

SUNCOAST CHESS CLUB NEWSLETTER

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November has come and gone and the month's newsletter is late again. Perhaps next year we will catch up!! Not a likely scenario, but some annotated games from Club players would help.

The Australian Open draws near and the entries are pouring in. There are some club players who are yet to enter and for most of us it is a once in a lifetime opportunity to participate in a major tournament. Don't be one of those that kick yourselves later, **ENTER NOW** and save yourself those awful regrets.

Tournament Results Section No results from Buderim and the computer is in use elsewhere at Noosa, so the editor cannot get at the results. The annual AGM Lightning Tournament was won by **Paul Summers** with 7/7.

In OTB tournaments, the final round of the Queensland Grand Prix was held at Redcliffe. This tournament of only 6 rounds attracted around 60 players including **Bob Goodwin, Dominique Patissier, Paul Summers, Alan Runciman** and **Bill Powell** from the Suncoast Club. The editor does not have final results, but Bob and Bill both performed very well, congratulations!!

For **Paul Summers** it was a particularly important tournament. Leading and in the clear by 18 points in the Under 1700 category in the Qld Grand Prix, he needed just 8 points from a possible maximum 25 points to secure first place and \$450. Defeating everybody below him losing to everyone above him, except for David Lovejoy 1997 which resulted in a draw, was not enough. With gaggle of others finishing above him and gathering most of the Grand Prix points. Luck remained with him though and he has managed to hold onto 2nd place and \$250.

A valuable lesson of playing the board and not the player has been learnt though. In round 4 against David Lovejoy in a very tense and complex King's Gambit, Paul sacrificed a piece and later took a draw in a position where he held a clear advantage, thinking that the half point would lead to an easier run into the final rounds. David was about to play a losing move. In round 5 against ex-Suncoast player Richard Clarke, he developed a positional advantage from the opening, became overconfident, forgot

about Richard's tenacity and let the game play itself. It didn't and he lost. A draw offer in this game in the opening would have secured a half point.

Rules Section Recent incidents at the Noosa end of the club are worth pondering on. One of our players has developed a bad habit of getting excited when he is winning (which we all do) and not forgetting to record move. Unfortunately his opponents have noticed this and drawn it to his attention. On some occasions, he has not been able to bring the scoresheet up to date.

Rule 8.1 indicates that *....each player is required to record his own moves and those of his opponent, move after moveA player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another...*

There is few direct penalties for infringements given in the rules. rather the arbiter is given general responsibility to *enforce decisions he has made and impose penalties on players where appropriate* (Rule 13.4). The penalties can include:-

- a. a warning;
- b. increasing the remaining time of the opponent;
- c. reducing the remaining time of the offending player;
- d. declaring the game to be lost;
- e. expulsion from the event. (Rule 13.4)

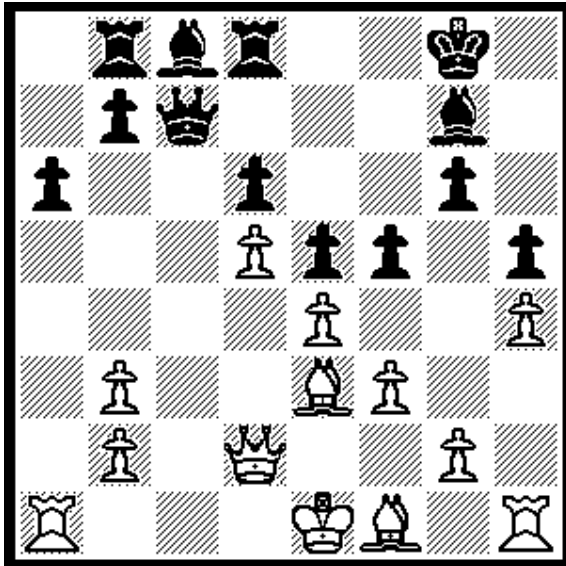
The arbiter cannot order the offender to be tarred and feathered, nor is capital punishment permitted. So the arbiter can impose an appropriate penalty which is in the *best interest of the competition* (Rule 13.2).

Games Section Laziness, and lack of other games, brings the editor to calling up an already typed game which was commended in the 1993 Most Interesting Annotated Game category for correspondence chess.

