

PG for the GP

IF THERE had been a Grand Prix series to decide the most successful tournament player in New Zealand in 1981, it would have been an interesting tussle. Despite missing the first three months of the year, Auckland's Paul Garbett looks the most probable winner, and since his return from the US, has quickly re-established himself as one of our leading internationals.

Running a close second must be Ortvin Sarapu, alias The Great Ort or King Canute. He shared first prize in the recent fourth Waitakere Trust Open with Garbett, and even pushed him into second at the Charles Belton Memorial and the Winstones tournaments. But fine victories in the Dominion Breweries 40/40 tournament (shared with Tony Carpenter) and both the Burroughs Computers North and South Island championships put Garbett ahead.

This sets the stage for an intriguing showdown when the New Zealand championship starts shortly on December 28 in St Joseph's Hall, Takapuna. Vying with Garbett and Sarapu for first will also be Vernon Small of Canterbury, who would no doubt have figured highly in our hypothetical Grand Prix but for a year of relative inactivity. The critical question must be whether Sarapu, now 57 years old, can retain his traditional grip on the championship against these two rivals in their 20s.

Here are a couple of decisive wins by the two favourites, the first from the South Island championship and the second from the Winstones tournament.

SLAV DEFENCE

P. GARBETT	J. SARFATI
1. Nf3	d5
2. c4	c6
3. d4	Nf6
4. Nc3	dxc4
5. a4	Bf5
6. e3	e6
7. Bxc4	Nbd7?!

An inferior plan to the normal 7...Bb4.

8. 0-0	Bd6
9. Qe2	e5
10. d5?!	

After the game Garbett felt 10.e4 and then 11.d5 would have been the strongest.

10. ...	cxd5
11. Nxd5	0-0
12. Nh4	Bg4
13. f3	Be6
14. Rd1	Bc5?

The crucial point and Black goes astray. On 14...g5 White can free his trapped knight cleverly by 15.Nxf6 ch Nxf6 16.Bxe6 fxe6 17.Qc4! Re8 (17...Nd5 18.Qg4!) 18.Nf5! and wins. But instead by 14...Nxd5 15.Bxd5 Bxd5 16.Rxd5 Nb6! 17.Rd1 Qxh4 18.Rxd6 Cxa4 Sarfati could have left Garbett struggling to justify his pawn minus.

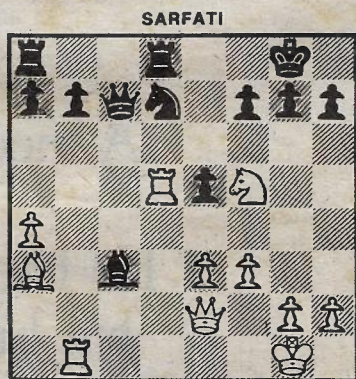
15. b4	Nxd5
16. Bxd5	Bxd5
17. Rxd5	Bxb4

If 17...Qxh4 18.dxc5 Rad8 19.Ba3 and 20.Qb5 is a strong threat. The

move played wins a pawn, but White's pieces suddenly spring into action.

18. Nf5	Bc3
19. Rb1	Qc7
20. Ba3	Rfd8?

Missing the threat — giving up material by 20...Rfc8 (allowing the knight fork on e7) was imperative.



21. Bd6! Resigns

The queen is lost — its only moves are to c8 or c6, when 22.Ne7 ch wins.

SICILIAN DEFENCE

O. SARAPU	R. GIBBONS
1. e4	c5
2. Nc3	d6
3. f4	Nc6
4. Nf3	Bg4?!
5. h3	

To gain the bishop pair.

5. ...	Bxf3
6. Qxf3	e6
7. Bb5	Qb6
8. 0-0	a6
9. Bxc6 ch	Qxc6

Now White's advantage lies in his lead in development — he has already castled while Black has only his queen out. Sarapu embarks on a direct king-side assault.

10. f5	Nf6
11. d3	Be7
12. Qg3	0-0
13. Bh6	Ne8
14. f6!	Bxf6
15. Rxf6	Kh8

Ingenious defence — now White's rook and bishop are forked.

16. Raf1

Not that Sarapu minds: 16...gxf6 17.Bxf6 or 16...gxh6 17.Rxf7. The inventor of the famous "Gibbons Gambit" decides to protect his f-pawn.

16. ...	Qd7
17. Qh4	gxh6
18. e5!	dxe5
19. Ne4	

The knight hops over to the action, and Gibbons decides he might as well take the rook.

19. ...	Nxf6
20. Qxf6 ch	Kg8
21. Rf3	Rfc8

Otherwise 22.Rg3 will be checkmate. Now 22.Qxh6 leads to the quickest mate, but the coup de grace chosen is effective enough.

22. Rg3 ch	Kf8
23. Qxh6 ch	Ke7
24. Qh4 ch	Kf8
25. Rg8 chl	Resigns

As in the last game, Black's king and queen are forked by a knight (after 25 ... Kxg8 26.Nf6 ch).

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