

Our Chess Corner

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

We take it that anything "touchin' on or appertainin' to" that romantic group of men known to history as the forty-niners is of interest, especially to residents of the golden state. Frank R. Rodolph of Oakland, whose name has regularly appeared in the weekly Solvers' List since the inception of The Call Chess Corner, in forwarding his solutions for the problems printed February 22 also gave the following sketch of his chess career* (which, as will be noted, began some years ago). Mr. Rodolph very kindly gave permission for the use of such parts of his letter as might be of general interest, saying: "You are welcome to use my letter if it will help you in keeping up the chess portion of The Call."

"I learned the game in 'Old Hangtown' in 1849 by watching my father and some of the forty-niners play, and in the course of a year or so I could play a fair game. As I was only 19 years old when I left the mines, I do not remember the names of the old chess players. We did not come in early enough to be Pioneers, as we arrived in Placerville on the first day of September, 1856, nine days before California was admitted to the union, and the Pioneers only took members in that arrived on or before January 1, 1850."

It is to be regretted that Mr. Rodolph can not recall the names of those valiant Argonauts who searched out the yellow metal by day and at night, by a flickering candle's beams or perhaps under the dreamy light of a full moon, procured recreation and mental stimulus at chess. What a godsend this great game must have been to them, cut off from the outside world, and without means of diversion! Even a jumping frog was pressed into service in the early days! So, to paraphrase Cervantes, "Blessings on the man that invented chess!"

Another interesting item in Mr. Rodolph's letter was: "Although I have not played for 20 years (I still love to solve the problems), I have always held my end up against any one I played with except Ferdinand Schlemann, brother of Heinrich Schlemann, the archaeologist, who unearthed the ruins of Pompeii, also a strong player. I could not hold a candle with him, but he taught me many openings."

Such is the character of men who play chess. Well has it been styled the game of games.

For the benefit of the uninitiated, "Old Hangtown" is Placerville, Eldorado county, Cal., the scene of many a tragedy, where "bad men" were given short shrift. Hence the poetic appellation—"Hangtown."

* The Call Chess Corner probably has the honor of having the youngest problem solver of any column in America. Miss Merle Silvius, 9 years old, who learned the moves two years ago, has been a faithful reader of The Call chess column, and has finally succeeded in solving problem No. 3, by Doctor Gold, absolutely unaided. As for problem No. 7, by A. J. Fink, she thought she had found the correct key-move and sent in H-KB4. She had some excellent company among considerably older heads. Miss Merle plays a fairly strong game over the board and is rapidly improving.

O. E. Frazier, 428 North Burlington Avenue, Los Angeles, who, in spite of the pressure of other affairs, has consented to act as captain of the southern California correspondence team in the proposed match with the players of northern California, writes that he is rounding up the correspondence players in the southern cities. According to Mr. F., "if the match is played, I fully expect the south to win decisively." "There's a neat suggestion for The Call Booklovers' contest. The book is Dickens' "Great Expectations." Dr. Fred Baker of San Diego, who was a visitor at the Mechanics' Institute club this week, said that eight or ten members of the Cabrillo club would take part. Such a match will do much to revive interest in chess here in California, and all who are willing to play chess by correspondence should enter their names at their convenience. Santa Barbara has been suggested as the dividing line. A prize of \$5 worth of chess goods has been offered for the best game, and no doubt, if sufficient interest is taken and the number taking part justifies it, other prizes will be added. George Halliwell, 57 Post street, San Francisco (Mechanics' Institute Chess club), will act as captain for the northern California players and will arrange details of play, etc., with Mr. Frazier. Rules governing correspondence play will be printed in this column. If the same conditions prevail as in the great New York vs. Pennsylvania correspondence match of several years ago, each player will play two games with his opponent, thus giving every one a chance to play the white pieces. In correspondence match play the competitors are usually paired according to their strength, so as to make the individual games of interest.

