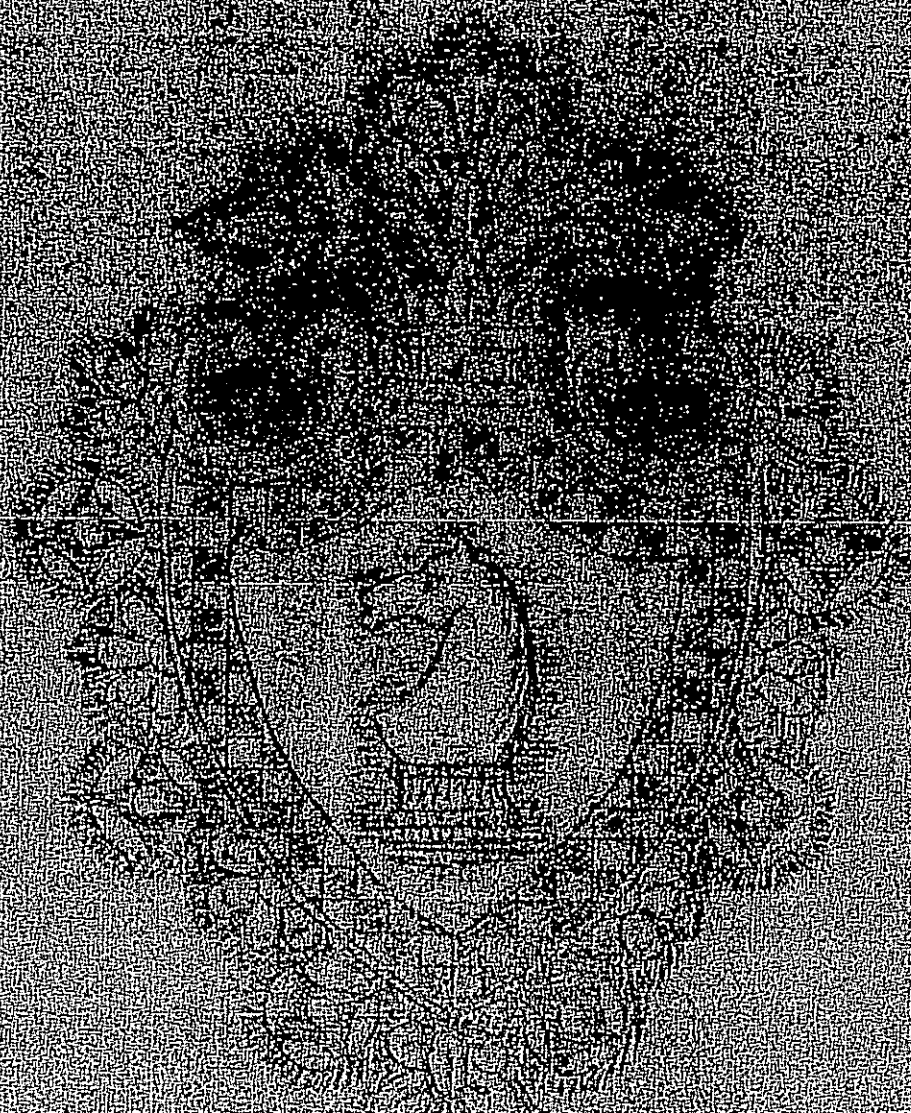


YEAR BOOK

W. VA. GOLF ASSOCIATION



1925

YEAR BOOK

W. VA. CHESS ASSOCIATION



1944

YEARBOOK OF THE WEST VIRGINIA CHESS ASSOCIATION

VOLUME VIII

Gene Galt, Editor

1964

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WEST VIRGINIA CHESS CHAMPIONS

DR. SIEGFRIED WERTHAMMER

CHARLESTON 1913
CLARKSBURG 1943

H. LANDIS MARKS

CHARLESTON 1942

WALT CREDE

CLARKSBURG 1941

WILLIAM F. HARTLING

JOHESBURG 1940

JOHN F. HURT, JR.

CHARLESTON 1939

OFFICERS OF THE ASSOCIATION

(ELECTION OF JUNE-JULY, 1944)

PRESIDENT: A. W. Paull

SECRETARY-TREASURER: Gene Collett

DIRECTORS:

Cabell County: E. Landis Marks and Rudd T. Neel

Kanawha County: Richard Grimm and Harold W. Liggett

Harrison County: William M. Erhard and William Challinor

At Large: James P. Altmeyer and Milford B. Mott

CONSTITUTION COMMITTEE:

William Challinor, Gene Collett, Walt Grede and A. W. Paull

CORRESPONDENCE TOURNAMENT DIRECTOR:

Harold W. Liggett

DIRECTORY OF WEST VIRGINIA CHESS CLUBS

CHARLESTON:

Charleston Chess Club (regular meetings temporarily suspended)

CLARKSBURG:

Clarksburg Chess Club, Tuesday nights, No. 8 Rookery Building on
South Third Street

HUNTINGTON:

Huntington YMCA Chess Club, Thursday nights, second floor of the
YMCA Building

MORGANTOWN:

Morgantown Club Club, 8 p. m. Thursdays, first floor, Morgantown
Junior High School (no meetings during summer vacation period)

MEMBERS OF THE ASSOCIATION (1944-45)

(Mailing list revised as of July 20, 1945. Numbers appearing before the names of members indicate the number of years of continuous membership in the Association. Members who have the figure "4" before their names are charter members.)

- 3 Sam Abrahams, Box 404, Huntington 8, W. Va.
- 1 E. E. Allie, 514 Ninth Avenue, Huntington
- 3 M. F. Allison, Route 3, Box 175-A, Clarksburg, W. Va.
- 4 T. P. Altmeyer, 14th and Hoff Streets, Wheeling, W. Va.
- 1 Robert Apgar, 1517 Quarrier Street, Charleston 1, W. Va.
- 3 Harry Berry, Jr., 3416 Main Street, Oak Hill, W. Va.
- 1 Arthur Brenneman, 1524 Woodland Drive, Charleston, W. Va.
- 1 Richard Brenneman, 1524 Woodland Drive, Charleston, W. Va.
- 3 Dr. Albrecht Buechke, 80 East 11th Street, New York 3, N. Y.
- 1 William M. Byland, 3244 Tatona Avenue, Pittsburgh 16, Pa.
- 1 Ernest Carver, 6804 City Park Avenue, Columbus 6, Ohio
- 3 John E. Carver, 508 Glover Street, Charleston 2, W. Va.
- 4 William Chaffiner, Box 1082, Clarksburg, W. Va.
- 2 J. W. Chatfield, 1123 Edgewood Drive, Charleston 2, W. Va.
- 1 Stanley Chester, 457 Schenectady Avenue, Brooklyn 3, N. Y.
- 3 Charles W. Chrislip, 2505 Cherokee Avenue, Charleston 4, W. Va.
- 3 Jesse S. Church, 1824 Odell Avenue, Charleston, W. Va.
- 3 Elson E. Cobb, 509 Jefferson Avenue, Huntington, W. Va.
- 1 H. Grant Cole, 901 Charles Avenue, Morgantown, W. Va.
- 1 Robert Green, 1524 Lee Street E., Charleston 1, W. Va.
- 4 Walt Crede, c/o Crede's Book Store, 1181 Washington Street W., Charleston 2, W. Va.
- 4 Capt. B. W. Devericks, Supply Div., Post HQ, Fort Knox, Ky.
- 3 Mrs. B. W. Devericks, 317 Sumner Street, Clarksburg, W. Va.
- 1 Robert Dexheimer, 6513 Roosevelt Avenue SE, Charleston, W. Va.
- 1 Joseph R. Dorsey, 1920 West 48th Street, Cleveland 2, Ohio
- 3 Rev. William M. Erhard, 201 Webster Street, Clarksburg, W. Va.
- 1 Ben D. Evans, 659 Miller Street, Morgantown, W. Va.
- 4 Layne H. Ford, Box 534, Grafton, W. Va.
- 3 T/Sgt Anthony P. Foy 35207249, Center Hdqrs., #1 IRTC, Camp Livingston, Louisiana
- 4 Edward M. Foy SKD10 USNR, LSM Group 43, Flotilla 15, c/o Fleet P.O., San Francisco, Calif.
- 3 Mrs. Ludwig Frank, 1570 Kanawha Boulevard E., Charleston 1, W. Va.
- 1 William E. George, Lock Drawer A, Reedsville, W. Va.
- 3 Allan B. Gilliland, 1233 Park Avenue, Charleston 2, W. Va.
- 4 Ray H. Griffin, 303 Greaney Bldg., Clarksburg, W. Va.
- 3 Richard Grimm, 5412 Ohio Street SW., South Charleston, W. Va.
- 2 Mrs. Richard Grimm, 5412 Ohio Street SW., South Charleston, W. Va.
- 1 John R. Hardesty, 421 Beverly Avenue, Morgantown, W. Va.
- 4 William F. Hartling, 1979 Benedict Circle, Belvil Park, St. Albans, WVa
- 3 Harold C. Heisey, 364 East Northern Avenue, Springfield, Ohio
- 4 H. Reid Holt, 164 Sunset Drive, Charleston 1, W. Va.
- 4 John Hurt RT2C 8286532, ARG-11, Samar, FPO, New York, N. Y.
- 3 Robert Jamison, 1207 Virginia Street E., Charleston 1, W. Va.
- 1 Prof. Victor Lemke, 903 Rawley Avenue, Morgantown, W. Va.
- 3 Harold W. Liggett, 110 Central Avenue, South Charleston 3, W. Va.
- 1 Dan Lowder, 308 Brooks Street, Charleston 1, W. Va.

- 1 Arthur Carl Lehmann, 820 Meyers Avenue, Dunbar, W. Va.
 - 2 Arthur L. Maloy WT10, 133rd Bat., Co. C, Baltoon 1, ABD, c/o Fleet P. O., San Francisco, Calif.
 - 1 Ens. Richard Manahan, USNR (present address unknown)
 - 3 H. Laddie Marks, 921 Eighth Street, Huntington, W. Va.
 - 1 A. B. McCuskey, 1435 near Sixth Avenue, Huntington, W. Va.
 - 1 Rev. Julius Melegh, 537 Richwood Avenue, Morgantown, W. Va.
 - 1 C. Y. Moser, Kingwood, W. Va.
 - 3 Cliff Mosier, c/o Times-Advance, Box 67, Dunbar, W. Va.
 - 3 Milford B. Mott, Arthurdale, W. Va.
 - 1 J. B. Mulligan, 5 North Tyson Avenue, Floral Park, N. Y.
 - 1 Willard H. Mutchler, 4819 Forty-seventh Street NW., Washington 16, D.C.
 - 3 Rudd T. Neel, 1505 Sixth Avenue, Huntington, W. Va.
 - 1 Lt. O. Nelson, 301 Gardner Street, Charleston, W. Va.
 - 1 Otto Oppenheimer, 25 Harrison Place, Irvington 11, N. J.
 - 4 A. W. Paine, Wheeling Stamping Company, Wheeling, W. Va.
 - 1 Donald Pitzer, 4109 Washington Avenue SE., Charleston 4, W. Va.
 - 1 Joseph Rehak, Lock Drawer A, Reidsville, W. Va.
 - 3 Lee Rogers, 611 Joseph Street, Clarksburg, W. Va.
 - 1 H. M. Russell, Home for old Men, Warwood, Wheeling, W. Va.
 - 3 William Schaeffer, 343 Dorsey Avenue, Morgantown, W. Va.
 - 2 C. Vincent Scofield, 1112 Highland Road, Edgewood, Charleston 2, W. Va.
 - 1 Dr. A. A. Seletz, Medical Arts Bldg., Charleston 1, W. Va.
 - 1 Victor Shortino, 315 East 137th Street, Bronx 57, N. Y.
 - 1 Capt. John A. Sims, Dunbar, W. Va.
 - 1 Dr. Claude C. Spiker, 104 Jackson Avenue, Morgantown, W. Va.
 - 2 William L. Stanley, 909 Overlook Way SW., South Charleston 3, W. Va.
 - 4 Lt. Cmar. T. B. Sweeney, BOC#1, NAS Patuxent, Maryland
 - 2 Capt. Seldon W. Terrant, Jr., 0-361856, Base Weather Station, Carlisle Army Air Field, Carlisle, New Mexico
 - 1 J. C. Thompson, 702 Monte Vista, Dallas 10, Te
 - 1 Edward I. Treend, 12869 Strathmoor Avenue, Detroit 27, Michigan
 - 1 Ed Watkins, Arthurdale, W. Va.
 - 3 Dr. Siegfried Werthammer, 121 Wilson Court, Huntington 1, W. Va.
 - 3 Frank B. Wisinski, 445 West Main Street, Clarksburg, W. Va.
 - 2 Dr. Ernest Wolff, 510 Fifth Avenue, Montgomery, W. Va.
 - 3 Layton O. Whitman SL/C (present address unknown)
- Life Member: 4 Gene Collett, 125 Merritt Avenue, Pittsburgh 10, Pa.
- Honorary Member: 3 George Koltanowski, 924 West End Avenue, Apartment 35, New York 25, New York.

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ANALYSIS OF MEMBERSHIP - 1941 TO 1945

Of the 19 original members who joined the Association in 1941-42, first year of the organization, 15 renewed their membership for the next year, and 13 renewed for 1943-44 and 1944-45.

Of the 56 members in 1942-43, second year of the Association, 41 renewed for the next year and 39 for 1944-45.

Of the 50 members in 1943-44, third year of the Association, 46 renewed for 1944-45.

Membership for the present year (as July 30, 1945), was 81.

FINANCES OF THE ASSOCIATION

Report of Gene Collett, Secretary-Treasurer--Financial Statement for The Association's 1943-44 Year:

Balance on hand at end of 1942-43 Association Year	\$ 6.44
Receipts during year:	
4 membership fees 1943-44 at \$2 each	8.00
38 membership fees 1943-44 at \$1 each	38.00
7 membership fees 1943-44 at 50¢ each	3.50
7 membership fees 1944-45 at \$1 each	7.00
Contributions: A. W. Paul \$4, Cliff Mosier and Gene Collett \$1 each, Edward L. Roy and Anthony Roy 50¢ each, total	7.00
Commissions on books sold	5.00

Total to be accounted for

\$74.94

Expenditures during year:

Publication of 9 Bulletins (Nov. 13-21, June 1943 to May 1944)	\$20.70
1943 Yearbook--84 copies--wrapping and mailing charges not included	16.63
Secretary's correspondence with members and on association business	4.88
Election costs: printing ballots, postage	3.83
Awards in two prize contests	3.00
100 Tourney application blanks	.36
15 game sections from 1943 Tourney mailed to prospective 1944 Tourney players	.61
170 scoresheets for use in 1944 Tournament	.62

Total expenditures for year

\$50.63

Balance on hand May 27, 1944

\$24.31

Memorandum: Of the \$24.31 balance, \$7 came from 1944-45 prepaid memberships and another \$4 or \$5 was reserved for mailing 1943 Yearbooks, leaving an actual cash balance, or surplus of receipts over expenditures, of approximately \$13 at year's end.

