Matching Shades of Color in Clothes Important.

Dye Pot Will Put Most Any Apparel in New Condition, Is Declaration of Sally Seamstress to Friend.

BY ALICE WALKER.

"I DECLARE to goodness," exclaimed Sally Seamstress, peeping carefully through the scrim curtains in Mrs Busybee's cozy living room, "there goes that girl from next door in the worst looking rig I've seen for a dog's age. Where's her eyes, anyway?"

Mrs. Busybee hurried to peep over Sally's shoulder. "She thinks she looks all right," she remarked charitably.

"Yes," continued Sally, "just because she has a blue hat and a blue coat she thinks it matches. My land, there are as many different kinds of blues as there are people, and they don't love each other any more than folks do, either. I'd like to get up on somebody's roof some day and preach a sermon on matching up so that every woman could hear it. Why, do you know, to see two blues like that peacock in her hat and the French blue of her coat fighting hurts me just like hearing a bunch of crazy kids singing off tune." Sally paused for breath.

Mrs. Busybee smiled covertly over her ripping. "Why don't you practice your sermon on me, Sally?"

"Maybe I will. For instance, what are you going to do about making over that tricotine dress if you can't match the navy exactly?"

"To tell you the truth, I don't know. I hadn't thought of it."

"Well, if you are like a lot of women you will go the rounds of the shops and expect to find the exact thing, and when you can't you'll get disgusted and give up the whole idea of making it over. Once in a month o' Sundays you can take a piece of old goods and match it up with new material, but not often. Old stuff even after it is cleaned is dull and faded, even if you can find the exact weave, which you probably won't. Now if I were you I'd combine it with another material, navy blue satin, say."

"Do you suppose I can match it any better in satin?"

"Maybe not any better, but you will be able to use it better. It will not have to be exact. Any glossy material is easier to match up because it does not stay exactly the same shade, according as the light strikes it. If you get the same hue it will not matter so much if it is a little lighter or a little darker. That's a good thing to keep in mind when you can't match up with the same material. The next step is to use another color, in this case black satin, and be satisfied with contrast instead of a match."

"Does it strike you that things are harder to match these days, Sally?"

"They surely are. First of all, because colors are getting so unusual. We never used to use jade and henna, and apricot, for instance. A thing was plain brown or blue or nile green. That's why I think if you are planning a dress or a costume you should either stick to the evident things, the popular shade that can be matched exactly in silks and chiffons and embroidery floss and so on, or else sample first and match up your samples before you buy. In this way you will be sure that everything for that new dress is going to blend.

"There are lots of ways of getting around a problem like that. You can often match things with ribbon that you could not match with silk. Try braid, cord, ribbon, ribbonzene and embroidery floss before you give up. Then there is the upholstery department where you can often find different colored silks, cottons and trimmings from those carried in the dress goods departments of a store. And if you can't match, don't forget that metal trimmings are better than a bad color combination.

"Often the young side of a fabric will match where the right will not. I've done this in trying to find a certain sunset pink crepe de chine for a girdle on an evening dress. I searched and searched, but the only thing I could find was a crepe meteor with a decided gloss. Then I suddenly remembered the wrong side and it was just as good as the crepe de chine.

"Another thing to keep in mind when matching is to match the material the right way. Goods with a nap will look decidedly different when held with the nap falling down. Watch this and lay your sample the same way on the goods you are matching.

"There is a lot of difference in the light you see any color in. A north light is the truest one. Evening silks should always be matched under electric light. And to get the real effect of daylight for a street costume the material should be carried right out to the street door unless, of course, you can lay it under one of the daylight lamps, though personally I think they are confusing.

"And don't forget the dye pot! I've done more with that than I could tell you about at one sitting. For instance, that white neck frock over there. Couldn't you buy some plain white silk lining and some plain white lace flouncing and put the whole thing into a dye bath altogether? You could have any odd shade you wanted just by experimenting with a piece of the net, and be very chic in your colored lace frock. It's worth trying."

