



SUNCOAST CHESS CLUB NEWSLETTER

VOL 3 NO 5

MAY-JUN, 2000

INTRODUCTION

The editor won't raise this again, but as from this issue, the newsletter will be published once every two months. As suggested last month, enthusiasm is hard to find with low number in attendance at the club. It becomes more difficult to find when the competition dries up completely because the club closes down for a while. Not only does material to publish disappear, but the ability to distribute material and obtain advice on what players are interested in also goes down the gurgler.

CLUB TOURNAMENT NEWS

No tournament news has been received from Buderim so there is no news. Is it now months or years? Are tournaments played at that end of the club? Is there not any news to publish about who has demolished who?

Tournaments were played until June at Noosa, but the editor has lost the energy to crank up the laptop, extract the results, work out placings, work out performances, work out ratings and prepare publications based on these. He will find the energy next issue.

In the meantime, if this newsletter has a role...what a silly statement, of course it has. Its role is to act as the communication device between each end of the club and in part, between the club and the outside world. It should also be the method by which we recognise the heroic efforts of our players in defeating higher-rated players, playing beautiful games, discovering wonderful tactical sequences, progressing our knowledge of the game and in gauging our performance. It cannot publish games if they are not played. It cannot publish games if they are not provided. It cannot provide news of YOUR wins, if you do not tell the editor. It cannot provide information relating to YOUR heroic crush of a higher rated victim if you do not tell the editor. It cannot tell of how YOU performed in a tournament if the results are not provided.

THE EDITOR IS SORRY THAT THERE IS NO CLUB NEWS THIS ISSUE.

A vibrant active club relies on communication and competition. What is the point of winning all YOUR games, if the world does not know? It needs to know because when the world defeats you, the world will feel more satisfied, because after all your winning streak will have been brought to an end. TELL THE EDITOR by forwarding your comments, views and games to 12 Carramar Street, Tewantin or e-mail them to summers-noosa@spiderweb.com.au.

OTHER TOURNAMENT NEWS

The Redcliffe Open was attended by a number of club players, including **Bob Goodwin**, **Paul Summers** and **Otto Mehlreter**. Unfortunately the editor's records of the placings have done a bunk, though the tournament table may appear in *Queensland Chess* next issue. In the upper placings, **Paul Summers** shared the A rating group prize with an overall placing of 4th-6th and 5 from 7 games. Some games below.

GAMES SECTION

In our first game, **Bob Goodwin** takes on a chap with an unfortunate name. Judging by the Fritz notes, the name might be accurate though! The second game has notes by Paul Summers from his latest loss to David Smerdon.

Goodwin,B - Paza,E [B22]

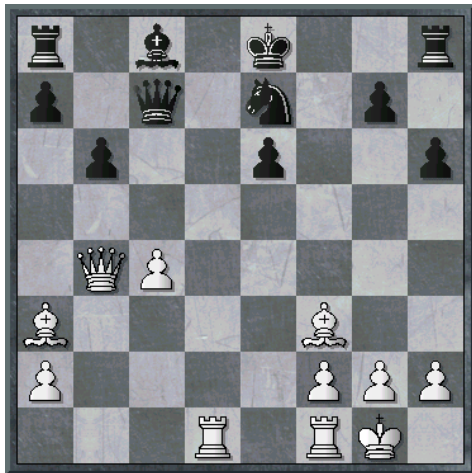
Peninsula Open (Redcliffe), 05.2000

[Fritz 6 (5s)]

1.e4 c5 2.d4 cxd4 3.c3 d5 4.exd5 Qxd5 5.cxd4 Nc6 6.Nf3 e6 7.Nc3 Bb4 8.Be2 Nf6 [8...Qa5 9.Qb3=] 9.0-0 Bxc3 [9...Qf5 10.Bg5=] 10.bxc3 h6 Consolidates g5 [10...0-0 11.Re1±] 11.c4±



11...Qd8 [11...Qd6 12.Qd3±] **12.Ba3** White inhibits 0-0 **12...Ne7** **13.Qa4+** [13.Re1 0-0±] **13...Qd7** **14.Qb4** **Nc6** **15.Qd2** **Ne7** **16.Ne5** **Qd8** [16...Qc7 17.Bf3±] **17.Qb4** **Nd7** **18.Nxd7** [18.Rfd1 Nf5±] **18...Qxd7** **19.d5** [19.Rad1±] **19...b6** [19...a5!? 20.Qc5 Ng6±] **20.dxe6** [20.Bf3 Rb8 21.Rad1 e5+–] **20...fxe6** **21.Rad1** **Qc7** **22.Bf3**

