C H E S S
By E. J. CLARKE

Alexander Alekhine will not compete in the international chess tournament at Carlsbad, Czechoslovakia, July 30 to August 28, owing to his match with E. D. Bogoljubow, scheduled to begin September 1. Bogoljubow, however, is expected to play at Carlsbad, along with Jose R. Capablanca, Frank J. Marshall and the world's foremost masters.

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The International Chess Federation's special committee to adjudicate the protested game, Walker vs. Goldstein, in the Armistice day London-Washington, D. C., cable match, has upheld the contention of Norman T. Whitaker of Washington and awarded the game to the latter team. This makes the match a tie, 3 to 3, and gives American chess clubs another chance at the Insull trophy, won twice by London.

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In an article written for the Gambit Chess Magazine of St. Louis on "Are Chess Columns Desirable?" Maxwell Bukofzer of Woodside, L. I., internationally famous problemist and writer on chess, answers in the affirmative, and points out some of the reasons for being of a chess column:

"Every chess column, first of all, is an instructor. Nor is that all. It is a foundation of information around which the uninitiated gather to slake their thirst for knowledge. It not only supplies tuition to those that are anxious to learn, but, in addition, collects those that have acquired partial knowledge which they would gladly increase. * * The creating of new adherents to chess is not the sole mission of a column. Far from it! Hundreds of lovers of the game and the problem flounder aimlessly without support and affiliation. To them the new column furnishes a rallying center. * * In short, to collect and hold the unaffiliated, the scattered, the shut-ins is fully as important as to 'create' new players. The chess department is a teacher. Its office is not to 'produce' new pupils; its mission is to instruct and to organize them."

That is the aim of The Chronicle chess column. We welcome letters from our readers "touchin' on and appertainin' to" chess, and do our best to furnish reliable information.

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The Mechanics' Institute Chess Club has lost an energetic chess enthusiast in the person of George Goehler, for several years active in the local club, who left for Los Angeles last week to take a position with the Maddux Air Lines. Goehler holds an aviator's license, but for the present will remain on terra firma.

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GAME NO. 195
Read: 41 R-S3, K-S3.
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GAME NO. 196

Although the following game from the recent Bradley Beach, N. J., masters' tournament went to fifty-nine moves, it is very instructive. Probably the most difficult ending on the chessboard is that of queen and pawn, as in this encounter between Marshall and Alekhine. The champion calculated the finish to a nicety. Notice that White must avoid an exchange of queens on account of the unstoppable QRP.

IRREGULAR

	Marshall White	Alekhine Black		Marshall White	Alekhine Black
1	P-Q4	S-KB3	31	Q-S8ch	K-R2
2	S-KB3	P-K3	32	Q-Sch	R-B4
3	P-K3	P-B4	33	Q-K4	Q-B
4	B-Q3	P-Q4	34	R-K2	P-QR4
5	P-B3	B-Q3	35	QxP	RxP
6	Castles	QS-Q2	36	P-Q5	R-Q5
7	QS-Q2	Castles	37	R-K4	R-Q7
8	P-K4	PxQP	38	R-K2	RxR
9	BPxP	PxP	39	QxR	Q-KB4
10	SxP	SxS	40	Q-Q	Q-S3ch
11	BxS	Q-S3	41	K-B	Q-R3ch
12	S-K5	P-B4	42	K-S2	Q-Q3
13	SxS	BxS	43	Q-Q4	K-S
14	B-B3	B-B3	44	Q-QB4	K-B2
15	R-K	K-R	45	Q-S5	Q-Q
16	B-S5(a)	QR-K	46	P-B4	Q-B2
17	QR-B	BxB	47	K-B3	Q-B6ch
18	QxB	QxSP	48	K-S4	K-K2
19	R-S	QxRP	49	Q-S6	P-R4ch!
20	RxSP	R-S	50	KxP	Q-R6ch
21	P-S3	P-B5	51	K-S5	Q-S7ch
22	BxP	BxB	52	K-B5	QxPch
23	PxB	RxR	53	K-S6	Q-Q3
24	QxR	Q-Q7	54	QxQch	KxQ
25	Q-K4	P-KR3	55	P-B5	P-R5
26	Q-K3	Q-S7	56	KxP	P-R6
27	Q-K5	R-B3	57	P-B6	P-R7
28	R-K3	Q-S8ch	58	P-B7	P-R8(Q)ch
29	K-S2	Q-S2ch	59	K-S8	Q-S8ch
30	K-S	Q-KB2	60	Resigns	

(a)—Of course, not 16 RxP, because of BxB, followed by BxPch!
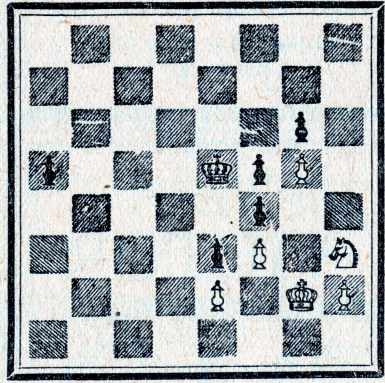
PROBLEMS
A. J. F.

No. 222—By B. J. Andrade, England
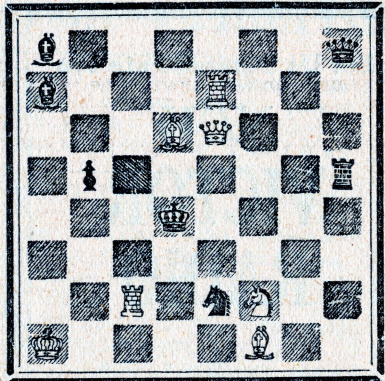
W(7) B(7)—Mate in Two

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No. 223—By G. Hume, England

W(6) B(6)—White Draws

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Solvers' list—Recent problem by E. von Pohlreich should have read E. von Vohlreich.. R. Dunipace: No inquiries vicinity Palo Alto. J. W. Gorrell, Lodi (212, 213, 214, 215, 216): Positions not up to standard. J. M. Einfalt, Merced (212 to 217): Yes, game No. 192 was evidently "framed," as 17 Q-S4 wins queen. A. R., city: Unless otherwise specified, White always moves first in problems or endgames. J. E. E., Los Gatos; R. W. King, Willets; C. J. Bergman, Hanford. Solutions: No. 218—Q-S2, K-R2; Q-KR2, K-S3; Q-B4, etc. No. 219—Q-Q8. No. 220—S-B4. No. 221—Q-Q; Q-KB; Q-QR; K-S3, etc.