CHESS and CHECKERS

E. H. BRYANT, Editor.
Phone Tabor 6213.

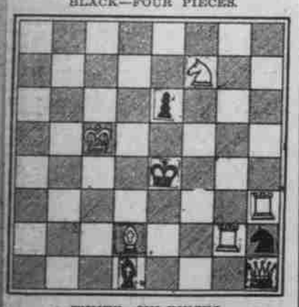
Contributions solicited. Portland Chess and Checker club, Washington building, room 191, southeast corner Washington and Fourth streets. Mail contributions to 148 East Thirty-fifth street.

PROBLEM NO. 1044.

By Sam Loyd. Enough said.

This is contributed by D. Looney, Weed, Cal. He remarks that he received it from a friend in Pennsylvania. Below is another of Mr. Looney's own compositions, which we gladly publish.

BLACK—FOUR PIECES.



WHITE—SIX PIECES.

White to play and mate in two moves.

White—King on QB5, queen on KR, rooks on KR3 and KK12, bishop on Q2, knight on KB7.

Black—King on K5, knight on KR7, bishop on Q8, pawn on K3.

PROBLEM NO. 1045.

By D. Looney, Weed, Cal.

BLACK—FIFTEEN PIECES.

WHITE—NINE PIECES.

White to mate in two moves.

White—King on KKt, queen on QB2, rook on KR2, bishop on QR2, knight on QKt8, pawns on Q7, KR3, KK12, KB3.

Black—King on KB3, queen on KKt, rooks on KKt2 and KR4, bishops on K2 and KK3, knights on K and KB4, pawns on QKt2, KB2, KR2, KK4, KK15, B5, Q5.

PROBLEM NO. 1046.

By T. M. Brown.

This is also contributed by Mr. Looney. It was recently published in an East Liberty (Penn.) paper.

Black, six pieces; white, four pieces. White mates in three moves.

White—King on KKt, queen on Q3, bishops on KR2 and QB8.

Black—King on K3, knights on Q7 and QKt3, pawns on KR2, K2, QKt7.

SOLUTIONS.

Problem No. 1039—Key, R-Q6.
Problem No. 1040—Key, R-KR2.
Problem No. 1041—Key, B-B8.

Solutions have been received from C. S. Rorer, Valentine Huber, F. L. Berry, Ray Lafever, G. A. Packard, Ira C. Edwards, D. Looney, H. A. Davis, C. G. Givens, W. L. Lachner, F. Stottenburg, Mrs. Harriette Ehricks, Mrs. C. H. Knowles, Bend Or., W. J. Saunders, M. L. Owens, H. W. Gross, George Griffith, Joseph Noy Babson, J. Constable, L. White, W. G. Biel, H. S. Goddard, Dr. Dalton.

COMMENTS ON 1038.

Contributed by C. S. Rorer, 143 East Thirty-fifth street, Portland.

Introduction and notes by Mr. Rorer—"Long experience and acquaintance with these fraternity has convinced me that examples of openings, endings and mid-game play please by far the greater number of chess cats. Their practical value equals their analytical interest; for the game itself depends on them. The following short and sweet tourney game between two of the masters may illustrate all three phases. The opening fairly escapes the middle and runs into the ending at the 13th move."

The game is a Falkbeer Counter Gambit; made so by the third move of black. The editor is far ahead on problems, but short on games, and therefore is pleased to have this fine example of chess play.

White.	Black.	White.	Black.
1—P-K4	P-K4	14—Kt-R4	P-Q4
2—Kt-KB3	Kt-QB3	15—PxKP	KtxP
3—Kt-B3	B-B4	16—Kt-B5	Q-B1(B
4—B-Kt5.	B-Kt5	17—Q-Q8(E	P-B5
5—O-O	O-O	18—Q-R3	P-QKt4
6—P-Q3	BxKt	19—P-B3	Kt1-B4
7—PxB	P-Q3	20—Kt-R3	B-Kt2
8—B-Kt5	Q-K2	21—Kt-Q6	RxKt
9—R-K	Kt-Q2	22—PxR	QxP
10—P-Q4	Kt-Kt3	23—B-R3	Q-B3
11—B-Q3	P-B3	24—Kt-Q5	P-K1(B
12—B-B	R-Q	25—R-Q2	Resigns.
13—P-Kt3	P-B4(A		

A—The cause of his later troubles. He might have proceeded with Q-B2, and after white's 14th move, Kt-R4, P-Q4, etc.

