

# A working holiday

IT HAD ALWAYS been my intention on gaining the title of Grandmaster to return to New Zealand for a holiday and a few exhibitions. However my month-long trip here during November and December metamorphosed into a virtual non-stop tour, with over a dozen centres organising promotional activities. In the course of the nationwide walk-about I found myself rediscovering New Zealand chess city by city, as well as meeting many old faces from the past. The final tally of opponents who faced me over the board in simultaneous exhibitions was some 392, and they gained 26 draws and five wins. In a normal simultaneous, 20-30 boards are placed in a rectangle and the master will walk around the middle playing a move against each player in turn. In Dunedin, however, they have their own version called a "monster simul" where the Grandmaster is considered such a monster he has to play 72 members of the public at once.

Since the chess scene is meant to be in the throes of depression, I was surprised by the tremendous underlying interest there appears to be throughout the North and South islands. The most marked feature was the effect that a single dynamic organiser could have on any location, regardless of size of population. Although my first simul, against 29 club players, was successfully staged in Wellington, it was Dunedin who first showed imagination. A live chess display, with the local wizard representing the forces of darkness (ie the black pieces) was staged in the Golden Shopping Centre, using children in costumes as pieces and pawns. My impression of Christchurch was a city that retains a good concentration of strong players, though the main club has split into several factions and inducements such as mallowpuffs for supper are shamelessly used to entice new members to club nights.

In the central North Island venues such as New Plymouth, Wanganui and Palmerston North there was generally only one major club, though the first two of these own their own clubrooms. The reception in all these places, as well as in Upper Hutt, was marvellous, but the most remarkable area had to be Hawkes Bay. Peterhead school in Flaxmere, which I briefly visited, has a chess tradition that could be the envy of anywhere in the country. 71 pupils from this single school turned out for the most recent Hastings junior tournament, which overall had nearly 400 competitors.

It was Auckland that bore the brunt of the enforced rescheduling of my tour, and I would like to record my thanks to the clubs of Howick, North Shore and Waitemata and to the Auckland Centre for their patience in rearranging exhibitions and lectures. Auckland, with its core of top players, remains the hub of New Zealand chess, and it was here that

the most serious challenge of my trip was staged — a four-game Winstones Match with Ortvin Sarapu. Although the legendary Ortvin, 18 times national champion, lost 4-0, the games were more difficult than the score might suggest, as can be seen by the third match game below. Finally I would like to record my thanks to all of the organisers of the tour, and in particular to Brian Foster of the Pencarrow Club in Wainuiomata who did a superb, if difficult, job as chief co-ordinator.

## RUY LOPEZ

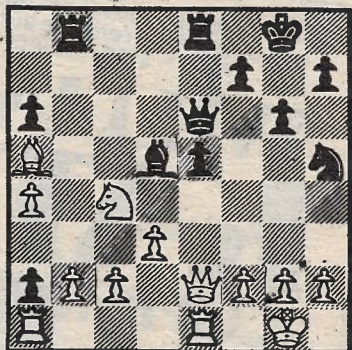
M. CHANDLER,	O. SARAPU
1. e4	e5
2. Nf3	Nc6
3. Bb5	a6
4. Ba4	Nf6
5. 0-0	Be7
6. Re1	b5
7. Bb3	0-0
8. a4	Bb7
9. d3	d6
10. Nc3	Na5
11. Ba2	b4
12. Ne2	c5
13. Ng3	Rb8
14. Bd2	Bc6?

The standard plan is to re-route this bishop with Bc8 and then Be6. White should now stand better, but in the game I exchanged pieces on e7 too early.

15. Nf5	c4
16. N(3)h4	Re8
17. Nxe7 ch?	Qxe7
18. Nf5	Qe6!
19. Qf3	g6
20. Ne3	b3
21. Bxa5	bxa2
22. Nxc4	d5
23. exd5	Bxd5
24. Qe2	

After a lengthy forcing sequence Ortvin now missed steering the game into a draw with 24... Bxc4 25.dxc4 Rxb2 26.Bc3 Rbb8 27.Rxa2 Rbc8! and White's c-pawns fall.

24. ... Nh5?



25. Bc3!

This riposte protects the b-pawn and allows 25... Nf4 to be met by 26.Qxe5. Black's intended kingside pressure flounders and he finds himself one pawn down, going on two.

25. ...	f6
26. f3	Nf4
27. Qf1	Bxc4
28. dxc4	Rxb2

A last attempt at active play, but White has a trick.

29. Bxb2	Qb6 ch
30. c5!	Qxc5 ch

If 30... Qxb2 31.Qxc4 ch and next Rxa2.

31. Qf2 Resigns

MURRAY CHANDLER