

SUNCOAST CHESS CLUB NEWSLETTER

VOL 2 NO 6

JUNE, 1999

An interesting situation arose in a recent game at the Noosa end of the club. Two of our players **Dominique Patissier** and I think **Fred Nyke**, had reached an endgame where Dominique had K, N and B versus Fred's K.

The context of the game was also important. It was:-

- A rapid game played at 20 minutes plus 10 secs every move;
- There was another round to play on the night; and
- Neither player was recording the moves.

At the time the DOP had joined the spectators, a considerable number of moves had been played in this endgame. Dominique was chasing the K all over the board, seemingly undecided whether to try to mate the K in the corner opposite that of the colour of his B or try for the corner of the same colour. Of course it is the latter that wins. The DOP watched about 10 moves played out at a fairly rapid rate and concluded that they would soon call it a draw.

Returning to the game after a few more minutes, both players had built up around five minutes on the clock indicating that many more moves had been played.

Two things became apparent:-

- Dominique did not know how to mate with a B and N (bet he does now!!).
- Fred did not know how to resolve the situation.

Consequently the DOP stopped the clocks and advised the players that:-

- Progress did not seem to be being made;
- While play could continue for a little while longer, out of courtesy to the other players waiting for the second round the game would have to be declared shortly (meaning that the DOP would adjudicate a result).

This was all that was said, however there was a clear implication in the call, that neither player heeded:-

- For Dominique, the implication was that he should try and work out how to mate the K, rather than simply bashing out moves in the

hope that he would stumble across the solution.

- For Fred, the implication was that he could force a draw in two ways, by commencing recording the moves and then claim triple repetition or the 50 move rule (interestingly triple repetition had already occurred on a number of occasions but had not been claimed).

You can guess what happened. Dominique kept bashing out moves, showing no sign of trying to think out the solution. Fred did not commence recording. After another 20 odd moves, with now 10 minutes on each clock, the DOP stopped the clocks and declared the game a draw.

A salutary lesson for Dominique, as well as a learning experience for the rest of us. Also interesting were the statistics around the room. **Paul Summers** and **Allan Wilkes** had each had one and only one K vs. K, B and N endgame. The balance had not had one at all. They are rare birds indeed, but you can see how easy it is to drop a half point if you don't know how to achieve mate.

Many thanks to those players who have provided some games for publication. Otto continues to provide good annotations for his games. **Gerry O'Connor** (alias *the canary*) has also arranged for one of his games to be published shortly too. Please keep the games coming.

Tournament Results Section The Noosa Lightning Championships were held on June 3. Unfortunately, the computer was on the blink and the complete results, on pairing cards, now rest in a landfill somewhere! Also destined for a similar fate were the results of the Noosa Frozen rapid also held in June.

Nevertheless, the editor can recall the result of the lightning which was a picket fence seven from seven for **Paul Summers** who is the Noosa Lightning Champion for 1999. **Otto Mehlreter** was runner-up.

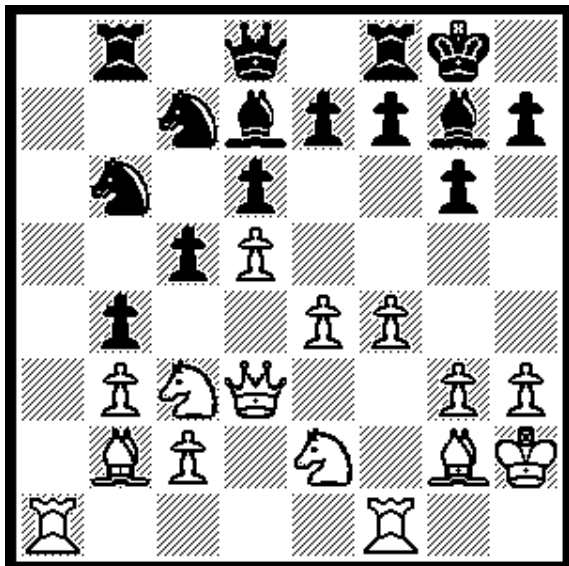
The editor may have to draw from other's recollections of the Noosa Frozen Rapid to get results.

Games Section This month another of **Otto Mehlreter's** adventures from Round 6 of the Suncoast Australian Open.

White: Caoili, Arianne (2050)
Black: Mehlreter, Otto (1678)
Tourney: 1999 Australian Open
Opening: B07, PIRC DEFENCE

1. g3 g6 2. Bg2 Bg7 3. d4 Nf6 4. e4 d6 5. Nc3 O-O 6. Nge2 Nbd7 In this sideline of the Pirc Defence the main line is 6. ... e5 7. O-O c5 8. d5 a6 9. a4 [9 Be3 is more common. 9...Qc7 10 Qd2 cxd 11 Nxd4 Nb6 12 b3 e5 (and this position was assessed by Gufeld in 1980 as unclear) 13 Nde2 Rd8 Kotov in 1978 also assessed the position as unclear-Ed] 9...Ne8 10. Be3 Ne5 11. h3 Nc4 12. Bc1 Nc7 13. f4 Rb8 14. Qd3 b5 15. Kh2 15 axb5? axb5 16. Nxb5 Nxb2 17. Bxb2 Bxb2 18. Rab1 Rxb5 15... Bd7 16. axb5 axb5 17. b3 Nb6 18. Bb2 b4

