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CHESS

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Vol. 1 JULY 1st, 1938 No. 5

The Knight's Tour
(By Dr. E. W. Bennett)

Bledisloe Cup Matches

End Games
(By "Ruy Lopez")

Problems, Etc.

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Vol. 1

JULY 1st, 1938

No. 5

To Our Readers

Owing to lack of support we have to cut the number of our pages. At a later date we hope to print our usual 12 pages.

THE EDITOR.

CORRESPONDENCE CHESS.

B.C.C.A. Results to 18/6/38.

TROPHIES TOURNEY.

Class 1B—K. W. Campbell 1, C. B. Easter 0.

Class 2—W. H. Gordon $\frac{1}{2}$, E. J. Haigh $\frac{1}{2}$; W. H. Buckett 1, J. B. Cumming 0; E. J. Haigh 1, N. Cromarty 0.

Class 3—G. M. Wagstaff 1, H. Rowbotham 0.

Class 4A—J. C. McAnsh 1, P. A. Mathieson 0; F. W. Jessett 1, P. A. Mathieson 0.

Class 4B—R. W. Smith 1, A. D. Dickie 0; A. W. Anderson 1, L. R. Anthony 0; D. Robertson 1, T. C. Donovan 0; R. W. Smith 1, T. C. Donovan 0; A. W. Anderson 1, W. Anderson 0.

HANDICAP TOURNEY.

J. W. Gray (4A) 1, P. A. Mathieson (4A) 0; Miss F. Collinson (4A) 1, P. A. Mathieson (4A) 0; J. Lang (1B) 2, T. W. Symons (3) 0; K. W. Campbell (1B) 1, C. H. Speck (2) 0; Mrs. P. A. Milburn (4A) 2, E. Jackson (4B) 0; K. W. Campbell (1B) 1, Mrs. P. A. Milburn (4A) 0; T. W. Symons (3) $\frac{1}{2}$, A. T. Scott (3) $\frac{1}{2}$; Dr. L. L. Burton (2) 1, M. L. Rogers (2) 0; A. W. Anderson (4B) 2, Miss K. Kilkinson (4B) 0; A. A. Sterry (3) 2, Miss F. Collinson (4A) 0; A. W. Anderson (4B) 1, P. A. Mathieson (4A) 0; J. A. Jackson (3) 1, W. Anderson (4B) 0.

SHADES OF THE PAST.

Played in the 4th round of the Carlsbad Tourney, 1930. (Annotated by V. Soultanbieff.)

Q.P. Game:

White	Black
Capablanca	Bogoljubow
1. P—Q4	N—KB3
2. P—QB4	P—KN3
3. P—KN3	B—N2
4. B—N2	O—O
5. P—K4	P—Q3
6. N—K2	

(This mode of opening is greatly favoured by Mifs Menchik.)

6. QN—Q2

Yates, and following his example, a number of English players favoured QN—B3 and if 7. P—Q5, N—N1 followed by N—Q2, but I think the text saves time.

7. O—O P—K4

8. P—Q5

The blocking of the centre and the consequent locking out of two K.B.'s foreshadows a long drawn out fight for position.

8. N—B4

9. QN—B3 P—QR4

10. P—KR3 P—QN3

11. B—K3 Q—K2

Up to this stage the development has been normal, but 11. B—Q2 as advised by Znosko-Borowsky, was more prudent so as to meet 12. P—QR3 by P—R5 preventing white playing P—QN4.

12. P—QR3 N—KR4

So as to allow P—KB4 the best triumph in Black's defence.

13. P—QN4 P x P

14. P x P R x R

15. Q x R N—R3

16. P—N5 N—B4

17. Q—R7

White conceives a profound plan for piercing Black's apparently invulnerable position.

Canterbury News

17. P—KB4
 18. B x N QP x B
 If NP x B, P—N6 wins for White.
 19. P—Q6

A beautiful sacrifice of a pawn for position, allowing for the entry of the R at Q1, and the N at Q5.

