

C H E S S

By E. J. CLARKE

Address all communications to Chess Editor, San Francisco Chronicle

California Chess Championship Tournament

The board of trustees of the Mechanics' Institute at a business meeting last Tuesday put its official O. K. on the California state chess championship tournament to be held during Christmas week and will cooperate with the chess committee in making the meeting a success. A substantial sum, sufficient to defray all expenses, including generous prizes, has been placed in the hands of President Eells of the chess club. The tournament will be open to first-class players residing in California and will be held in the chess room of the institute, 57 Post street. Information may be obtained from Bernardo Smith, acting secretary, at that address.

Echoes From Telegraphic Match

An amusing incident occurred at board No. 7 (Smith vs. Fleming) in the San Francisco-Portland match. Bernardo Smith (white) sent his seventh move Q-KS3. The game proceeded a few moves, when it was discovered that something was wrong. After several messages and a search of the file for outgoing moves, it was found that Portland had disregarded the "S" in Smith's seventh move and placed the Q at K3. They sent a wire to the effect that they were using English, not German, notation! So the eminently useful and accurate "S" for knight was abandoned for the rest of the day.

In the Gruer-Johnson game at board No. 1, the institute expert moved 18 P-KR4 and got up from the table, announcing that he had a mortgage on Johnson's queen. Telepathy must have been in evidence. Sure enough, the Portland captain, under the influence of Gruer's hypnotic spell, made the losing move of Q-Q in reply. Both were apparently under the impression that 18 1/2 Q-S3 would lose because of S-K7ch. But, of course, Black can first capture with the rook! (See game No. 28.)

Brilliant Ending by Teichmann

Richard Teichmann, jocularly known among European chess masters as "Polyphemus," because he had but one eye, while playing an amateur recently at knight odds, wound up the game in the following brilliant manner: With Teichmann (white) to play, the position stood: r1b3k1; p2p1sP1; 2pqr1R; 1p2p2P; 2B1P5Q1; 1P6; P1P4; 1K4R1—White, twelve pieces; Black, thirteen pieces. How many of our readers can find the winning continuation? Solutions invited.

GAME DEPARTMENT

Another installment of games from the San Francisco-Portland telegraphic match. An odd feature of the two Ruy Lopez games is that the black pieces win in exactly the same number of moves.

GAME No. 31

QUEEN'S GAMBIT DECLINED

Simon, M. I. C. C. White	Gosslin, Portland Black	Simon, M. I. C. C. White	Gosslin, Portland Black
1—P-Q4	P-Q4	19—Q-Q2	Q-S2
2—P-QB4	B-B4	20—P-KB3	R-B
3—P-P	BxS	21—R-B5	P-B3
4—RxB	QxP	22—S-Q3	Q-Q2
5—S-KB3	P-KS3	23—S-B4	K-R
6—P-QR3	B-S2	24—Q-B	P-B4
7—Q-B2	S-QB3	25—P-Q5	QBPxP
8—P-K4	Q-Q2	26—PxQ	P-K4
9—B-K3	P-K3	27—S-K6	SxS
10—B-Q5	P-Q13	28—PxS	Q-S2
11—B-R4	KS-K2	29—R-Q7	RxR
12—Castles	Castles	30—QxK	Q-B
13—KR-Q	P-Q4	31—QxS	R-S
14—B-S3	S-QR4	32—B-R6	Q-B
15—B-R2	P-QB3	33—RxRch	QxB
16—S-K5	Q-B	34—QxQch	RxQ
17—P-QS4	S-S2	35—RxR	Resigns
18—QR-B	S-Q		

GAME No. 32

RUY LOPEZ

Parker, Portland White	Hallweger, M. I. C. C. Black	Parker, Portland White	Hallweger, M. I. C. C. Black
1—P-K4	P-K4	23—QR-K	RxR
2—S-KB3	S-QB3	24—RxR	P-KR4
3—B-S5	P-Q3	25—Q-R8ch	R-B
4—P-Q4	P-P	26—Q-K4	B-Q
5—S-P	B-Q2	27—P-QR3	P-KR5
6—Castles	SxS	28—Q-B5	QxQ
7—BxBeh	QxB	29—PxQ	P-R6
8—QxS	S-K2	30—P-S4	K-B2
9—S-QB3	S-QB3	31—K-S	B-K2
10—Q-Q	B-K2	32—B-B	P-S4
11—S-Q5	Castles	33—K-B	P-Q5
12—P-QS3	P-KB3	34—K-B2	P-B4
13—B-S2	R-B2	35—P-B3	R-O
14—P-KB4	QR-K	36—P-R4	B-Q3
15—Q-B3	B-Q	37—P-R5	P-S5
16—QR-K	S-K2	38—R-R	R-Kch
17—P-K5	QPxP	39—K-B	R-KR
18—SxS	BxS	40—P-R6	P-S6
19—QxSP	B-Rch	41—R-S	P-Stch
20—K-R	PxP	42—K-K2	R-QR
21—R-Q	B-Q3	43—P-S5	B-B4
22—QxRP	Q-S5		Resigns

