

New Zealand Chess

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Chris Benson **Organiser of Successful South
Island Championship**

***Plus - Introducing new column on the endgame by IM Herman
van Riemsdijk***

***Inside – George Trundle, National Schools and South Island
Tournament Reports***

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2008 South Island Champs Another Stunner

Kaikoura Beauty Backdrop Wows Visitors

Chandler, Johansen and Solomon in 3 Way Tie

By Bill Forster

The Kaikoura International incorporating the 2008 South Island Championships was held from the 8th to the 12th of October in Kaikoura. The event was unusual, exciting and innovative and was a more than worthy successor to the similarly successful Nelson event of 2007. With exciting second tier events like this playing a supporting role to the wonderful Queenstown tournaments, there is plenty to enthuse about in the tournament chess scene in New Zealand at the moment.

Christchurch chess promoter and all around good guy Chris Benson was the main organiser of the event. His friend Kevin Tetley played a major role as well, the Kaikoura motelier sponsoring the event through his recently reopened Sunrise Bungalow motel operation. Kevin was ever-present at the event, I am sure no non-chessplaying sponsor has ever taken such a hands-on role in a chess tournament in New Zealand. When there were no jobs to do he could be seen



The Wine Cellar Venue with Mountain View Backdrop

studying the play avidly. I wouldn't be surprised if he rocks up to a future tournament as a player.

Other sponsors were Chris' company Benson Insurance Brokers, and Kaikoura Winery, which also served as the venue. And what a venue it was, it really might be the most beautiful vineyard in the world, perched between majestic snow capped mountains and the blue expanse of the Pacific Ocean. In a gracious and well received speech at the tournament dinner on Saturday night, regular visitor Melbourne GM Darryl Johansen said it was definitely the most beautiful tournament venue he had experienced in his career to date.

A good field of forty four players showed up for the first round of the tournament. (Did I mention it was held in a wine cave? Another innovative feature). Well

actually not all the players made it, there were a couple of half point byes, and Justin Davis was lucky to avoid a zero point bye after deciding to walk to the venue without first establishing whether it was north or south of the town. (He guessed wrong – by my calculations he managed to get about 5% of the way to Picton before deciding to consult with a bemused member of the local agricultural community. The result of the chat with a farmer was a call to the cavalry [Chris Benson again] for a rescue operation).

In the first round the top half of the field managed a picket fence against the bottom half, although on the very bottom board, your humble correspondent came close to losing his scalp to Edward Rains. My young opponent, one of a healthy swag of juniors Chris had recruited from Christchurch, reeled off a disturbingly large number of book moves, and when later faced with an inferior position pursued a worrying (for me) policy of activity at all costs that had me staring down the barrel at one stage. This was enough to earn him the first upset prize, at least one of which was awarded for each round.

And so began five days and nine rounds of keen competition.

As is the tendency in these events, the cream quickly rose to the top. The top seed for the event was New Zealand number one Murray Chandler. The other favourites were the overseas contingent; defending champ Johansen, plus the very strong IM Stephen Solomon of Brisbane

and Hungarian IM Andras Toth, currently resident in Canberra.

The next tier down comprised two New Zealand FMs and Olympiad players, Bob Smith and Roger Nokes.

A host of competitive players around the 2000 Elo mark were present and expected to provide stiff competition (or to serve as cannon fodder, depending on your point of view).

GM Darryl Johansen Takes Trophy on Tiebreak

At the end of the day Chandler, Johansen and Solomon top scored with 7 out of 9. Chandler showed his class with a grandmasterly unbeaten showing. He has contributed an annotated win against Roger Nokes for this issue. For a second week (after the George Trundle IM in Auckland) Johansen and Solomon couldn't be separated, and finished on top together. Actually, strictly speaking this isn't true, the top three were separated for the purpose of allocating the trophy. The method chosen was the round robin results within the group, and Johansen emerged with the trophy, since he had beaten Solomon in their individual game whilst Chandler had drawn both games with the top Aussies. Johansen's sole loss came after a mistake against Nokes in round 5, after which he made amends by not getting mad but getting even and winning three in a row, including Solomon and Smith.