Gene Collett
Secretary-Treasurer

THE YEARBOOK COVER DESIGN

The cover design and frontispiece of this Yearbook are the work of William Challinor, who has done the art work for all three of our Yearbooks. The imperfections are Your Editor's.

HISTORY OF THE ASSOCIATION 1943-1944 YEAR

The year 1943-44 was a discouraging one in many ways for the Association. Membership, which had reached 56, dropped to 50. The Bulletin appeared only spasmodically--nine issues during the twelve-month--and was small, sometimes only two pages. The Yearbook appeared six months later than usual. Club activity was at a low ebb, few members went to sessions, no city championships were played. More and more members went away to war--Devericks, Hurt, the Foy brothers, Wisinski, Terrant, Holt, Ford, Sweeney and others.

Some of these woes were attributable to the war, some to the secretary's being homeless through most of the year--rooming at the YMCA in Pittsburgh while his family remained in Clarksburg.

BUT IT WAS A YEAR WITH A HAPPY ENDING

It was, therefore, a joyful surprise and a welcome token of renaissance when the 1944 Charleston Tournament turned out to be the biggest and best the Association had ever held--14 players. This encouraging showing was to be reflected (if we may anticipate) in the life of the Association during the following year--in its physical growth and in the diversification of its activities.

The Tourney was held May 27 and 28 in the Hotel Kanawha. Credit for its success goes first to the spirited work of Walt Crede and Harold W. Liggett, who headed the arrangements committee; second, to the loyal cooperation of all the other Charleston players, especially to Cliff Mosier, who aided them in their work.

A JINX TURNS UP ITS TOES AND DIES

The event marked the destruction of a West Virginia tradition which had held for five years--that no player could win the State Championship twice. The dragon slayer was Dr. Siegfried Werthammer, who captured the title at Clarksburg in '43, retained it at Charleston in '44. And he won the second time without losing or drawing a single game!

The directors had approved a Round Robin if there were eight players or less; a Koltanowski Swiss System if there were more than eight. With 14, a five-round Swiss was played, and won the unqualified support of the participants, so much so that when a vote was taken later, they approved this method of play for use in the 1945. The vote, which was open to all members of the Association, went 18 to 1 for Swiss.

Gene Collett had planned to attend and help supervise the schedule. As it had the previous year, however, his work intervened and he had to ask Hal Liggett to handle the Tournament Director's job alone, a fearful task since the Swiss System was new to director and players alike; and Hal had only a few typed rules to work by. He gallantly took the job, however, with what results will be detailed hereafter.

The fourteen players, and their scores follow:

1. Dr. Siegfried Werthammer, Huntington.....5-0
2. Walt Crede, Charleston..... $3\frac{1}{2}$ - $1\frac{1}{2}$
3. Dr. A. A. Seletz, Charleston..... $3\frac{1}{2}$ - $1\frac{1}{2}$
4. Richard Manahan, Charleston..... $3\frac{1}{2}$ - $1\frac{1}{2}$
5. Harold C. Heisey, Springfield, Ohio.....3-2
6. William F. Hartling, St. Albans..... $2\frac{1}{2}$ - $2\frac{1}{2}$
7. Harold W. Liggett, Charleston..... $2\frac{1}{2}$ - $2\frac{1}{2}$
8. Robert Crean, Charleston..... $2\frac{1}{2}$ - $2\frac{1}{2}$
9. Dr. Ernest Wolff, Montgomery..... $2\frac{1}{2}$ - $2\frac{1}{2}$
10. Ray H. Griffin, Clarksburg.....2-3
11. Layton Whitman, Charleston.....2-3
12. Richard Grimm, Charleston..... $1\frac{1}{2}$ - $3\frac{1}{2}$
13. Richard Brenneman, Charleston.....1-4
14. Arthur Brenneman, Charleston.....0-5

The Kirk-Holland System was used to break ties and placed the players in the order given above.

The following table shows the round-by-round play, with individual scores at the end of each round:

<u>ROUND 1</u>	<u>ROUND 2</u>	<u>ROUND 3</u>	<u>ROUND 4</u>	<u>ROUND 5</u>
Wertham 1 Crede 0	Wertham 2 Manahan 1	Wertham 3 Whitman 1	Wertham 4 Seletz 3	Wertham 5 Hartlin $2\frac{1}{2}$
Seletz 1 Crean 0	Crede 1 Griffin 0	Crede 2 Heisey 1	Crede 3 Liggett 2	Crede $3\frac{1}{2}$ Seletz $3\frac{1}{2}$
Manahan 1 Wolff 0	Seletz 2 R. Brem 1	Seletz 3 Liggett 2	Manahan $2\frac{1}{2}$ Grimm $1\frac{1}{2}$	Manahan $3\frac{1}{2}$ Whitman 2
Heisey 1 Griffin 0	Crean 1 Heisey 1	Manahan $1\frac{1}{2}$ Hartlin $1\frac{1}{2}$	Heisey 2 R. Brem 1	Heisey 3 Grimm $1\frac{1}{2}$
Hartlin 1 Whitman 0	Liggett 2 Hartlin 1	Crean 2 R. Brem 1	Hartlin $2\frac{1}{2}$ Crean 2	Liggett $2\frac{1}{2}$ Crean $2\frac{1}{2}$
Liggett 1 Grimm 0	Wolff $\frac{1}{2}$ Grimm $\frac{1}{2}$	Griffin 1 Wolff $\frac{1}{2}$	Wolff $1\frac{1}{2}$ A. Brem 0	Wolff $2\frac{1}{2}$ R. Brem 1
R. Brem 1 A. Brem 0	Whitman 1 A. Brem 0	Grimm $1\frac{1}{2}$ A. Brem 0	Whitman 2 Griffin 1	Griffin 2 A. Brem 0

Hal Liggett got much praise for his fine handling of the tournament, so he was asked just how he did it. Hal replied:

"The Swiss System worked beautifully once we got it started. We had some complications at the beginning, what with Arthur Brenneman and Dr. Seletz unable to come in until about 5 p. m. Saturday. All present agreed that the more the merrier, if at all possible, so our tourney committee of Grimm, Griffin, Crede and I worked things out. I had already had A. Brenneman play R. Brenneman ahead of time for their first-round game. Bob Crean had to go to work at 6 Saturday evening so

we juggled the schedule and had Crean play R. Brenneman for their third-round game Saturday morning. Then when Dr. Seletz came in, we rushed him through games with Crean (first round) and R. Brenneman (second round). When A. Brenneman came in, he played Whitman for round 2. By 7 p. m. every one was up to date and Crean and R. Brenneman already had their third-round game played. From there on, it was clear sailing."

Arthur Brenneman worked Saturday until 4 p. m., then went to the tourney hall, played his games, went back to work at midnight, and worked until 8 a. m. Sunday--then played his two games Sunday. As Liggett commented: "What a grind!"

FEMININE ELEMENT ENTERS TOURNEY

Ray Griffin wrote: "Mrs. Dick Grimm spent much time at the tournament and was very helpful, attending to many details that otherwise would have taken the attention of a player."

Re Dr. Werthammer's second conquest of the title, Dick Grimm said: "Ziggy played better this year than he did last. He fully deserved to win--two successive titles is really a record!" And Walt Crede added: "Doc Werthammer was at his best in the tournament."

WHAT THEY PLAYED AT THE TOURNAMENT

There were 22 K-side and 13 Q-side openings. 1 P-K4 was played 21 times, 1 P-Q4 12 times, and 1 N-KB3 and 1 P-QB4 once each.

Most popular opening was the Queen's Gambit Declined, played 10 times. Others followed in this order: Petroff's Defence 4, Four Knights Game 3, Vienna Game, Bishop's Opening, Two Knights Defence and Queen's Pawn Game, 2 each, and Alekhine's Defence, Scotch Game, Evans Gambit, Sicilian Defence, Three Knights Game, Queen's Gambit Accepted, English Opening, Giuoco Piano and Max Lange, 1 each.

The Ruy Lopez, popular in previous meets, didn't even get a tumble and with Johnny Hurt absent, the French Defence was utterly ignored.

Champion Werthammer opened each of his white games with 1 P-Q4; in his two black games, he met 1 P-K4 with 1...N-KB3 and 1 P-Q4 with 1...P-Q4.

MEMBERS VOTE TO MOVE TOURNEY TO LABOR DAY

In a mail election held immediately after the tournament, members voted to continue use of the Swiss System, and to hold the 1945 meet as a three-day session over the Labor Day week-end (Saturday, Sunday and Monday).

The printed insert in this edition of the Yearbook was contributed by Member Edward I. Treend of Detroit, who used a similar reproduction once in an issue of his Edison Chess and Checker Club official organ. It shows a page from the first illustrated book published in the English language--a chess book!

A NOTE ABOUT ANNOTATORS

Honorary Member George Koltanowski planned to annotate all our Yearbook games this time, as he did those for the 1943 book. However, after the first three, he fell ill (we hope the brand of chess we play in West Virginia did not contribute toward this unhappy event), and had to abandon the project. After his recovery, he had so many irons in the fire, we hesitated to mention the subject again.

Meanwhile, we had gone ahead with member annotations, which we happily offer herewith, along with valuable notes by Kolti on three of Champion Werthammer's games. Members did not see each other's notes nor Kolti's, so that the few instances where arguments appear to be going on between our critics are really not that at all--the disputation arises purely from the logic of the game, and the varying opinions of our annotators.

Layton Whitman left for the Navy, almost immediately after the tourney. Unable to do his own notes, he asked Dick Grimm to fill in for him, which Dick did most acceptably, and the notes, accordingly, are found with Layton's games.

Game 9, unfortunately, appears without notes. Dick Manahan sent notes; we edited them and prepared them for stenciling. But when we started to cut stencils, the notes had vanished in thin air (things always do vanish in thin air; we don't know why). Hunt high, hunt low, we found them not. By this time, Dick, another sailor boy, also had vanished; the post office was returning his Bulletins annotated--"~~Moved~~--Left No Address." So we had no opportunity to ask Dick if he had a copy of his notes.

In spite of all of which, we believe this is a good games section, full of excellent play and reading, and one which members will enjoy.

SELECTED GAMES FROM THE SIXTH ANNUAL WEST VIRGINIA CHESS TOURNEY

HELD IN CHARLESTON ON MAY 27 AND 28, 1944



ALEKHINE'S DEFENCE

CREDE

WERTHAMMER

1 P-K4 N-KB3
2 N-QB3

More often we see 2 P-K5 N-Q4, 3 P-QB4 N-N3, 4 P-Q4 P-Q3, etc. The text is timid--but not wrong.--Crede.

2 ... P-Q4

Trying for a heavy and complicated opening.--Werthammer.

3 PXP NXP
4 NxN

Makes it easier for Black. Stronger is 4 B-B4 NxN, 5 Q-B3 P-K3, 6 QPxN, etc.--Koltanowski.

Perhaps better is 4 B-B4 N-N3, 5 B-N3 P-QB4, 6 P-Q3 P-K3, 7 N-B3 N-B3, etc.--Crede.

Making this move, my good friend, Crede, remarked something like, "Better having a simple opening." However, 4 B-B4 or N-B3 would be better because now Black achieves quick development of his pieces. (I am sure our friend, Ray Griffin, would quote Dr. Tarrasch: "One should develop his own pieces, not those of his opponent.")--Werthammer.

4 ... QxN
5 P-Q4 N-B3
6 B-K3 B-B4
7 N-B3 O-O-O

And Black already is attacking--at the seventh move.--Koltanowski.

8 B-K2

Letting a golden opportunity slip by to carry the attack swiftly to Black--much, much better is 8 P-B4!--weighing in on Black's castled Q-side.--Crede.

8 ... N-R4

8...P-B3 immediately is much better. --Koltanowski.

8...N-R4 aims to exchange the N for one of White's B's. If 9 P-QN3 P-K4. 8...N-N5 would be answered by 9 P-B4. --Werthammer.

9 O-O P-KB3
10 P-B3

10 P-B3? Why not P-B4? It's still good even at the loss of a pawn! --Crede.

Better P-QN3 here. --Werthammer.

10 ... N-B5
11 BxN

White's KB is his "good" B as most of his Q-side P's are on black squares. The exchange of this B weakens his white squares very much. 11 Q-B was preferable. --Werthammer.

11 ... QxB
12 Q-N3 Q-R3

12...Q-R3! White tried to obtain an end-game. The text move keeps the white squares under observation. --Werthammer.

13 KR-Q B-Q6

13...B-Q6! --Crede.

13...B-Q6! Still "white square malevolence." --Werthammer.

14 R-Q2

Useless. N-Q2 to follow up with P-QB4 was necessary. --Koltanowski.

14 ... P-KN4

White's small pieces have little scope, especially the "bad" QB is stalemated, as Black is working up an attack against the White K. --Werthammer.

15 Q-Q B-K5
16 N-K

Black has taken the offensive, unquestionably. --Crede.

16 ... P-R4
17 P-B3 B-Q4
18 P-QR4

Again anti-positional. Why not 18 P-QN3, so as to be able to play P-QB4? If 18...P-QN4, then 19 P-QR4. --Koltanowski.
18 P-QR4? --Werthammer.

18 ... Q-K3

18...Q-K3! --Koltanowski.

19 B-B2 P-N5
20 Pxp Pxp
21 B-N3 B-R3
22 R-K2 B-K6ch
23 B-B2

He should have placed his hope in K-R. After all, the Black B is pinned.--Koltanowski.

23 ...	BxBch
24 KxB	Q-B4ch
25 K-N	Q-R2

Note the ease with which Black handles his pieces, making every move count the most.--Crede.

26 P-N3	P-KB4
27 R-KB2	P-K4

27...P-K4! --Crede.

28 PXP

28 PXP? --Crede.

28 PXP! White sacrifices Q for B, R and P, and obtains counter-chances. A very sharp fight develops now.--Werthammer.

28 ... B-N7

28...B-N7!! --Crede.