B—Q-B2 is much safer.

E—To encourage the P to advance and at the same time posting the Q to a good advantage.

GAME NO. 1040.

Q. P. Opening.

Played between J. W. Roberts (white), Ottawa, and L. J. Lavigna (black), Detroit, Mich.

White.	Black.	White.	Black.
1—Kt-KB3	Kt-KB3	13—QR-Q	KtxB
2—P-Q4	P-Q4	14—QxKt	P-QR3
3—P-B4	P-K3	15—P-QR4	Q-B2
4—Kt-B3	P-B4	16—Kt-K5	KR-Q
5—P-K3	Kt-B3	17—Q-R3	Kt-Q2
6—B-Q3	B-K2	18—Kt-Kt4	RxKt
7—O-O	O-O	19—P-Q5(B	QxP(C
8—P-QKt3	P-QKt3	20—PxP	RxRch
9—B-Kt2	B-Kt2	21—RxR	QxKP
10—Q-B2	BPxP(A	22—Q-Kt4	P-Q4
11—KPxP	PxP	23—R-Q7	Resigns.
12—PxP	QKt-Kt5		

A—It is not advisable to make these exchanges.

B—The pressure of white's pawns reflecting back on black's 10th and 11th moves now bears on the center.

C—PxP seems to be the best chance.

D—Losing at once. R-Q might have been tried.

GAME NO. 1041.

Philidores Defense.

It is a very pretty game, but the authors are not known and it is not necessary that they should be to enjoy to the utmost the fine handling of the pieces on both sides, even it one did lose.

White.	Black.	White.	Black.
1—P-K4	P-K4	14—Q-B4ch	K-R
2—Kt-KB3	P-Q3	15—O-O	Kt-Kt5
3—B-Q4	P-KB4	16—P-K5	P-Q7
4—B-QB4	B-K2	17—BxP	RxKtP
5—P-QB3	P-Q6	18—P-KR3	RxB
6—Q-Kt3	B-K3	19—KtxR	K-K6
7—BxB	PxB	20—Q-Kt7	K1xR
8—QxKtP	Kt-Q2	21—RxKt	Q-Q2
9—Q-Kt5	Kt-KB3	22—Kt-B4	Q-Kt4
10—Kt-KK15	R-QKt1	23—P-Z5	B-R8
11—Q-R4	P-B5	24—P-B3	B-K2
12—KtxKP	Kt-B4	25—Q-Kt4	Q-Q2
13—KtxKt	PxKt	26—R-Q	

And now it is plain that the sacrifices of the pawn with the exchange of queens renders black unable to stop the KP from queening, excepting by the loss of a piece. The position is white king on KK1, queen on KKt4, rook on QKt, knight on QB4, pawns on KR3, KK12, KB5, K5, QB3 and QR2; black king on KR, rook on KB, queen on Q2, bishop on K2, knight on QB5, pawns on KR2, KK12, QB4, QR2. QR2. Continue: QxP, 27—QxQ, BxQ, R-Q7, B-B, P-K6 and black resigns.

GAME NO. 1042.

King's Gambit Declined.

White.	Black.	White.	Black.
1—P-K4	P-K4	14—Kt-H	P-Q4
2—P-KB4	B-B4	15—B-Kt3	Q-Q3
3—Kt-KB3	Q-R5	16—Kt-Kt3	O-O
4—P-Q3	B-KKt5	17—Kt-B5	B-Q
5—B-B4	Kt-QB3	18—PxP	KtxKt
6—P-QKt4	B-Kt3	19—R-Q	Q-B2
7—P-QR4	P-QR3	20—BxR	RxB
8—P-R3	BxKt	21—BxR	QxR
9—QxB	Kt-B3	22—QxKt	B-K6
10—P-Q3	Q-K2	23—Q-Q	Q-R5ch
11—P-K5	P-Q3	24—K-B2	B-QKt3
12—B-KKt5	Kt-QR2	25—K-Q8	Kt-Q2
13—Kt-Q2	P-B3	26—Q-K4	Q-B7

And P-B6 and black resigns. A very clever termination and finely played.

