

SUNCOAST CHESS CLUB NEWSLETTER

VOL 1 NO 5

MAY, 1998

The Suncoast Noosa Open will be held next month on Saturday 13th and Sunday 14th June. At the time of writing 7 entries have been received and organisation is well underway. If you have not got an entry form enquire at the club or phone **Robert Hochstadt** on **5447 5056**. You can also post your entries to Robert at 19 Elanda Street, Sunshine Beach.

Mates on f7 and the back row and both Kings in check were the order of the day on Saturday, 16 May, 1998 which saw the City of Caloundra Junior Tournament held at the Kawana Community Centre. This was a tournament for individuals, with 60 youngsters turning out for the three events:-

Novice Event

1st-2nd **Blake Innes** and **Andrew Hill** 6/7
3rd-4th **Chris Lanham** and **Lawrence Fisher** 5.5/7

Primary School Event

1st **Bradley Richards** 6.5/7
2nd **Andre Vink** 6/7
3rd-4th **Marcus Bleney** and **Reece Dunne** 4.5/7

Secondary Schools Event

1st **Carson Sharein** 7/7
2nd **Rowena Coghill** 6/7
3rd **Reuben M^cLean** 5/7

Putting notes to your games is a method of improving your chess. There are many different styles of notes, but to help budding annotators here's some advice from a rank amateur:-

- Identifying the opening can be helpful, but do not do so on the 2nd or 3rd move. Once it is clear that the game will following a certain course, define the opening's intent.
- Identifying the point where the game leaves common book lines can be helpful. Obviously this takes a little research. An alternative course of action can provide readers with a better understanding of the opening and your game.
- Identifying the key turning points in the game is important. Make sure you identify each point where it can be said that one side or the other now has an advantage.

- If you or your opponent makes a clear losing move, identify it. Equally if you or your opponent find a clear saving move, identify it. Your game not only relies on your own brilliancies, but your opponent's contributions, mistakes or otherwise!!
- Equally, your readers won't think less of you, if you identify a better line that you or your opponent could have played.
- Identify any themes that there are to the games. Sometimes a strategic theme will flow right through, its identification assists the reader.
- Identify the key squares, files, diagonals, ranks or pieces on which the game turns.
- Identifying the transition points, opening to middle game and middle to endgame, can sometimes be helpful.
- Identify the strategic themes in the endgame.
- Try to avoid a plethora of !! and ??. Most importantly, the temptation to give yourself a lot of ! and !! and your opponent the reverse is strong. Avoid it.
- Remember the brilliancy is the setting up of a great move, not the execution of the move that wins material as a consequence. We can all identify the latter, but picking up the themes before the actual move is more difficult.

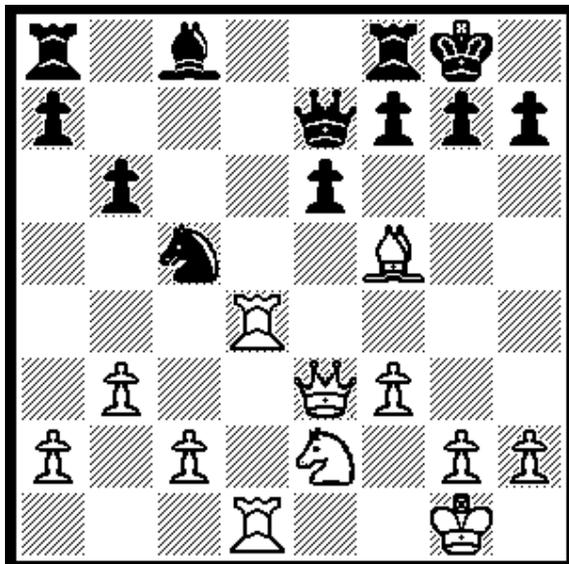
Games Section **Stuart M^cColl** provides notes to the following game from the recently completed Noosa Hot Tournament.

White: **Stuart M^cColl (1173)**
Black: **Robert Hochstadt (1332)**
Event: **Noosa Hot Tournament, 3/98**
Opening: **D00 Queen's Pawn**

1 d4 d5 2 e4 c6 3 Nc3 e6 (*At this point, Black could have transposed to the Caro Kann with 3...dxe 4 Nxe4. 3..e6 gives a poor French Defence, with Black a tempo behind as a consequence of ...c6 - Ed.*) **4 Bd3 Be7 5 Nge2** (*5 e5 would have left White with a distinct plus - Ed.*) **dxe 6 Nxe4 Nd7 7 OO Ngf6 8 f3 Qc7 9 Bf4 Qb6** Moving the Q twice. Better is 9...e5 10 dxe Nxe5 11 Bxe5 Qxe5 which provides an equal exchange, but frees Black's White square B (*The ...Qb6 move does have the advantage*