29 QxRch

White is lost, anyway.--Koltanowski.

Forced, due to the threatened QxP mate.--Crede.

29 ...	RxQ
30 NxB	Q-K2

30...Q-K2! Black gives another P to get a mating attack. The sequel had to be very exactly calculated.--Werthammer.

31 RxP	Q-B4ch
32 K-R	R-Q7
33 QR-KB	Q-Q4
34 R-B8ch	K-Q2
35 R(B)-B7ch	

Far better to check with the other R, opening possible avenues for White and almost compelling exchange of Q for two R's; however, poor White would still have no chances.--Crede.

The wrong R. If 35 R(8)-B7ch K-K (K-B3 loses after 36 R(B)-B6ch K-B4 37 RxPch), 36 R-B8ch K-K2, 37 R(8)-B7ch QxR (otherwise drawn by perpetual check), 38 RxQ KxR, 39 N-K3. Black ought to win the end-game but there would have been plenty of fight left, especially for such a good end-game player as Crede.--Werthammer.

35 ...	K-B3
36 R-B6ch	K-B4
37 R-B2	RxR
38 Resigns	

Well played by Black. The moral is: "To play for a draw, one may never simplify too soon."--Koltanowski.

2 QUEEN'S GAMBIT DECLINED

WERTHAMMER SELETZ

1 P-Q4 P-Q4
2 P-QB4 N-KB3

This defence in the Q.G.D. is better than its repute. --Werthammer.

3 PXP

The best move. --Koltanowski.

3 ... NxP
4 N-KB3

I prefer here 4 P-K4 N-KB3, 5 N-QB3. --Koltanowski.
Better than the immediate 4 P-K4 N-KB3, 5 B-Q3 (or N-QB3) P-K4 and Black obtains a good open game in which White cannot keep the extra P without disadvantage. (See Alekhine-Marshall, Baden-Baden 1925, and Alekhine's remarks in his "My Best Games of Chess.") --Werthammer.

4 ... P-K3

Since Black apparently plans to play a closed and restricted game, 5 P-K4 now. --Werthammer.

5 P-K4 B-N5ch
6 B-Q2 BxBch

Black's N should have gone to N3. White's development is now evident. --Koltanowski.

7 QxB N-KB3
8 N-B3 O-O
9 B-K2

9 B-Q3 would have appeared more natural. But White didn't like 9... N-B3, 10 B-B2 N-QN5. Black has to develop his B to QN2 and White wanted to protect his KN when the KP had advanced. (The game actually took a similar course.) --Werthammer.

9 ... P-QN3
10 O-O B-N2
11 P-K5 N-Q4
12 KR-K N-B3

N-B3? Better QN-Q2 to try for P-QB4. --Werthammer.

13 B-Q3

B-Q3? Illogical. White changes his mind and wants to initiate a K attack. Since Black has blocked his QBP, the simple QR-B would have led to great pressure on the Q-wing. (Doubling of the White R's and play on the QB file.) --Werthammer.

13 ...

P-N3

P-KR3 is the move. The game is virtually over. --Koltanowski.
Black apparently didn't like the possibility of a B sacrifice at his R2. But with this, White would not obtain a mating attack. The text move gives White real attacking chances. --Werthammer.

14 Q-R6

NxN

NxN? --Koltanowski.

NxN?? This loses at once. Black overlooked the next move. --Werthammer.

15 N-N5

R-K

16 QxRPch

Resigns

Moral: Think twice before moving once! --Koltanowski.

3 QUEEN'S GAMBIT DECLINED

<u>LANAHAN</u>	<u>WERTHAMMER</u>
1 P-Q4	P-Q4
2 P-QB4	P-K3
3 N-QB3	N-KB3
4 B-N5	B-K2
5 N-B3	O-O
6 P-K3	QN-Q2
7 R-B	P-B3
8 B-Q3	PxP
9 BxEP	N-Q4
10 BxB	QxB
11 O-O	NxN
12 RxN	P-K4
13 PxP	NxP
14 NxN	QxN
15 P-B4	Q-B3
16 P-K4	

Up to the 15th move, this is a much analyzed standard line of the Q.G.D. White has attacking chances on the black diagonal. He must, however, be very careful as Black may obtain counter-chances on the Q wing and Q file. The P majority on the Black Q wing may be of advantage in the end-game. The text move permits Black to equalize at once with 16...B-Q3, 17 P-K5 Q-K2, 18 BxB PxP and a drawish position is the result. The usual continuation for White is 16 P-B5. --Werthammer.

16 ...

P-QN4

Black very well realized that this move is inferior to the above-mentioned alternative. However, he wanted to complicate the game to get away from a draw. Of course, the advance of the QNP weakens the Black QB file and the new backward QBP. Black hoped that White would pursue a policy of attacking the K so Black would be able to play P-QB4 sometime. With his B on QN2 and a R on the Q file, he would have a good game. This actually happens. --Werthammer.

17 P-K5

Q-K2

18 B-N3

R-Q

19 Q-K2

This is the turning point. 19 Q-B2 followed, for example, by KR-QB and P-QR4 would have led to great pressure on the Q-wing, winning of the QBP and probably the game. 19 Q-K2 initiates the center P advance. --Werthammer.

19 ...

B-N2

20 P-K5

Up to here, well played, according to the book. But the text move gives away the positional advantage White has. P-B5 is the move, followed by P-B6. If PXP, Q-N4ch and PXP wins easily. --Koltanowski.

20 ...

P-B3

20...P-B3! Back will be able to block the passed P. --Werthammer.

21 P-B5

21 R-Q should surely win, I believe. For example, 21 R-Q RxBch, 22 QxR followed by R-Q3. Or, after 21 R-Q, if almost any other move but RxB, then 22 R-Q7. --Manahan.

21 ...

P-QR4

With the threats P-N5, B-R3 and Q-B4ch. --Werthammer.

22 Q-R5

Looks like R-Q should still win. --Manahan.

22 ...

P-R5

23 B-B2

Your Editor interrupted here to offer: 23 Q-B7ch QxQ, 24 PxQch K-B, 25 B-K6, with White occupying some of the strategic squares, immobilizing part of Black's artillery, and acquiring some drawing, possibly winning chances. Dick and Ziggi came back with 25...R-Q7 and "a good game for Black" and Dick suggested 26 P-N4 as White's best. We, however, offered 26 R-KB2. Ziggi said, "You're right. 26 R-KB2 gives a disadvantageous ending for Black, if not an outright loss. 25...R-Q7 is not good. How would you reply to 25...P-N5? If White R leaves the QB file, we might have P-B4 and B-Q4, or if it stays on the QB file, B-R3 and B-N4." But we had reached the limit of our analytical powers in such a complex situation. Anybody got an idea? Kolti says that after 23 Q-B7ch, etc., "White has some chances." --Collett.

23 ...

P-B4

Black's Q-side is now "liberated." --Werthammer.

24 R-KR3	P-R3
25 R-KN3	

White's attack won't get through as Black is too strong in the center. --Werthammer.

25 ...	R-Q7
26 R-Q	QR-Q
27 R-Q3	

Loses immediately. R x R R x R; B-Q R x QNP; Q x RP was best --but even then Black was better. --Koltanowski.

27 ...	R(Q) x R
28 B x R	R x KNPch

Black has now a very good game. He must be very careful as his R has left the Q file and his K position is still very restricted by the passed P. --Werthammer.

29 K-B	R-N4
30 Q-K2	P-B5
31 B-N	Q-B4

Threatens mate. --Werthammer.

32 Q-KB2	Q-B3
----------	------

Q-B3?? This gives the whole advantage away and White gets counter-chances which would have been enough for a draw. The right move was 32 ...Q-K4 with the strong threats B-N7ch or R-N7. If 33 Q-K2 R-N8ch wins or if 33 R-K B-N7ch wins. --Werthammer.

33 R-Q8ch

33 R-Q8ch! This should lead to a draw. --Werthammer.

33 ...	K-R2
34 P-K7	Q-R8ch
35 K-K2	B-B3

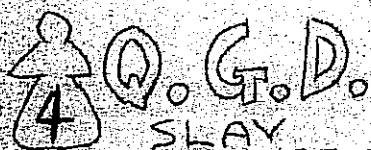
35...B-B3?? This should have given Black a lost end-game by 36 R-Q! Q-N7 (forced), 37 QxQ R x Qch, 38 K-K3 R x any P, 39 B-K4!! and White will win the end-game as Black has to lose his B. 35...B-B6ch draws against the best play by White. Not 36 K-K3 because of B-B3! and Black wins, but 36 QxB R-N7ch, 37 QxR! (not 37 K-K3?? because of Q-Kch and mate in two) QxQch, 38 K-K3! and extensive analysis shows that Black has not more than perpetual check as he cannot win the P on K7. --Werthammer.

36 Q-B5

36 Q-B5?? This loses at once. An exciting and difficult game. --Werthammer.

36 ...	R-N7ch
37 Resigns	

Moral: In chess, it is a proved fact that book knowledge alone is just not enough. --Koltanowski.



SLAY DEFENSE (ANNOTATED BY DR. WERTHAMMER)

WERTHAMMER HARTLING

1 P-Q4

"Of course," said Hartling. As a matter of fact, I began all my White games with P-Q4.

1 ... P-Q4
2 P-QB4 P-QB3
3 N-QB3

Inviting the Winawer Counter-Gambit, which would be quite in Hartling's energetic style. However, the opening develops conventionally for a few moves.

3 ... N-B3
4 N-B3 PXP
5 P-QR4 B-B4
6 P-K3 P-K3
7 BXP QN-Q2
8 O-O P-KR3

I have noted this move several times in Hartling's open games, apparently to give the B a hole to prevent its exchange. This seems to be the rationale here, too. White has no intention of exchanging Black's QB as he has hopes of putting it on "ice" by advance of his center P's especially by P-K4. 8...P-KR3 loses time in the fight for the White PK4. 8...B-QN5 is the usual move.

9 Q-K2 N-K5

After this, White can effect his planned center advance. 9...B-QN5 or B-KN5 would have been somewhat more restraining.

10 N-Q2 N(Q2)-B3
11 P-B3 N(N-Q2)

11...N(N-B3) would not have developed the White QB.

12 BxN B-N3
13 QR-Q B-K2
14 B-K O-O
15 P-K4 Q-N3
16 B-B2 Q-B2
17 B-N3 Q-Q2

The two preceding Q moves were unnecessary, and helped bring White's QB on good places.

18 B-K5 QR-Q
19 K-R

White definitely has the advantage due to a strong center and aggressively posted pieces. His plan is now to attack the Black K-wing by opening lines in this area or to form a P roller.

19 ... KR-K
20 P-KN4 N-R2
21 P-B4 P-B3
22 P-B5 B-B2
23 B-N3 P-R3

Black's congested position is difficult. He obviously tries to follow this with P-QN4, etc., to get some counterplay on the Q-wing.

24 P-R5!

Preventing P-QN4 and setting a trap in which Black falls.

24 ... B-N5
25 N-R4!

The QN now emerges strongly either to B5 or N6 and paralyzes the Black position.

25 ... BxP

On 25...B-B, 26 N-N6 Q-K2, 27 P-K5 -- and Black is helpless.

26 N-B5

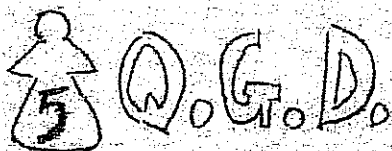
Black now loses the exchange.

26 ... Q-B
27 PXP BxP
28 NxB RxN
29 BxR QxB
30 KR-K?? B-N3??

Terrible oversights by both Players. Bad enough that White put his KR on the diagonal of the Black B-- but Black doesn't take the R. After this, White succeeds in exchanging Q's and the end-game is easily won.

31 P-Q5 PXP
32 PXP Q-B2
33 P-Q6 B-R4
34 Q-K7 Q-B5
35 Q-K6ch QxQ
36 RxQ N-B
37 R-K7 N-Q2
38 R-QB K-B
39 B-K B-N3
40 B-N4 P-QR4
41 B-R3 P-R5
42 R-QB7 N-K4
43 RxP(KN2) N-B5
44 R(B7)-B7ch K-K

45 P-Q7ch Resigns



WERTHAMMER WHITMAN

- | | |
|---------|-------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-K3 |
| 3 N-QB3 | N-KB3 |
| 4 B-N5 | B-K2 |
| 5 P-K3 | P-B3 |
| 6 N-B3 | P-QN3 |

Unusual and dangerous before castling but playable.--Werthammer.

Here we go on a Q-side push. The usual and outside-the-book moves always seem to find their way into Whitman's games. Let us see how the doctor meets this attack.--Grimm.

- | | |
|-------|-------|
| 7 R-B | P-QR4 |
|-------|-------|

P-QR4? 7...B-N2 was the natural move.--Werthammer.

- | |
|---------|
| 8 P-QR3 |
|---------|

White makes a waiting move to see what Black has in mind.--Werthammer.

This one move stops the attempt to "push" through the Q-side and gains White two extra moves for developing.--Grimm.

- | | |
|-------|-------|
| 8 ... | N-R3? |
|-------|-------|

Still B-N2 followed by O-O was indicated. The text enables White to attack the Black QBP.--Werthammer.

9 N-K5 Q-B2

Q-B2? This is the losing move. Black has Q on the aation file of QR. Black loses material and game.--Werthammer.

Black is asking for knocks and gets them!!--Grimm.

- | | |
|----------|------|
| 10 PXP | B-N2 |
| 11 N-N5 | Q-Q |
| 12 PXP | QB-B |
| 13 P-B7 | Q-Q4 |
| 14 P-B3 | O-O |
| 15 P-K4 | Q-N2 |
| 16 N-B6 | R-K |
| 17 NxBch | RdN |
| 18 P-K5 | |

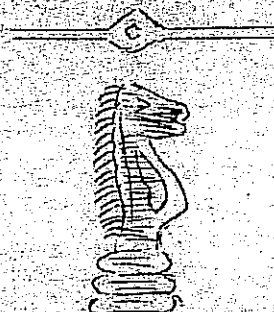
A well-manipulated set of moves to gain the entrapped B or else the N.--Grimm.

- | | |
|---------|------|
| 18 ... | Q-Q4 |
| 19 PxN | R-K |
| 20 Q-Q2 | P-K4 |

An attempt to get freedom for those immobile pieces.--Grimm.

