

# SUNCOAST CHESS CLUB NEWSLETTER

VOL 2 NO 3

MAR, 1999

Welcome to the third edition of the Noosa Calendar Society Newsletter. The editor gets top marks for consistency, but none for accuracy. You guessed it more stuff ups in the last calender. Hopefully the last version appears below.

A few players have come to the rescue with some games with notes. For the others, if you do not have time or do not feel comfortable putting notes to your games, simply provide the game score to Paul Summers. Buderim players

too please.

Speaking of Buderim players, it would be good to see your results in these pages too. Note the name at the top!! Changed to reflect the wider content....sometimes. Perhaps we could simply get into the habit of printing two copies of final tournament results including the ratings report and slipping one of them straight in the mail to 12 Carramar Street, TEWANTIN 4565.

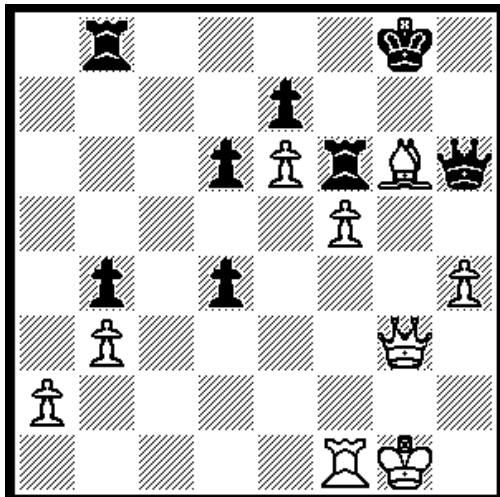
DATE	EVENT	TIME LIMIT (mins per player)	ROUNDS PER NIGHT	TOTAL ROUNDS
28 Jan	Noosa Handicap Lightning # 1	5-15	All	6
4 Feb - 18 Mar	Noosa Hot (excluding 11/3/1999)	90, then 20 secs per move	1	6
11 Mar	<b>Committee Meeting</b> at Noosa followed by a Noosa Handicap Lightning #2	5-15	All	Maybe 7
25 Mar - 15 Apr	Noosa Rapid Championships	30	2 (1 on last night)	7
22 Apr - 27 May	Noosa Falling Leaves	60, then 10 secs per move	1	6
3 Jun	Noosa Lightning Championships	5	7	7
10 Jun - 24 Jun	Noosa Frozen Rapid	30	2	6
<b>26-27 JUN</b>	<b>SUNCOAST NOOSA OPEN</b>			
1 Jul - 5 Aug	Noosa Deep Freeze	60, then 10 secs per move	1	6
12 Aug	<b>Committee Meeting</b> at Noosa followed by the first 3 rounds of the Noosa Allegro Championships	10, then 5 secs per move	3	7
19 Aug (continued)	Noosa Allegro Championships	10, then 5 secs per move	4	7
26 Aug - 7 Oct	Noosa Club Championships	90, then 20 secs per move	1	7
14 Oct - 18 Nov	Noosa Sprung	30, then 10 secs per move	2	6
<b>6-7 NOV</b>	<b>SUNCOAST MAROOCHY OPEN</b>			
24 Nov	<b>AGM AT BUDERIM</b> Followed by a lightning tournament with \$\$\$ prizes for the top players present at the AGM			
25 Nov	Social Chess			
2 Dec - 16 Dec	Three for Confusion (inc 4 points the win, 2 the draw and 1 the loss)	30, 15, 5	2 opponents X 3 games	6

**G**ames Section The following is hopefully the first of our games which will appear in these pages from the 1999 Australian Open. **Otto Mehltreter** puts notes to his game against our Mongolian visitor.

