



SUNCOAST CHESS CLUB NEWSLETTER

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INTRODUCTION

Still catching up on old news, but then some is better than none. In this newsletter we have some Buderim tournament results, an update on an old article on the use of digital clocks and a game from our Australian Open German colleague, Martin Haag.

CLUB TOURNAMENT RESULTS

Greeting the New Year with an appropriately themed tournament was Buderim's 2001 Odyssey. **Derrick Jeffries** emerged the victor, with a convincing 7 from 8 games. Runners up were **David Waterhouse** with 6 and **Ramon Norton** with 4 from just 6 games.

Place	Name	Loc	Score	Played
1	Jeffries, Derrick,	1323	7	8
2	Waterhouse, David,	1323	6	8
3	Norton, Ramon	1459	4	6
4	Djordjevic, Lou,	1085	3.5	8
5-6	Hislop, Ted,	981	3	8
	Goodwin, Bob,	1450	3	4
7-11	Krause, Terry	1500	2	2
	Churcher, Mick		2	2
	Deient, Erwin,	1335	2	8
	Appeldorn, Jack		2	6
	Sims, Charles,	1024	2	6
12	Smith, Geoff,	1112	1	8
13	Dyer, Jeff		0.5	2

COACHING SECTION

Players new to digital clocks are forgiven, however there are a number of longer-term players still struggling with digital clocks. Please read this article again and in your lightning games USE INCREMENTS to get in some practice!

The discussion and associated diagrams below will explain how the clocks work for finishes where you obtain extra time after exceed the first time increment, so assume that it is a 60 minute, followed by 10 seconds per move time control (the most common in use in Queensland).

The clock below shows that Player 1 has a little over 7 minutes left while Player 2 has only 43 seconds. Neither player has yet used his full 60 minutes.

Player 1 Player 2

7:05	0:43
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A few moves later and the next clock shows that Player 2 is about to use his full hour. Assume it is Player 2 to move and his clock has just started. At this point Player 2 has exactly 11 seconds to decide his move, play it and press the clock. Why, because there is 1 second remaining from the first hour and after this 10 seconds will then appear.

Player 1 Player 2

5:07	0:01
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Player 2 uses 3 seconds for this move and the next clock shows Player 2 now has 8 seconds. Why does Player 1's clock show 5:17, when he hasn't moved – because both players receive the first 10 seconds at the same time and then subsequently, when they move. Note also that there are some new symbols on the clock:

- The negative sign indicates to the players and the DOP that it is Player 2 who exceeded the first time control.
- The little triangles in the upper left side of each clock indicate that both players have been allotted their free 10 seconds.

Player 1 Player 2

Δ 5:17	Δ - 0:08
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The next diagram shows the clock a number of moves later. See how Player 2 has managed to accumulate some time courtesy of the 10 seconds per move rule. Obviously, for a number of moves Player 2 has used less than 10 seconds. Note also that Player 1 has used most of his time.

Player 1

Player 2

Δ 0:03	Δ - 0:36
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Now it is Player 1 to move and he has a big think and uses all of his 3 seconds. The next clock shows what happens. The “-” is intended to indicate a flashing negative sign signalling that Player 1 has lost on time.

Player 1

Player 2

Δ “-” 0:00	Δ - 0:36
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Now the reason why the clocks work this way has to do with arbiting. Imagine the problem from the arbiter's point of view working out whether players are likely to have immediate time problems, while also checking 20 or so other boards around the room, when each side of the clock is in a different phase. It is simpler to have both clocks within the same time sequence and the little triangles confirm this arrangement. So all you need to remember is that when one player goes through the time control, both players have had their 10 seconds allotted.

Now for those players still struggling, undertake each of the following tasks:

- Set a digital clock on Manual Set 3 and give each player 1 minute, plus 10 seconds per move. Now start one of the clocks and let it use about 1 minute 5 secs, now press it and the other clock a few times to see what happens.
- Second, play some short lightning games with increments (e.g. 1 minute followed by 10 seconds per move) to get the hang of it.

More tips next issue.

GAMES SECTION

Those of you who played in the 1999 Australian Open might recall Martin Haag from Bonn, who stayed up Noosa way while playing. The editor has stayed in touch with Martin, playing by e-mail. Martin enjoyed his chess and his visit to Australia and may return for another dose in the near future. Here he provides his best game from 2000.