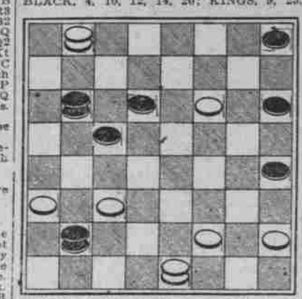
Checkers.

PROBLEM NO. 1170.

Contributed by H. J. Brown, Silverton, Or.

He says they are good ones, and he should be a very good judge, for he is certainly a fine cross-the-board player. We leave it to the solvers, and will abide by their judgment.

BLACK, 4, 10, 12, 14, 20; KINGS, 9, 23.



WHITE, 11, 21, 22, 27, 28; KINGS, 1, 31.

White to play and win.

PROBLEM NO. 1171.

Contributed by H. J. Brown.

BLACK, 1, 5, 10, 14, 23.

WHITE, 6, 22, 28, 29, 31.

Black to play and keep white from getting a king.

PROBLEM NO. 1172.

This came up in play at the Silverton club between H. J. Brown and J. M. Brown. 11-16, 22-29, 16-19, 29-25, 12-16, 25-22, 16-20, 24-16, 19-23, 27-24, 18-27, 31-22, 15-18, 22-15, 10-19, 23-16, 12-19, 24-15, 19-24, 28-19, 23-27, 19-23, 27-24, 14-18, 24-19, 15-24, 19-23, 24-19, 18-27, 31-22 and now the position is: Black, 1, 2, 3, 4, 5, 6, 7, 8, 9, 19, 23. White, 15, 20, 21, 24, 25, 26, 27, 28, 29, 30, 32. Black to play and win.

PROBLEM NO. 1173.

F. H. Wilson, Edmonton, Alta., writes that here is a problem of his own make. Mr. Wilson is a new contributor and it pleases us to know the columns are interesting to so many at a distance: Black, 7, 8, 12, 22. White, 19, 24, 27, 30. White to move and win.

SOLUTIONS.

Problem No. 1162.—B., 2, 5; king, 17. W., 9, 14; kings, 3, 6. White to win.

6-10	3- 6	8-11	10- 7
17-13	2- 6	1- 6	9- 6
10-15	11-15	11-15	7- 3
13- 6	6- 9	13-17	17-21
15-11	15-18	14-10	18-22
6- 1	9-13	6- 9	6- 2

Problem No. 1163.—B., 1, 4, 14, 15, 18; k., 26. W., 12, 18, 23, 25, 27, k., 7. White to play: 13-19, 26-19, 9-6, 1-10, 12-8, 4-11, 7-23, 15-19, 23-16, 14-17, 16-11, 10-15, 25-21, 17-22, 27-23. W. W.

Problem No. 1164.—B., 12, 28; k., 22. W., 20, 31; k., 11. Black to play.

22-18	19-24	28-32	18-23
20-16(A	16-19	23-19	31-27
12-19	18-14	14-18	23-19
11-16	10-23	19-28	27-24

A—31-27, 28-32, 27-24, 12-16, 11-7, 16-19. B. W.

Problem No. 1165.—B., 1, 12; k., 9. W., 2, 10, 31. White to win. A solver writes that all that is necessary is to exchange with man on 12 and then win easily. Yes, but many would fall all over themselves in doing it. Solution next issue.

Solutions have been received from E. K. Sheppard, Harry Gibbs, R. Nance, George McDonald, J. J. Butterfield, A. A. Simmons, D. E. Davis, Isadore Greenbaum, W. L. Bryant, J. P. Smith, W. M. Black, H. S. Brown, W. J. Wood, George Mulligan, Dave LeBonte, O. H. Dixson, W. W. Bearby, J. Frost.

