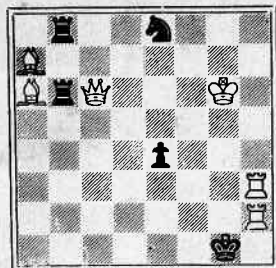


PROBLEM PAGE

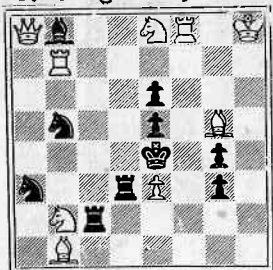
"Chess News"

. . . Edited by Ted Frost. Solutions must reach the P.E. by January 25.

63.A.ven der Ven, 1915 64.W.Hagemann, 1930

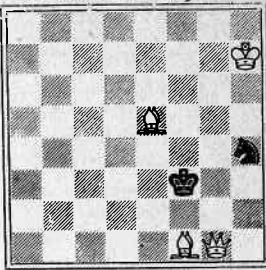


6v5 Mate in 2



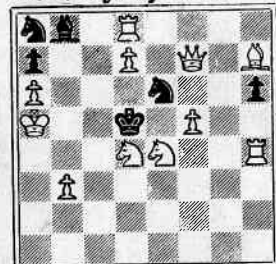
9v10 Mate in 2

65.K.Nielsen, 1949



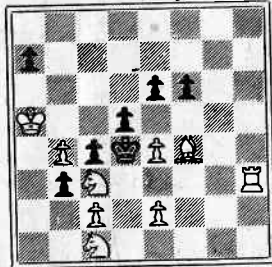
4v2 Mate in 3

66.C.Bayer, 1867



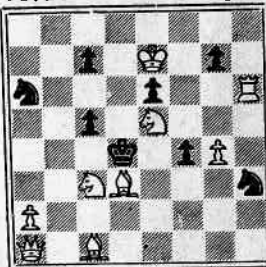
11v6 Mate in 3

67.Z.Heilbut, 1954



9v7 Mate in 3

68.D.Raducanescu, 1959



9v8 Mate in 3

Solutions and points for both November and December problems will be given next month. This month 65 is for juniors, 63, 64, 65 and 66 for ladder and championship, and 67 and 68 for experts. Although there are two 5-ers for championship and ladder, neither should be too difficult. They are necessary to try and separate leaders for championship. Note the extra time for solutions. We hope all solvers will have three clear weeks for consideration.

We switched the diagrams of Nos. 60 and 61 last month, affecting the names of composers and numbers of men. This caused slight confusion but did not affect the issue. We mentioned also that No. 58 was composed blindfold. This strange, and difficult, method of composition came about because our old friend Len Pleasants was in hospital for an eye operation and had his eyes covered for some days. What better time-passer than to compose a problem? His many friends will be pleased to know that L.P.'s eyesight is vastly improved and that to judge from his letters he is hale and hearty.

At least one new solver has come to light this month, and we hope there will be more to start the New Year. Newcomers are welcome on the ladder at any time, and new championship events will start in next issue. Our problem rules are being revised, to what we hope will be their permanent form, and will appear also in next issue.

"Chess News" is printed by Blundell Bros., Ltd., "The Evening Post," Wellington, and published by E.G.A.Frost, 43 Wilton Rd., Wadestown, Wellington.

December 20, 1959.

New Zealand
CHESS NEWS

December 1959 1s 6d



+++++
+ WELLINGTON CHESS CLUB Meets every Saturday +
+ ===== night, 7.30pm, above +
+ Wellington Taxis Office, Vivian St. (near Cuba St.) +
+ VISITORS ARE ALWAYS MOST CORDIALLY WELCOME +
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+++++

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EDITORIAL. . . Sixes and Sevens?

Has New Zealand chess a scheme in operation for automatic selection of N.Z. Masters or not?

When the remit on this matter was passed we said: "...the decision now made is binding on the past, and points once awarded ...cannot be revoked. The decision having been made, it is better to have the faulty system ...than to be chopping and changing it about."

Already amendments have been proposed, without even stating whether or not the changes would be retrospective.

