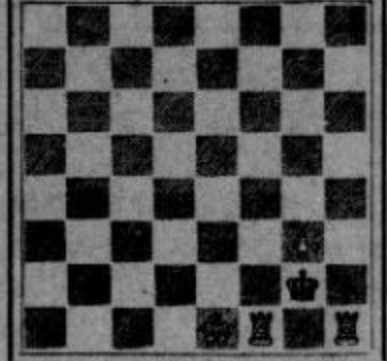




PROBLEMS

PROBLEM NO. 67—BY S. LOYD
Black—1 Piece



White to play and mate in three moves.

PROBLEM NO. 68—BY J. O'KEEFE
(First prize Melbourne Leader, 1900)
Black—11 Pieces



White to play and mate in two moves.

SOLUTIONS
PROBLEM NO. 63—A. FINK
Key: R-KB3
PROBLEM NO. 64—G. HEATHCOTE
Key: Kt-Q5

SOLVERS' LIST table with columns for Name and residence, and Numbers 63 and 64.

END GAME DEPARTMENT

Appended is a most ingenious study. The conditions are: White to play, and, without moving king or pawns, being all the pieces, back to their original squares, with black to play, whereupon the knight mates. Of course, were the black king to move in the original position, the knight would mate on the move. It can be accomplished in 27 moves. We are indebted to Mr. W. McCracken for this curiosity. He informs us that, after working on the problem for some time, it was finally solved by W. E. Strohmeier of the Graney. "Stroh" was so elated that he roused McCracken out of bed at 2 a. m. to show him the solution.

Now if any of our readers think they can do the trick, we wish them luck. However, we will print the solution, which the ambitious can simply cut out and put away without reading, if they wish to work on it.

Black—1 Piece



White to play.

SOLUTION table showing the sequence of moves for the end game study.

Solution to end game by Geiger:
1 K-K5 K-Q
2 R-R5 K-R5
3 R-QK1! R-R
4 P-K7 and wins

Correspondence

C. O. T., Jr., Presidio—In your solution to prize end game by Rinck printed in this column August 3, after 2 P-K14, (in your second variation) you did not make the strongest move for black. By playing 2 1/2 K-B, black should draw. However, you were correct in your statement that Kt-Q5 is necessary for white key move. It is a very fine end game and should have received more attention than it apparently did receive.

N. O. Baker, Oakland—Glad to hear from you. In the end game by Geiger published last week, you give 6 K-QB7 and wins. But black draws by playing K-K2, followed by K-K3 and K-Q4, if white advances bishop's pawn. See correct solution in end game department.

E. J. C., Belmont—Do you care to play a couple of games by correspondence? Have an opponent for you.

W. S., City—Thanks for kind letter. Have reason to believe that you are one of several hundred who "look forward for the Chess Section every Sunday."

(Address All Communications, Reprints, Etc., to CHESS EDITOR, SAN FRANCISCO CALL)

Much interest is being manifested at the Mechanics' Institute Chess club in the Prize Winners' Tourney now in progress. The games prove to be magnets in their power to attract spectators. Indeed, during the Ryder-Fink game, when the former, with two pawns down in a rook ending, was valiantly fighting for a draw (which he just missed), the table was so closely surrounded, that several enthusiasts, mounted chairs as a sign of vantage, so as to be in at the death.

Following is the standing of the contestants to date:

Table showing the standing of contestants in the Mechanics' Institute Chess club tourney.

Chess or Checkers?

(By E. W. G. F.)

According to the checker editor of the San Francisco Evening Post, a chess enthusiast has been baiting the checker editor of the Pittsburgh Leader. Nothing is calculated to "get the goat" of our checker friends quicker than the perfectly innocent query as to why they waste their time at checkers when they might be playing chess. Editor Kerr of the Leader has offered a prize for the best apology for checkers. Now, checker players, conscious that there would be not the slightest point in this little joke if applied by them to chess lovers, never give us a chance to give reasons for the faith within us. But Editor Hopewell, in his column of August 9, tells why he prefers checkers:

I have won three prizes myself in chess tournaments, but I play checkers because I love the game best by reason of its more subtle combination and its democracy. Chess is a game that flourished in the courts of Europe under the rule of kings. It abounds in titles and arbitrary distinctions. In checkers every place is treated free and equal. A man must win his crown before he wears it. In chess a knight may disport himself in a manner that would be considered improper for a bishop, and the common people are sacrificed "like so many pawns" in defense of a king. I have always felt a community of interest with those republicans of France in the days of the Terror, who sent to the guillotine all those caught indulging in the aristocratic game of chess.

