

Our Chess Corner

Address All Communications, Solutions, Etc., to CHESS EDITOR, SAN FRANCISCO CALL.

The pending championship tournament of the Chicago Chess club is being followed by local chess sharps with unusual interest owing to the participation of Elmer W. Gruer of Oakland, former champion of the University of California and now western intercollegiate champion. Gruer is tied for first place with C. W. Phillips, state champion and United States champion correspondence player, and J. Winters, a former San Franciscan, who have each won five games and lost one. On Washington's birthday young Gruer came within an ace of winning the Illinois State championship. There were 16 entries, and four rounds were played. He reached the finals and played C. W. Phillips in the deciding game. Gruer laconically writes: "I lost." He adds: "According to the rules, white must win; a draw is a loss. In my anxiety I made an unsound sacrifice. I was a little tired, too; had been playing all day. Had a dandy position, if I hadn't tried to force it."

Tough luck, old scout!

Gruer has hosts of friends in the bay cities, and by his frank and charming personality has already endeared himself to his new acquaintances in the Windy City. His success would have been very popular. But Gruer has shown that he can meet even such a crucial defeat manfully. He writes: "Ah, well, he has beaten better men than I." And he inclosed the following, which is evidently a reply to the late Senator Ingalls' poem of the same title. I do not know the author:

OPPORTUNITY

They do me wrong who say I come no more
When once I knock and fail to find you in,
For every day I stand outside your door
And bid you wake and rise to fight and win.
Wait not for previous chances passed away;
Weep not for golden ages on the wane;
Each night I burn the records of the day—
At sunrise every soul is born again.
Laugh like a boy at splendors that have sped,
To vanished joys be blind and deaf and dumb;
My judgments seal the dead past with its dead,
But never blind a moment yet to come.
Thou deep in mire, wring not your hands and weep—
I lend my arm to all who say "I can."

Now that the Havana tournament has passed into chess history, a brief resume of the play and the standing of the contestants at the end of the first and second rounds should appear in this column as a matter of record, though the journey was concluded some 10 days ago. When the smoke of battle (mostly cigars) had cleared away, the Star Spangled Banner was waving and the American champion, Frank James Marshall, had added another gem to his chess crown. The Yankee all but duplicated his recent New York tourney performance, when he either won or drew all his games. In the very last round he lost to Janowski in 50 moves. This evened up matters, as Marshall defeated the French master in 31 moves in the first round. Marshall drew with Capablanca in their first Havana game, and defeated him in the second round. Following are the results of both rounds:

FIRST ROUND		SECOND ROUND	
Players—	Won Lost	Players—	Won Lost
Marshall	5 2	Marshall	10½ 2½
Capablanca	5 2	Capablanca	10 4
Janowski	4½ 2½	Janowski	9 5
Kupchik	4 3	Chajes	6½ 7½
Jaffe	3 4	Kupchik	6½ 7½
Chajes	2½ 4½	Jaffe	5½ 9½
Corzo	2 5	Corzo	5 9
Blanco	2 5	Blanco	3 11

GAME DEPARTMENT

Through the courtesy of Hermann Helms, we are able to offer this week three interesting games from the Havana tournament. In the first selection Marshall wins a spirited encounter from his old rival, Janowski. The French champion essayed the rarely played counter gambit in the Q P opening. The clever American master maintains the pawn, outplays his antagonist in the middle game, and brings the contest to a dramatic finish in 31 moves.

In the other games the Cubans, Blanco and Corzo, succumb before the skillful play of the American experts, Jaffe and Chajes.

Game No. 16

QUEEN'S GAMBIT DECLINED

Marshall	Janowski	Marshall	Janowski
White	Black	White	Black
1 P-Q4	P-Q4	17 Q-Q2	Q-B4
2 P-QB4	P-K4	18 PxP	BxKt
3 PxKP	P-Q5	19 BxB	KtXP
4 Kt-KR3	Kt-QB3	20 B-K3	KR-K
5 P-KK3	B-K3	21 QR-K	Q-Q5
6 QKt-Q2	Q-Q2	22 B-Kt2	P-KK3
7 P-QE5	KKt-K2	23 B-K4	Q-KK3
8 B-Kt2	Kt-Kt2	24 P-Q4	B-KB
9 Q-R4	B-K2	25 Q-B3	Kt-B3
10 Kt-Kt3	Castles QR	26 P-Q5	Kt-K4
11 B-K15	Castles Kt	27 P-B5	Q-B3
12 BxB	QxB	28 B-B	P-QKt4
13 Castles	B-Q2	29 PxP e.p.	Q-Rt2
14 Kt-B5	KtKt1	30 PxBP ch	QxP
15 QRt	B-K3	31 B-Kt4 ch	Resigns
16 KR-K	P-Q5		