W. W. Bearby, Cresswell, Or.—One solution to No. 1163. Try all in this issue.

Good news from Hood River, Or.: Two months ago Dave LeBonte located in the place and found a number of good checker players. They now have a club of 16 members and are in the midst of their first tournament, with the enthusiasm running high. Most all the members are business men and, therefore, meet but twice during the week, Monday and Friday evenings, room 15, K. of P. building. Prizes will be awarded at the close of the contest and the winner declared the champion of Hood River county. Following are the names of those taking part: G. H. Walton, James Hazlet, Anton Flint, E. L. Sutherland, George Mellon, Frank Barker, Dave LeBonte, William Mums, L. R. Gano, Leslie Butler, W. J. Walton, H. W. Smith, Dr. Smith, W. M. Black, A. S. Keir, Arthur C. Lofts. "I might add," so writes Mr. LeBonte, the secretary, "that the boys are taking a keen interest in the checker department of The Oregonian." P. S., N. B.—"If Mr. Owens has not as yet found a correspondent player would be pleased to take him on for a series."

All the year-champs of the commercial club, Walla Walla, Wash., saw last week A. H. Johnson, county assessor wallop H. D. Lamb, champion of eastern Oregon. The score was: Johnson 6, Lamb 5, and one draw. Mr. Johnston by his victory becomes champion of eastern Washington and they write that probably he will be called upon to defend his title frequently, for the game of checkers is becoming more popular and new blood being developed. Mr. Johnson asks if Mr. Lamb had any right to demand that he win one of the games in 40 moves when he had four kings to his opponent's three. Yes, if you were playing the match according to rules governing said matches.—Editor.

Jack Frost, of Klamath Falls, Or., writes that he solved Nos. 1138, 1139 and 1140 in about 15 minutes. "Before I started buying The Oregonian and studying, it would have taken me one whole week to have solved them. I am playing correspondence 25 games with A. C. McCutcheon, eight with H. J. Brown and six with W. F. Mulligan. It is a fine education. The moves become so fixed playing this way in your mind that they will seldom be forgotten. The checker interest in the Falls is rapidly increasing and more than one dozen new players are enrolled and some of them have commenced buying books." Mr. Frost sends a problem of his own composition which will be published in the next issue.

B. Bodine, Carrolls, Wash., writes that problem No. 1154 was a perfect beauty and that he got it, not in the neck, but on the checker board. "I certainly do enjoy the checker and chess department of The Oregonian, even if I am only an amateur."

"I am getting a lot of home enjoyment out of the checker problems. Yours for success. T. J. Richter, 495 Williams avenue, city."

Ira L. Winthrow, Goble, Or.—Your solution is a win all O. K. to No. 1163.

GAME NO. 1021.

We are in receipt of a letter from F. Bergman asking why we do not publish something on the single corner game. I believe we have neglected this old, familiar too long, so try this by W. C. Belden. It was played at the Chicago Checker club:

11-15	16-20	11-16	11-15(A	16-19
22-18	24-19	24-19	23-18	23-16
15-22	6-10	8-11	15-24	B)24-28
25-18	19-16	22-17	18- 9	12- 8
10-14	9-13	10-13	1- 5	3-19
29-25	28-24	18- 9	30-26	27-24
12-16	4- 8	5-14	5-14	W. W.
25-22	16-12	26-22	26-23	

A—The editor submits this as an improvement on the game: 1-5, 30-26, 11-15(1, 22-18, 15-22, 19-15, 10-19, 17-10, 7-14, 26-10, 19-26, 31-22, 16-19, B. W.

Var. 1—19, 23-18, 15-22, 26-17, 9-13, 18-9, 13-22, 28-18, 16-23, 18-14, 10-17, 27-18, 18-22. Seems to draw.

B—Mr. Gorton asks if 24-28, followed as follows, is not a black win? 7-11, 16-7, 2-11, 27-23, 11-15(D, 23-19(C, 14-18, B. W.

C—This corrects the win.

32-28	15-24	17-10	19-24	9-14
24-27(2	28-19	11-27	1- 5	31-27
31-24	27-31	10- 6	24-27	22-18
20-27	19-15	27-23	5- 9	Draws.
23-19	10-19	6- 1	27-31	

Var. 2—28-7, 28-19, 15-24, 22-18, 23-32, 18-9. Drawn.