**White:** Yumjav, Taivanbaater (2080)  
**Black:** Mehltreter, Otto (1678)  
**Opening:** KINGS INDIAN, Saemisch

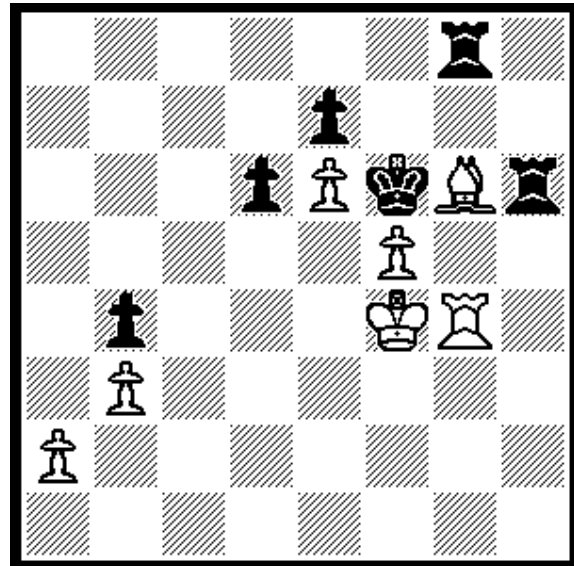
**1 d4 Nf6 2 Nc3 g6 3 e4 d6 4 d4 Bg7 5 f3 OO 6 Be3 Nbd7 7 Qd2** White's strategy is clear enough, OOO and pawn storm the K'side. How to play the Asian-Master **7...c5 8 d5 a6 9 Nh3** Black had expected 9 OOO followed by g4 or h4 (*In this old line of the Saemisch 9 Nge2, 9 Bd3 or 9 a4 are the common continuations. Geller-Schmidt, Tallinn, 1962 continued 9 a4 Rb8 10 Nge2 Ne5 11 Nc1 e6 12 Be2 exd 13 cxd b6 14 OO Bd7 15 N1a2 b5 16 axb axb 17 b4 c4 which was assessed by Barden as "unclearly equal" - Ed*)

**9... Ne5 10 Nf2 Ne8 11 Be2 f5 12 h4 h5 13 Nh3 fxe 14 Nxe4 Nf6 15 Nhg5 Nxe4 16 Nxe4 Bf5 17 Ng5 Rb8** Signalling a K'side attack, so White does not castle long **18 OO** A lot has now changed and if White's K'side attack continues, his own K may not be safe **18...b5 19 cxb axb 20 b3 b4 21 g4 hxg 22 f4** Black had expected 22 hxg opening all lines with a powerful Ng5 **22...Nf7 23 Ne6** Here is the idea supporting 22 f4 **23...Bxe6 24 dxe6 Nh6 25 Rad1 Nf5** The pawn on g4 is weak anyway, so Black intends giving up the pawn to establish a piece on d4 **26 Bxg4** White prepares to give up the exchange for Black's Indian B, as well as destroying Black's pawn structure and opening the g-file **26...Nxe3 27 Qxe3 Bd4 28 Rxd4 cxd4 29 Qg3** Or else 29 Qxd4 Qb6 swapping the Qs (*An interesting position, will Black's exchange be sufficient to withstand White's K'side pawn majority - Ed*) **29...Rf6 30 f5 Qf8 31 Bh5 Qh6 32 Bxg6**



**32...Qe3+ 32...Kh8? 33 Qg5! 33 Qxe3 dxe3** (*The Mongolian makes a vital error, quickly recognised by Suncoast players, entering an*

*endgame, where Otto plays considerably above his 1600 odd rating - Ed*) **34 Re1 Rc8 35 Rxe3 Kg7 35...Rc2 36 Re4** followed by the capture of the b-pawn and threats against the e-pawn **36 Re4 Rb8 37 Kg2 R6f8 38 Kg3 Kf6 39 h5 Rh8?** A waste of time, better is 39...Rfc8 **40 Kf4 Rhc8 41 Re2 Rc3 42 Rg2 Rg8 43 h6 Rh3 44 Rg4** The h-pawn is lost, 44 h7 Rxh7 44 Bxh7 Rxg2 **44...Rxh6**



(*White holds a pawn for the exchange, often yielding a draw. In this instance though, Black's advantage is significantly greater than just material. First, White's f- and a-pawns are backward, second, White's B is badly placed on a short diagonal with all pawns on light squares and finally White's K is poorly placed obstructing the R. Still there are plenty of chances to go wrong and It is instructive to look at Black's technique - Ed*) **45 Ke3 Rb8 46 Kd4 Rh2 47 Ke4 Rbh8** With the idea of Rh4 **48 Bh7 Rh6** A good try **48 Rxg7?? Rg6#** (*But it really shows the desperate situation for White, now a pair of Rs are exchanged, leaving White weak on the K'side dark squares which are dominated by the Black K - Ed*) **49 Rg6+ Rxg6 50 fxg6 Ra8 51 Kd4 Rc8** Black was unsure that 51...Rxa2 **52 Kc4 Rg2** wins, but a few minutes later regretted not capturing the a-pawn **52 Kd3 Rc5 53 Kd4 Kg7 54 Kd3 Kf6 55 Kd4 Rc1** Now Black hits on the idea of defending the b-pawn and preventing the g-pawn advance by bringing the R to g4, thus freeing the K to move **56 Kd5 Rg1 57 Kc4 Rg4+ 58 Kb5** If 58 Kd5 Kg7 **59 Kc6 Rg5 58...Kxe6 59 Bg8+ Kf6 60 Bf7 Rd4 61 Bc4 e5 61...Kxg6 62 Kxb4 d5 63 Kc5 Rd2 64 Bxd5** and it is a little harder to win **62 Resigns**