Game No. 17

DUTCH DEFENCE

Jaffe	Blanco	Jaffe	Blanco
White	Black	White	Black
1 P-Q4	P-KB4	19 P-QB3	P-B4
2 P-K4	PxP	20 P-B4	P-B4
3 Kt-QB3	Kt-KR3	21 B-Kt5	B-K2
4 B-Kt5	P-R3	22 BxB	KxB
5 P-B3	Q-Kt3	23 B-Q6	B-K
6 Q-Q2	P-Q1	24 Kt-R5 ch	K-R
7 PxP	KtXP	25 B-Q8	Kt-Kt5
8 KtKt	PxKt	26 B-R2	P-Kt5
9 Kt-B3	B-B4	27 Kt-Q6	K-K2
10 Kt-K2	Kt-Q2	28 B-Kt8	Kt-Q2
11 P-QKt3	Castles	29 KxP	PxP
12 B-B4	Castles	30 KtxB	KxKt
13 PxP	P-K4	31 P-K6	Kt-B
14 PxP	Kt-B4	32 P-B4	R-B2
15 QxR ch	QxQ	33 BxB	KxB
16 BxQ ch	BxB	34 P-B5	K-Q
17 P-Kt4	Kt-R5	35 P-K7 ch	Resigns
18 R-Q ch	Kt-R		

Game No. 18

QUEEN'S PAWN OPENING

Chajes	Corzo	Chajes	Corzo
White	Black	White	Black
1 P-Q4	P-Q4	23 Kt-Q1	Q-B4
2 Kt-KB3	P-QB4	24 P-KKt3	P-QKt4
3 P-K3	Kt-QB3	25 PxP	QxP
4 P-B3	P-KB4	26 B-R2	R-KR
5 QKt-Q2	P-KB4	27 B-K5	Q-Kt3
6 Kt-K3	KtKt1	28 P-K4	B-B4
7 PxBt	Kt-K2	29 PxP	KtPxP
8 P-KB4	Kt-Kt1	30 K-Q2	QR-Q
9 Kt-R2	B-K2	31 Q-K2	BxKt
10 B-K2	Castles	32 PxR	R-Q4
11 P-QE3	Q-Kt3	33 P-QB4	Q-B3
12 Castles	B-Q	34 B-K2	Q-Q2
13 K-B	B-Q2	35 BxB	QxB ch
14 B-Kt2	B-K	36 K-R2	R-QB
15 Q-B2	QR-R	37 Kt-QB	B-K
16 QR-Q	B-R2	38 PxP	BxB
17 Q-K1	P-QB4	39 QxRP	Kt-R2
18 B-R	P-KKt3	40 P-Kt4	Q-B6
19 B-KKt	P-KR4	41 Q-Kt5 ch	K-B2
20 P-KR2	K-Kt2	42 PxP	R-KKt
21 R-Q2	Kt-QB2	43 PXP ch	Resigns
22 Q-K	P-B5		

PROBLEMS

TOURNEY PROBLEM NO. 2. BY A. J. FINK.
Black—8 Pieces



White—9 Pieces
White to play and mate in two moves.

TOURNEY PROBLEM NO. 4. BY A. J. FINK.
Black—8 Pieces



White—10 Pieces
White to play and mate in two moves.