D—Mr. Gorton steps in here and shows a win as follows:

24-27	23-19	26-22	21-14	28-31
31-24	27-31	32-28(E	18-22	24-20
20-27	9- 6	22-18	8- 4	7-10
22-18	31-26	19-15	30-26	8-11
18-22	6- 2	15-10	4- 8	24-27
18- 9	22-25	15- 8	2- 7	11- 7
10-14	2- 6	14-17	28-24	B. W.

At the eighth move 9-6, 27-31, 6-2, 31-26, B. W. At the 10th move, 6-10, 27-31, 10-26, 30-16, B. W., or 6-9, 11-16, 9-18, 22-24, B. W.

E—Mr. Ingter sent this draw and asks how you could win? 6-9, 30(C 26-30, 3-12, 2-7, 22-18, 7-16, 30-26, 16-20, drawn. Mr. Belden says that at F it will not draw, and so they have it: The following supports Mr. Gorton's win: 22-17, 2-6, 17-13, 32-28, 25-30, 28-24, 30-26, 24-20, 26-23, 19-16, 3-8, 16-7, 14-17, 21-14, 23-18, 12-3, 18-11. B. W.—Belden.

GAME NO. 1022.

Single Corner.

Played in Dundee Checker club by the author, H. Shearer, and A. Scott in the second round for the champion medal:

11-15	4- 8	10-15	1- 5	3- 7
22-18	25-22	19-10	27-18	24-19
15-22	12-16	6-15	9-14	15-24
25-18	27-24	23-19	18- 9	22-18
8-11	8-12	16-23	5-14	A)14-17
29-25	24-19	26-10	20-26	21-14
9-13	5- 9	7-23	11-15	
24-20	28-24	31-27	26-23	

and the position is: Black, 2, 7, 12, 13, 24. White, 14, 18, 20, 23, 32. Black to move.

At (A) 24-27 is the usual move, but Mr. Shearer, after a long pause, preferred original play. It seems, thinking he had a grip, it brought about a critical ending.

24-27	17-22	2- 6	23-19	24-28
14-10	11- 8	6-10	15-11	11- 8
7-14	22-26	6- 9	26-30	18-15
18- 9	8- 3	1- 6	7-10	10- 7
27-31	26-30	9-13	30-26	28-24
23-19	3- 8	6-10	11-16	16-11
31-26	30-26	13-17	19-23	15-18
9- 5	8-11	9- 6	16-11	7-10
26-22	26-23	17-22	26-22	24-20
19-15	1- 6	10-15	11-15	10- 7
22-18	23-19	22-26	23-19	18-15
13-17	5- 9	15-10	15-10	10- 6
18-14	19-24	18-23	22-18	29-24
5- 1	9- 5	11- 7	20-16	6- 3
				Drawn.

MANY WOULD TAKE PLUM

Governorship of Hawaii Is Being Viewed Receptively.

HONOLULU, T. H., March 12.—Foremost in the public mind of Hawaii at present probably is the question of who will be the next governor of the territory.

Governor C. J. McCarthy will retire in June. J. K. Kalanianaole, Hawaii's delegate to congress, has been indorsed for the governorship by the local republican organization and by the legislature. The house of representatives in the legislature approved Kalanianaole by a vote of 24 to 3, but the senate split on a tie of seven to seven and it was only the one casting vote of President Charles Chillingworth of the senate that gave the delegate the indorsement of that body.

Wallace R. Farrington, general business manager of the Honolulu Star-Bulletin, is a strong candidate for the gubernatorial chair and it is said he has influential backers who are urging his appointment on President Harding.

Robert Shingle, republican national committeeman from Hawaii, also is mentioned as a prospect.