GAME DEPARTMENT

Following is another correspondence game, one of four, between Mr. A. P. Davis of North Yakima, Wash., and Mr. Hunnex of Nelson, B. C., who plays Board No. 1 on his club's telegraph team. Mr. H. won an Evans gambit, and two games were drawn:

Game No. 13*

FALKBERG COUNTER GAMBIT

Davis White	Hunnex Black	Davis White	Hunnex Black
1 P-K4	P-K4	3 P-QB4	QR-Q4
2 P-KB4	P-Q4	4 K1-K2	K1-R4
3 K1P-P	P-K5	5 P-QK3	P-KB5
4 B-K3 ch	P-QB3	6 P-QB3	Q-K3
5 P-Kt	K1P	7 P-KB5	Q-Q8
6 Rkt ch	PtB	8 KK1-QB4	RxK1
7 Q-K2	K1-KB3	9 K1R	P-K3
8 K1-QB3	B-QB4	10 Q-Q8	P-K7
9 K1-KB2	Castles	11 K1-Q5	RxK1
10 K1-K3	Q-Q5	12 PtB	Q-Q2
11 P-Q3	B-QB3	13 Q-QB4 ch	R-B
12 B-K3	QR-K1	14 Q-QB3	P-KK3
13 K1-Q	K1-R	15 R-Q3	K1-KK3
14 RxR	Q-R	16 Q-QP	QxRP
15 Q-K2	Q-R4 ch	17 P-Q7	R-Q
16 Q-Q2	Q-QB4	18 Q-QK7	K1-K3
17 P-Q4	Q-Q3	19 R-B	Resigns(a)

(a) Mr. Davis conducted the white pieces very skillfully. Approves of the Falkberg, I recollect that several years ago Marshall, playing blindfolded and taking a hand at "50," defeated Mr. Davis and myself in consultation. But we have both improved since then. The blindfold game was played in New York city.

The appended brilliant game was played recently in Holland. It is always a joyful occasion when the black side of the slow, serious Ruy Lopez can work up a strong counter attack, as in this game. We translate score and notes from the Amsterdam Messenger (what?), and where we can't translate we substitute home-made notes. Levy aside, the game is taken from a Hollandish newspaper, name not known:

Game No. 14

RUY LOPEZ

F. Dijkstra (Amsterdam) White	H. Van Haastrecht (Eliswijk) Black
1 P-K4	P-K4
2 K1-KB3	K1-QB3
3 B-K3	P-QB3
4 B-B4	K1-B3
5 Castles	K1P
6 P-Q4	P-QK4
7 B-K3	P-Q4
8 P-K	B-B3
9 P-B3	B-QB4
10 Q-K3-Q2	Castles
11 B-B2	P-B4
12 K1-K3	B-K3
13 Q-K3-Q4	Ktkt

NOTES

(a) Compare game No. 2, printed in this column February 2, between Lasker and Janowski. The world's champion says that P-K3-B-K3 is now considered best.

(b) The knight can not be safely captured. Best was R-B1.

(c) Brilliant play! Of course, the bishop can not be taken, and the threat is what actually occurred.

(d) White should try to escape with the king via B square and K2. By the text move he checks his only slight square.

(e) Forced! If 22 P-K3, B-B6 ch and mates next move.

Marshall easily disposed of Rubinstein in 16 moves in the recent New York tourney. Technically a Q P opening, black's deployment is known locally as the "Grass Valley." The result

of the game is poetic justice and carries a moral. Black's development violates Steinitz's injunction to avoid creating "holes."

Game No. 15

QUEEN'S PAWN OPENING

Marshall White	Rubinstein Black	Marshall White	Rubinstein Black
1 P-Q4	P-QK3	8 QR-Q	Castles
2 P-K4	B-K7	10 P-KK3	K-R
3 B-Q	P-R3	11 KR-K	K1-KK3
4 K1-QB3	B-K4	12 B-KB4	P-KB4
5 Q-K2	P-Q3	13 P-P	KP-P
6 Castles	P-K3	14 K1-KK3	Q-B3
7 K1-B3	K1-K2	15 B-B4	K1-B3
8 B-B3	K1-Q2	16 K1-B6	Resigns

PROBLEMS

TOURNEY PROBLEM NO. 1, BY A. J. FINK

Black—10 Pieces.



White—12 Pieces.

White to play and mate in two moves.

TOURNEY PROBLEM NO. 2, BY A. J. FINK

Black—14 Pieces.



