

# SUNCOAST CHESS CLUB NEWSLETTER

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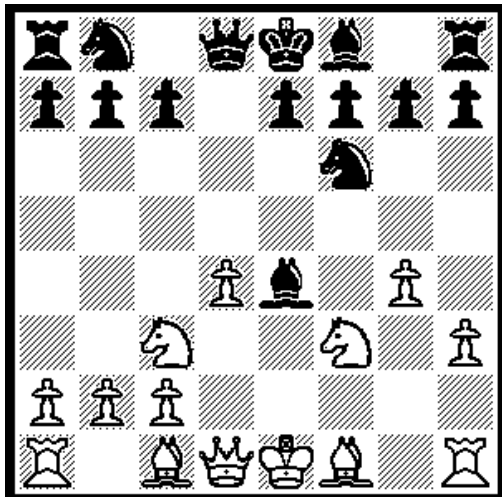
It's awfully difficult to keep up when the editor is as lazy as the one that writes these pages. There are now plenty of games to publish and many thanks to those players who have provided games (It would also be of use for those who type their games on a PC or who use Fritz, to provide the games on disk. The editor can handle most forms software and for chess software \*.pgn is the easiest). But news, annotations and setting everything up requires time. In this issue we just have games

**G**ames Section Recently Kevin M<sup>c</sup>Coll returned to us temporarily and kept us entertained with the following two games. The first features a dramatic centreboard king hunt and has notes by Alan Runciman:-

**White:** M<sup>c</sup>Coll, Kevin (1762)  
**Black:** Runciman, Alan (1146)  
**Tourney:** Noosa Club Championships  
**Opening:** D00 Blackmar Diemer Gambit

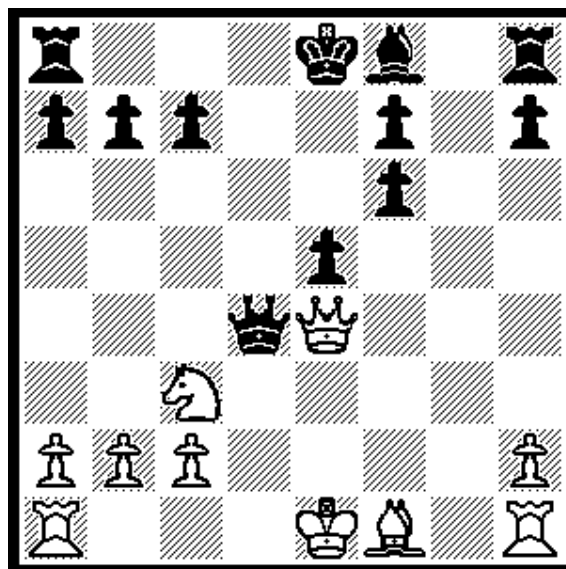
1 e4 d5 2 d4=+ (-0.38/10 Fritz 5.32) 2 exd Qxd5 3 Nc3 Qa5 4 d4 Nd7 5 Nf3 e6 6 bd3 Bb4+= 2...dxe 3 Nc3 Nf6 With this move, Black permits White to transpose to the Blackmar Diemer Gambit. An alternative is 3...e5 assessed in BCO as ~/+=. This line is known as the Lemberger Counter Gambit, with recent continuations 4 Be3, 4 Nge2 and 4 Qh5. The latter was tried by Dimitri Partsi against David Stephson in the 1999 Australian Open (Round 6 for those with the bulletins) - Ed 4 f3 exf3 5 Nxf3 Bg4 6 h3 Bf5 7 g4 Be4? A blunder! (1.16 Fritz)

**After 7...Be4?**



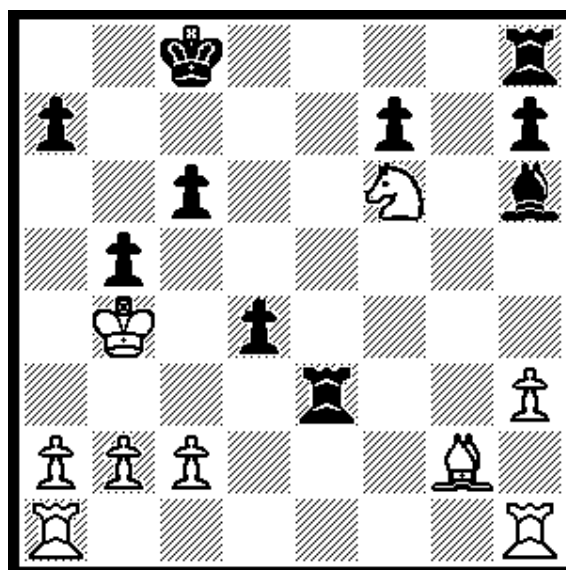
7...Bg6 8 Qe2 e6 Qb5+ Nbd7 10 Qxb7 Bxc2 11 g5 Ng8 12 d5-+ 8 g5 Bxf3 9 Qxf3 Nc6 10 gxf6 Nxd4 11 Qe4 gxf6 12 Be3 e5 13 Bxd4 Qxd4 White misses a good move here

**After 13...Qxd4**



14 Qxd4?+= (0.66/10 Fritz) 14 Bb5+ c6 15 Bxc6+ Ke7 16 Rd1 Qxe4+ 17 Bxe4 Bg7 18 Ke2 Rad8±± (2.66 Fritz) 14...exd4 15 Nd5 OOO 16 Bg2 Re8+ 17 Kd2 Bh6+ 18 Kd3 c6 19 Nxf6 Re3+ 20 Kc4 b5+ 21 Kb4 Does Black have a forced mate?