If we are going to mess about with the scheme, would we not be better off to make a fresh start, calling for thorough investigation and a full report before making any decisions?

FROM THE N.Z.C.A. BULLETIN Only ten entries were received for the New Zealand Championship at Dunedin. Council resolved that late entries be admitted, Mr Menzies dissenting. Council further resolved that the selectors choose two of the late entries and admit them to the Championship, Messrs Menzies and Douglas dissenting.

After the general meeting the selection committee met and selected the following players for the championship: R.A.Court, B.Douglas, A. Feneridis, Z.Frankel, G.G.Haase, I.D.Hayes, F.P.Hutchings, B.H.P. Marsick, J.R.Phillips, O.Sarapu, K.M.Steele, R.J.Sutton. Reserve: L. Esterman.

Entries for the Reserve Grade and Second Class were to close on December 20.

The 1960-61 Congress will be held in Auckland.

REMITTS: No. 22, affiliation fees increase to 6/-, lost, 29-3.

No.23, affiliation fees increase by 6d, carried, 22-8.

No.24, dispense with Congress grant, lost 17-9.

No.25, raffle each year, lost, 21-9.

New remits included one from Auckland proposing that N.Z.C.A.adopt a badge suitable to be worn on a coat lapel, and several from the same source proposing changes in the qualifications for N.Z.Master. Wellington

From Wellington comes a remit proposing that any expenditure of money above £25 and concerning the affiliates be referred back to the affiliates for voting. Otago propose investigation of the use of telephone communication for Bledisloe Cup matches and also make a proposal regarding information about remits.

N.Z. Chess News

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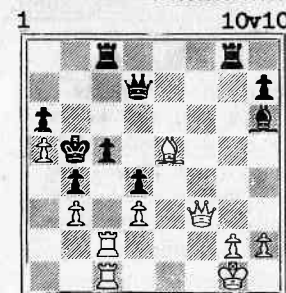
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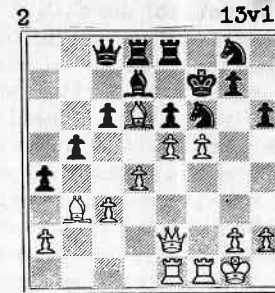
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Competition Corner

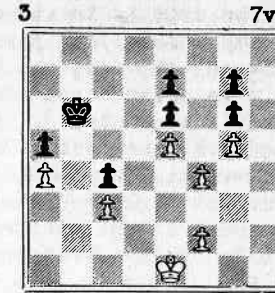
Closing date for solutions, Jan. 20



White plays, wins.
4 moves, 4 pts.



White plays, what
result? 10 moves, 7pts.



White plays, wins.
13 moves, 10 pts.

To help improving players of all grades, beginners to masters, to train themselves to overlook fewer winning opportunities, "CN" is launching a new feature, in competitive form. In addition to its instructive value, we hope also that it will be fun.

Three positions, some from games and some composed studies, will be published each month. In some cases readers will be told the outcome, and in others they will have to work that out for themselves. The maximum number of points for each, and the approximate number of moves required for the solution, will be given, and so might sketchy clues. Some of the positions may be well enough known to be recognised, but in order to preserve the maximum of secrecy about possible sources, the names of composers or players will not be given.

Readers are invited to send solutions to the editor, points to be awarded for each. All points will go on a perpetual ladder, for which modest book token trophies will be awarded. This competition starts immediately. There is no entry fee.

The ladder will operate in such fashion that all must reach the top in due course, although naturally those who score at the fastest rate will rise most rapidly.

Annual tournaments in at least two grades will start in the February issue, the first being for players of approximately New Zealand championship standard or known successful competitors in this type of competition. Future sets of positions will be made easier or more difficult as circumstances warrant. Our aim is to ensure that no-one scores 100 per cent, so do not be afraid of missing out on one or two. Everyone is invited to work on the positions above. Everyone with an eye for a combination should solve No. 1. Forced play in No. 2 makes it easier than the number of moves suggests. No. 3 will be hard work for all.