GAME No. 33

RUY LOPEZ

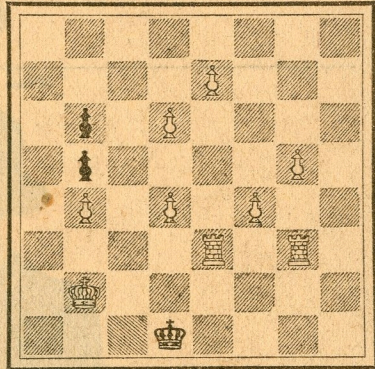
Van Zante, Portland White	Clarke, M. I. C. C. Black	Van Zante, Portland White	Clarke, M. I. C. C. Black
1—P-K4	P-K4	23—PxP	KR-S
2—S-KB3	S-QB3	24—S-B4	K-B2
3—B-S5	P-QR3	25—B-R2	P-S4
4—RxS	QPxB	26—S-Q2	S-S4
5—P-Q4	QxQ	27—B-K3	R-K4
6—Q-Q	QR-Q	28—K-R4	P-S6
7—Q-Q	B-Q3	29—SxS	R-Sch
8—P-KB4	P-B3	30—K-B3	RxPch
9—B-K3	S-R3	31—K-K2	R-Stch
10—P-KR3	S-E2	32—K-K	RxB
11—S-Q2	P-QB4	33—SxOP	R-R8ch
12—KS-B3	B-K3	34—K-K2	P-Rch
13—R-Q	Castles(Q)	35—R-B	SxK4
14—K-B2	QR-B	36—K-Q2	R-Q4ch
15—KR-K	P-KS4	37—R-Q2	RxR(Q3)ch
16—P-B5	B-Q2	38—PxR	RxBch
17—S-B4	B-B3	39—KxR	KxS
18—KS-Q2	R-K	40—K-K2	P-R1
19—K-B3	P-KR4	41—P-B3	P-R5
20—SxPch	SxPch	42—K-B3	K-K4
21—B-S	P-S5ch	43—K-K3	P-S5
22—K-B4	PxP	44—Resigns	

No. 32 (above) should not be discarded on account of its length; the solution will be found rather amusing.

Problems

BY A. J. FINK
PROBLEM NO. 32
By T. R. Dawson

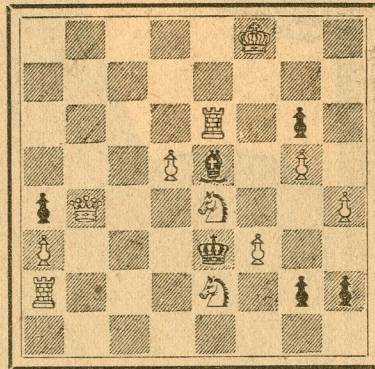
Black—Three pieces.



White—Nine pieces. Moving one rook, mate in twenty-two moves.

PROBLEM NO. 33
By Sam Loyd

Black—Six pieces.



White—Eleven pieces. White mates in three moves.

Problem No. 34, by E. L. Church—1Q1r4; 2q1S3; 1r2p3; 2R4R; 3k1P1B; sB3P2; 2PP3K; S2s4. Mate in two moves.

Solution to problems of last week: No. 30 is solved by Q-S4 and No. 31 by Q-B4, with the following variations: If Q-B6, Q-B5, Q-B4, then Q-K3, Q-K4, Q-K5 accordingly. The threat is Q-S4 and B-Q7 mate, which Black prevents by moving the pinned queen to allow BxP, pinning the white bishop.

Solvers' list held over till next week. J. C. Spence—Please send duplicate of your problem.

E. L. Church—Two-mover returned. Problem in Forsythe was especially composed for The Chronicle.