

SUNCOAST CHESS CLUB NEWSLETTER

VOL 1 NO 7

JUL, 1998

Well the 6th Suncoast Noosa Open has come and gone and once again a successful tournament has been staged. We all tend to worry when an inconsiderate government dares to schedule an election on the same day as our tournaments, but this does not seem to affect attendances. 79 players participated in this year's open.

For the record, the following resulted:-

- 1st GM Ian Rogers with 6.5/7 (draw with Czech player B Modr in the final round)
- 2nd-3rd FM Craig Laird and IM Alex Wohl (both with 6/7 and a loss each to Ian).

Unfortunately, the editor has not been able to find his record of the ratings results, so you will have to consult *Queensland Chess Magazine*. Nevertheless, it can be reported that excellent results were scored by Suncoast players, **Dominique Patissier** (rated 1230 and performed at 1706), **Peter Crabbe** (1486/1776), **Lou Djordjevic** (1081/1279) and **Otto Mehltreter** (1635/1822).

We had our usual large number of late entries, causing one of the DOPs some considerable angst, as well as generating a reasonable share of problems. This year only a little over half of the entries had been received and paid the day after entries closed. Whilst we cannot do without the late entries (their number contributes significantly to the tournament finances) they cause the following difficulties in chronological order:-

- Extra work for the organisers in keeping the Swiss database up to date.
- Last minute changes to the database, often made late on a Friday night or early Saturday morning, when organisers could be resting in preparation for the tournament.
- Chaos and added pressures on the opening day of the tournament.
- Late starts for the tournament.
- Errors in the recording of player information, so that mistakes are made in the draw or in the recording of the rating or status categories.

This year all of the above occurred, including an error in recording a Suncoast player, as a Suncoast player. That player entered late, did not assist with the setting up, did not check his status when all players were so requested by the DOP, was eventually awarded a Suncoast prize but now has a complaint against the club as a consequence. The editor considers such actions an insult to the hard work put in by other club members.

The following suggestions are made to assist with overcoming these types of problems and they might be reviewed by the respective committees when setting up future tournaments:-

- The entry form should note that the **late fee** will be enforced. This does not mean that we must enforce it, but it should be stressed that we will.
- If a player arrives on the day to play has not entered and has **not phoned** in the fact that he is going to play, the late fee should be enforced.
- The entry form should state that players who have not entered, have not phoned in and who arrive after a certain time eg. 8.45AM for a 9.30AM start, may be **excluded from the first round and have to accept a 1/2 point bye**. This will enable starts to be made on time, without serious disadvantage to most players, but latecomers will suffer a penalty by having to sit out the first round.
- Extending the concept in the dot point above, all other players who then arrive after 9.00AM might also be **forced to take a 1/2 point bye** in the first round. This could be at the discretion of the DOP (for instance they might phone in the fact that they will be late). If these two dot points are used, then it would be wise to include the telephone number of the hall Gold Phone on the entry form. This would help players who were late on the day in any case, as well as the organisers.
- The **commencement time** for the tournament as indicated on the entry form should be brought forward by 15 minutes, without actually changing the intended starting time. A noted 9.15am start will see many players arrive by 9.00am anyway.

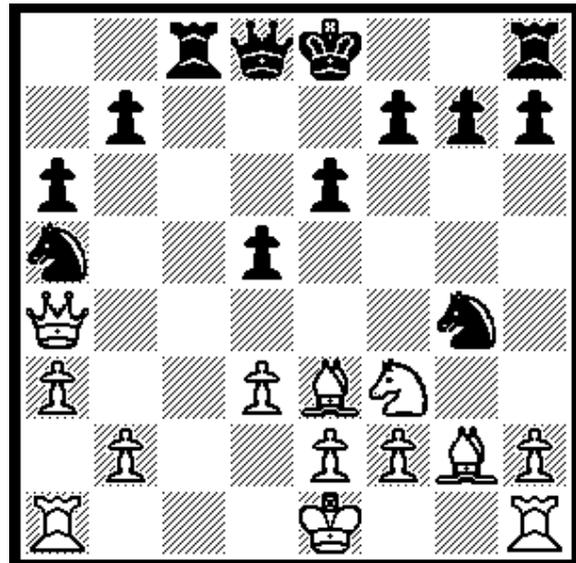
- The twofold reason for requiring the **birthdate** to be completed on the entry forms, yes there are 2 reasons, should be stated on the form. That is for separation of players with same names and for Veterans, Juniors and Cadet prizes. This will reduce the enquiry load at the tournament commencement.
- The organisers attempt to have the **status of all players** registered with their names eg. SUN = Suncoast, V60 = Veteran 60+ etc. This status should be required to be checked by all players by announcement at the commencement of 2 rounds say Rounds 3 and 4 (2 rounds so as players with byes will not suffer, although players who have a last minute smoke rather than listen to the announcements will of course suffer and perhaps they should given the difficulties that can be caused). After final adjustments, the status is then fixed.