- | | |
|-------------|-----------|
| 21 B-QB4 | KPxPdisch |
| 22 K-B2 | Q-N2 |
| 23 N-Q6 | Q-R2 |
| 24 BxPch | K-B |
| 25 PXPch | KxP |
| 26 B-R6ch | K-B3 |
| 27 Q-N5mate | |

A beautiful combination--the champion at work!!--Grimm.



(BY TRANSPOSITION)
ANNOTATED BY
WALT CREDE

SELTZ CREDE

- | | |
|---------|-------|
| 1 P-Q4 | P-Q4 |
| 2 N-KB3 | N-KB3 |
| 3 P-B4 | P-K3 |
| 4 B-N5 | B-K2 |
| 5 P-K3 | N-K5 |

Evidence of dislike of the Qs Gambit; an effort to break the closeness of the game as quickly as possible...Not the best example of play.

- | | |
|--------|-------|
| 6 BxB | QxB |
| 7 B-Q3 | N-QB3 |
| 8 Q-B2 | N-B3 |
| 9 O-O | N-QN5 |

Continuance of the Black plan to trade off everything within reason, in spite of lost tempi--which proves costly.

- | | |
|---------|-----|
| 10 Q-N3 | NxB |
| 11 QxN | O-O |
| 12 P-B5 | |

The theme of the White game thruout--sewing-up. Better is the immediate development of QN and R's.

- | | |
|----------|-------|
| 12 ... | B-Q2 |
| 13 N-B3 | P-QR3 |
| 14 N-K5 | P-B3 |
| 15 N-R4 | QR-Q |
| 16 N-QN6 | B-K |

N, N, N! Black must rid himself of them some way--but how to go about it?

17 P-QR4! N-Q2
18 N(5)xN

Best. The N at QN6 is firmly anchored, vital to White's cause.

18 ... BxN
19 P-K4 P-B4
20 PxQP

Again best. 20 PxBP RXP would have given Black a freer game.

20 ... KPXP
21 KR-K Q-B3
22 R-K5 B-K
23 QR-K B-N3
24 P-B4!

Blocking the threat of 24...P-B5.

24 ... KR-K
25 R(K)-K3 RKR
26 RxR R-K
27 Q-K3 RxR
28 QPxR Q-K2
29 N-B8 Q-Q2
30 N-Q6 K-B
31 K-B2 Q-QB2

Seeking an outlet.

32 P-QN4

The try is very neatly blocked!

32 ... Q-Q2

Like a caged animal, pacing back and forth.

33 P-R5

Why P-R5? This is a helping move for Black as it eliminates the eventual threat of P-QN5, aided by the Q and N... Here the risky but daring 33 P-K6! would

have been far better; unless Black replies 33...Q-K2, he loses a piece immediately; and even then he may not escape, as 34 N-B8, followed by 35 P-K7ch and 36 N-Q6.

33 ... B-B2

Halts the immediate advance of the KP.

34 K-K2 B-N
35 K-Q3 P-KN3
36 P-KR4 B-K3
37 Q-N3 Q-K2
38 K-Q4 K-N2
39 Q-N5 QxQ
40 RPxQ K-B
41 NxNP K-K2
42 N-Q6 K-Q2

DRAWN

 MAX LANGE
(BY TRANSPOSITION)

LIGGETT CREDE

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-B4 N-B3
4 P-Q4 PXP
5 O-O

5 NxP is much better. --Crede.

5 ... B-B4
6 B-KN5

6 B-KN5? P-K5 would lead to the brilliant Max Lange attack. I don't know why I didn't play it. ---Liggett.

6 ... P-KR3

Black's choice is questionable at this period--a waste of time and weakening--Crede.

7 B-R4 P-Q3
8 P-B3 PXP
9 NxP

Note Black has captured twice to once for White--remember this in the latter stages of this game. --Crede.

9 ... B-KN5
10 N-Q5 P-KN4

6...P-KR3 turned out pretty well, after all! --Crede.

11 B-KN3 NxN
12 PxN

Better would have been 12 DxN, leaving the Q freer. --Crede.

12 ... N-K2
13 P-N4

This threatens Q-R4ch if BxP. --Liggett.

13 ... B-N3

If 13...BxP? there goes the B, because of 14 Q-R4ch. --Crede.

14 R-K O-O

Risky, under the circumstances; not advisable with the K side P's so far advanced. --Crede.

15 Q-Q3

White begins the attack in force! --Crede.

15 ... N-B4

16 P-KR3 BxN

16 P-KR3! And the Black reply leaves White a choice.---Crede.

Crede forces exchanges, confident of his endgame ability with the P advantage.--Liggett.

17 QxB

Stronger than 17 QxN.--Crede.

17 ... NxB
18 QxN Q-B3
19 P-KR4 K-N2

If 20 PXP PXP, followed by 21...R-R... with a strong attack.--Crede.

20 K-B

Providing the escape.--Crede.

20 ... QR-K
21 QR-Q B-Q5
22 RxR RxR
23 P-B4 B-K4
24 RPxP1

Well done!--Crede.

24 ... QxPch
25 QxQ BxQ
26 PXPch BxP

Note the strength of the B on this diagonal in the endgame.--Liggett.

27 R-K

Much wiser to have avoided trading R's, when a P down.--Crede.

Believing I could force a draw with the B's of opposite color.--Liggett.

27 ... RxxRch

Crede's game is beautifully played from here out!--Liggett.

28 KxR K-B3
29 P-B4 P-R3
30 P-N5 PxR
31 BxP

Setting up the P's so they can be protected by the B when the Black K arrives.--Liggett.

31 ... K-K4

The start of the "March of the King."--Crede.

32 B-B4 K-Q5
33 B-N3 K-B6
34 B-Q K-N5

The finish of the "March."--Crede.

35 K-K2 P-QB4
36 PXPep.

Better K-Q3.--Liggett.

36 ... PXP
37 K-Q3 P-Q4
38 B-R5 P-B3
39 B-K8

B-K8? I'm hoping to shake my RP free or get my B into Black's P's from the rear.--Liggett.

39 ... P-QB4
40 B-B6

B-B6? Wrong! Loses by putting the White B too much out of play.--Crede.

40 ... P-B5
41 K-B2

K-Q4 is better, delaying the victory.--Crede.

41 ... P-Q5
42 P-N4

P-N4?--Liggett.

42 ... P-Q6ch
43 K-N P-B6
44 Resigns.

Trapped.--Liggett.



CREDE GRIFFIN

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-B4 N-B3
4 N-B3

More often N-N5 is played; then 4...P-Q4 5 PXP N-QR4, 6 P-Q3, etc. The text is a bit tame.--Crede.

4 ... B-B4

The old 4...NXP is best and if 5 NXP P-Q4. The text move tends to give White the initiative, and is not good enough to be included in any book lines.--Griffin.

5 O-O P-Q3
6 P-Q3 B-KN5
7 B-K3 B-N3
8 N-QR4

An effort to force the exchange of B's, thereby gaining an open file and more or less freeing the pinned N.--Crede.

3 ... B-Q5

Waste of time; immediate exchange is better.--Crede.

9 P-QB3 BxB
10 PxB P-QR3

With the idea of 11 ... P-QN4! --Crede.

11 B-Q5 NxB
12 P x N

Now White has open KB file and a formidable array of P's in the center.--Griffin.

12 ... N-K2
13 P-B4

Not 13 P-K4, for P-QN4 is still a bad threat; the text offers the way of escape.--Crede.

13 ... Q-Q2
14 N-B3 N-B4
15 Q-Q2 BxN
16 RxB N-R5
17 R-B2 O-O-O
18 P-QN4

At once shifting to attack the Q-side.--Crede.

18 ... P-KB4
19 P-R4

The advance of the White QNP and QRP proves decisive in the end.--Griffin.

19 ... P-N3

Questionable. Why deliberately open the way for the K? Exactly what White is praying for!--Crede.

20 P x P Q x P

21 N-Q5

This does a number of things, like stopping the aggressive P-Q4; other N-antics to be seen later.--Crede.

21 ... Q-K
22 P-N5 N-N3

Trying to get the wayward piece to a better position; a little late.--Crede.

23 Q-R5 Q-B2

Bad. Loses the Q. Far better is 23... R-Q2, 24 N-N6ch K-N, 25 N x R. Going down this minimum exchange is better than what happens.--Crede.

24 R x P!

And the Black Q is trapped. She cannot leave the second rank because of the threat of mate. And she cannot remain safely on the second rank.--Crede.

24 ... R-Q2
25 RxQ RxR
26 P x P K-N
27 R-N QR-B
28 P-R7ch K-R
29 N-N6mate

A beautiful close to White's well-played game.--Griffin.



Q.G.D.
SLAY DEFENCE

MANAHAN HARTLING

1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 N-QB3	N-KB3
4 N-B3	B-B4
5 Q-N3	P-QN3
6 B-N5	P-K3
7 P-K3	B-K2
8 R-B	P-KR3
9 B-R4	QN-Q2
10 P x P	QBP x P
11 B-QN5	O-O
12 O-O	P-N4
13 P-N3	P-QR3
14 B-B6	R-R2
15 N-R4	B-K5
16 N-K5	N x N
17 B x N	P-N4
18 N-B5	B x N
19 R x B	N-Q2
20 B x N	R x B
21 Q-R3	Q-N3
22 KR-B	P-QN5
23 Q-R4	R-R2
24 R-B6	Q-N4
25 Q x Q	P x Q
26 R-N6	R x P
27 R x N P	R x P
28 B-Q6	P-N6
29 B x R	K x B
30 R-N7	B-B7
31 K-B	P-B3
32 R-B	R-R7
33 R x R	P x R
34 R-R7	B-N8
35 P-N4	K-K
36 K-N2	K-Q
37 K-N3	K-B
38 P-B4	K-N
39 R-R3	K-N2
40 P-K4	K-B3
41 P-K5	BP x P
42 QP x P	P-Q5
43 P-B5	P x P
44 P x P	B x P
45 R x P	K-Q4
46 R-R5ch	K-K5
47 K-B2	P-R4
48 P-K6	B x P
49 R x P	B-N5
50 P-R3	

DRAWN

M.C.O.

ANNOTATED BY
DICK GRIMM

MANAHAN GRIMM

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 N-QB3	N-KB3
4 B-N5	B-K2
5 N-B3	QN-Q2
6 P-K3	P-QN3
7 PXP	NXP
8 BxB	NxB
9 B-N5	B-N2
10 QR-B	O-O
11 N-K2	P-QB3

Apparently the N move is clearing the decks for action on the open file. The Q-side attack must be stopped.

12 B-R4	P-QR4
13 O-O	R-B
14 N-K5	P-QN4
15 B-B2	NxN

This is the key move in my plan to push my Q-side P majority home, if possible, after reducing the controls on the open files by trading.

16 PxN	QxQ
17 KRxQ	KR-Q
18 RxR	RxR
19 B-K4	N-N3
20 P-KB4	R-Q7
21 R-B2	RxR
22 BxR	P-QB4
23 BxN	

Manahan is playing all the desired moves as per schedule, and has cooperated nicely on trading. He is playing our game -- we think.

23 ...	RPxB
24 N-B3	B-B3
25 P-KN4	K-B
26 K-B2	K-K2
27 N-N	B-Q4
28 P-N3	P-R5
29 PXP	PXP
30 N-B3	B-B5

B-B3 was the move, but I almost played BxP until I saw 31 NxB, and in the excitement I lost my head -- and the game. P-R6 looks good on the surface but B-B3 was the move.

31 NXP	BxP
32 NXP	B-Q4
33 P-K4	B-B3

Manahan studied the position closely and forced a win out of what could almost be called a draw.

34 P-R4	P-B3
35 PXP	KxP
36 P-K5ch	K-B2
37 K-N3	K-K2
38 P-R5	B-K
39 K-R4	PXP
40 PXP	B-B2
41 K-N5	B-K
42 N-K4	B-B2
43 N-Q6	K-B
44 NxB	KxB
45 P-B5	Resigns



PETROFF

DEFENCE

GRIFFIN HEISEY

1 P-K4	P-K4
2 N-KB3	N-KB3
3 NXP	

Steinitz and other masters made 3 P-Q4 fashionable for years but the elder 3 NXP has returned to favor. Marshall says, "Any attempt to secure an advantage must begin with a 3 NXP." Morphy often won after playing B-B4. --Griffin.

3 ...	P-Q3
4 N-KB3	NXP
5 Q-K2	Q-K2
6 P-Q3	N-KB3
7 QxQch	

7 B-N5 is the move given by M.C.O. at this point. White is playing for a draw, if nothing better offers, and the exchange of Q's leads to a long drawnish game, the longest of the tournament, but he ultimately loses. After 7 B-N5, Marshall asserts 7...QxQch (a move not given in M. C. O.) is Black's best. --Griffin.

7 QxQch? This develops White's opponent. 7 B-N5 is correct. --Heisey.

7 ...	BxQ
8 B-N5	O-O
9 B-K2	R-K
10 N-B3	P-B3
11 O-O-O	P-KR3
12 BxN	BxB

13 P-Q4	B-N5
14 P-KR3	BxN
15 BxB	P-Q4
16 N-K2	N-Q2
17 KR-K	R-K2
18 P-KN3	

Now a N move would be better, to prevent Black's gaining too strong an attack on the K file--and with doubled R's.--Griffin.

18 ...	QR-K
19 P-KR4	N-N3
20 P-B3	N-B
21 K-Q2	N-Q3
22 P-N3	N-K5ch
23 BxN	RxB
24 N-B4	P-KN3
25 RxR	RxR
26 R-K	RxR
27 KxR	

Now the attack of the doubled R's is broken, and apparently the B vs. N ending with equal Ps should be a draw. If White's K could reach a favorable position, he might win.--Griffin.

27 ...	K-B
28 K-K2	K-K2
29 K-Q3	K-Q3
30 P-B4	P-KN4
31 PxNP	PxNP
32 N-K2	P-B4
33 PxBPch	KxP
34 PxP	KxP
35 P-KN4	B-K4
36 P-B3	

36 K-K3, followed by 37 P-B4 appears good. In this case, Black could not play 36...B-B5ch without losing and the Black K would be barred from advancing, for the present.--Griffin.

36 ...	K-B4
37 K-B2	K-N5
38 K-N	P-R4
39 N-B	

N-B loses quickly. White could probably draw it by shuttling his K back and forth.--Hoisey.

39 ...	K-B6
40 N-K2ch	K-Q5
41 N-N	K-K6

The White game is cramped by the backward position of the K.--Griffin.