A single line of play only is required for each solution, and proportionate points will be awarded at the sole discretion of the editor, whose decision on all points will be final. Entries must reach the editor by January 20 and solutions and points will appear in the February, 1960, issue.

YOUR participation will make this competition a success.

Games Section

The draw in the 15-round Wellington C.C.

championship this year provided for the leading contenders to meet towards the end, and interest built up to reach a peak in round 10, in which three games which had a vital bearing on the final result were played. Up to round 10 A.Feneridis had a clean score, and J.Eriksen and H.McNabb each had dropped only half a point. But after this round Feneridis moved into a clear lead from which he was not dislodged. Feneridis overwhelmed Court, K.Beyer conducted a model attack against McNabb, and N.T.Fletcher defended resourcefully against Eriksen until the latter made a fatal blunder.

Last month we gave the Feneridis-Court game, and now we complete the trio.

MODERN DEVELOPMENT

(Notes by O. Sarapu)

In the days of the King's Gambit and Queen's Gambit the end-game was reached much sooner than after the modern slow handling of the opening. The conflict would take place after 10 or 15 moves, but today it can occur much later, as in this game.

Double Fianchetto

K.Beyer	H.McNabb
1. N-KB3	P-QB4
2. P-QN3	N-KB3
3. B-N2	P-KN3
4. P-QB4	B-N2
5. P-Q3	O-O
6. P-KN3	N-B3
7. B-N2	P-Q3
8. O-O	R-N1

So far both sides have developed pieces without disturbance by the opponent, as no move opened a line or prepared for it. With his last move Black obviously is preparing P-QN4 and PxP to follow. Perhaps here 8....,B-N5 was more non-committal.

9. QN-Q2 P-K4

The last two moves by Black are difficult to link into one plan. More in harmony with the previous move was P-QR3 to play P-QN4.

10. P-KR3

In closed and reserved positions like this, it is not so important to win or lose time in development as to place your

pieces more usefully. By P-KR3 White takes the square KN4 from the Black N and B, prevents the well-known exchange of B on White's KR3, and frees KR2 for the K or N.

10. ... N-KR4

Preparing P-KB4 and play on the K-side. With a "wasted" move, R-QN1, and being behind in development, this does not seem very promising at this stage.

11. P-K4 B-K3
12. K-R2 B-R3
13. N-KN1!

White, too, prepares for play on the K-side, with the "opening" move P-KB4.

13. ... N-N2
14. N-K2 P-KB4
15. PxP NxP

Now the N gets into play, and on the strong square Q5, but giving away K5 completely to White proves more important. This is an important concession to White and therefore PxP was better.

16. N-K4! N/4-Q5
17. NxN KPxN

Now, as Q5 is blocked by his own Pawn and K4 can easily be taken by P-KB4, White's position is clearly superior.

18. B-B1 BxB
19. QxB B-B4
20. P-B4 N-K2
21. P-KN4 B-Q2

White's attack on the K-side is

becoming dangerous. It would be even more so after 21....,BxN; 22.PxB! etc.

22. Q-K1 B-B3
23. N-N5 Q-Q2
24. Q-R4 N-B1

This N is in the way of all the Black pieces and has to make many moves before it can be considered "well-placed."

White's attack on the K-side, based on the strong squares K4, Q5 and K6, and the 3-2 Pawn majority, runs so naturally that explanations are superfluous.

25. QR-K1 BxB 31. R-B2 R-N1
26. KxB N-N3 32. R-N1 RxR
27. P-B5! PxP 33. KxR P-Q4
28. PxP QR-K1 34. Q-N3 PxP
29. N-K6 R-B2 35. Q-K5ch R-N2ch
30. K-R2 K-R1 36. R-N2 Res.

WON GAME THAT WASN'T

(Notes by O. Sarapu)

It has often been said that the most difficult part of chess is to win a won game. This game is an example.

Ruy Lopez

J.E.Eriksen N.T.Fletcher
1. P-K4 P-K4
2. N-KB3 N-QB3
3. B-N5 P-QR3
4. B-R4 N-B3
5. Q-K2

This variation is known as the English Attack. Extensively analysed by English masters, it is directed against the open variation.