19. Q x P
 20. R—Q1 Q—K3
 21. P x P

Giving the KB control of the milky way. What a transformation in 5 moves. Capa's genial strategy would appear to triumph.

21. Q x KBP
 22. N—K4
 Defending KB2 and threatening P—KN4.

22. N—B3
 23. P—N4 Q—K3
 24. Q x P (B7) N x N
 25. B x N Q—KB3

Black's only chance is pressure on the KB file, which he utilises to the utmost.

26. P—B3 P—KR4
 Black is unable to prevent the terrible move R—Q6. But it is in such critical positions as the above that Bogoljubow shows remarkable fertility of invention. The text move is the finest in the game, and must have been foreseen a long way back. Black saves the game by a bold and ingenious counter-attack.

27. R—Q6 Q—R5
 28. K—N2 P x P
 29. RP x P B x P
 30. R x KNP

The last few moves are most beautiful and complicated with a reciprocal threat of mate.

30. B—R6ch
 31. K—N1 Q—K8ch
 32. K—R2 Q x Nch
 33. K x B R x Pch

The brilliant sacrifice of the Rook triumphantly crowning the drawing combination inaugurated by Black's 26th move.

34. B x R Q x Beh
 35. R—N3 Q—R8ch
 36. K—N4 Q—K5ch
 37. K—R3 Q—R8ch

Drawn by perpetual check. A most interesting game showing to the full the characteristic style of both champions; the clear, exact, and powerful play of Capablanca, and Bogoljubow's firm and clever defence followed by a subtle counter-attack.

Results in the Canterbury Championships to date are:—

Championship.				
	P.	W.	L.	D. Pts.
S. Hindin	13	12	0	1 12½
L. J. Darwin	14	11	2	1 11½
E. H. Hey	14	10	3	1 10½
W. D. Khouri	13	9	4	0 9
W. A. Dobson	18	9	9	0 9
Mrs. Abbott	11	8	3	0 8
H. R. Abbott	10	7	2	1 7½
A. O. Gray	16	6	10	0 6
C. W. Gray	16	6	10	0 6
Rev. N. Friberg	14	4	9	1 4½
H. Kennedy	15	4	10	1 4½
E. Dalton	14	4	10	0 4
W. H. Joyce	24	4	20	0 4

Intermediate.				
S. Hollander	13	8	5	0 8
J. H. Hobday	12	6	3	3 7½
C. S. Smith	11	7	4	0 7
C. Hagar	11	6	4	1 6½
F. J. Butler	8	5	3	0 5
G. G. Parkins	10	5	5	0 5
R. J. Penrose	11	4	5	2 5
C. A. Hadler	10	4	5	1 4½
J. I. Mellish	10	4	5	1 4½
Miss Willard-King	10	0	10	0 0

Junior.				
F. Newsome	11	9	2	0 9
H. Alcock	10	7	3	0 7
L. Anderson	10	6	2	1 6½
R. W. Smith	8	6	2	0 6
A. E. Ault	9	6	3	0 6
Miss Wilkinson	8	4	4	0 4
G. H. Atkinson	8	3	4	1 3½
A. W. Mackay	5	0	5	0 0
P. J. Bowes	6	0	6	0 0
E. Harden	9	0	9	0 0

LINCOLN CHESS CLUB.

The leading trio in the Lincoln Chess Club are as follows:—

	P.	W.	L.	D.	Pts.
Banks, S.	12	11	1	0	22
Harris, R.	11	10	1	0	20
Calder, J. W.	10	9	1	0	18

Recently the club played two matches. The first against the Rakaia Chess Club resulted in a win for Rakaia by nine games to three.

The second match, played against the Canterbury Chess Club, resulted in a win for Canterbury by 11 games to six.

THE KNIGHT'S TOUR

(By Dr. E. W. BENNETT)

The aim in this eccentric offshoot of chess is to commence with a given square and make a series of 63 consecutive knight-moves, in such a way that the knight moves to each square of the board once, and once only. It is an interesting novelty, and increases the would-be blindfold player's knowledge of the board, but is otherwise of no practical value. The present author has had to work out all the following principles for himself, but numerous authors have studied the problem, notably the mathematician Euler, in inaccessible works. Here are several methods.