42 K-B2	B-R7
43 N-R3	P-B3
44 P-B4	PxP
45 P-N5	PxP
46 NxP	P-B6
47 NxP	KxN
48 K-B3	B-Q3
49 K-B4	P-N3
50 K-N5	B-B4
51 K-B4	K-K6
52 K-B3	K-K5
53 K-B4	K-K6
54 P-R4	K-Q7
55 P-N4	BxP
56 K-N3	K-B8
57 K-R2	K-B7
58 K-R	K-N6
59 K-N	KxP
60 H-N2	K-N4
61 K-N3	P-R5ch
62 K-N2	K-B5
63 K-R2	P-R6
64 K-N	K-N6
65 K-R	B-B6ch
66 Resigns	



TWO N'S DEFENCE

REGATTELLO/ATAK

(ANNOTATED BY
BOB CREAM)

HARTLING CREAM

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	N-B3
4 N-N5	P-Q4
5 PxP	NxP

Strategically called for, but the following NxEP is an irresistible force, and the game may truly be considered lost from this point.

6 NxEP	KxN
--------	-----

Forces the Black K into the open.

7 Q-B3ch	K-K3
8 N-B3	N(3)-N5
9 B-N3	P-B3
10 P-QR3	N-R3
11 P-Q4	

K is in the open, a N is pinned, another is away from the scene of battle, B's undeveloped--a terrible state of affairs. Why did Black take the P in the fifth move?

11 ...	Q-B3
--------	------

Hoping to trade out of the mess somehow.

12 BxNch	PxB
13 QxPch	K-K2
14 PxP	Q-K3
15 B-N5ch	K-B2
16 Q-B3ch	K-N
17 O-O-O	Q-B4

Q-B4? 17...QxP to threaten QxBch would be better.

18 Q-N3 Q-N5
19 R-Q8

Beautiful. The R is in control of the open file and pins two B's.

19 ... QxQ

QxQ? Perhaps N-Bch or B2, threatening N-K3, would be better.

20 B-PxQ N-B2
21 R-B N-K3
22 B-K7

This never occurred to Black, who really is tied in knots now.

22 ... P-KN3
23 R-K8 K-N2
24 R-B6 BxB
25 RxBch K-R3
26 N-Q5 R-B
27 RxR NxR
28 R-K8 N-Q2

Terrible! N-K3 is the move, blocking the passed P and covering B2 where White can attack the R.

29 P-K6 N-N3
30 N-B7

See?

30 ... BxP
31 NxR NxB
32 RxB Resigns

This is one of the toughest games I have ever played. Hartling is to be commended on his unrelenting pressure; it kept my head under water long enough for him to win despite my slight material advantage. This is chess!

13 Q. P. GAME

CREAN

LIGGETT

1 P-Q4 N-KB3
2 P-QB4 P-K3
3 N-QB3 P-Q4
4 P-K3

P-K3? N-KB3 might be better at the outset. This opening was entirely unfamiliar to me at the time. --Crean.

4 ... P-QN3
5 N-B3 B-K2
6 B-Q3 PXP

Black gains a tempo on this move. --Liggett.

7 BxRP B-N2
8 O-O QN-Q2

QN-Q2? Here P-R3 would have avoided the pin that tied Black up for the next 20 moves. --Liggett.

9 P-Q5

P-Q5? Rushing matters a bit -- nothing particular to gain. --Crean.

9 ... N-B4

N-B4? Exposes the K. --Crean.

N-B4? --but 9...O-O would have eased the pressure. --Liggett.

10 B-N5ch N(4)-Q2

And Black has lost a move. --Crean.

11 PXP

PXP? A bit hasty -- P-K4 is much better, or maybe even N-K5. --Crean

11 ... PXP
12 N-K5 P-QR3
13 BxNch

BxNch? White has a wonderful positional advantage -- why trade it away? --Crean.

13 ... NxB
14 NxN QxN
15 QxQch KxQ

Now all of White's advantage is gone, as well as an excellent chance of winning. 13 BxNch is worse than it appeared at first. --Crean.

16 R-Qch K-K
17 P-K4 R-Q

Trying to get the White R off the open file. The Black position is still very cramped. --Liggett.

18 B-B4 R-Q2
19 RxR

RxR? White certainly has a mania for trading. --Crean.

19 ... KxR
20 R-Qch K-B
21 R-QB

R-QB? Why give up the open file? The threat to QB2 may be stopped easily. ---Crean.

21 ... R-B

Setting a trap. --Liggett.

22 P-KN3 P-B4

See? --Crean.

23 P-QN4 K-Q2
24 R-Qch K-B3
25 PXP BxP
26 N-R4 BxPch

The trap is sprung

winning a P.--Liggett.

27 KxB P-K4
28 R-Bch K-Q3
29 NxB PxP
30 N-B4ch K-K3
31 P-N4 BxP
32 R-K K-Q4
33 N-N6ch K-Q5
34 R-Qch B-Q6
35 N-Q5 KxN
36 RxBch K-B3

K-K5 would protect the passed P.--Crean.

37 P-KR4

Notice the fencing for time.--Crean.

37 ... P-N3
38 R-Q4 P-R3
39 R-K4 R-B3

Better K-Q4.--Liggett.

40 P-N5 PxP
41 PxP R-Q3

Better R-B4. Either this move or 39 K-Q4 would have saved the P. Now the game is a dead draw.--Liggett.

42 K-B3

Any other move will cost White the game.--Crean.

42 ... K-Q4
43 KxP

KxP! Protects the P, and permits the R to limit the K.--Crean.

43 ... R-K3
44 R-R4

On this and subsequent moves--still

fencing for time.--Crean.

44 ... K-B4
45 R-R5ch K-Q5
46 R-R4ch K-B4
47 R-K4 K-Q4
48 RxR KxR
49 K-K4

The opposition must be kept at all costs.--Crean.

49 ... K-Q3
50 K-Q4 P-R4
51 P-R4 K-K3

DRAWN



LIGGETT GRIMM

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-B4 B-B4
4 P-QN4 BxP

Here I felt I must follow a book line which I knew well enough to stop Liggett's attacks which would for a while trouble me. Knowing Liggett's way of play I had to let him attack until he had exhausted the various traps and tricks of the trappy Evans.--Grimm.

5 P-B3 B-R4
6 P-Q4 PxP
7 Q-N3 Q-K2

This could easily have transposed in to the Compromised Defence but for Q-K2

instead of the usual Q-B3.--Grimm.

8 O-O PxP
9 B-KN5 P-B3
10 B-K3

Liggett saw possibilities in BxN, but decided otherwise. I feared it because he gets a strong attack and gains a P with a close to mating position once K file is opened.--Grimm.

10 ... K-B
11 NxB BxN
12 QxB P-QN3
13 B-Q5 B-N2
14 P-K5

P-K5? Premature.--Liggett.

14 ... NxB

NxB??? This loses a piece and the game. PxP would have given Black the better game.--Liggett.

My comment before moving NxP was, "I think I can take that P." My comment after 16 BxN! was, "Grimm is wrong again. I figured that wrong and how!"--Grimm.

15 BxB NxBch
16 BxN P-B3
17 KR-K

I like the way the B's and R's cover all necessary files and diagonals from here on out.--Liggett.

17 ... Q-Q
18 QR-Q N-K2
19 Q-N3 P-N3

P-N3? This opens up the Black K's last

flight square to attack. Possibly N-N3 and N-K4 would have held out a little longer. --Liggett.

Defences fall fast here with Mr. Liggett following up in nice style. --Grimm.

20 B-R6ch K-K
21 BxP

BxP! B-N7 was considered here but the move made was much better. --Liggett.

21 ... Resigns

ENGLISH 15 OPENING

(ANNOTATED BY
RAY GRIFFIN)

GRIFFIN WOLFF

1 P-QB4 P-K3

Not a usual reply, but one which transposes by move 3 to a normal QP opening.

2 N-KB3 N-KB3
3 P-Q4 P-Q4
4 PxP NxP
5 N-B3 B-N5
6 B-Q2 BxN
7 BxB O-O
8 B-Q2 N-QB3
9 P-K4 N(4)-K2
10 B-B3 R-K
11 B-N5 P-QR3
12 BxN NxP
13 O-O P-B3
14 R-K P-QN4
15 P-QN4 B-N2
16 P-Q5 Pxp
17 QxPch QxQ
18 PxQ N-K2
19 QR-Q NxP

The gain of this

P gives Black an advantage in material through most of the remaining game.

20 RxRch RxR
21 R-K RxRch
22 BxR N-B5
23 B-Q2 BxN
24 BxN

Now the interesting ending of B's of opposite colors is met, where extra P's count least. Fine, in "Basic Chess Endings," says: "In fact, one P ahead, in general, only draws, while even with two P's there are many positions where no win is possible."

24 ... B-Q4
25 P-QR3 P-B3
26 B-Q6 K-B2
27 K-B B-B5ch
28 K-K K-K3
29 B-B5 P-N3
30 K-Q2 B-B8
31 P-N3 P-B4
32 K-K3 K-Q4
33 K-Q2 K-K5
34 K-K B-R6
35 K-K2 B-N5ch
36 K-Q2 K-B6
37 P-KR4 P-B5
38 Pxp KxP
39 B-Q6ch

As far as the Q-side P's are concerned, White now has two P's holding three which offsets Black's advantage of one P.

39 ... K-K5
40 K-B3 B-B6
41 B-N3 K-B4
42 K-Q3 P-N4
43 Pxp KxP
44 K-K3 K-N5
45 B-B4 P-KR4

Now, with White B

and P placed so that they prevent Black's K from guarding the advance of the passed P, correct play should lead straight to a draw.

46 B-N3 P-R5

After 45 moves of correct play, Black filters here; this leads to loss whether or not Black follows it with an exchange of B's. White has a passed P on the K-side, and two P's holding three on the Q-side. Substituting a better move for Black's 46th, I believe the result to be a draw, with B's of opposite colors and Black's extra P. After the closing of the game, the participants tried replaying it from this point, with a draw as the outcome.

47 BxP KxB
48 KxB K-N4
49 K-K4 K-B3
50 P-B4 K-B2
51 K-K5 K-K2
52 P-B5 K-B2
53 P-B6 P-B4
54 Pxp P-R4
55 P-B6 P-R5
56 P-B7 P-N5
57 Pxp P-R6
58 P-B3 (=Q) P-R7
59 Q-K6ch Resigns

(Editor's Note: Re the above game, Dr. Wolff said: "I thought I had a chance to win or at least hoped to draw until, tired out after nine hours of chess, I fumbled the endgame and lost. I enjoyed this game very much.")

BISHOP'S 16 OPENING

(ANNOTATED BY
PICK GRIMM)

GRIMM WOLFF

1 P-K4 P-K4
2 B-B4 B-B4
3 P-Q4 PXP
4 BxPch

I felt this move might be appropriate. It has a startling effect on those not acquainted with its variations.

4 ... KxB
5 Q-R5ch P-N3
6 QxB Q-K2
7 QxQP N-KB3
8 N-Q2 R-K
9 P-KB3 P-Q4
10 P-QN3 N-B3

Black has plans. The gambit P can be gained any time. Perhaps the first moves didn't startle the doctor enough.

11 Q-B2 N-QN5
12 K-Q Q-K4

See what I mean by having plans!!! We seem to be playing his game and defending rather than attacking.

13 R-N NxRP
14 B-N2 N-B6ch
15 BxN QxB
16 N-K2 Q-K4
17 N-N3 K-N
18 R-K P-Q5
19 P-KB4 B-N5ch
20 K-B Q-QB4
21 P-R3 Q-R6ch
22 R-N2 B-R4

23 K-N QR-Q
24 P-K5 N-Q4
25 N(2) -K4 N-B6ch
26 NxN PxN
27 R-R2 R-Q7

He is really putting on the pressure now that he has a chance. This makes drastic measures necessary. But, look! Don't I gain a B or else a Q?

28 NxB R(K) -Q
29 N-B6ch K-B2
30 RxQ RxQ
31 P-QN4 RxKEP
32 RxBP RxFch
33 R-QN3 RxR
34 PxR R-Q7
35 NxP RxP
36 R-K3

White ought to be able to win with a N for P advantage, and a position like this 37 P-K6ch wins easily.

36 ... P-KN4
37 N-B6 K-K3
38 N-N4 R-N8ch
39 K-B2 R-KE8
40 R-QB3 R-B2
41 K-Q2 P-R4
42 K-K2 P-N3
43 R-B3 RxR
44 KxR P-B4
45 K-K3 P-N4
46 K-K4 P-R5
47 PxF P-N5

47...P-B5 and White wins; also if 47... PxF.

48 N-K3 P-N6
49 N-B4 K-Q2
50 K-B5

Collett points out that 50 K-Q5 is a forced win as White can queen either the

RP or KP, whilst Black is stymied!! Evidently I wasn't seeing any good ones that day.

50 ... K-B3
51 P-K6 K-Q4
52 P-K7 KxN
53 P-K8(=Q) P-N7
54 KxP

Again a win is unobserved. 54 Q-K4ch wins--boy! what a chess player I am--"play"-er is right.

54 ... P-N8(=Q)
55 Q-K6ch K-Q5
56 Q-Q6ch K-B5
57 Q-R6ch K-Q4
58 P-R4 K-Q5
59 P-KR5 K-B6
60 Q-N5 Q-N5
61 K-B6

Collett suggests 61 QxQ wins as after 61 ... PxQ, White queens with a check and after 61...KxQ, White can queen and Black cannot.

61 ... Q-B5ch
62 K-N6 Q-N5ch
63 K-R6 Q-B5ch
64 K-N6 Q-N5ch
65 K-R7

DRAWN

(Note: Dr. Wolff adds this footnote: "The game with Mr. Grimm was a rather wild affair from the beginning to the end. We both missed the strongest moves several times. After move 47, he had the winning game. I only played on in hope he would make a mistake. Even when he offered me a draw, I think he still had a win so I gladly accepted the offer.")

GIUOCO (17) PIANO (BY TRANSPOSITION)

WHITMAN GRIFFIN

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-B4 N-B3
4 P-Q3

Far more usual are P-Q4 and P-B3. And White's 4 P-Q3 usually is followed by P-Q3 by Black. "Modern Chess Openings" gives the text line as far as the fourth move but only by a transposition. However, the first four moves of this game correspond exactly to those in the games Maroczy-Janowski New York 1924 and Bernstein-Reshevsky New York 1940. Alekhine, in his notes to the former game, says of 4 P-Q3: "The most solid method, by which, however, White straightway yields every advantage of the move." Hoffer says of 4 P-Q3: "A safe but unenterprising variation." --- Griffin.