5. ... P-Q3

A better variation for Black is 5....,B-K2.

6. P-B3! P-QN4?

When Black intends to play this move, then he should have played 5....,P-QN4, when White has no choice between B-N3 and B-B2.

7. B-B2! B-K2
8. P-Q4 O-O
9. P-Q5

The book move here is O-O, and early closing of the centre may

be premature.

9. ... N-N1
10. P-QR4 B-Q2
11. PxP BxP
12. P-B4 B-Q2
13. N-B3 P-B3
14. O-O P-B4

This move is positionally correct, being behind in development Black should close the position. But his previous move was just time-wasting.

15. B-Q2

A more exact and keen continuation is 15.P-QN4! and after 15....,PxP; 16.N-R2 White wins his P back with good attacking chances on the Q-side.

15. ... N-R4??

This loses a centre Pawn without compensation.

16. NxP! P-N3
17. NxB

White has a clearly-won position for he is ahead a centre Pawn, has more space, and is ahead in development. Being in possession of a superior position, however, one can get a bit careless. Instead of exchanging the strong N here, White could have played 17.N-Q3 followed by P-B4 and P-K5, also threatening P-QN4 and undermining Black's shaky centre.

17. ... NxN
18. N-Q1 B-B3
19. B-B3 R-K1
20. B-R4 R-K2
21. B-B6 R-R2
22. BxN

Again White makes the win more difficult for himself. The natural 22.P-B4 would be difficult for Black.

22. ... QxB
23. BxB NxN
24. N-B3 K-N2
25. P-B3

White's play, since the Pawn win, has been very indecisive and almost planless. Black still has a Pawn less but is just as well developed as White.

25. ... Q-K1
 26. Q-QB2 Q-QN1
 27. R-R2 R/K2-N2
 28. KR-R1 N-Q2
 29. N-Q1 R-N3
 30. N-B2

The play has developed on the Q-side, where both sides are equally placed in force. White's winning chances are on the K-side, therefore sooner or later he should play there.

30. ... R/2-N2
 31. N-Q3 N-K4

After being in a lost position since 15....,N-R4?? Black has played very well and now is even creating counter-pressure on White's position.

32. NxN PxN
 33. RxP?!

This turns out to be almost fatal for White. The defensive 33. R-N1 would have been safer, though with very problematic chances for a win for White. White is aware that his "risky" variation allows Black to penetrate into his position with threats.

33. ... RxP
 34. Q-R4 R-N8ch
 35. K-B2 R/2-N7ch
 36. K-N3 Q-Q1!
 37. P-R4 K-R3!
 38. K-R3 Q-B1ch
 39. P-N4 R-N6
 40. K-N3 R/8-N7
 41. R-R8

It seems that Black has exhausted all his ammunition and White is starting his attack on the King.

41. ... Q-N2
 42. R-R7 P-B4!?

A desperate measure. Now if the Q moves White plays F-N5ch and RxPmate.

43. P-N5ch
 A safer way was 43.KPxP!

43. ... K-R4
 44. QxR??

For some unknown reason, White panics. White wins with the simple 44.R-KB1, as Q-B1 ch is strongly

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answered by 45.Q-Q7 etc.
 44. ... P-B5ch
 45. K-R3 Q-B1ch
 and mate next move.

TELEGRAPHIC GAMES

From the Otago-Canterbury match.
 (Notes by R.A.Court)

Bird's Opening

A.J.Nyman R.A.Rasa
 1. P-KB4 P-Q4
 2. N-KB3 N-QB3
 3. P-K3 P-QR3

Black's previous move was not in character with this type of opening, but this move is simply time-wasting -- there is no need to fear B-QN5. Better play would be 3....,P-KN3 and if 4.B-N5, P-QR3; 5.BxNch, PxN with the two Bishops and very good prospects.
 4. B-K2

Black's last move signified his intention of fianchettoing King-side, so here White should "show up" P-QR3 by playing 4.P-QN3 and B-N2.