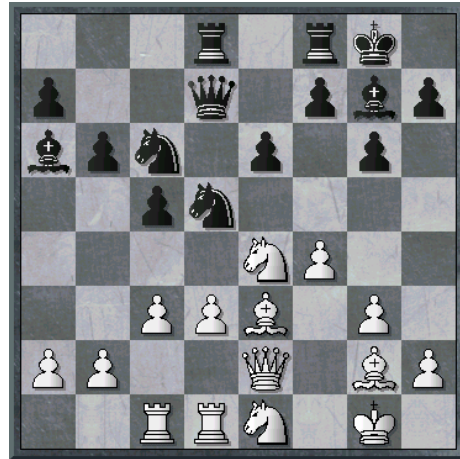


22...Rb8?? terrible, but what else could Black do to save the game? [22...Bb7 23.Bxb7 Qxb7 24.Rfe1+–] **23.Rfe1** [Δ23.Qb2 secures victory 23...0-0 24.Bd6 Qxc4 25.Bxb8+–] **23...Kf7** **24.Qc3** **h5??** Black has lost his nerve... understandable when you consider his position [24...Rb7+–] **25.Bd6** **Qd8** [25...Qd7 is not the saving move 26.Bxb8 Qa4 27.Qe5+–] **26.Bxb8** **Qe8** **27.Bd6** [Δ27.Bxa7 keeps an even firmer grip 27...b5+–] **27...Nf5** **28.Qe5** **g5** [28...Kg6 cannot change destiny 29.Be4 Qf7 30.c5+–] **29.Bb4** **g4** [29...Kg6 does not save the day 30.Be4 Rf8 31.Bxf8 Qxf8 32.Bxf5+ Qxf5 33.Qh8+–] **30.Bc6!** White has to consider giving back material **30...Qg8** [30...Qxc6 A deflection 31.Qxh8] **31.Bd7** [31.Rd7+ Bxd7 32.Bxd7 Kg6 33.Bxe6 Ng3 34.Bxg8 Rxg8 35.Qd6+ Kh7 36.Re7+ Rg7 37.Qd3+ Kg8 38.Re8+ Kf7 39.Rf8+ Ke6 40.Qd6#] **31...Rh6** **32.Bxc8** [Δ32.Qb8 nails it down 32...a5 33.Ba3 Rh8+–] **32...Qxc8** **33.Qf4** [33.Qb5 might be the shorter path 33...Kg8+–] **33...Qc6** [33...g3 no good, but what else? 34.hxg3 Rg6+–] **34.Rd6** **1-0**

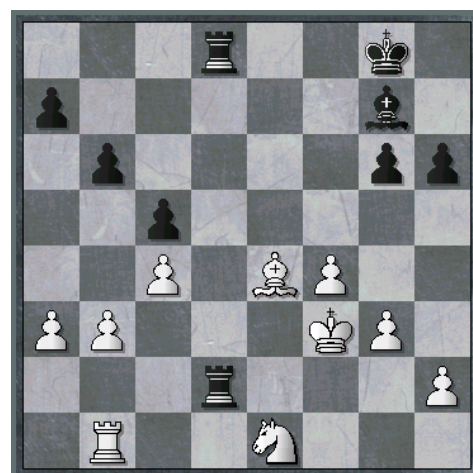
Summers,P (1803) – Smerdon,D (2294) [A08]
Peninsula Open (Clontarf) (6), 01.05.2000
[Paul Summers]

1.e4 e6 2.d3 White had searched the net the morning before the game and discovered that Black had some difficulties, albeit against higher-rated players, with the King's Indian Attack **2...c5** **3.Nf3** **Nc6** **4.g3** **d5** **5.Nbd2** **Nge7** **6.Bg2** **g6** **7.0-0** **Bg7** **8.c3** **b6** **9.Qe2?!** While White holds the position, the queen is exposed

to the coming pin for a long period. White's plus is that the bishop will have to return to b7 **9...Ba6** **10.Rd1** [10.e5 Leaving the bishop at a6 looking a bit silly, Bob Smith] **10...Qd7** **11.Ne1** **0-0** **12.f4** **dxe4** **13.Nxe4** **Rad8** **14.Be3** **Nd5** **15.Rac1!**



Releasing the potential pin and defending a c-pawn invasion **15...Rfe8** **16.Bf2** **f5** **17.Ng5** **e5** **18.Qf3** **h6** **19.c4** **Ndb4** **20.Nh3** **Nd4** **21.Bxd4** **Qxd4+** **22.Qf2** [22.Kh1 May be better, but then both the king and queen will be subjected to threats from Bb7] **22...e4!** **23.dxe4** **fxe4** **24.a3!** **Nc6** **25.b3!** Defending both pawns with a single move **25...Qxf2+** **26.Nxf2** **Nd4** **27.Rb1** **Bb7** **28.Ng4!** With the unplayed idea of Ne3 blockading **28...Nf3+** **29.Kf1??** A capture of the knight may have been necessary, however brief post-game analysis suggested that the move played may have been the best chance to draw!! **29...Nd2+** Black is now very low on time **30.Ke2** **Nxb1** **31.Rxb1** **Rd6** **32.Nf2** **Red8** **33.Nxe4** **Bxe4** **34.Bxe4** **Rd2+** **35.Kf3**



Both players are now in the 10 secs per move area **35...Bd4?** **36.Nd3** **Rxh2** **37.Bxg6** **Kg7** **38.Be4** **Rd2** **39.Rh1** **Bb2** **40.Ke3** **Rc2** **41.a4** **Bd4+** **42.Kf3** **Rc3** **43.Rb1** **Rd6** **44.Kg4??** **Bf6** **45.Ne5** **Rd4** **46.Bd5** **Bxe5** **47.Kf5** **Bd6** **48.Be4** **Rxg3** **1-0**