The other grumble was about ratings divisions. This year the divisions were done very differently to the way they were done in the early years of the tournament. The same problem arose on the Gold Coast the week after and this will be discussed in the next edition.

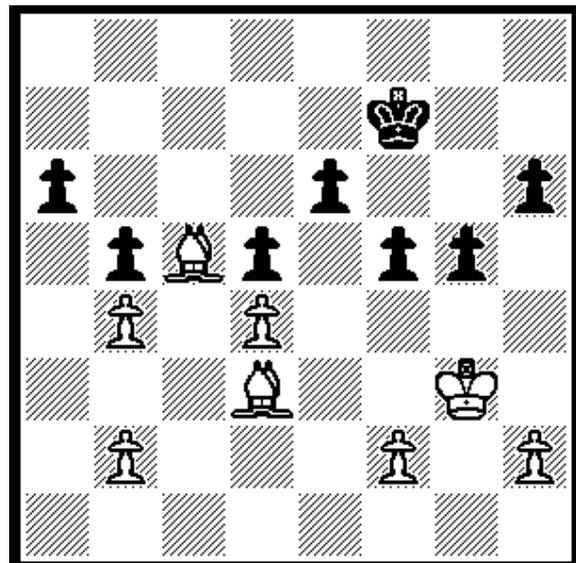
This month's game is from this year's Darling Downs Open. **Alan Runciman** provides the notes and indicates it was the *crucial 6th round game*.

White: Alan Runciman (1141)
Black: Shiloh Norris (1306)
Opening: A00 Grob

1 g4 Horror ensues! **1...d5 2 Bg2 Bxg4** Taking the g-pawn is quite playable, provided that Black is willing to let the d-pawn go. Cautious players venture **2...e5 3 c4 c6** (*For those having trouble against the Grob, in the ...d5 line this move is almost always a necessity - Ed*) **4 Qb3 Qc7 5 cxd cxd** (*BCO assesses this position as += - Ed*) **6 Nc3** Necessary to prevent **6...Qxc1+**. After **6 Nc3**, **6...d4 7 Ne4** is fine [*6...d4 is actually an error of some proportion and is met by 7 Nb5 Qb6 8 Bxb7! Be6 (8...Qxb7?? 9 Nd6+ loses the Q) 9 Qf3 Qxb5 10 Bxa1 when Black has no compensation for the exchange deficit - Ed*] **6...e6??** Black should not try to hang on to the d-pawn Now disaster strikes **7 Qa4+!** (*One of the common themes to the Grob - Ed*) **Nc6 8 Qxg4 Ne5 9 Qa4+ Nc6 10 d3 Nf6 11 Nf3 a6 12 Bf4 Qb6 13 Qb3 Bb4 14 a3 Bxc3+ 15 Qxc3 Rc8 16 Qd2 Na5 17 Be3 Qd8 18 Qd1 Ng4??** Again! This is too much! The Grob rarely catches the same victim twice (*Bet Shiloh is ready for your Grob next time Alan!! - Ed*) **19 Qa4+!**



19...Rc6 20 Qxg4 Nb3 21 Rb1 Qa5+ 22 Qb4 Qxb4+ 23 axb4 Rc2 24 Nd4 Nxd4 25 Bxd4 OO 26 OO Rxe2 27 Rbc1 Rd2 28 Rfd1 Rxd1+ 29 Rxd1 Bc8 30 Be3 Rc2 31 Rc1 Rxc1+ 32 Bxc1 Kf8 33 Be3 Ke8 34 Bf1 Kd7 35 Bc5 Ke8 36 d4 b5 37 Bd3 f5 38 Kg2 Kf7 39 Kf3 g5 40 Kg3 h6



41 Be2 Kg6 42 Bd3 Kf7 Although it is not obvious from the scoresheet, this is a repetition of the position after move 40 so care is needed not to offer a stalemate by repetition **43 Bd6 Kg6 44 Be5 h5 43 h3 h4+ 46 Kf3 Kf7 47 Kg2 Kg6 48 Be2 f4 49 Kf3 Kh5 50 Bd3 Kh6 51 Kg4** Black is in *zugzwang* and all is lost. (*Zugzwang is when all one side's pieces are in their best position and to move any one of them off their current squares results in a loss of the game or material -Ed*) **51...f3 52 Kxf3 Kh5 53 Bh7 Kh6 54 Bg8 Kg8 55 Bxe6 Resigns**