Toth was alone in fourth place with 6.5 out of 9. He and Chandler were the only unbeaten players, but Toth drew too many games to claim a share of the top dollars.

Roger Nokes and Justin Davis shared fifth and sixth places. Roger claimed the South Island trophy as top South Island resident. After listening to Roger's one eyed view of the state of rugby in New Zealand during the tournament dinner (concise summary: Canterbury rules supreme, other teams are completely unworthy) I can confirm he is very much a South Island resident. Roger was a little taken aback by his draw for the last five rounds, (in which he played all the other top players: Johansen, Solomon, Toth, Chandler, Smith – as Mike Steadman would say, there's nowhere to hide there), but at the same time he recognised this was excellent Olympiad preparation.

Maybe it was the fresh country air but whatever the reason Justin Davis had a great tournament, drawing with IM Toth (see annotated games) and beating a range of decent players (and yours truly). He finished up with a frighteningly brutal demolition of Gino Thornton's Queens Indian in the last round. This completed a quiet tournament for Gino after a great result the week before at the George Trundle Qualifier.

Bob Smith deservedly finished top of a large group on 5.5, given the tough field he played. Like Roger he played all the other top players, which hopefully will help our cause at the Olympiad. Bob was

his normal combative self, playing best against the top players. He had the best of a draw with Chandler and bought the best out of Johansen as Darryl just managed to convert an extra pawn in a tricky and exciting double rook ending which drew a large crowd.

Others to do well were young South Islanders Chao Qi and Andy Machdoem, and also Peter van Dijk, Ross Jackson and Hilton Bennett. Peter was competitive after a long absence from the competitive arena. Ross and Hilton were hovering around the top boards throughout the tournament, serving as worthy opposition rather than cannon fodder. After doing so well last year Quentin Johnson and John van Ginkel will be a little disappointed with their results this time.

Hamish Gold takes U1800

Popular Dunedinite Hamish Gold has been a steady and gradual improver over the years. Winning the under 1800 grade prize on his own with five points is a great result for Hamish and just reward for the effort he puts into his game. 2nd = U1800 Chris Benson, Allan Mulligan and Arie Nijman. Junior grading prizes went to Boyd Siripornpitak and James Francis.

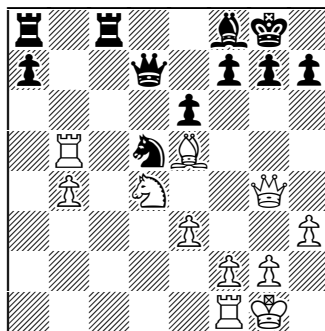
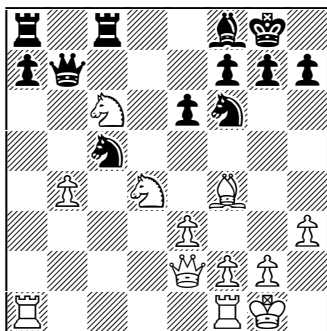
Arbiter Craig Hall did a great job of smoothly running proceedings. Helen Milligan did her normal superb job keeping the online world informed in a timely fashion at newzealandchess.co.nz.