1. **The Unsystematized Attempt.**—Go ahead and trust to luck and ingenuity. Trouble commences after the 50th move or so, and one soon realises that, as in the game, a careless opening is liable to lead to a hopeless ending. Good and bad moves are made indiscriminately, and difficulties pile up until they become impossibilities.

2. **The Garden Path Method.**—Go round the board four times, filling in the two outer rows first, and then complete the quarter-board in the centre. This is the best method for the unambitious, who may omit the fourth method below. Suppose we commence at Q2, the first stroll around the path will be as follows (draw an angular line round on a diagram): QKt1, R3, Kt5, R7, B8, K7, KKt8, R6, Kt4, R2, KB1; we must double back to KKt3 to commence the second circuit, thence continue KR1, B2, Q1, Kt 2, R4, Kt6, R8, B7, K8, KKt7, R5; and now in casting round for a way of commencing the third circuit we find that we must trample on the roses in the garden and use KB4 or KB6 as a turning-square. This always happens once in this method, whatever the starting square—and just as well, for we can later finish off 15 squares in the centre but could not manage 16. For a reason explained below we prefer KB6; then the third round by R7, KB8 (anticlockwise this time), Q7, Kt8, R6, Kt4, R2, QB1, K2, Kt1, R3,

Kt5; and now the fourth circuit through KB7, R8, Kt6, and so on round to Q8. In finishing off the central part we make four miniature circuits of four squares each, save that KB6 has already been occupied; K6, KB4, Q3, QB5; K4, QB3, Q5; K3, QB4, Q6, KB5; Q4, and there is an indication of the efficacy of this method in the fact that even at this late stage there are two ways of finishing.

3. **The Continuous Tour.**—If we finish the above example from Q4 by QB6, K5, and KB3, we notice that the last square KB3 is a move away from the first Q2, and that by making this move we tie the tangled thread into a closed loop. We could follow the same route, commencing from any square, and this is the standard method when for example itinerant showmen make knight-tours in the guise of a mind-reading demonstration. It is a poor method, all the tours being essentially the same unless one memorises several different ones, and moreover an audience will always suspect that this is the method used if they can make any suggestion about it at all. It is simpler to learn the principles than to memorise whole tours.

Some Basic Principles.—Before studying the fourth method, which is more complex but much the best for the ambitious, we should notice some fundamental principles, common to all methods except the parrot-like third one. On what grounds could we decide that at a certain stage in making a tour one move would be good and another bad? Suppose we have to choose between two squares X and Y; count how many moves we will have to choose from if we go to X, and how many from Y; suppose the numbers are two and five. This means that if we do not go to X now we will have two opportunities of doing so later; if we do not go to Y we will have five chances later of getting there. That is, X is the difficult square, and we should go to it now, while we have a convenient opportu-

nity. Hence the principle, important alike in the game and in the tour. Reserve the options. If we can reserve options at all squares not yet occupied, the tour is bound to succeed. Go to the square which gives the least number of options. This is the fundamental principle in all methods.

Some useful special cases, of which plenty of illustrations will be found in the above example, and all due to the fact that the knight has less moves at the edge, are these:—Go for preference towards or still better to the edge; go towards the corners, or across them or into them when possible. Suppose for example that the knight arrives at B2, then the next move must be R1, otherwise the tour would have to end there—an example of the heaping up of difficulties at the end, as noticed under the first method. In the above example, we chose KB6 rather than KB4 because it was a corner square in the central quarter-board. In filling in the latter we still applied the same principles, save that we played rashly Q8—K6.