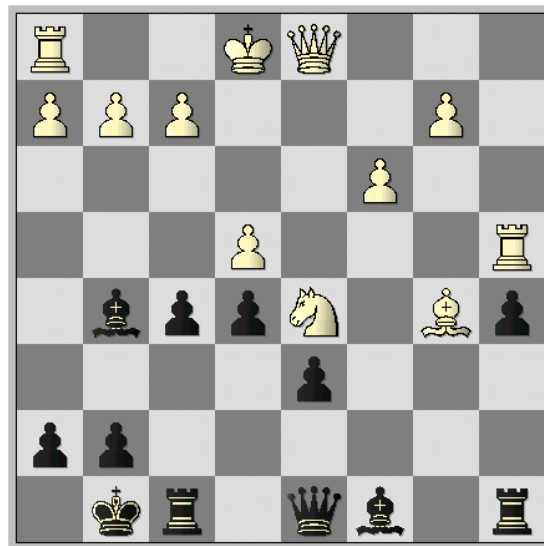
(16) Koehler, M – Haag, M [B33]

Verbandsliga: Langenfeld-Beuel, 12.03.2000
[Haag, M]

The following game was played in a team-match against Langenfeld. I play for Beuel, which is a part of Bonn. At that time we played in the 5th class, now we play in the 4th. For your information: In Germany we have 10 classes, the 1st (premier league) is called

Bundesliga. The distances we had to travel in the 5th class to meet our opponents are up to 50 km, in the 4th its 100 km 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e5 6.Ndb5 d6 7.Bg5 a6 8.Na3 b5 9.Nd5 Be7 10.Bxf6 Bxf6 11.c3 0-0 12.Nc2 Bg5 13.a4 bxa4 14.Rxa4 a5 15.Bb5 Ne7 16.Ncb4 Nxd5 17.Nxd5 f5

After 17Δf5



18.h4 [18.Ne3 Bxe3 gives Black good play 19.Qd5+ (19.fxe3 Bb7 20.Bc4+ (20.exf5 Qg5) 20...Kh8 21.Bd5 Bxd5 22.exd5 (22.Qxd5 Qg5) 22...Qb6 23.Qd2 Qb5) 19...Kh8 20.Qxa8 Bxf2+ 21.Kd1 (21.Kxf2 Qb6+ 22.Ke1 Qxb5 23.Qxa5 Qxb2 24.Rf1 Qc1+ 25.Ke2 Qc2+ 26.Ke1 Bd7; 21.Ke2 fxe4 22.Qxe4 Qb6 23.Qc6 Qe3+ 24.Kd1 Be6 25.Ra3 Bg4+ 26.Kc2 Bf5+ 27.Kb3 Be6+ 28.Ka4 Qd2+) 21...fxe4 22.Qxe4 Qb6 23.Qc6 Qb8 24.Kd2 Bb7; Later in the year I played this position against Tiviakov. The game went: 18.exf5 Bxf5 19.0-0 Rc8 20.c4 Rc5? (Δ20...Be6) 21.Qe2 Be6 22.Nc3! Rc8 23.Rfa1 Qb6 24.Ne4 Bd8 25.Rxa5 Qd4 26.R5a4 Rf4 27.c5 1-0] **18...Be7** [18...Bh6? 19.exf5 Bxf5 20.g4 Rb8 21.Bc4] **19.Ne3** [19.Qb3 Kh8 20.Bc6 Ra6 21.Bb7 Ra7 22.Bxc8 Qxc8=] **19...Kh8 20.exf5 Bxf5 21.Bd3 Be6** [21...Bxd3 22.Qxd3 Qb6 was also possible] **22.Qh5 Bg8 23.Rg4?** That's too optimistic. White should castle. Now Black opens the center for a attack against the white king **23...d5** [23...Rb8!?] **24.Qxe5 Bf6 25.Qg3 Rb8 26.Nd1 Re8+ 27.Kf1** [27.Kd2 d4] **27...Be6 28.Ra4 d4 29.Qf3** White had only 1 minute for the next 10 moves **29...dxc3 30.bxc3 Qd7 31.Ra1 Bg4 32.Qg3 Be5** If 33.f4 Bxf4 34.Qxf4 Rf8 0-1