4. ... P-KN3
 5. O-O B-N2
 6. P-B3

A clueless move. The basic idea of Bird's and the Dutch is control of K5. Therefore the essential move was 6.P-Q4 with such strong moves to follow as P-QB4, N-QB3 and N-K5.

6. ... P-K4

Owing to his wasted move P-QR3 this opening up of the game could be risky. Sound is N-KR3.

7. PxP NxP
 8. P-Q4

After this Black should safely play NxNch; 9.BxN, N-KB3. Therefore White should now gain a move by 7.NxN, BxN; 8.P-Q4, B-N2; 9. P-QB4.

8. ... N-N5
 9. P-K4!?

Interesting and tricky. A sounder judgment is P-QB4.

9. ... PxP

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10. N-N5 N/5-B3
 11. Q-N3

The whole strategy of the game now centres around the P on K4. If Black can hold it and complete his development he should win. White's move here does not look the best. Possible, but probably to Black's advantage in the long run, is: 11.B-QB4, N-R3; 12. NxKP, NxN; 13.BxN, BxB (or safely O-O); 14.BxPch, K-K2; 15.Q-K2, B-B4; 16.P-KN4, KxB; 17.QxN etc. More realistic, solid and to the point is 11.N-Q2, regaining the P at once. If 11....,Q-K2; 12. B-B4, N-R3; 13.QNxKP. Or 11...., B-B4; 12.P-KN4.

11. ... Q-K2
 12. B-QB4 N-R3
 13. B-B4 O-O
 14. QN-Q2 P-B3

White's game has come along nicely. Here he should play QR-K1, after which the P is satisfactorily retaken. 15....,P-QN4 is not to be feared because of 16.B-Q3, and then if P-QB4 (which may have deterred White from this line) 17.BxKP, NxN; 18.RxN or N/5xN! The Pawn manoeuvre he chooses wastes rather too much time.

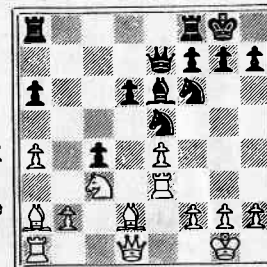
15. P-QR4 B-B4
 16. P-R5 Q-Q2
 17. B-K5

White's play is not so easy now and this is premature. Better first is P-KR3, when Black must soon give up the Pawn, while his N on R3 is restricted.

17. ... N/R3-N5
 18. BxN?

LONG-RANGE CHECK

The position which follows arose after 18 moves between D.Goble (Wellington, White) and W.G.Stenhouse (Otago, Black) in the Bledisloe Cup final.



The following play offers a useful lesson which is entirely self-explanatory.

19.P-KB4 N/4-N5
 20.R-N3 Q-R2ch
 21.Resigns.

Hard to credit it could happen so fast!

At a critical stage White falters and gives Black all the advantage. Sacrifice on B7 should lose. Retraction by 18.B-B4 is also unsatisfactory because of 18....,P-K6 (but not P-KR3 because of 19.NxNP and after all the exchanges P-KR3 winning back a piece); 19.N/2-B3 and now P-KR3; 20.N-R3 (since after the exchanges on B7, P-KR3 is met by N-B7), N-Q4 to Black's advantage. Best seems 18.QR-K1. Examine the continuation 18.QR-K1, NxN; 19. PxN, N-Q4; 20.N/5xKP, BxKP; 21. N-B3, B-N2; 22. N-B5 regaining his Pawn.

18. ... NxN
 19. QR-K1 QR-K1
 20. R-B4

This is a ludicrous-looking move but there is no satisfactory one. It might appear to be a trap: B-R3; 21. N/5xKP, but NxN; 22.NxN, Q-K2 knocks that on the head. Black's play is simplest. White collapses with astonishing quickness.

20. ... N-Q4
 21. R/4-B1 P-K6
 22. N-N1

Little better is N/2-B3, P-R3; 25.N-R3, BxN; 24.PxB, N-B5.

22. ... P-K7

A forceful blow, winning at least the exchange.

23. RxP RxR
 24. BxR Q-K2
 25. P-B4 BxPch
 26. Resigns.

A complex business.