A further principle is that of enlarging the unit. A child learning to read or play a piano has to struggle with single letters or notes, but with further practice becomes able to recognise a word or chord at a glance—he has enlarged his unit. He has increased his powers by grouping the basic units into larger ones. In the first method above, the unit is a baby one, the single square or move; in the second method we used the four circuits as larger units; and the properties of these units should be studied in further detail by drawing them separately on four diagrams. Note that each has 12 squares, each ends within a move of its first square, hence each could be made into a closed loop, and that loop could be opened, i.e., commenced, at any point, as in the third method above. Since it retains its identity independently of the starting-square, it is a permanent unit. Its weakness as a unit is that it does not include the central squares, and it therefore requires extending into a larger unit still. In the fourth method we use four 16-square units which include the whole board.

4. The Extended Circuit.—Consider a quarter-board, say white's K-side, and that fragment of a circuit which

passes through it, e.g., K1, KKt2, KR4. By adding to these the square KB3 we get a symmetrical group of four, as we will need to get in each quarter if we want a 16-square unit, and we note that the four squares form a miniature continuous tour through the quarter-board. A similar consideration of the principles of symmetry in the other three-quarters suggests that Q4, QB6, and K5 are equally entitled to be associated with the same circuit, and a collective study of the 15 squares reveals further symmetrical properties. For examples, the four squares which we propose to add to the circuit are the four squares forming the miniature circuit in the centre by which we completed our garden-path example. It should be especially noticed that there are numerous ways of joining these central squares on to the 12-square outer circuit, there being 8 joining points (we picked on KB3 because it could join on to K1 and KR4, and similarly in the other quarter-boards); there is room for much variety in joining the central squares to the circuit. For example KB7, R8, Kt6, and now instead of KR4 at once we can put in the extension K5, QB6, Q4, KB3, and then resume the outer circuit at KR4; or we could proceed through KB7, R8, Kt6, K5, QB6, Q8 (outer circuit, a move from the starting square), QKt7, R5, etc., to KR4, and then finally KB3 and Q4; or in this we could put in the latter two squares after QB2, then resume the outer circuit at K1 and finish at KR4. Or we could go backwards and forwards across the board, e.g., commencing at KR8, we could go to B7, Q8, QKt7, R5, B6, K5, KKT6, R4, B3, Q4, Kt3, R1, B2, K1, Kt2. There are therefore many ways of complicating for the sake of variety or concealment of the method, or for the less ignoble purpose of ending the circuit where we wish in order to make a task tour as noted below.

All this refers to a single extended circuit; the other three should be similarly examined on separate diagrams, a central square from each quarter being added to each on the grounds of symmetry as discussed above, making four 16-square units or extended circuits. Verify that no square can belong to more than one extended cir-

cuit; that four enlarged units include the whole board; that one circuit goes through two corners, another through the other two, and the others miss the corners; that up to a point the fundamental rules above may be disobeyed with impunity; that there are numerous (in fact thousands) of ways of making a tour from any given starting-square; that in making a tour it is necessary to alternate between circuits which go through the corners and those which do not; and so on. Constant practice in trams or in bed or when the boss is not looking will teach many other details which will fit together and make blindfold construction of tours easy; one can soon learn, for example, the colour of any square, and the moves available from it both in the same circuit and into the two other circuits within reach of it. The four bishops help in remembering colours, and the following rule extends one's knowledge of the colours of squares to the whole board. In any one extended circuit, all squares on ranks 1, 4, 5, and 8 of the same colour, those on the other ranks are of the opposite colour. The rule could equally be stated in terms of files. To what circuit does QB5 belong? White's KB moves on white squares but just misses it, therefore it is black, therefore since it is on rank 5 the circuit will go through black squares on say the first rank, viz., KKT1 and QB1 (one easily learns whether a square belongs to a corner circuit or not, hence not K1 and QR1). The four extended circuits may be named in terms of and four consecutive squares, the most convenient being white's KR1, KKT1, KB1, and K1; the circuits through these in order may be called white corner, black non-corner, white non-corner, and black corner circuits.

Any of these relationships which appear difficult or irrelevant may be omitted, but the more one knows the easier it is to make tours, especially under task conditions, such as making a continuous tour, or choosing the first and last square (differing in colour) beforehand, or making simultaneous tours (it would not be difficult to beat the author's record of six). A good task would be to commence and end in corner squares, especially as one corner circuit would have to be made in two stages in order to al-

ternate with non-corner circuits.