of bringing about the combination which follows in the game, as White must waste a tempo defending b2. White however, may have chosen to leave the pin on the N by not exchanging at e5 and following up with ideas such as Qe1 and Qb6 - Ed.) **10 b3 Nd5 11 Nd6+ Bxd6 12 Bxd6 Ne3!!** (The setting up of the combination, rather than the execution perhaps deserved the exclamation mark eg. 9...Qb6! - Ed.) **13 Qd2** The threat of 14 Qg5 was enough to deter 13...Nxf1, however after 13...Nxf1 14 Qg5 Qd8!! 15 Qxg7 Qf6! 16 Qxf6 Nxf6 17 Rxf1 and Black has a R for N and P **13...c5 14 Qxe3?** 14 Bxc5 Nxc5 15 Qxe3 and White is a pawn to the good **Qxd6 15 Rad1 OO 16 Be4 cxd 17 Rxd4 Qe7** (After this White has a small advantage in space and in time, through better development - Ed.) **18 Rfd1** (Threatening 19 Bxb7 Bxb7 20 Rxd7 - Ed.) **Nc5 19 Bf5 b6**

Diagram 1 After 19...b6



20 Be4 (20 b4 would have been interesting eg. 20...Na4 or Na6 21 Be4 Bb7 22 Rd7 or 20...Nd7 21 Qe4 Nf6 22 Qxa8 Ba6 23 Rd8 with lots of variations available in this line - Ed.) **21...Rb8 21 Nf4 Qc7 22 Rc4** Pinning the N **Bb7 23 b4 Rfd8 24 Rxd8+ Qxd8 25 bxc4 Qd1+ 26 Kf2 Ba6 27 Rd4 Qf1+ 28 Kg3 e5!!** A good looking move, however... **29 Bxh7+ Kxh7 30 Qxe5 Rf8 31 Nh5 f6 32 Qe7 Resigns** As 32...Rg8 33 Nxf6+ Kg6 34 Rg4+ Kf5 35 Qe4+ Kxf6 36 Rf4+ Kg5 37 Qe5+ Kg6 38 Qf5+ Kh6 39 Rh4++ (Worth a try though, may have been 32...Kg6 and if White chases the material through 33 Qxf8 Qe1+ 34 Kf4?? Qh4+ 35 Ke3 Qe1+ is perpetual, however 34 Ka3 Qe6+ 35 Rg4+ ends the fun - Ed.)

Tactics Section Continuing our pinning theme from last time, the following diagrams are both White to play. The first is relatively straight forward, but don't

necessarily look for White to play and immediately win in each diagram. The answers are upside down below, don't cheat!! Better players should get these within a half a minute, although the review of candidate moves in Diagram 3 will take more time. Other players may need a few minutes.

Diagram 2 White to play

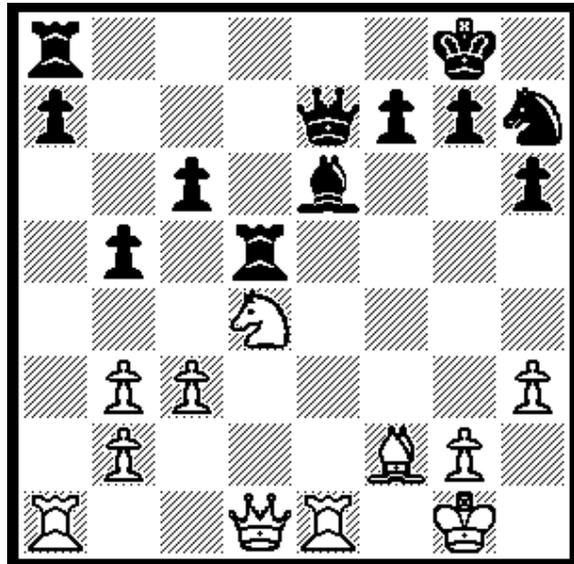


Diagram 3 White to play

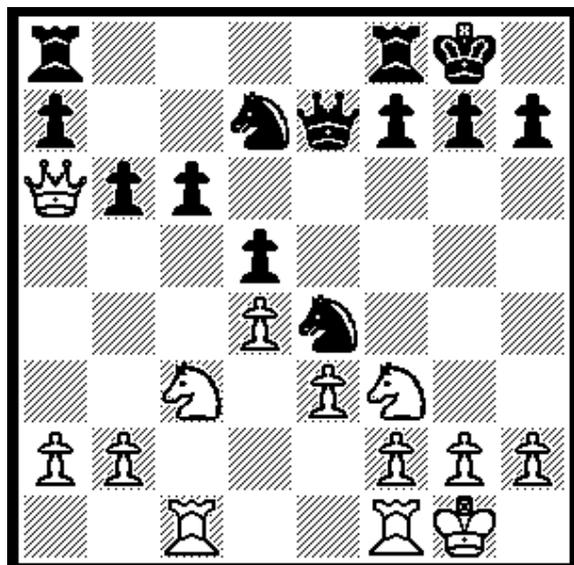


Diagram 2 Answer: 1 Nxc6 Qd7 2 Ne7+! Qxe7
3 Qxd5 etc
Diagram 3 Answer: 1 Qb7! Rf8 (1...Qd6 2 Nxe4 dx4 3 Rxc6 etc 2 Nxd5! Qd6 (2...cxd5 3 Rxc8+ etc) 3 Rxc6 Resigns as 3...Rxc6 4 Qxa8+