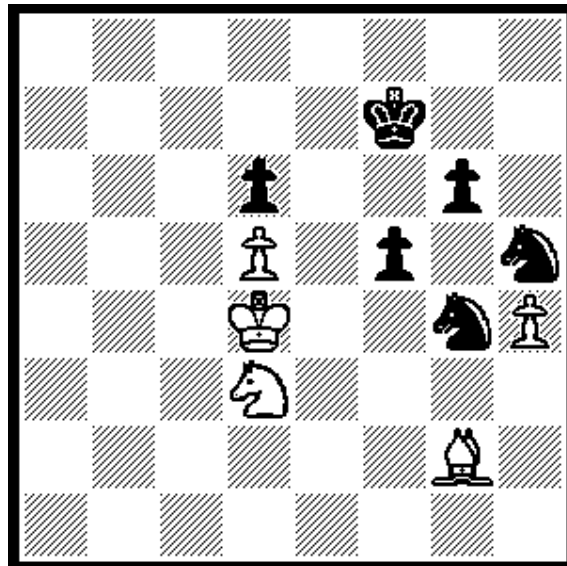
Position after 18...b4



Black considered 18...c4, which is a good move, as after 19. bxc4 bxc4 the B at b2 is undefended. But if White don't take the pawn, the outcome for Black is not clear. For Black, this game was played under exciting circumstances because White was a 12 year old girl with above 2000 ELO rating (*Unofficial reports suggest that the game was also exciting for White as she hadn't crushed anyone since the last round-Ed*) 19. Nd1 Bb5 20. Qf3 c4 21. Bxg7 Kxg7 22. Ne3 cxb3 23. cxb3 Nd7 24. Rfc1 Bxe2 25. Qxe2 Nb5 26. Nc2 26. Qb2+ Nf6 is perhaps better 26...Nc3 27. Qd2 Qb6 28. Nxb4 28. Nd4 followed by 29. Nc6 or 28. Ne3 + 29. Nc4 was better 28... Nxe4 29. Qb2+ Nef6 30. Nc6 Qxb3 31. Qd4 Only move 31...Qb6 Better was 32...Qb2 33. Qxb2 Rxb2 34. Nxe7 Re8 or 32. Qb2 33. Qe3 Nxd5 32. Qxb6 Rxb6

33. Nxe7 Nc5 34. Rcb1 Rfb8 35. Rxb6 Rxb6 36. Nc8 Rb2 37. Kg1 Or 37. Nxd6 Nxd5 37... Nce4 38. g4 Ng3 39. Ra4 Ne8 Active play with 39...Ne2+ 40. Kh1 Nc3 could be better 40. Ne7 Kf8 41. Nc6 h5 42. Rb4 This costs the pawn at f4. A better move was 42. Bf3 42... Rxb4 43. Nxb4 Ne2+ 44. Kf2 Nxf4 45. gxh5 Nxh5 46. Kf3 f5 47. h4 Kf7 48. Ke3 Nef6 49. Nd3 Ng4+ 50. Kd4 Ngf6

Position after 18...b4



50...Kf6 followed by 51...Ne5 was much better 51. Ke3 Nd7 52. Bf3 Ng7 53. Nf4 Kf6 54. Nh3 Ne5 55. Ng5 Nxf3 56. Nxf3 Nh5 57. Kd4 Ng3 58. Ke3 Ne4 59. Kd4 Only move 59... g5 Black spent a lot of time with two moves in mind. First 59...Kg7, approaching the white pawn at h4, and later playing 59...g5, aiming for the free f-pawn. Black made the decision to play ...g5 with the thought that a 12 year old girl does not have the strategic skills to defend a N+P vs N game. But White played very well. Later analysis showed 59...Kg7 would have won the game 60. hxcg5+ Nxcg5 61. Nd2 Nf7 62. Nc4 Kg5 63. Ke3 f4+ 63...Kg4 64. Kd4 f4 65. Ke4 64. Kf2 Kf5 65. Nd2 Ne5 66. Ke2 Nf7 67. Kf2 Ke5 68. Kf3 Kf5 68...Ng5+ 69. Kg4 f3 70. Kxg5 and the remaining White N draws 69. Kf2 Ng5 70. Nc4 Nf7 71. Nd2 Kg4 72. Ne4 Kf5 73. Nd2 Ng5 74. Nc4 Nf7 75. Nd2 Nh6 76. Nc4 Ng4+ 77. Ke2 f3+ Black had the three-time triple repetition in mind} 78. Kxf3 Ne5+ 79. Nxe5 Kxe5 80. Ke3 Kxd5 81. Kd3 Ke5 82. Ke3 Here Black offered a draw, convinced, White knows how to play this pawn ending 1/2-1/2