In the next issue a tour will be given, commencing at KR1 and finishing at QR1; solutions will also be acknowledged.

Koshnitsky Arrives!



Gregory Koshnitsky, former chess champion of Australia, and the present champion of New South Wales, arrived by the Wanganelia at Auckland on Wednesday, June 21st.

Interest in the game, he said, was on the up-grade in Australia, and with the large amount of leisure that people to-day enjoyed chess should attract additional votaries. He recommended reasonable club fees, as chess could always be played in homes without cost.

(Christchurch "Press," 22/6/38.)

BLEDISLOE CUP MATCHES.

Wellington v. Auckland.

Play in the 20-aside telegraphic match between the Wellington Chess Club and Auckland Chess Club was concluded on Saturday, June 18th.

At time of writing the match was undecided owing to the fact that only 9 games were finished during the two nights of play.

Eleven games at present not concluded will be adjudicated by the Christchurch members of the New

Zealand Adjudication Board unless the opposing captains can agree as to the results.

Following is the result to date:—

Wellington C.C.	Auckland C.C.
1. E. H. Severne	½ C. B. Newick ½
2. A. W. Gyles	— D. I. Jones —
3. W. E. Mason	— R. E. Bayerty —
4. E. J. Dyer	— H. D. Addis —
5. J. C. McCrea	0 I. Burry 1
6. F. K. Kelling	— N. Barclay —
7. W. C. White	½ C. G. Lennard ½
8. A. T. Craven	— C. J. Taylor —
9. W. J. Fairburn	— J. Buchan —
10. F. Vincent	½ I. McIntosh ½
11. L. J. Hardy	1 Mrs. Short 0
12. H. Godtschalk	½ Dr. G. Short ½
13. J. Morton	— L. J. Kiley —
14. J. Otto	— J. Adkins —
15. A. E. Jessup	½ R. Spencer ½
16. D. Wild	— F. G. Stables —
17. A. H. Gilby	A. L. Fletcher 0
18. R. W.	
Kitchingman	— F. E. James —
19. J. K. Webbing	— R. Barker —
20. R. C. Glass	1 F. C. Utting 0

Total Wellington 5½ Auckland 3½
The final scores should be very even. Wellington have the advantage at four boards, Auckland have the advantage at three boards. Full scores will appear later.

Canterbury C.C. v. Otago C.C.

After one night's play in the annual telegraphic match only two games were decided.

At board 6 E. H. Hey (Canterbury) defeated R. E. Williamson (Otago).

At board 18 Dr. G. Barnett (Otago) defeated A. E. Ault (Canterbury).

Otago have the advantage on boards 10 and 13. Canterbury have the advantage at board 15. Final scores and teams will appear later.

Chess in Wellington

Twenty-two members are competing for the championship of the Wellington Chess Club. These are divided into two sections and the four highest scorers in each section are to qualify for the finals. The leading tallies to date are as follows:—

Section A.

	W.	L.	D.	To Play
Gyles, A. W.	6	0	0	4
Kitchingham, R. W.	3	1	0	6
Hardy, J. L.	4	2	0	4
Gilby, A. H.	4	3	0	3
Webbing, J. K. L.	2	1	1	6
Ariow, J. E.	3	2	0	5
Vincent, F.	2	1	1	6

Section B.

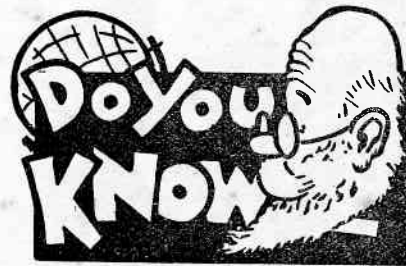
	W.	L.	D.	To Play
Dyer, E. J.	3	0	0	7
Jessup, A. E.	3	1	0	6
Wild, D.	2	1	0	7
Sim, R. C.	2	1	0	7
Severne, E. H.	1	0	3	6
Kelling, F. K.	3	1	1	5

The following are the results of the first rounds in the 1938 competitions of the Wellington Chess League:—

A Grade—Karori 4½, Hutt 1½, Working Men's Club 4½, Ngaio 1½, Wellington Red 4, Wellington Blue 2.