4 ... B-B4
5 O-O

Mason remarks: "In the Giuoco Piano, eminently a strategic or waiting game, O-O is such a significant declaration of intentions that it should be deferred as long as prudence permits.

...As a mere move to go on with, it is seldom good." And the same author gives a Piano of his own, in which he castles on the 15th move. But this nice distinction seems to be something applying chiefly to games between masters. --- Griffin.

5 ... P-Q3
6 N-N5

This move is premature and loses valuable development unless the exchange is made, which is very bad for White. It leaves Black with the same P structure as White but with three minor pieces out and developed. Now Black should win with best play since he has an extra piece, so to speak, because the R is worthless with no open file and N's and B's can move and attack. --- Grimm.

6 ... O-O

Better is P-Q4. --- Griffin.

7 NxBP

This exchange is unusual and, I believe, unsound. The sacrifice of B and N for R and P gives Black an advantage in material, especially in the early game when the R's have less range of action than later. Black seems to have a definite advantage; but, if so, White

more than offsets it by his superior play which follows. --- Griffin.

7 ... RxN
8 BxRch KxB
9 B-N5 P-KR3
10 BxN

Very unusual and very bad for White. Again, he develops a Black piece and hasn't any development of his own. --- Grimm.

10 ... QxB
11 N-B3 N-K2
12 K-R B-K3
13 P-B4 K-N
14 P-B5 B-Q2
15 N-K2 R-KB
16 N-N3 B-K
17 P-B3 P-QR4

A weak move that loses a P. A move guarding the P, then P-KN3, breaking up White's strong phalanx of P's, would be better. --- Griffin.

18 Q-N3ch B-B2
19 QxP

White's Q is immobile and back in the woods--it may eventually be trapped, or cost many moves in getting back to safety. The P may not be worth that much--as the game progresses, it gives White the P and with the exchange of Q's, an open file; he has a nice game, he is now picking up speed. --- Grimm.

19 ... B-QN3
20 P-N4 P-Q4
21 PxRP BxP
22 R(R)-B Q-QN3

23 QxQ PxQ
24 P-B6 NPxP
25 RxP

From this point, White plays carefully enough that Black rapidly acquires an untenable game. ---- Griffin.

25 ... PxP
26 NxP K-N2
27 P-B4 B-N3
28 R-K6 K-B2
29 RxKP N-B3
30 R-Bch K-N
31 N-B6ch K-N2
32 R-K6 N-Q
33 R-K7ch B-B2
34 N-R5ch K-N
35 N-N3 N-B3
36 R-B7 N-Q
37 R-R7 B-N5
38 R-R4 B-B4
39 R-Q N-K3
40 N-B5

The key move of the White attack. It hits two places at once, while Black can defend only one. An easy win after Black plays B-B4 instead of B-R4 which makes White's game a little harder. --Grimm.

40 ... K-R2
41 P-Q4 B-K
42 R-R7ch K-N3
43 PxB RxN
44 PxP N-B4
45 P-N7 NxP
46 RxN B-B2
47 P-N4 R-B5
48 R-N6ch K-N2
49 P-B5 BxP
50 P-R3 R-B
51 R-Q7ch K-N
52 P-B6 R-B
53 P-B7 Resigns

18 VIENNA GAME

(BY TRANSPOSITION)

WHITE: R. BRENNEMAN
BLACK: A. BRENNEMAN

1 P-K4 P-K4
2 Q-K2 P-QB4
3 N-QB3 N-QB3
4 P-KN3 N-B3
5 P-Q3 P-Q3
6 B-N5 B-K2
7 BxN BxB
8 O-O-O O-O
9 N-Q5 N-Q5
10 NxBch QxN
11 Q-K3 B-Q2
12 P-QB3 N-K3
13 B-KR3 QR-K
14 BxN BxB
15 N-B3 P-QN3
16 P-QR3 P-KR3
17 P-Q4 KPxP
18 PxP B-N5
19 R-Q3 P-Q4
20 P-R3 B-B4
21 P-K5 Q-N3
22 R-B3 P-B5
23 P-KN4 B-K5
24 N-R4 Q-QB3
25 P-B3 B-R2
26 P-B4 R-B
27 R-N R-B2
28 P-N5 P-N4
29 P-B5 P-QR4
30 P-N6 PxP
31 PxP BxP
32 NxB R-N
33 P-K6 P-N5
34 P-K7 R-K
35 Q-B4 R(2) -B
36 N-K5 Q-K3
37 R-N6 QxKP
38 R(3) -KN3 R-B
39 RxPch QxR
40 RxQch KxR
41 Q-N4ch K-R2
42 Q-N6ch K-R
43 QxPch K-N
44 Q-N6ch K-R
45 N-B7ch RxN
46 QxR PxP
47 PxP P-B6

48 P-KR4 R-B5
49 QxP R-R5
50 Q-B5

And White wins

(Note: Arthur Brenneman says: "The only comment I can make is that I believe 20... PxKP would have been a better move for Black, for if PxB, then PxR, exposing White's Q; then, if QxP, PxP, opening the B file, exposing the White K, or if White moves the R, then Black BxN, attacking the R etc. From here on, I believe Black would have considerable advantage.")

SELECTING AND ARRANGING GAMES

Of the 35 games at the Charleston tournament, 18 are included in this volume. Of the others, some had no unusual point of interest, one or two had indecipherable scores and others were dropped because we had too many already from the players represented.

In arranging games for use in the Year-book, we chose first the champion's games; the first game is the champion vs. the runner-up; next game between champion and third man, and so on.

After the champion's games, are games by the runner-up, in the same order; and so on through the list.

THE CLUE A CHESS MYSTERY - - - - - - BY WALT CREDE

It was past midnight when someone suggested they play Murder. A game in which bits of paper are drawn by lot, all blank except one marked "Murderer." No one knew who would draw the murder-slip. Then members of the party would withdraw to separate rooms, to await the possible coming of the killer. The "murdered" man or woman was to leave a clue by which the doer of the "crime" could be identified.

Those present at the time the game was suggested were Gerald Spring, lawyer, at whose country estate the party was being held, Prof. Bertrand Lee, famed linguist, Mrs. Lee, Dr. Karl Wagner Einherst, internationally known chess master, Lady Nadine Smythe, founder of the British Gardens Club, L. L. McAlis, the famous painter, Screen Actress Belinda Nash, whose current success--"Madame Chauvieux"--was acclaimed by millions, Dr. Grantlyn Codye, the American surgeon, Mrs. Codye, S. Butler Jenks, writer of detective fiction--better known under the nom de plume, "Madison Caldwell," Mrs. Jenks, and Tony del Divio, the radio crooner, under contract to the BBC.

The suggestion was received with enthusiasm. The scraps of paper were made up, a hat was supplied, and the twelve members of the party one by one drew from it. Then each went to a preassigned room, there to wait ten minutes behind closed doors, giving the "murderer" time to "kill" the victim of his choice...

One door opened, then another. Soon, all were regathered in the beamed living-room of the mansion. Eleven of them. Dr. Einherst was missing. He would be the "body" they were to discover, over which to preside in the art of detection.

Dr. Karl Einherst had been assigned the library, and now they made their way gaily toward its closed door. Butler Jenks was there in advance of the others. He thrust open the door.

"What ho!" he cried; "what ho! brother corpse! What clue hast thou left behind for us poor numbskulls to--to--"

Jenks spluttered to silence. There was a gasp from the others crowding behind him. Beneath a lamp in the corner, Dr. Einherst sat at a table on which was laid a chessboard and its pieces. He was staring at them with a blank, fixed gaze.

Dr. Grantlyn Codye pushed his way past the stilled detective writer and strode to the table in the corner of the room. Upon reaching the table, Codye stopped short. "Oh, my God!" he muttered hoarsely. He slowly put out his hand and touched Einherst's shoulder. The chessmaster slumped forward across the table, scattering the chess men. Those watching from the door could see the handle of a knife protruding from between the shoulders of the chessmaster.

The women screamed. Dr. Codye's face was ashen as he turned to others and said thickly: "This man is dead. He has been--murdered!"...

It was ten minutes later. The police had been summoned, but had not yet arrived. Dr. Codye and Prof. Bertrand Lee were in the library with the body, the others remaining in the living-room with the ladies. They stood silently looking down at the knife. Suddenly Professor Lee glanced at his companions.

"Good Lord!" he exclaimed. "I'd forgotten. The clue! In the game, he was supposed to leave a clue pointing to the identity of the murderer. Do you think he could have left something like that in this case?"

Dr. Codye shook his head. "Hard to say. But if he did--he did not have much time. He died almost immediately after the knife entered his body. He might have lived, say, thirty seconds. Not enough time, I'd say. Besides, he was almost completely paralyzed by the blow."

"Hmmm," Lee mused. "All the same, I'm going to look around." He stood back and scanned the table intently for a moment, then moved in closer. Suddenly he bent forward. "I say, Codye, look here!"

He directed Dr. Codye's attention to the dead man's right hand. It was tightly clenching a chess piece, a delicately carved ivory Knight... The thumb bore a dent and the skin was punctured as if it had pressed heavily against some sharp object. Looking closely, they found one of the Knight's ears broken off, clearly by the thumb's pressure. The broken ear was on the floor by Einherst's chair.

Prof. Lee crossed to the other side of the body and bent to look at the left hand. When the chessmaster had fallen across the table, under Dr. Codye's slight touch, the left hand had fallen limply to the floor. It lay there now, palm up, the fingers relaxed.

Prof. Lee straightened. Gnawed his lip. "That's it," he said, after a moment's thought.

"What's it?" Codye asked.

"The clue. The poor devil did leave one, after all. Quick thinking on his part, too. He could not have made it more plain had he written the murderer's name on a sheet of paper for all to read. Matter of fact--that is practically what he did do." He paused, pointed grimly to the clutched hand. "That broken Knight tells clearly the name of the one who drove the knife in Einherst's back."

-:O:-

To The Reader:

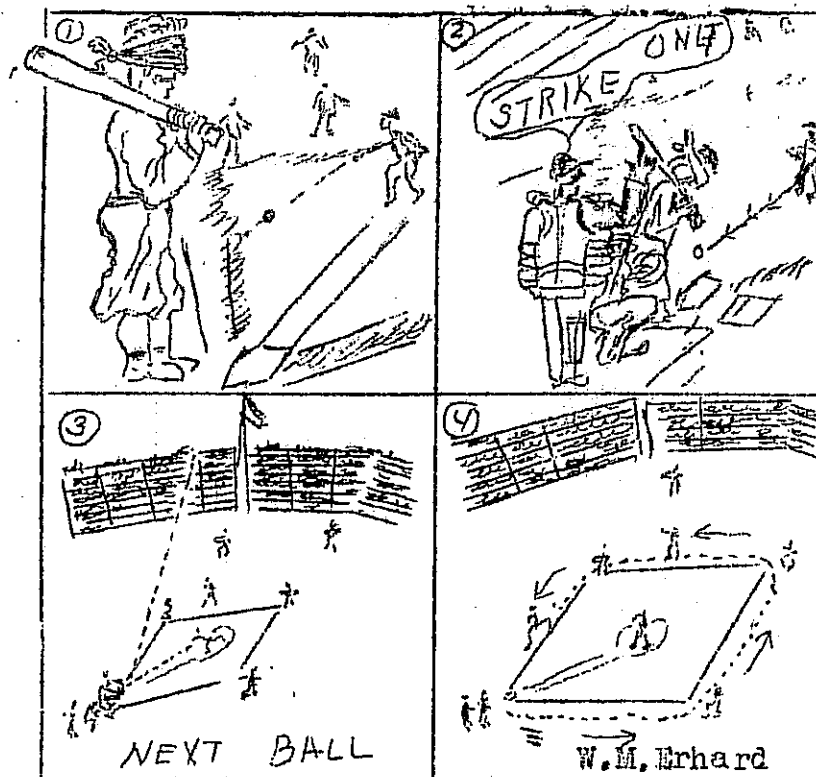
You have been given all the clues known to Prof. Bertrand Lee, the world-famous linguist. From this information, Prof. Lee called the name of the murderer of Dr. Karl Einherst from the list of men and women who attended the party.

Logical reasoning enabled Prof. Lee to do this. I am suggesting, therefore, that you try your hand at the art of detection and see if you, too, can correctly discover the killer. Guess-work will not suffice. The SOLUTION will be found on page 43.

--WALT CREDE

SELECTIONS FROM THE BULLETIN

IN THE "YELLOW SECTION" PAGES WHICH FOLLOW, WE ARE REPRINTING FROM THE WEST VIRGINIA CHESS BULLETIN A FEW ARTICLES WE FELT MEMBERS MIGHT LIKE TO HAVE IN MORE OR LESS PERMANENT FORM.



THE BLINDFOLD CHESS CHAMPION GOES IN FOR
BASEBALL

LOCAL AND STATE CHESS PAPERS

This is a bibliography of local, regional and state chess publications, revised as nearly as possible to July 1, 1945. Practically all the information was furnished by the editors themselves, to whom many thanks for their fine cooperation.

Oldest of the papers is either the Wisconsin Chess Letter, founded Jan. 1, 1939 or the Federal Chess Club News Letter, also founded in 1939 (exact date not given). Biggest of the publications is the Washington Divan News averaging 13pp. $8\frac{1}{2} \times 11\frac{1}{2}$ inches in size the last six months and with 14 pp. in the current issue; this also gives it the greatest amount of reading matter for the last six months, 78 pages. Most pages from beginning publication goes to the Minneapolis Chess & Checker Club News, with 400, but they are only $5\frac{1}{2} \times 9\frac{1}{2}$ inches in size; so the honor for most reading matter from the beginning goes to Wisconsin Chess Letter, with 300 pages, some $9\frac{1}{2} \times 11$, some $8\frac{1}{2} \times 14$. The Cleveland Area Chess Bulletin has distributed most copies to readers since its founding, 13,300; also the greatest number in the last six months, 4,200... The Wisconsin Chess Letter has the greatest reader list per issue, 500.