Chess is the sport of kings; checkers is a sturdy democratic game, which symbolizes freedom from tyranny and equality before the law. Chess enthusiasts assert that their game is superior because it contains more moves than checkers; but this does not prove for it a greater depth; it simply shows more waste. Lincoln's Gettysburg address can be written on a postal card; it is the combination of profound depths with simplicity that makes it great. The words of the English language are not many; every word of every great address ever delivered can be found in the dictionary; the genius consists in combining them for the greatest effect. As well argue that the Chinese language has a greater depth than the English because it contains so many thousand more words.

That is beautiful and should be set to music. Of course, there can be no serious comparison between the two pastimes; but in the entire absence of logical arguments for the equality of checkers, the above is probably as able an apology as Kerr is likely to receive in the competition. Chess, we admit, flourished in Europe under the rule of kings, and ages before that in the dawn of history. Probably it had its birth in India. It flourishes today not only in republican France and America, but all over the civilized world. While the pieces in chess have aristocratic titles, "what's in a name?" A knight by any other name would leap as crooked. Yes, the pawns typify the "common people." But is not every pawn a potential queen, rook, knight or bishop? In checkers the disks begin as "men" and become "kings." What kind of a game is it in which no provision is made for the co-operation of the "last and best of all God's works"—Woman! Probably the inventor of checkers would be in sympathy with Milton's churlish lament:

Oh, why did God create at last
This novelty on earth, this fair defect
Of Nature, and not all the world at once
With men as Angels, without feminine!

Readers of this column will recall the beautiful sonnet, "The Queen," by Earl Simonson, printed recently. The inventor of chess, as he carves the "first queen-woman," is pictured, with prophetic vision, piercing the distant future and seeing "the high road that woman should pursue."

Where and what is the literature of checkers? Imagine a poem inspired by 10-15, 23-18, 12-16, 28-23!

If the titled parasites during the Terror played the "aristocratic game of chess," it was the best thing they ever did and they were guillotined in spite of their knowledge of chess, not because of it. Benjamin Franklin and Thomas Paine, two "sturdy democrats" played chess in Paris before and during the Revolution. But you never hear the slightest mention of checkers.

But, after all, one must admire the ingenuity of the inventor of checkers. It is as if a man took a pack of playing cards, abolished all "titles and arbitrary distinctions," by reducing all the cards to two spots, and then proceeded to construct a playable game! Now, to get down to brass tacks, here is the testimony of two of the foremost checker experts in the United

GAME DEPARTMENT

During the visit of Newell W. Banks, the checker expert, here last year, Joe Drouillard, Banks and the writer discussed this very question. Banks voluntarily declared that chess, being vastly more complex and impossible of final analysis, was the superior game. Checkers, he said, could and had been analyzed, so that many opening moves lead to drawn games. In time this would be true of nearly all the openings. Therefore, he declared, chess is the greater game. Drouillard (who should be somewhat of an authority, being expert at both games) expressed his entire agreement with Banks' views.

I guess that ought to hold 'em.

GAME NO. 63

QUEEN'S PAWN OPENING

Duras (white) vs. Capablanca (black.)

Chess game notation for Game No. 63, Queen's Pawn Opening, Duras vs. Capablanca.

GAME NO. 64

QUEEN'S PAWN OPENING

Kupchik (white) vs. Duras (black.)

Chess game notation for Game No. 64, Queen's Pawn Opening, Kupchik vs. Duras.

NOTES
(a) The losing move. Better would have been 30 Q-B6, threatening 31 Kt-Q7, followed by Kt-B6ch.
(b) Kupchik here sealed his move, and the game was adjourned. There was no hope for white, however.

GAME NO. 65

BUY LOPEZ

Capablanca (white) vs. Phillip (black.)

Chess game notation for Game No. 65, Buy Lopez, Capablanca vs. Phillip.

Here is a game from the pending Prize Winners' tournament at the local Mechanics' Institute Chess club. After securing a winning game, the veteran Hallwegh falls into his opponent's trap:

GAME NO. 66

BUY LOPEZ

Fink (white) vs. Hallwegh (black.)

(Prize Winners' Tourney.)

Chess game notation for Game No. 66, Buy Lopez, Fink vs. Hallwegh.

NOTES
(a) This gives black a won game. Q-B2 was compulsory.
(b) Planning to trap the queen by B-R2, followed by R-K2.
(c) If 46 1/2 QxR, white mates in three.
(d) A blunder which cost black the game.

CUT THIS OUT