HOW OTAGO WON BLEDISLOE CUP

Otago carried too many guns for Wellington, except at the bottom four boards, as the scoreboard for this year's Bledisloe Cup final shows. Decisive in a surprising proportion of games was a single Pawn without compensation. Three games went to adjudication, all being decided in favour of Otago.

Otago	Wellington
1. T. van Dijk 1, A. Feneridis 0.	
2. R. A. Rasa 0, J. Eriksen 1.	
3. L. Esterman 1, H. McNabb 0.	
4. A. E. Turner 1, Z. Frankel 0.	
5. J. Lang 0, N. T. Fletcher 1.	
6. G. Haase 1, J. D. Steele 0.	
7. W. A. Poole 1, K. Beyer 0.	
8. R. S. Watt 1, A. W. Gyles 0.	
9. R. W. Lungley 1, R. O'Callahan 0.	
10. W. Petre 0, J. Howe 1.	
11. W. Lang 1/2, J. Drga 1/2.	
12. M. Skerrett 1, O. N. Thomson 0.	
13. I. D. Hayes 1, F. Frost 0.	
14. W. Stenhouse 1, D. Goble 0.	
15. M. Foord 1/2, J. Webling 1/2.	
16. R. McDermid 1, J. L. Hardy 0.	
17. R. Williamson 1/2, A. B. Miller 1/2.	
18. M. Hewitt 0, H. J. Fuller 1.	
19. I. Penrose 1, S. Dartnall 0.	
20. J. Harraway 1/2, A. B. Summers 1/2.	
Otago 14, Wellington 6.	

AUCKLAND CONCEDE MATCH

Auckland conceded their match to Wellington, but adjudications gave Wellington a clear, although small, margin.

Ideas Behind New Opening Strategy . . . by Ortvin Sarapu

THE PIRC AND ROBATSCH DEFENCES Both these K-Indian variations have in common that they can be played as well against 1.P-Q4 and 1.P-QB4 as against 1.P-K4. Here is the Pirc Defence against the normal development of pieces by White:

- 1.P-K4, P-Q3; 2.P-Q4, N-KB3; 3.N-QB3, P-KN3; 4.N-KB3, B-N2; 5.B-K2, O-O; 6.O-O, B-N5; 7.P-KR3, BxN; 8.BxB, N/3-Q2!; 9.B-K3, QN-B3; 10.N-K2, P-K4!; 11.P-QB3, K-R1; 12.P-KN4, N-N3; 13.P-Q5, N-K2; 14.N-N3, N-N1; 15.B-K2, B-R3!

After the exchange of the dark-coloured Bishops Black has the better prospects.

This variation and the Robatsch variation are both in contrast to

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Wellington	Auckland
1. A. Feneridis 0, O. Sarapu 1.	
2. J. Eriksen 1/2, J. R. Phillips 1/2.	
3. Z. Frankel 1, F. A. Foulds 0.	
4. R. A. Court 1, B. Douglas 0.	
5. B. E. Foan 0, R. J. Sutton 1.	
6. J. D. Steele 1/2, M. Velekic 1/2.	
7. K. Beyer 0, A. L. Fletcher 1.	
8. R. O'Callahan 1, B. E. Howard 0.	
9. J. Drga 1/2, R. E. Baeyertz 1/2.	
10. V. Artemiev 0, J. B. Kay 1.	
11. V. Lushkott 0, A. H. Douglas 1.	
12. J. Webling 0, K. O'Halloran 1.	
13. O. N. Thomson 1, G. Stringer 0.	
14. E. Frost 1, S. van Dam 0.	
15. J. L. Hardy 1, Mrs E. L. Short 0.	
16. S. Dartnall 0, F. Vincent 1.	
17. D. Goble 1, A. Beckham 0.	
18. A. B. Miller 1, T. H. Phillips 0.	
19. H. J. Fuller 1, J. J. Hurley 0.	
20. R. Barnett 1, Miss P. Cross 0.	
Wellington 11 1/2, Auckland 8 1/2.	

