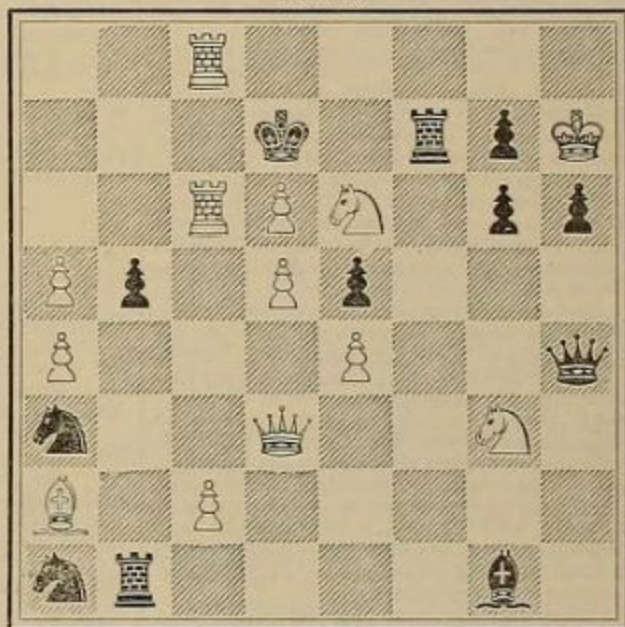
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Strangers visiting San Francisco, who are fond of chess, are cordially invited by the officers to make themselves known at the Librarian's desk of the Mechanics' Institute, where they will be provided with visitors' tickets, and introduced to members, who are always pleased to meet and welcome lovers of Caissa from abroad.

### Masterpieces.

Problems that contain germs of beauty will ever have a certain amount of freshness about them, no matter how often they are brought before us; so many mediocre compositions are now thrust into print, that it is truly a refreshing sight to look upon those stratagems containing in their make-up the combined essence of purity and difficulty. How many times have we sat with pleasure and listened to some "oft-told tale," and every time it would seem to have some new attractions which gave to it a peculiar freshness. It is so with chess problems that contain the imprint of master workmanship; our love for them is so great that we never tire of seeing them. Finely cut gems should not be laid away on the shelf, after once seeing the light of day through some chess department, around which hovers only a small portion of the widespread nation of Caissa's devotees, but should ever and anon be brought forth and given as examples of skill and perseverance for the young aspirants to problematical fame to follow. Of late we have seen several masterpieces that have been but recently composed, but before speaking of them we desire to call the attention of our solvers to Mr. J. G. Campbell's wonderfully difficult four-mover, of which it has been said: "This is the finest four-mover extant." This problem having been composed several years ago, it is very probable that it may have been equaled, if not surpassed, by some of the more modern four-movers; yet it stands as a monument of skill and ingenuity that will never crumble as long as chess lasts. We congratulate the author upon the happy inspiration which led to its composition, and only regret that he could not have another as great, or even greater. We especially solicit solutions from those who have never before seen this masterpiece, but would advise all those who are subject to headaches to avoid an encounter with it:

BLACK.



WHITE.

White to play and mate in four moves.

The following is the third in the series of games between Messrs. Redding and Jefferson, the first two having been drawn:

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
Mr. Redding.	Mr. Jefferson.	29—Q Kt KR4	29—P KKt3
1—P K4	1—P K4	30—Q KB3	30—K Kt2
2—KKt B3	2—Q Kt B3	31—Q KKt4	31—P QR5
3—KB B4	3—KB B4	32—Kt KB5 ch	32—Kt x Kt
4—P OKt4	4—B x P	33—P x Kt	33—P KKt4
5—P QB3	5—B B4	34—Q QKt4	34—KR R2
6—Castles	6—P Q3	35—KB QB6	35—K R sq
7—P Q4	7—P x P	36—B x R	36—Q x B
8—P x P	8—B KKt3	37—R QB6	37—Q Q sq
9—P Q5	9—Kt K2	38—K Kt sq (c)	38—R K2
10—QB Kt2	10—P QB3	39—P Q6	39—BP x P
11—KKt Q4	11—Q Kt KKt3	40—R x KtP	40—K Kt2
12—KB QKt5ch	12—K B sq	41—RxPaQ3(d)	41—Q QB2
13—K R sq	13—KKt K2	42—P KKt4	42—Q QB8 ch
14—P KB4	14—P KR4	43—K B2	43—Q KR8
15—P KB5	15—Q Kt K4	44—R Q2	44—Q x KR P ch
16—KKt K6 ch	16—QB x Kt	45—K B3	45—P K5 ch
17—QB x Kt	17—QP x B	46—K K3	46—Q B5 ch
18—KBP x B	18—QB Q5	47—K K2	47—Q x KtP ch
19—Q Kt Q2	19—B x R	48—K K sq	48—Q KKt6 ch
20—Q x B	20—K Kt sq	49—K Q sq	49—Q Kt8 ch
21—KB Q7 (b)	21—KR R3	50—K K2	50—Q Kt5 ch
22—Q Kt KB3	22—Kt KKt3	51—K K sq	51—Q Kt6 ch
23—Q QKt2	23—P QKt3	52—K B sq	52—R QB2
24—Q QKt3	24—K KR2	53—R Q7 ch	53—R x R
25—Q QKt4	25—P QR4	54—P x R	54—Q Q6 ch
26—Q QR3	26—P KR5	55—K Kt sq	55—Q x P a Q7
27—KR QB sq	27—P KR6	56—Q x KP	56—Q Q8 ch
28—P KKt3	28—Kt K2	57—K R2	

And, after a series of checks, Mr. Redding finally won the game by skillful manipulation of his Queen, supported by his King at his King's Knight's second square, he having chased the adverse King to his Knight's 5, where he was blocked by his own pieces, and the Queen mated at King's Rook's 3.

(b) A strong move, which ties Black up for a number of moves.

(c) Threatening to mate at KB8 if Black plays Q x P.

(d) An error. Q x P would have won off-hand.