White—3 Pieces.

White to play and mate in two moves.

SOLUTIONS TO PROBLEMS OF FEBRUARY 22

No. 7: R-R5

No. 8: R-KB8

SOLVERS' LIST

Name and residence	No.	No.
W. D. Pennycook, Vallejo	7	8
J. H. O'Leary, Vallejo	0	8
"E. W. S." Vacaville	7	8
J. C. Schroeder, Veterans' Home	0	8
R. Darling, Carmel	7	8
W. D. Moore, Alameda	7	8
D. H. Higgins, Oakland	0	8
F. B. Rodolph, Oakland	6	8
R. Z. McLeroy, Presidio	7	8
J. Potts, Santa Clara	0	8
L. H. Wislitz, Winnetka, Nev.	7	8
F. S. Norman, city	7	8
"G." city	7	8
"Roy Lopez," city	7	8
J. O. Collins, city	7	8
W. A. Strickland, city	7	8
"D. E. F. E." city	7	8
C. E. Davis, city	7	8
S. A. Raufe, city	7	8
F. W. Huber, city	7	8
Miss Merle Silvius	0	8
W. McD., Vacaville	7	8
Bell Delje, city	0	8

COMMENTS

Problem No. 7, by A. J. Fink—I counted at least 16 different mates after white's key-move (B-KB5). Isn't this a "task" record considering that white has but nine pieces?

"RUY LOPEZ"

Dual—If white has a choice of more than one line of play (after the key-move), or can mate with more than one piece in answer to a move of black, it is termed a dual. No attention need be paid to duals in this solving contest.

Cook—A "cook" is a fatal defect in a problem. (1) An impossible position is a cook. (2) If a problem admits to more than one key-move. (3) If a problem can be solved in a less number of moves than specified.

Variations or Different Mates—Two mates are different. (1) When the black king stands on different squares. (2) When the checks are given by different pieces. (3) When the checks are given on different squares.

END GAME DEPARTMENT

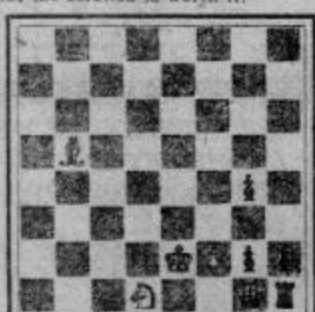
R. Z. McLeroy of the Presidio sends the correct solution to the end game by H. Fink, published last week, as follows:

White	Black
1 P-K3	P-QK7
2 P-K4(ch)	P-K5(ch)
3 P-K5 ch	K-R4
4 Q-K5 ch	R-K14
5 Q-K15 ch	K-B3
6 Q-B5 ch and wins	

White	Black
1 Q-Q7 ch	PtP ch p
2 Q-Q8 ch	K-K5
3 Q-K15 ch	K-Q5
4 Q-B5 ch and wins	

(a) If the black pawn at KB5 is advanced it is lost immediately.

The subjoined diagram shows what I consider to be one of the most subtle and complex end games ever composed. Mr. Holben, now of Los Angeles, but formerly of Chicago, called attention to it and confessed to working over it for more than a month before he had mastered the idea expressed. Mr. Holben is a crackerjack at solving problems, and we thus give our friends fair warning. If midnight oil is burned over its unraveling, all we can say is that the solution is worth it!



White to play and win.

Correspondence, Etc.

Correct solutions to problems Nos. 5 and 6 were received from "E. W. S." and W. M. McCracken of Vacaville, Cal., too late for inclusion in last week's Solvers' List.

S. L. Carmel—Trust you will "show up" more than "occasionally" as a solver. Better enter contest starting with today's column. A check or capture on the first move in a problem, while not barred by the laws of problem composition, is not considered "good form." However, such problems are sometimes advisedly printed in solving contests to trap the unsuspecting—usually to break a tie, etc.

C. W. W. Berkeley—Address Will H. Lyons, Newport, Ky., or American Chess company, 116 Nassau street, New York city. In re "simplified chess notation," the final word in your transcript of game No. 12 is the only simple thing I can discover—"mate." Is it a little joke on ye editor?