White: Geoff Kelly 1630)
Black: Paul Summers 1555
Opening: E84 KINGS INDIAN DEFENCE, Saemisch

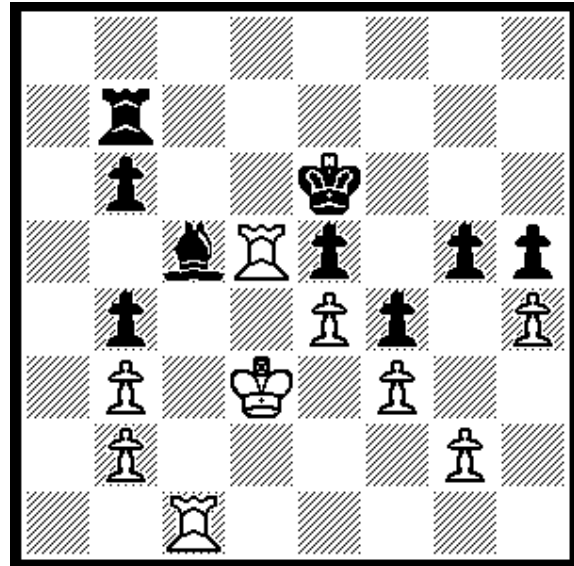
1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 OO 6 Be3 Nc6 7 Nge2 a6 8 Qd2 Rb8 9 h4 h5 10 Nc1 In this Panno variation, White mixes

systems creating some uncertainty for Black in how to proceed. 10 OOO is normal **10...e5 11 d5 Nd4 12 Nb3** If 12 Bxd4 exd4 13 Qxd4 Nxe4! 14 Qxe4 Re8. White need not capture the pawn, instead 13 N3e2 could be played, but after 13...c5 14 dxc bxc 15 Nxd4 Qb6 (16...Qxb2 or Nxe4) 16 Ncb3 will leave Black interesting opportunities on the dark squares as compensation for the pawn **12...c5?! 13 dxc Nxb3 14 c7** The zwischenzug missed by Black on 12 **14...Qxc7 15 axb3** Black's backward d pawn is the penalty for his 12th, but equally important is that Black's pieces are uncoordinated with little opportunity for counterplay **15...Rd8 16 Nd5! Nxd5 17 cxd5** White chooses to ignore the weak d pawn in exchange for opportunities along the c file and against the weak a and b pawns **17...f5?!**



Black's idea is to create a square for the Q, without cluttering the Q'side after the inevitable Rc1 and to also close the K'side with f4. 17...b5 was necessary though, to prevent penetration by White's black B **18 Rc1 Qf7 19 Bb6 Rd7 20 Bd3** White does not fear the closure by ...f4, as an exchange of pawns would lead to an exchange of pieces, freeing the cramped Black position **20...f4** Black in turn must close, as there are already enough holes in his position **21 Qa5 Bf8 22 Bb5! Re7** If 22...axb5 24 Qa7 **23 Bc7 b6 24 Qc3** If 24 Bxb6 Reb7 **24...Rb7** Black's notes to this position incorrectly indicate that White castled on the K'side, planning 25 Bd6 Rc7 26 Bxc7 Bc5+ 27 Kh1 Rxc7 28 Bd3 Qe7 29 Qe1 b5, but White had not castled!! **25 Bxd6 axb5 26 Bxe7 Bxe7 27 Qxc8+ Kg7 28 Qe6?!** Not 28 Qxb7 Bb4+, but should White force the Q's off at the cost of a pawn plus? **28...Qxe6 29 dxe6 Bc5 30 Ke2 Kf6 31 Rhd1 Kxe6** The endgame phase is reached with

Black a full exchange down and penetration along the d file inevitable, but the Q'side can be shut down **32 Rd5 b4 33 Kd3?** White plays to the obvious chances of sacrificing the exchange for a pawn win on the Q'side, but immediately creates counter chances on the K'side



33..g5!! 34 hxg Rg7 35 Rxcxc5 White chooses to return the exchange for pawns, as it is clear that a breakthrough cannot be achieved while the Black B can oscillate between d4 and c5, thus defending at least 2 of the pawns which hold back White's advance **35...bxc5 36 Rxc5 Rgx5 37 Rc2 Rg8 38 Rc6+** White now realises the point of Black's 37th move, if 38 Kc4 Rc8+ and the K must return to d3. As well, the White g pawn is held back by the Black f pawn, so if White wants to play for a win, a back row pawn must be given up **38...Kd7 39 Rh6 Rxcg2 40 Rxh5 Rg3!!** On the surface this hardly seems logical, but if 40...Rxb2 41 Kc4 or 40...Kd6 41 Kc4, White will achieve good play after capture of the b pawn, with pressure on the e pawn. The text move offers good drawing chances **41 Rxe5 Rxf3+ 42 Kc4 Re3 43 Kxb4 f3 44 Kc4** If 44 Rf5 the R captures e4 with check. Perhaps holding more chances, though still probably drawing is 44 Ka3 with the idea of Ka2, b4, etc **44...f2 45 Rf5 Re2** Not 45...Rxe4 46 Kd3 and White will hold the 2 pawns with chances **46 b4 Ke6 47 Kc5 Rxb2 48 b5 Rc2+ 47 Kb6 Rb2** White can make no progress. The threat of ...f1=Q holds the R on the f file **48 Kc7 Rxb5 49 Rxf2** Drawn by agreement