Andras Toth – Justin Davis

Kaikoura 2008 Annotated by J Davis

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 c6 IM Toth criticised this move as being passive, however IM Russell Dive's advice from the Wellington Easter Open rang in my ears - "It's crazy to play into sharp lines against higher rated players without knowing what you are doing". So I decided to play solid moves and avoid blunders 6.e3 0-0 7.Qc2 Nbd7 8.h3 Qa5 9.Bd3?! IM Toth himself called this move a mistake. Keep a close eye on Black's worst placed minor piece - his light squared bishop 9...dxc4 10.Bxc4 b5 11.Bd3 b4 12.Ne2 Ba6! See previous comment - black's worst minor piece is exchanged for white's best, the position is now equal 13.0-0 c5 14.a3 Bxd3 15.Qxd3 cxd4?! Maybe 15...Rfc8 was better. However IM Toth's opinion was that the course of the game justified the move played 16.axb4 Qxb4 17.Nexd4 Nc5 Again 17...Rfc8 was likely better. 18.Qe2 Rfc8 19.Ne5 Bf8 IM Toth liked this move, preserving the important black squared bishop. White's knight looks very dangerous here, but black has a little trick coming 20.Nec6 Qb7 21.b4

21...Nb3! A good move equalising (again!) the position 22.Nxb3 Qxc6 23.Nd4 Qd5 A nice centralising move - White has a serious concern with his weak b-pawn 24.Ra5 Qd8! The idea is if white plays 25 Rb1 then Bxb4 leaves the a5 rook hanging to the queen. Whites b-pawn's future looks in doubt. 25.Rb5 Nd5 Black takes his time and ensures he keeps his position solid, limits white counter play and continues to eye White's b-pawn 26.Qg4 Threatening 27 Nxe6 fxe6 28 Qxe6+ winning the knight on d5 and recovering the sac'ed piece. 26...Qd7 Defending the weak e6 point and eyeing the rook on b5. 27.Be5



Here Andras offered me a draw. I couldn't resist the temptation to accept, due to the nearly 500 FIDE point gulf between us. Although Black is winning White's b-pawn here, I was unsure how much better I was. IM Toth said after the game 27...Rc4 looked winning for black. Even checking with a computer I am still not so sure. So I am happy enough with the result! 1/2-1/2

2008 George Trundle IM Qualifying Tournament Proves Worth

Kiwi Players Relish Chances against Aussie Top Guns

Strong Performance from Junior Daniel Baider Justifies Special Invite

By Alan Aldridge

The annual George Trundle IM tournament, hosted by Auckland Chess Centre, is designed to give top NZ players the opportunity of scoring an International Master norm. The Australian contingent comprised regular visitors Darryl Johansen, Stephen Solomon and Tim Reilly, plus first timer Andras Toth, a Hungarian IM currently living in Australia.

IM Solomon was top seed, his impressive (just under the magic 2500 mark) FIDE rating currently shading GM Johansen. The two Aussie top guns came first equal scoring 6 from 9. The top placed New Zealander was Nic Croad from Wellington with 5 points. The surprise package was Daniel Baider, the fast improving Wellington junior (age 14). Although Daniel's rating was lower than the normal minimum for entry to this tournament, his potential was recognised and he was given a chance. Daniel fully

justified the faith shown in him and appears to have taken a significant step forward in his development scoring 4 from 9 including a sensational win against Solomon and draws against GM Johansen and IM Toth. His own reflections on the tournament are published in this issue's junior chess column. See annotated games column for



Winners GM Darryl Johansen (right) and IM Stephen Solomon (left) with tournament sponsor and inspiration George Trundle.

his win against Solomon. Top New Zealand players have come to embrace this tournament and the opportunities it brings to play against high class opposition. Bob Smith says 'The George Trundle IM Tournament is a great (and rare) chance for top New Zealand players to test their skills against their peers, plus the odd GM and IM, in a civilized

format. There are so many rapids around these days and so few opportunities to play against strong players that you would be foolish not to grab an invitation to the George Trundle tournament with both hands.”

The tournament began with games going to form but Nic Croad in an exciting game upset IM Andreas Toth in round 2. The following round Stephen Lukey, who was yet to get off the mark, scored a powerful upset win over GM Darryl Johansen. Then maybe thinking the job was done, Stephen's brain gave the impression of having deserted its master, taken itself to the beach, or perhaps the racetrack, and left Stephen to fend for himself. It wasn't until round 7 that Stephen scored another point. In between he blundered a queen to Mike Steadman, who says “Was the first time I had heard the audible Lukey groan when a blunder has been committed – a poker player he may be, but he certainly gave me a clue to look for something if it hadn't been obvious.”