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CHESSER CLUB WEEKLY, official organ of the Firestone Chess & Checker Club, Akron, Ohio, founded April 6, 1944. Published each Thursday; 34 issues appeared to June 7 1945. Total pages reading matter issued to date 74. Hektographed, page size $8\frac{1}{2} \times 11$ inches. Total copies distributed to date, all issues, 2,000. Average copies per issue last six months, 90; number printed current issue 100. Average number of pages per issue last 6 months 2.7 Does not accept subscribers but welcomes exchanges. Editor: L.A. Scholpp, Terminations Division, Firestone Tire & Rubber Company, Akron, Ohio.

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CLEVELAND AREA CHESS BULLETIN, o.o. The Association of Chess Clubs of the Cleveland Area, founded Sept. 28, 1943. Pub'd first and third Suns. each mo.; 40 issues to June 15, 1945. Total pp. reading matter issued 394. Mimeographed $5\frac{1}{2} \times 8\frac{1}{2}$. Copies distributed to date, approx. 13,300. Avg. copies per issue last 6 mos. printed 450, distributed 350. No. printed current issue 450. Avg. no. pp. per issue last 6 mos. 8. Sub. rate \$1 a yr. (24 issues). Editor: Joseph R. Dorsey, 1920 W. 48 St., Cleveland 2, Ohio.

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DIVAN NEWS, o.o. The Washington Chess Divan, founded June 1, 1943, by LeRoy Thompson. Pub'd 1st of each mo.; 30 issues to June, 1945. Total pp. reading matter issued, 265. Mimeographed $8\frac{1}{2} \times 11$. Copies distributed to date approx. 5,250. Avg. copies per issue last 6 mos. 175. No. printed current issue 200. Avg. pp. per issue last 6 mos. 13. Sub. rate \$1.50 yr. (12 issues). Editor: N.P. Wigginton, 1741 K Street NW, Washington 6, D. C.

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EDISON CHESS AND CHECKER CLUB COMMUNICATION, founded 1943. Pub'd each Weds. (except during summer); 70 issues to May 4, 1945. Total pp. reading matter issued 77. Various processes--press, mimco, multigraph-- $8\frac{1}{2} \times 11$. Copies distributed to date about 8,200. Avg. copies per issue last 6 mos. printed 125, distributed 110. No. printed current issue 125. Avg. pp. per issue last 6 mos. 1. Does not accept subs., but exchanges with selected list. Editor: Edw. I. Treend, 12689 Strathmoor Ave., Detroit 27 Mich.

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EN PASSANT, o.o. Pittsburgh Downtown YMOA Chess Club, founded Oct. 1, 1944. Pub'd 1st of each mo.; 9 issues to June, 1945. Total pp. reading matter issued 64. Mimeographed with printed masthead and dept. headings $8\frac{1}{2} \times 11$. Copies to date 1,125 printed and 750 distributed. Avg. copies per issue last 6 mos., 125 printed, 85 distributed. No. printed current issue 125. Avg. pp. per issue last 6 mos. 8. Does not accept subs but may exchange. Editor: C.H.L. Schuete II, 1446 Beaver road, Sewickley, Pa.

"A CHESS LADDER TOURNAMENT THAT WORKS"

Edward I. Treend
Secretary, Edison Chess and Checker Club
Detroit, Michigan

We are pleased to offer the following suggestions covering the conduct of a Chess Ladder Tournament that really works, and that presents a few ideas to combat some of the evils attendant upon the usual style of such tournaments in our chess clubs. For the basic structure we are indebted to our friend, Mr. I. A. Horowitz, and the "CHESS REVIEW". The general outline as well as the scoring table has been taken almost entirely from the plan used by them in the Correspondence Tournaments conducted by the "CHESS REVIEW". We have the permission of Mr. Horowitz to use this system in our Club and we are of the opinion that he would have no objection to our passing it on to you.

In the original set-up the membership list, or those members who would play in the tournament, should be arranged in the order of their playing ability as nearly as possible. They can be divided into classes with approximately the same number in each class. It is suggested that the classes consist of about ten players each. If you wish to consider only ability you might put your best players in Class "A", your beginners in Class "C", and all others in Class "B". It really doesn't make a great difference if a player is put in the wrong class at the start as he would reach his proper level after he had played several games.

Those players entering Class "A" will start with 1200 points; "B" with 1000 points; and "C" with 800 points. These figures could be varied somewhat if you were to have more or less than three classes but it is suggested that a player of average strength should start with 1000 points. It seems to work out well in reference to the table of points won and lost explained below.

Players who have not established a rating or whose playing abilities are in doubt should play several games so that his strength might be estimated and a proper classification given. We have found it advisable to form a Rating Committee to pass upon such cases. This committee seems to function to the best advantage when it is composed of average players, being sure that they are men of experience and judgment.

Any player may play any other player, irrespective of class ratings, but no player may play two games in succession against the same opponent. This is a very vital point for it helps to correct a condition common to many chess clubs all over the country. Many times two friendly enemies will play with each other all evening at a chess meeting to the exclusion of other players but when they are allowed to get points for only the first game the chances are that when the game is over each of them will be looking for a change of opponents. This plan does encourage a greater diversity of play.

Points will be added to the score of the winner and deducted from the score of the loser according to the table and explanation given on the reverse of this sheet.

The Secretary should adjust all ratings after each game as the calculations

FEDERAL CHESS CLUB NEWS LETTER, founded 1939 by Dr. Carl Ferman. Pub'd 1st Tues. each mo.; 76 issues to May, 1945. Total pp. reading matter issued 152 in News Letter, 100 in special editions. Mimeographed $8\frac{1}{2} \times 11$. Copies to date, 12,125 printed, approx. 11,100 distributed. Avg. copies per issue last 6 mos., 125 printed, 110 distributed. No. printed current issue 125. Avg. pp. per issue last 6 mos. 2. Does not accept subs but mails to all interested. Editor: Mrs. Rose Hurvitz, c/o Federal Chess Club, 2431 Fourteenth Street NW., Washington 9, D. C.

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INDIANA CHESS NEWS, a private venture, "for all Indiana Chess Players," founded Jan. 1, 1945. Pub'd 1st each mo.; 6 issues to June, 1945. Total pp. reading matter issued 54. Mimeographed $8\frac{1}{2} \times 11$. Copies to date 650. Avg. pp. per issue last 6 mos. 9. Avg. copies per issue last 6 mos. 108. No. printed current issue "more than 100." Sub rate 50¢ a yr. (12 issues). Editor: Leslie E. Dunkin, P.O. Box 117, South Bend 24, Ind.

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LANSING CHESS CLUB BULLETIN, founded December, 1944. Pub'd each Mon.: 27 issues to June 18, 1945. Total pp. reading matter issued 36. Usually hextographed (one issue press-printed) $8\frac{1}{2} \times 14$. Avg. pp. per issue last 6 mos. 1.3. Editor: V. E. Vandenburg, 505 West Lenawee, Lansing, Mich.

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MINNEAPOLIS CHESS AND CHECKER CLUB NEWS, founded May, 1943. Usually pub'd each Fri. Approx. 100 issues to June 16, 1945. Total pp. reading matter issued, about 400. Formerly hextographed, changed to mimeograph June, 1945, page size $5\frac{1}{2} \times 8\frac{1}{2}$. Copies to date approx. 9,200 printed, approx. 8,950 distributed. Avg. copies per issue last 6 mos. 110 printed 105 distributed. No. printed current issue 115. Avg. pp. per issue last 6 mos. 4. Sub rate \$1.50 a yr. (52 issues). Editor: Charles M. Hardinge, 32 Spruce Place, Minneapolis 4, Minnesota.

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PENNSYLVANIA STATE CHESS FEDERATION BULLETIN, founded Jan. 1, 1944. By W. M. Byland and R. P. Smith; present editors Byland and Robert Reel. Pub'd 1st each mo.; 14 issues to May, 1945. Total pp. reading matter issued 35. Mimeographed, with press-printed masthead, $8\frac{1}{2} \times 11$. Copies to date 750. Avg. copies per issue last 6 mos. 50. No. printed current issue 50. Avg. pp. per issue last 6 mos. 4. Sub rate \$1 a yr (12 issues). Address: W. M. Byland, 3244 Latania Avenue, Pittsburgh 16, Pa.

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READINGER CHESS-NUT, o.o. Reading Pa. "Y" Chess Club, founded Jan. 1, 1945. Pub'd 2nd wk. of each mo.; 4 issues to May 1945. Total pp. reading matter issued 8. Mimeographed $8\frac{1}{2} \times 11$. Copies to date 450. No. printed current issue 135. Avg. pp. per issue 2. Exchanges with other papers. Editor: Fred H. Perfect, 1258 Pennsylvania Avenue, Wyomissing, Pa.

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RED ROSE CLATTER, o.o. Red Rose Chess Club, Lancaster, Pa., founded Jan. 1, 1945. Pub'd first wk. each mo.; 5 issues to June, 1945. Total pp. reading matter issued 12. Planograph press-printed, mostly $5\frac{1}{2} \times 8\frac{1}{2}$. Copies to date, 150 printed, 125 distributed. No. printed current issue 30. Exchanges with other editors. Editor: C. K. Malcolm, 517 Third Street, Lancaster, Pa.

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WEST VIRGINIA CHESS BULLETIN, o.o. West Virginia Chess Association, founded Aug. 1 1941. Pub'd 10th each month; 34 issues to June 1945. Total pp. reading matter issued, 268. Mimeographed $8\frac{1}{2} \times 11$. Copies to date 2,650 printed, 2,375 distributed. Avg. copies per issue last 6 mos. 102 printed, 100 distributed. No. copies printed current issue, 115. Avg. pp. per issue last 6 mos. 12. Sub rate \$1 a yr. (12 issues). Editor: Gene Collett, 125 Meritt Avenue, Pittsburgh 16, Pa.

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WISCONSIN CHESS LETTER, o.o. Wisconsin State Chess Association, founded Jan. 1, 1939. Pub'd quarterly, Jan. 15, Apr. 15, July 15, Oct. 15; 25 issues to April, 1945. Total pp. reading matter issued, approx. 300. Mimeographed $8\frac{1}{2} \times 11$ and $8\frac{1}{2} \times 14$. Total copies printed to date 12,500. Avg. copies printed per issue last 6 mos. 500. Number copies printed current issue 500. Avg. pp. per issue last 6 mos. 6. Sub rate \$1 a yr.

on any succeeding game will depend on the accumulated adjustments made thus far. Here is the method of calculating the points won and lost:

(1)	(2)	(3)	(4)	
0-19	50	50	0	Column (1) represents the difference in ratings before the start of the match. Thus if one man has a rating of 1240 and his opponent has 1002, the difference would be 238 points. Column (1) would indicate that you would use the line 220-239 to determine the number of points to be won and lost on this match.
20-39	48	52	2	
40-59	45	54	4	
60-79	44	56	6	
80-99	42	58	8	
100-119	40	60	10	If the player with the higher rating wins, then you would use Column (2). The winner then wins 28 points and the loser loses 28 points.
120-139	38	62	12	
140-159	36	64	14	
160-179	34	66	16	
180-199	32	68	18	If the player with the lower rating wins we use Column (3) and you will observe that the winner gains 72 points while his opponent has 72 taken away from his score.
200-219	30	70	20	
220-239	28	72	22	
240-259	26	74	24	
260-279	24	76	26	
280-299	22	78	28	If the game ends in a draw the points are given according to Column (4). The player having the lower rating gains points as indicated, and his opponent loses an equal number.
300-319	20	80	30	
320-339	18	82	32	
340-359	16	84	34	
360-379	14	86	36	
380-399	12	88	38	
400-419	10	90	40	It is not likely that the Secretary will figure these scores immediately after the game is over so a running record should be kept of the score of the various games. They can be figured once a week, being sure that the games are in proper sequence. Detailed listings should be given to the membership at least once a week in order to keep alive the competitive spirit.
420-439	8	92	42	
440-459	6	94	44	
460-479	4	96	46	
480-499	2	98	48	
Over 500	0	100	50	

If you wish--it is entirely optional--prizes can be given to the top men in each class at predetermined intervals. We have found that it helps a great deal to give prizes once a month. They have usually been current issues of one of the better chess magazines. If a prize is to be given for a certain period it is advisable to have a player remain in his own class although he might have won enough points to entitle him to advance to the next class or he might have lost enough points to warrant putting him down a class. Then make your adjustments in class ratings immediately following the awards.

If no prizes are to be given a player might be moved from class to class as his score warrants. Players with scores below 900 would be in Class "C"; a player between 900 and 1099 would belong in Class "B"; with those over 1100 being in Class "A".

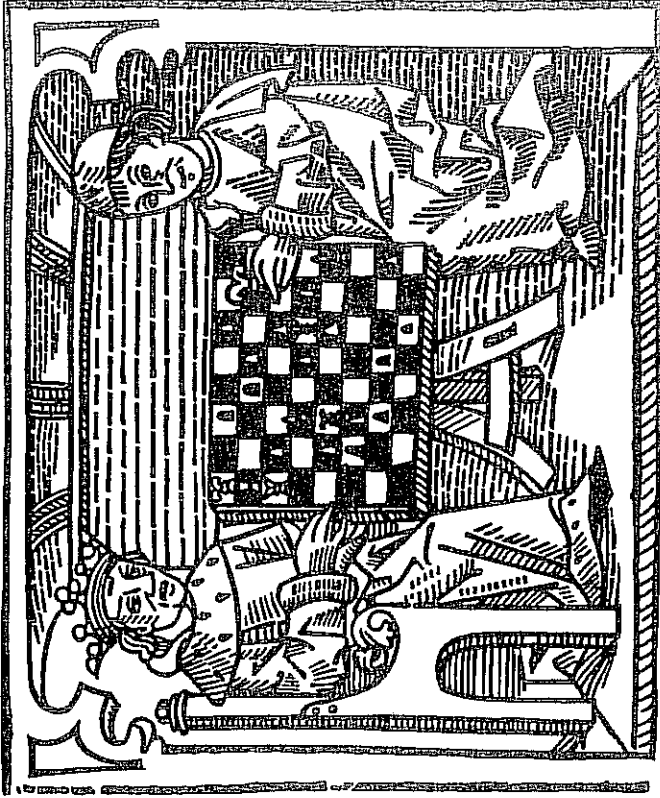
If prizes are awarded there should be a provision made as to how many games would be required in order to qualify for a prize. We have found that five games is a good number when prizes are awarded every month.

The standard rules of chess should apply in all cases, particularly the one concerning touching and moving.