SOLUTIONS TO PROBLEMS OF MARCH 2

No. 2: B-K2

No. 10: B-QB4

SOLVERS' LIST

Name and residence—	No. No.
R. Darling, Camel	9 10
J. Fujio, Santa Clara	9 10
F. B. Hoolegh, Oakland	9 10
R. Z. McLeroy, Presidio	9 10
J. E. Ellis, Los Gatos	9 9
H. Higgins, Oakland	9 9
J. T. Kruschke, Berkeley	9 9
P. W. Halsey, city	9 10
William Emerson, city	9 10
"O." city	9 10
"B. E. F. E." city	9 9
W. D. Penrose, Vallejo	9 10
William Melrose, Vacaville	9 9
"Roy Lopez," city	9 10
S. K. Shiras, city	9 10
J. O. Carlton, city	9 10
W. A. Strohmeler, city	9 10
W. D. Moore, Alameda	9 10
E. W. S., Vacaville	9 9
Murray Marble, Worcester, Mass.	7 8
N. Fernans, city	9 1

Hints to Problem Solvers

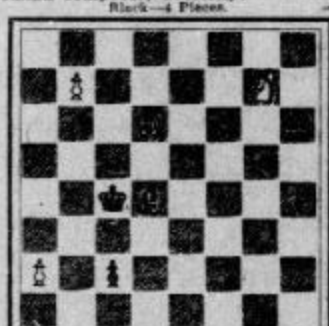
In the two move problem the first move is necessarily a threat of mate for the following move, which amounts to saying that black plays only a single move in all variations. It results from this that the solver possesses a simple means of removing the veil which covers the enigma, and this consists in not concerning himself about white's first move, but acting as if black had the first move. It will then be more easy to see which should be white's first move to thwart the different defenses at black's disposal. In this kind of composition, direct moves and checks are not generally used. Moves which have a character of repose or waiting, and even of preparation for the combination aimed at, are preferred.—Dr. T. Carreras de Barcelona.

Note to Solvers

Owing to misunderstanding among our solvers, a change has been made in crediting points in the Alain C. White solving contest as follows: Two points for 2-movers; 3 points for 3-movers; 4 points for 4-movers. Key-move for all problems will suffice. Two-points will be credited to solvers finding a "cook" in any problem.

END GAME DEPARTMENT

Here is a study by the fertile Bohemian composer, Troitzsky:
Black—4 Pieces.



White to play and win.

Following is the analysis of last week's beautiful end game study by J. Beeking:

1 K-Q5:	B-B5(a)
2 K-Q2 ch	K-K5
3 P-B4	P-Kt5(b)
4 R-Q7	K-B8
5 B-B5!!	K-Kt8
6 B-Kt4!	K-B8
7 B-K2 ch	K-Bt8
8 Kt-B3	K-B7
9 Kt-K4 ch	K-Kt5
10 Kt-Kt5	K-B7
11 Kt-B3 mate!!	
	(a)
1 P-B4	P-Kt6
2 P-B4, etc.	
	(b)
3 PxB e.p.	
4 Kt-B3	K-B7(c)
5 Kt-K4 ch	K-Kt5
6 B-B4	P-B7
7 Kt-K5!	P-B8(Ktich(d))
8 K-K	Kt moves
9 Kt-B3 mate	
	(c)
4 P-B7	
5 Kt-B3 ch	K-B8
6 Kt-B4 dch ch	K-Kt5
7 Kt-B3 mate	

Correspondence, Etc.

L. Halle, city—your problem is also solved by Q-R6. Can't you avoid this second solution?

R. B. Lloyd, city—in problem No. 7 there is a mate prepared for any move black may make.

The "Corner" has a most appreciative reader in Mr. R. Z. McLeroy of the Presidio, who writes: "I must thank you for the thorough and up to date manner in which your column is conducted." Again, in speaking of the end game section, Mr. McL. says: "To me these end game 'studies' are more interesting than any other feature of the chess column. The diagram of position is a big improvement." Which is very nice and appreciated by the men around or behind the Corner.

B. McL.: An "impossible position" is one that can not be reached in actual play.

"Ignoramus," city: Will you let us have your name or address? Would like to write you personally. Will be held confidential.

Big Race Planned for the Hayward Carnival

One of the features of the big cherry carnival at Hayward on March 29 will be a cross country race over a course of six and a half miles. It will be open to all athletes in good amateur standing and will be conducted under the auspices of the Pacific Amateur association. The contest will start at the corner of Main and B streets. The entries will close on March 22. San Francisco runners may register at the Ellery Arms company. Several handsome trophies have been donated by the citizens of Hayward and an exciting finish is looked for.

LEARNING TO CUSS

Jacinto Calvo, the Cuban baseball player, who will appear in the uniform of the Washington club in 1915, is taking lessons in English, and is said to be making a specialty of choice epithets for the benefit of the umpires.