



NOOSA CHESS CLUB NEWSLETTER

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The **1998 HONOUR ROLL** comprises a list of the results by Suncoast players in club and other tournaments around the State for the period 12/97-11/98 inclusive. There are a number of results missing and if we can scrape up the information they will be published at a later date.

The **1998 HONOUR ROLL** reads as follows:-

Noosa Xmas Tournament 1st **Paul Summers**, best performer **Stuart M^cColl**

Noosa Challenge Tournament 1st **Kevin M^cColl**, best performer **Lazar Simic**

Noosa Hot Tournament 1st **Otto Mehlreter**, best performer **Alan Runciman**

Noosa Handicap Lightning #1 1st **Otto Mehlreter**

Hervey Bay Open **Kevin M^cColl**, **Paul Summers**, **Derrick Jeffries**, **David Waterhouse** all came equal first in various rating divisions

Darling Downs Open **Alan Runciman** came equal first in his rating division

Buderim Autumn Tournament Equal 1st **John Potts & Derrick Jeffries**, best performer was **Ted Hislop**

Noosa Rapid Championships 1st **Kevin McColl**, best performer was **Allan Wilkes**

Noosa Handicap Lightning #2 1st **Otto Mehlreter** and **Paul Summers**

Noosa Open **Dominique Patissier** and **Bob Goodwin** both won or shared 1st in their rating divisions

Buderim Mid-Year 1st **Derrick Jeffries**

Noosa Handicap Lightning #3 1st **Otto Mehlreter**

Noosa Doubleplay Rapid 1st **Otto Mehlreter**

Noosa Handicap Lightning #4 1st **Paul Summers**

Gold Coast Open **Paul Summers** shared first prize in his rating division

Noosa Club Championships 1st **Otto Mehlreter**, best performer was **Robert Hochstadt**

Whale Open 3rd **Kevin McColl** and **Paul Summers** and **Dominique Patissier** both shared 1st in their rating divisions

AGM Lightning 1st **Paul Summers**

Well done to all these players and if your name is not here, a target for next year is to appear on the honour roll!!!

Clock Section. What! a clock section. Well with the introduction of the digital clocks, many players are having trouble, some are even wishing for a return to the days of analogue clocks. Be strong guys, as with phones analogue clocks will all but disappear shortly. Digital clocks are here to stay and it is simply a case of getting used to the new clocks and the rules associated with their use.

Recently at the Noosa end, **Otto Mehlreter** was the victim of the clock usage. It all has to do with the 10 sec per move added to the clocks after one player exceeds the time control. The discussion and associated diagrams below will explain how the clocks work for finishes where you obtain extra time after exceed the time control, so assume that it is a 60 minute, then 10 seconds per move time control.

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

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 Player 1's clock has just started. At this point Player 2 has exactly 11 seconds to decide his move, play it and press the clock. That is, he has 1 second remaining from the first hour and after this is consumed he gets 10 seconds per move.

Player 1	Player 2
5:07	0:01

Player 2 uses 3 seconds for this move. The next diagram shows the clock after one second is used

Player 1	Player 2
5:07	0:00

Now in the next clock a further second has been used and notice how Player 2 has now received another 10 seconds, **BUT MOST IMPORTANTLY** note that Player 1 has also received 10 seconds too. This is how it happens. Both players receive the first 10 seconds free and at the same time. Subsequently you only get your 10 seconds after making a 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 - 0:10

Player 1	Player 2
Δ 5:17	Δ - 0:09

Now Player 2 has pressed his clock and it is Player 1 to move. 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

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 2 has lost on time.

Player 1	Player 2
Δ “-” 0:00	Δ - 0:36

Unfortunately this is what happened to Otto in his game with the editor (annotated in the next edition). Otto assumed that he would get an extra 10 seconds when he went his clock reached 0.00, but he had already received his extra allotment of time.

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.

To confirm all of this, set a digital clock on Manual Set 3 and give each player say 1 minute, plus 10 seconds per move. Now start one of the clocks and watch what happens.

Not much room left for fully annotated games.

White: Allan Wilkes
Black: Derrick Jeffries
Tourney: Buderim Action, 1997
Opening: D13 QUEENS GAMBIT DECLINED, Exchange Slav

1. d4 Nf6 2 c4 c6 3 Nc3 d5 4 cxd cxd 5 Nf3 Bf5 6 Bf4 Qb6 7 e3 a6 8 Bd3 Qxb2 9 OO Qxc3 10 Bxf5 Nc6 11 Rc1 Qa5 12 Rc5 Qxa2 13 Qc1 Qa4 14 Qc3 e6 15 Bc2 Qb4 16 Rxc6 Qxc3 17 Rxc3 b5 18 Rc1 Nd7 19 bd3 Nb6 20 Rc6 Nc4 21 e4 Be7 22 exd exd 23 Re1 Rd8 24 Rxa6 Rd7 25 ne5 Bb4 26 Ra8+ Rd8 27 Rxd8+ Kxd8 28 Nc6+ Resigns

White: Paul Summers (1649)
Black: Greg Canfell (2104),
Tourney: Hervey Bay Open, 14/03/98
Opening: B20 SICILIAN DEFENCE, Wing Gambit

1 e4 c5 2 b4 cxb 3 a3 e6 4 Nf3 Better then Bb2, Canfell Nc6 5 axb Bxb4 6 c3 Be7 7 d4 d5 8 e5 f6 9 Bf4 Maybe ?! but not losing, Canfell 9...fxe 10 dxe Nh6 11 Qd2?! Releasing the pressure of the potential h5 check, Summers 11...Nf5 12 g4 Nh4 13 Nxh4 Bxb4 14 g5 White has compensation for the material deficit, Canfell 14...OO 15 Bd3 Nxe5 16 Bxe5 Rxf2 17 Qxf2 Bxf2+ 18 Kxf2 Qxg5 19 Re1 Bd7 20 Bg3 Rf8+ 21 Kg2 Bc6 22 Re5 d4+ 23 Kh3 Qh6+ 24 Resigns