B Grade—Karori 6, Hutt 0, Technical Old Students 0, Working Men's Club 6, Miramar Red 5, Shell 1, Wellington 2, Marimar Blue 4.

C Grade—Technical Blue 3½, Technical Red 1½, Shell 5½, Technical Brown ½, Wellington College 3, Karori 3.



The B.C.C.A., N.Z. Section, meets in Auckland this month.

Another new Chess Club has been formed in Henderson. More will be heard of this Club later on.

Next month we commence "Instructive Errors," by E. Znosky-Borowsky. Translated from L'Echequies by E.A.L.

Margate Chess Congress, Easter, 1938. Premier Tournament—Dr. A. Alekhine 1st (7 points); R. Spielman 2nd (6 points); V. Petrov 3rd (5½ points).

END-GAME STUDIES

(By "Ruy Lopez.")

It has often been noted that expert problemists are not always good players, and vice-versa. The reason is probably that problemists as a whole are contemplative, and do not like the pace of a hard-fought game over the board. Good players, on the other hand, instinctively look askant at a position in which White—usually with an overwhelming advantage in material—is asked to "mate in two moves." There is one class of problem, however, at which all good players are adept, and the study of which is of great benefit to moderate players and beginners, viz., the "End-Game Study."

End-game studies are aptly named. They are more natural than the average problem, often being taken from actual play, but generally are composed. Instead of finding a "mate in two," the solver has to "play and win" or "play and draw." Very seldom is there an advantage in material, frequently the very opposite, and in this lies their fascination for the player.

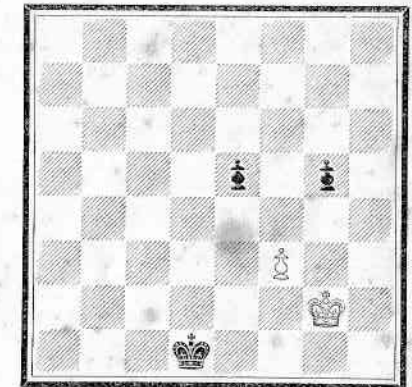
The end-game starts when exchanges have so reduced the material on both sides that mating attacks have lost their sting, and the King becomes a fighting piece. Pawns may become more important than pieces, as in most cases the only way to win is to queen a pawn.

The study of the end-game is one of the easiest ways of acquiring familiarity with the power of the pieces, and of improving your play all-round. As a writer said many years ago, "If you cannot handle three pieces, how do you expect to handle sixteen?" or, as Purdy neatly put it in the A.C.R., "If you want to learn juggling, you start with two oranges—not a snooker set!"

Before commencing end-game studies, all beginners should master the simple mates with the pieces, and from any position on the board should be able to mate with the queen in 10 moves, the rook in 20 moves, two bishops in 30 moves, and bishop and knight in 45 moves. The last is very good practice indeed.

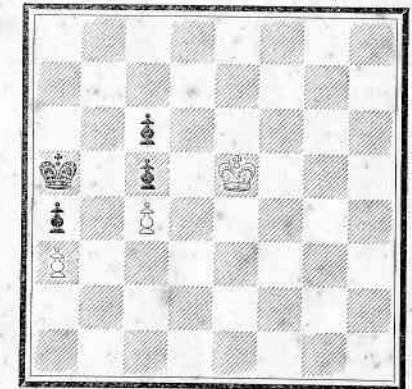
Alertness, clear thinking, and logical reasoning should be cultivated if one is to become an end-game expert. Capablanca emphasises this in his "Chess Fundamentals," and it may be of interest here to quote the advice of one of the greatest puzzle composers that has ever lived—the late Sam Loyd—on the art of solving puzzles. "Concentrate and speculate, but, above all, calculate. Aimless trials befog the issue."