**After 21 Kb4**



21...Kb7 22 a4 a5+ 23 Kxa5 Ra8+ Nh5 24 Kb4 Bf8 mate 0-1

Alan scores a creditable victory with a rating difference of more than 600 points!! But did Black have a forced mate after 21 Kb4. After 21...Kb7, better defences existed than White's 22 a4. Now a little step-by-step exercise follows.

**STEP 1** Turn back to the last diagram and see if you can determine whether Black indeed had a forced mate after 21 Kb4.

**STEP 2** If you haven't found one, you appear to be right. A tease, eh!! The editor thought there was one when first examining the position. So for the next step find Black's strongest move.

**STEP 3** If you focussed on Black's text move of 21...Kb7, then its not a bad try, but its disadvantage is that it leaves White free to play a full defensive move. White is almost immune on the White squares so could have tried simply 21 c3. There is a stronger move than 21..Kb7, so turn back to identify it.

**STEP 4** The answer is simple, but often difficult to spot over the board. If you are like the editor, *backwards* moves are hard to find. Now with that hint turn back and examine the diagram again.

Don't read the next paragraph if you are still looking.

It is a bishop move which wins for Black. Simply playing the B back to f8 giving check on the long diagonal is the strongest move, but after 40,000,000 positions were examined, the editor's software could not find a forced win. The best line appeared to be 21...Bf8+ 22 Ka5 Kb7 23 Rae1 Be7 24 Rxe3 dxe3 25 Nd7 Rg8 26 Be4 Rg5 25 Be4 Rg5 26 h4 Rh5 27 Rhe1 b4 28 Ka4

A line which the editor thought might lead to mate was 24 Bd8+ Kb4 26 a4+ Kc5 27 Bb6+ Kd6 but Black has nothing better than capturing the R at e3.

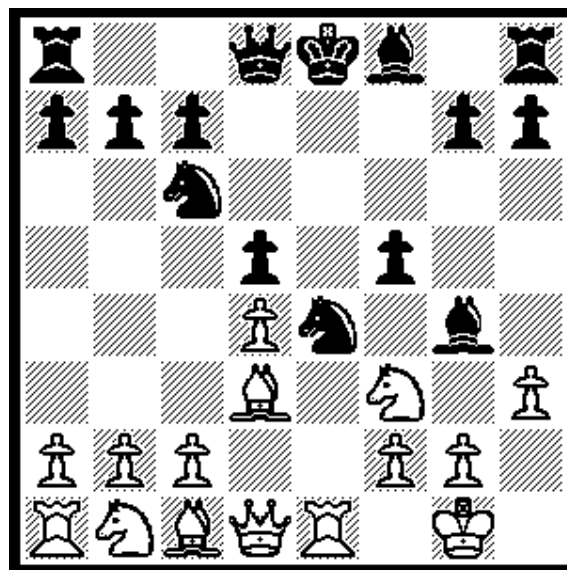
In the next game, **Kevin M<sup>c</sup>Coll** entertains us with a new style, the **Tsetse Tactic** which is a is indeed a dangerous beast.

**White:** M<sup>c</sup>Coll, Kevin (1762)  
**Black:** Collins, Greg (U/R)  
**Tourney:** Noosa Club Championships  
**Opening:** ZZZ Tsetse Tactic (C42 Petroff Defence

The first step is to play a very boring opening 1 e4 e5 2 Nf3 Nf6 3 Nxe5 The Petroff, known in GM circles as good for draws, can also be a dangerous animal 3...d6 4 Nf3 Nxe4 5 d4 d5 The second step in the process is to lull your opponent into a false sense of security, by continuing to play boring, conventional moves 6

**Bd3** 6 Bd3 is the conventional move and almost always played. Black in providing the score sheet attempted to fool the editor into thinking White played 6 Be3, but clearly clerical errors pervade not just correspondence chess. 6 Be3 was played in T Canela (Spain)-E Pritchard (England) from the 1976 Women's Olympiad which continued 6...c6 7 Nbd2 Bd6 8 Bd3 f5 9 Ne5 OO 10 f3 f4 with White succumbing in 20 moves **6....Nc6** The tactic is starting to work. Black is becoming bored with the conventional moves! 6...Nc6 has been played often, but usually it transposes to main lines commencing with 6... Be7 **7 OO Bg4 8 Re1** The Tsetse Tactic continues, White playing boring conventional moves which permit Black to transpose to main lines leading to draws. **8...f5** The tactic strikes!! Black terrified of being bored to death totally ignores convention and forges his own path Normal is 8...Be7 **9 h3** Now after moving to a position not conventionally seen, White plays his move and then employs the masterstroke of the Tsetse and pretends to doze off.

**After 9 h3**



History does not record the wonderful move by Black in this position. White continued to play his tactic, appearing to doze contentedly and entertaining us by rocking from side to side, teetering at the brink, stretching, yawning all adding to his opponent's full sense of false security. *Surely his opponent will not wake up in time.* The tactic relies on waking up with seconds left on the clock, playing rapidly and sucking your opponent into doing the same and defeating him under severe time pressure. But suddenly the Tsetse hunter becomes the hunted. Alas White did not wake up!! **0-1.**