CANTERBURY JUST SHADED

After adjudications had been completed, Otago beat Canterbury by 10 1/2-9 1/2 in their Bledisloe Cup match. Results of the adjudicated games were:-

Canterbury	Otago
4. H. R. Abbott 0, J. F. Lang 1.	
6. R. S. Abbott 1/2, G. G. Haase 1/2.	
7. P. M. Broadbent 1/2, W. Lang 1/2.	
9. L. J. Mitchell 1, W. Petre 0.	
10. E. J. Ginther 1/2, I. D. Hayes 1/2.	
14. L. J. Darwin 0, R. Glass 1.	
15. R. W. Smith 1, R. McDermid 0.	
16. M. W. Taylor 0, R. Williamson 1.	

The score at close of play was 6-all.

"Chess News"

the "golden rule" Dr Emanuel Lasker made. He advocated that in the opening it is clear where the Knights should be placed, and therefore the Knights should be developed first, looking for squares for the Bishops according to how the opponent developed.

The Pirc Defence proves that N-KB3 and N-QB3, blocking the KBP and QBP, are not necessarily the best.

The Robatsch Defence goes a step further. It does not even develop the Black KN on the traditional first move, but keeps the choice between N-KB3 before P-KB4 or after, or N-KR3 or N-K2, all depending on how White plays and which plan Black decides to play.

I would not recommend anyone to play this opening until some knowledge of the K-Indian defences has been acquired. The reason is that transpositions are natural in the Robatsch Defence and by knowing when and where to transpose into a favourable K-Indian variation is the great attraction of this new opening.

I will restrict comment, therefore, to only two examples of how to handle the Robatsch Defence. Both are by none other than the world champion himself, M. M. Botvinnik.

Van Scheltinga-Botvinnik. 1.P-K4, P-KN3; 2.P-Q4, B-N2; 3.N-KB3, P-Q3; 4.B-QB4, P-QB3; 5.O-O, N-KB3.

Now, as White has committed his KB to QB4, Black no longer needs to wait with his KN.

6.N-QB3, P-Q4; 7.B-Q3, B-N5; 8.P-K5, N/3-Q2; 9.P-KR3, BxN; 10.QxB, P-K3; 11.N-K2, P-QB4; 12.P-QB3, N-QB3; 13.B-K3, BxKP!! etc. †

If White adopts a wait-and-see policy, then the following example by Botvinnik should be instructive:

Banmeister-Botvinnik: 1.N-KB3, P-KN3; 2.P-KN3, B-N2; 3.P-QB4, P-QB4; 4.B-N2, N-QB3; 5.N-QB3, P-Q3; 6.O-O, N-KR3!; 7.P-Q3, R-QN1; 8.B-Q2, P-QR3; 9.P-QR4, B-Q2; 10.N-Q5, N-B4; 11.B-QB3, O-O; 12. BxB, KxB; 13.P-K3, P-QN4! ‡

As the Robatsch Defence is one of the latest ideas, naturally there is no new material available to make and give a summary about all the different ideas which follow later.

STARTING IN NEXT ISSUE: A series by Sarapu, "HOW TO IMPROVE," including methods of training in Russia.

TEAMS TOURNAMENT IN THE BAY OF PLENTY

The four clubs in the Bay of Plenty this year held their first-ever teams tournament. It was a double-rounder, and a difficulty was that all members were to take part, although the clubs differed very much in size -- from six to a dozen in each.

The match count (say one for a team's victory of say 6:4, 0 for a loss of say 4 1/2:5 1/2) was discarded as camouflaging real comparative strength. Counting board-points (wins and losses) would not do, for that would require cutting all teams down to the size of the smallest. A six-member club could never score more than six board-points.

I hit on a scheme (is it new?) that records the percentage scored in each match. Team A beats Team B, 6-4, so A records 60, B 40. Then in a six-board match C beats D, 4-2, so C records 67, D 33.

On this count Tauranga won the competition and the Challenge Cup, closely followed by Edgecumbe, with Rotorua third and Opotiki fourth fourth.

- C. HUYGENS.