No. 1 (Capablanca's 'Chess Fundamentals')



White to play and draw.

No. 2 (from the "A.C.R.")

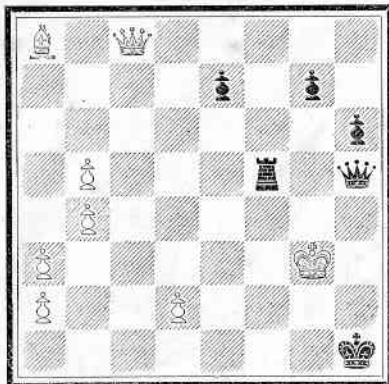


White to play and win.

STOP PRESS.

Otago 7½, Canterbury 4½, after two nights' play in Bledisloe Cup. Eight games to be adjudicated.

No. 3



What was White's last move in this position? One tip, the Bishop giving check on QR8 could not have been promoted from a pawn. Why?

(Solutions next month)

Auckland Notes

The Auckland Chess Club's various championships are now in full swing, the results to date being as follows:—

Championship.

	P.	W.	L.	D.	Pts.
Dallow, A. B.	4	3	0	1	3½
Jones, D. I.	5	3	1	1	3½
Newick, C. B.	5	3	1	1	3½
Taylor, C. J.	3	3	0	0	3
Barclay, N. E. W.	3	2	0	1	2½
Lennard, C. G.	4	2	1	1	2½
McIntosh, I. R.	3	2	1	0	2
Stables, F. G.	4	1	2	1	1½
Kiley, L. J.	3	1	2	0	1
Fletcher, A. L.	4	0	2	2	1
Short, Dr. G.	2	0	2	0	0
Wingfield, H. B.	3	0	3	0	0
Short, Mrs. E. L.	4	0	4	0	0

Handicap.

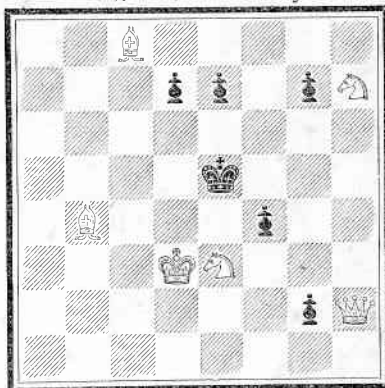
	Grade.	P.	W.	L.	D.	Pts.
Newick, C. B.	1	2	2	0	0	2
Adkins, J.	2	2	2	0	0	2
Short, Mrs. E. L.	2	2	1	1	0	1
Spencer, O. E.	2	3	1	2	0	1
Barker, R.	4	2	1	1	0	1
Stubbs, F.	5	2	1	1	0	1
Jack, D.	3	1	0	1	0	0
Selling, W. F.	4	1	0	1	0	0
Blanel, W. R.	5	1	0	1	0	0

Mr. I. B. Burry gave a simultaneous chess display on May 26th against 13 strong players. He won 6, lost 4, and drew 3.

PROBLEMS

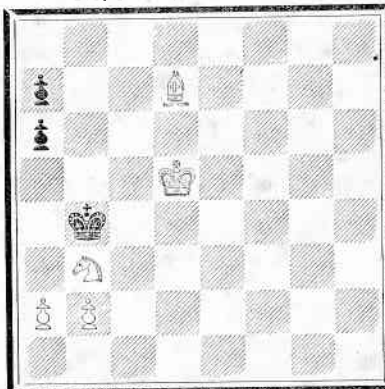
SOLUTIONS ARE INVITED!

No. 7—A. C. Bearsley



Mate in Two (6 v. 6)

No. 8—Dr. E. W. Bennett



Mate in Three (5 v. 3)

JUNE SOLUTIONS.

No. 5 (D. Booth, Jr.)—

1. B—K7

No. 6 (E. J. Winter-Wood)—

1. B—Q7 K—K2; 2. Q—B7

1. K—K4; 2. Q—B6

1. K—B5; 2. Q—B6ch