ADMINISTRATION CHANGE THEME FOR DARLING SKETCHES

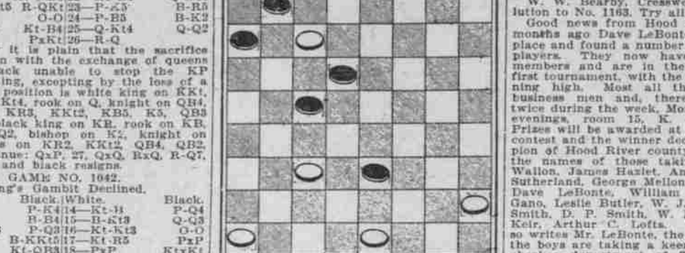
WE SEEM TO HAVE FORGOTTEN SOMETHING IN THE LAST 150 YEARS.

EVEN THE MOST CAREFUL TENANTS ARE BOUND TO LEAVE SOMETHING BEHIND ON MOVING DAY.

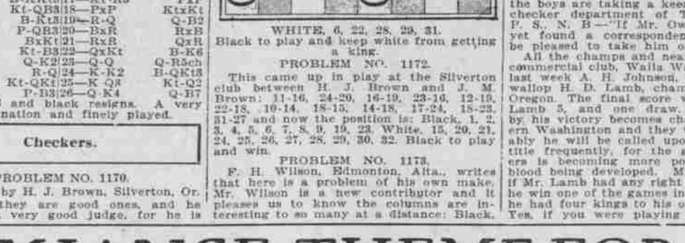
JUST THE MAN FOR THE PLACE.

WHAT COULD BE MORE FITTING THAN THAT TH3 MOST NOISY CRITIC OF OUR NATIONAL GAME

THE MAN WHO HAS KNOWN MORE ABOUT ALL THE PLAYS THAN ANY OF THE PLAYERS.



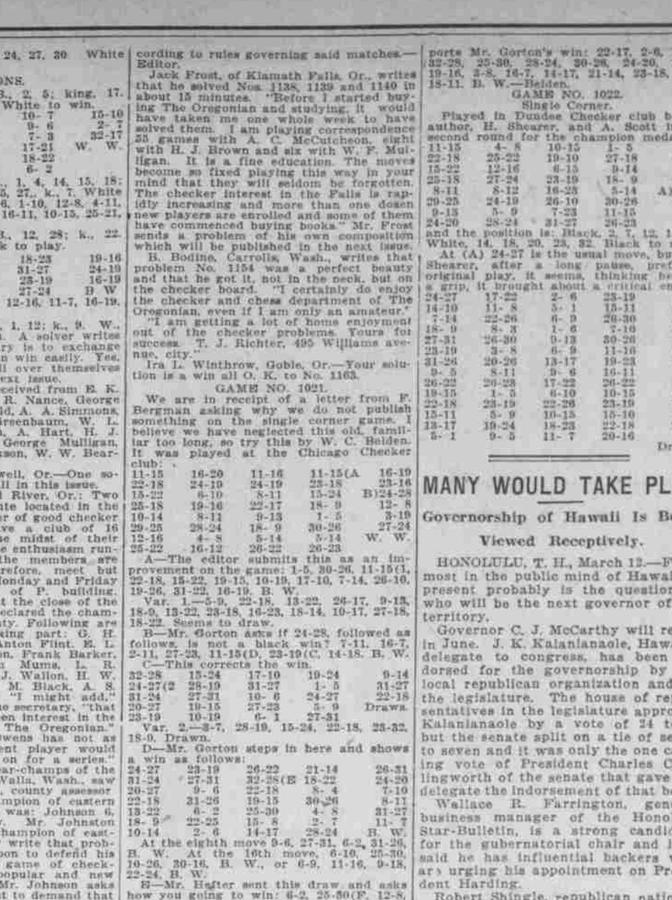
AND WHO HAS BEEN MAKING ALL THE DECISIONS FOR THE UMPIRES FOR 20 YEARS.



SHOULD PUT ON A UNIFORM AND SHOW US HOW IT SHOULD BE DONE?

NOW, EVERYBODY! ALL TOGETHER! HEAVE HO!

GOOD LUCK, OLD MAN, AND MAY NOTHING MAR YOUR STAY.



THE SENATE REMAINED FAITHFUL, CARRYING OUT WILSON'S POLICIES TO THE VERY LAST.