HISTORICAL NOTES

Sometime during the second half of the thirteenth century, Jacobus de Cessolis, (Jacopo Dacciesole), a Dominican friar, gave a sermon based upon the moralities of the game of chess. At the request of his friends and fellow friars, it was reduced to writing, and appeared in manuscript form. This was the most ambitious, and from a literary point of view, the most important of all the chess moralities. There are a very large number of manuscripts of this work in existence of the fourteenth and fifteenth centuries, both in the original Latin, and in translation into the spoken languages of the time. Indeed it is probable that no other work of mediaeval times, not even excluding the Bible, was as much copied. Herr von der Lasa found copies of the Latin text in nearly every Italian library which he visited in search of chess manuscripts. It was translated into French, Italian, Catalan, Spanish, English, German, Dutch, Swedish, Czech, and many others. The French version was by Jehan de Vignay. From this work, it was translated into English by William Caxton, who is credited with being the father of English printing. During a residence in Flanders, Caxton acquired the new typographic art, and on his return, in 1474, set up a press in the almonry, Westminster, where he brought out the first printed book seen in England. His "The Game and Playe of ye Chesse" was the second book published by Caxton, and was the first book to contain illustrations. The only known copy is now in the British Museum, and is of course, beyond price. In 1862, Messrs. Trübner and Company, 60 Paternoster Row, London, England, undertook to publish a facsimile copy of Caxton's book. The type was simulated as nearly as possible to that used by Caxton. The paper, approaching as nearly as possible to that produced in the middle ages, was manufactured especially for this work. Due to the great expense entailed, only eighty copies of this book were made. This picture, (produced by photostatic process), is of one of the pages from this book, which as above noted, was a true facsimile copy of the first illustrated book printed in the English language.

The third chapter of the first tractate treateth of the playe
 The playe was founden and made by Capitulo iii



The causes wherefore this playe was founden ben in
 1. The first was for to correcte and reprove the kynge
 for when this kynge enghemeredach sake this playe / And
 the lawes - knyghtes and gentylmen of his court playe
 with the physylosofer / & merueilled greatly of the skille
 and nouelte of the playe . And desired to playe agaynst
 the physylosofer / The physylosofer answered and sayde to hym
 that hit myght not be don / but yf he first lernyd the playe
 The kynge sayde hit was reson and that he wolde put hym
 to the wayn to lerne hit / Then the physylosofer began to

DR. BUSCHKE--CHESS COLLECTOR

Readers who enjoyed Dr. Buschke's two articles in the February and March issues of the Bulletin--one on collecting chess autographs, the other dealing principally with the Cook Collection of chess books in the Princeton University Library--have expressed a desire to hear more of the doctor's work in these fields.

Dr. Albrecht Buschke came to the U.S. a few years ago from Berlin... He had been a lawyer in Germany but his hobby was chess and he brought with him one of the finest European chess libraries in private hands.

Since arriving in America, he has continued to add to his collections. His chess books number some 3,000 and he has more than 2,000 items in his autograph section (see Bulletin 30, pages 7 and 8).

"The number of items was estimated at 1,500 in 1938 but I found this to be rather conservative," writes Dr. Buschke. "Since then I have discovered that some of the autograph envelopes for one person contain as many as 50, 100 or even more items. I believe the 2,000 mentioned in my article in 'Hobbies' is still a rather low figure.

BACKS OF SCORE SHEETS BECOME NOTE-PAPER

"To this autograph collection I have been able to add occasionally since I came to America. There are now, for instance, 10 very interesting letters from William Steinitz to Harry Nelson Pilsbury, written on the backs of the scores of the games Steinitz played against Schiffers in Rostov in 1896.

"The scores are not in Steinitz' handwriting, but apparently were scored by a secretary. However, there are annotations in the masters' own peculiar penmanship. On 10 out of 11 scoresheets, Steinitz had written letters to Pilsbury, advising him of the progress of the match as well of the status of negotiations for a return match with Emanuel Laker which, as you know, took place later that year in Moscow.

"Some of the letters refer also to a projected book, apparently a compilation of the games played in the four masters' tournament in St. Petersburg in the winter of 1895-6. It seems Pilsbury and Steinitz had the idea of publishing the games with their notes.

MAYBE A PAMPHLET ON THE STEINITZ LETTERS

"Unfortunately, nothing came of this idea, but it is interesting to know such a plan existed. Some of the remarks are especially worthwhile because of their typically Steinitzian flavor--such as the comments he made concerning his young conqueror, Emanuel Lasker. I hope I may some day be able to reproduce these letters in facsimile form as a special pamphlet."

Perhaps we will be able to persuade Dr. Buschke sometime to do an article on those letters for us. It was an exciting period in the chess world and the letters, written under the tension of an important match, should bring back much of the flavor of those days a half century ago.

The American scene gave the doctor a chance to supplement and docu-

group--about a dozen Capablanca letters written to the Philadelphia chess sponsor, Shipley.

"These cover about every period of Capablanca's life," writes Dr. Buschke, "especially the 1925 Moscow tournament when the great Cuban felt run down.

"Also I have acquired a lot of Emanuel Lasker's letters to Shipley, throwing light on the rather sad affair of the cessation of Lasker's chess magazine...

THE BOOK THAT LASKER NEVER WROTE

"There is also one letter in this lot which shows Lasker at one time had the idea of writing a book on Paul Morphy, and I believe if the chess world had known about the plan, it would have done everything possible to help Lasker realize it. It is too bad this comes to light only now. It is probable that the publication of Maroczy's book on Morphy prevented the much too modest Lasker from writing on the same topic at about the same time."

Dr. Buschke says he still is at work on a Gesamtkatalog of all chess works published before 1850. In this he is cooperating with and has the cooperation of such organizations as the Cleveland Public Library, the Princeton University Library, the Library of Congress, and the Huntington Library, all of them much interested in the project.

REGISTRATION OF RARE CHESS BOOKS

Also under work in Dr. Buschke's chessic laboratory is a registration of all rare chess books in libraries and private collections in the United States--the criterion of rarity being that not more than 10 copies of the book must be known to be in existence. He has asked private collectors to write him, giving size and character of their libraries.

As for the books in Dr. Buschke's collection, we will have to wait for a scholarly article from his own hands to cover this important subject. The volumes range from the early 15th century (a Latin Cessoles MS dated 1419) down to 1945. Cessoles is represented by some Incunabula editions, the very rare Spanish (Reyna, Valladolid, 1549) and some 15th century manuscripts.

VARIATIONS NOT YET IN THE BIBLIOGRAPHIES

Most of the chess writers of the 16th to 18th centuries will be found represented by several copies of the first and most important later editions and the doctor has variations not listed in the bibliographies.

His mimeographed list of chess periodicals runs page after page, and some of the items are very rare. He has not only a fairly complete set of the important tourney books but original scores from some of them.

Americana includes such items as the first American printing of Benjamin Franklin's "Morals of Chess," in the December, 1786, *Columbian Magazine*; Paul Morphy's short-lived chess column in the *New York Ledger* (1859-60); a complete set of Morphy's and Fiske's *Chess Monthly* (1857-61), and a nearly complete set of Alain C. White's *Christmas Books*

QUEEN TAKES KNIGHT



Pastor: "George, wilt thou have this woman to be thy wedded wife?"
 Bride hastily: "Yes, He'll be very glad to."

The two "Yellow Section" cartoons are by the Rev. William M. Erhard, of Clarksburg, who recently was called to the pastorate of a Wheeling Church. The blindfold ball-player appeared in the June 10, 1945, Bulletin. The above cartoon has not previously been published.

THE CLUE -- SOLUTION TO A MYSTERY

(Have you read Walt Crede's mystery story on pages 33 and 34? If not, please do before perusing the solution, given herewith.)

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The police and a member of the C.I.D. had come and gone, and with them had gone the body of Dr. Karl Wagner Einherst--and his murderer... Prof. Bertrand Lee sat with the others in the living-room of the Spring mansion. They had been asked to remain until the police could clear up one or two questions.

Prof. Lee was holding a Tom Collins on his knee. He glanced at the group around him. They were waiting for him to explain, he knew.

"Had it not been for Einherst's limp left hand," he began, "I might not have tumbled on to it so quickly. But as it was, there was no reason--this being backed by Dr. Godye--why one hand should be so tightly gripping a chessman while the other was perfectly normal... unless Einherst intended it to be that way. Otherwise, if both hands had been clenched, it might readily have been taken for the convulsive actions of a dying man.

"But it was not that. Therefore, we have a chess Knight clutched in the right hand, a Knight intended to mean something. A Knight whose ear has been broken off, deliberately, it could be safely ascertained, in view of the fact that in doing so the skin of the thumb was pierced. Then, the broken ear stood for something--but what?

"Suddenly, I knew. Dr. Karl Wagner Einherst was of German descent--anyone taking one look at his name would know that. So it could be safely assumed he knew something of the German language; almost certainly: since, being an international chessmaster, he naturally would have taken part in chess meets in Germany at one time or another.

"My reasoning thusly led me to believe the Knight to Einherst was not a 'Knight,' but the German equivalent. And the German for 'Knight' is der Springer. The rest was easy. There was a Knight with an ear off. If I say the words 'spring' and 'ear' together, I have something like 'Springer.' Then, remove the sound, 'ear,' from the combined sound, 'spring-ear,' and I have--the murderer: our esteemed host and friend, Gerald Spring!"

"But, sir," put in Tony del Divio, "the word 'ear' is English. Is it not a bit far-fetched to use the German word for one thing, and the English for another?"

"Far-fetched? No. Hardly. For, you see, 'ear' in German is das Ohr: 'spring-ohr'...Pretty much the same, don't you think?"

"I wonder," Lady Smythe said, "why Gerald Spring did it?"

Prof. Lee smiled. "I am a professor of linguistics--not a psychologist--nor a police officer. Frankly, I don't know. Why does anyone murder?"

ERRATA

Page 7. Membership list. The blurred name, of course, is that of H. Landis Marks, our 1942 Champion. And, farther down the page, under J. C. Thompson, we find we eliminated three-fifths of Texas!

Page 11. Our attention has been directed to the fact that the insert donated by Member Treend was photostated, not printed. (Treend, also, kindly lent us the stencils for his article in the Yellow Pages)

Page 20. We are still suspicious of move 30 in Game 4, even though Dr. Werthammer says he has played it through several times and can find no score-keeping error to account for the Apparent blunders--which we just don't believe happened! Can any member suggest what may have occurred, avoiding the double fault?

Page 21. Grimm's note to move 6 should say "The unusual move."

Page 24. If anyone has trouble reading the score in game 9, it actually goes 32 R-R R-R7, 33 RxR, etc.

Yellow Section. Under Federal Chess Club News Letter, the word in the third line, naturally, should be "editions." And in the story on Dr. Buschke, sixth paragraph, it should say "Dr. Emanuel Lasker."

ADDENDA

Though it does not qualify as a local, regional or state chess publication, and for that matter is not even published in the United States, we feel that to complete the chess paper bibliography given in the Yellow Section, we should include--

CANADIAN CORRESPONDENCE CHESS ASSOCIATION BULLETIN, founded 1931 by C. Underhill. Pub'd at end of each month; 110 issues to June, 1945. Total pp. reading matter issued, approx. 400. Mimeographed 8 $\frac{1}{2}$ x12. Copies printed to date, approx. 22,000. Avg. copies per issue last 6 mos. 250. No. copies printed current issue, 275. Avg. pp. per issue last 6 mos. 6 to 8. Sub rate \$2 a yr. (12 issues). Editor: Bernard Freedman, 7 Adelaide St. W. Room 204, Toronto, Ont., Canada.

Add Membership List, Page 7: 1 L. A. Scholpp, 415 Suncrest Street, Pittsburgh 10, Pa.; 1 Albert S. Pinkus, 1700 Albemarle Road, Brooklyn 26, N. Y. This increases current year membership to 83.

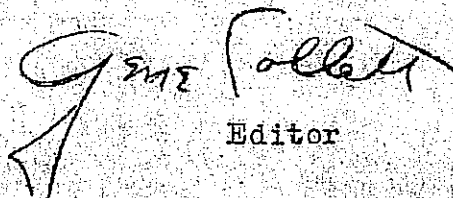
APOLOGIA

(1) We were unable to be as snooty as we wished about the kind of paper used in this book. We took what we could get. For the pages on which there is heavy show-through, we ask pardon--and sympathy.

(2) The final editing was done, page layouts made, stencils cut, proof read, pages printed, sorted, bound, packaged and mailed--all between July 15 and Aug. 15, 1945. Also, we got out a Bulletin.

To all who aided in the production of this volume, including members of our own family, who helped with matters of taste and many of the mechanical processes, our heartfelt thanks!

Done at 125 Meritt Avenue,
Pittsburgh 10, Pennsylvania,
Twelfth of August, 1945


Editor

THE CLUE -- A SOLUTION TO A MYSTERY

(Have you read Walt Crede's mystery story on pages 33 and 34? If not, please do before perusing the solution, given herewith.)

--0--

The police and a member of the C.I.D. had come and gone, and with them had gone the body of Dr. Karl Wagner Einherst--and his murderer... Prof. Bertrand Lee sat with the others in the living-room of the Spring mansion. They had been asked to remain until the police could clear up one or two questions.

Prof. Lee was holding a Tom Collins on his knee. He glanced at the group around him. They were waiting for him to explain, he knew.

"Had it not been for Einherst's limp left hand," he began, "I might not have tumbled on to it so quickly. But as it was, there was no reason--this being backed by Dr. Godye--why one hand should be so tightly gripping a chessman while the other was perfectly normal... unless Einherst intended it to be that way. Otherwise, if both hands had been clenched, it might readily have been taken for the convulsive actions of a dying man.

"But it was not that. Therefore, we have a chess Knight clutched in the right hand, a Knight intended to mean something. A Knight whose ear has been broken off, deliberately, it could be safely ascertained, in view of the fact that in doing so the skin of the thumb was pierced. Then, the broken ear stood for something--but what?

"Suddenly, I knew. Dr. Karl Wagner Einherst was of German descent--anyone taking one look at his name would know that. So it could be safely assumed he knew something of the German language; almost certainly: since, being an international chessmaster, he naturally would have taken part in chess meets in Germany at one time or another.

"My reasoning thusly led me to believe the Knight to Einherst was not a 'Knight,' but the German equivalent. And the German for 'Knight' is der Springer. The rest was easy. There was a Knight with an ear off. If I say the words 'spring' and 'ear' together, I have something like 'Springer.' Then, remove the sound 'ear,' from the combined sound, 'spring-ear,' and I have--the murderer: our esteemed host and friend, Gerald Spring!"

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