Meanwhile Daniel Baider was proving himself an emerging talent scoring a win over Stephen Solomon that included the star move 32. Rc3!! After the game this surprising rook sacrifice received high praise from the normally reticent Solomon. This game, annotated by Daniel, appears in the Annotated Games column.

Darryl Johansen had by round six conceded draws to Nic Croad and Andras Toth to go with his loss to Stephen Lukey, giving Steven Solomon a half

point lead. Round 7 was good for Nic Croad, he drew with Stephen Solomon while a win by Darryl Johansen over Bob Smith saw the favourite back firmly in contention.

Round 8 and another first for Daniel Baider, a hard fought draw with a Grandmaster. Nic Croad saw his chance of an IM norm slip away when he could only draw with Bob Smith. However afterwards Nic said he felt he was more lucky than on form and was surprised to be in with a shot at all. Johansen's draw with Baider set the scene for a final round draw by Solomon to clinch first equal with Johansen, who defeated Mike Steadman to catch up. Mike described this game thus 'I was making up my plans at the board again. I got myself into a Kings Indian and then played it like a Benko – Darryl looked like he'd seen it all before and I was slaughtered'

Bob Smith wrote about this year's tournament, “Mike Steadman and George Trundle are to be congratulated for starting this event and keeping it going; I hope that it will continue for the foreseeable future (and that I can make the starting line-up for a while yet!).” Sentiments that appear to reflect the views of more players as this event becomes established on the NZ calendar.

2008 George Trundle Masters

1 Johansen, Darryl K		½	½	½	1	1	½	1	0	1	6	
2 Solomon, Stephen			½	½	1	1	0	1	1	½	6	
3 Toth, Andras		½	½		0	0	1	½	1	1	5½	
4 Croad, Nicholas	WE	½	½	1		½	0	1	½	0	1	5
5 Smith, Robert W	WT	0	0	1	½	1	½	½	1	0	4½	
6 Steadman, Michael V R	AC	0	0	0	1	0		1	1	1	½	4½
7 Baider, Daniel	WE	½	1	½	0	½	0		0	1	½	4
8 Watson, Bruce R	AC	0	0	0	½	½	0	1		1	½	3½
9 Lukey, Stephen G	CA	1	0	0	1	0	0	0	0		1	3
10 Reilly, Tim		0	½	0	0	1	½	½	½	0		3

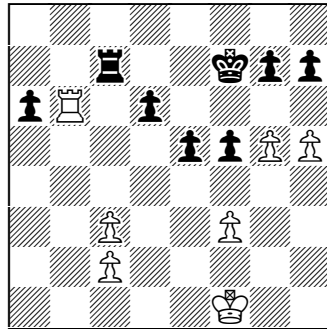
Stephen Lukey – Darryl Johansen
George Trundle NZ Masters 2008

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 d6 9.Be2 a6 10.Be3 Qc7 11.0-0 Be7 12.Rad1 Nbd7 13.f4 0-0 14.g4 Ne5 15.Bf3 e5 16.Nf5 exf4 17.Bxf4 Rfd8 18.g5 Ne8 19.Nd5 Bxd5 20.exd5 Bf8 21.Rde1 a5 22.Bg4 g6 23.Nd4 Ng7 24.Nb5 Qb8 25.Re3 Re8 26.b4 axb4 27.axb4 Na6 28.Ref3 Nxb4 29.Qd2 Na6 30.Bg3 Ne5 31.Rxf7 Nf5 32.Bxf5 gxf5 33.R7xf5 Ne4 34.Qf4 Nxc3 35.hxg3 Qc8 36.Rf7 Bg7 37.g6 Qc5+ 38.Kh1 hxg6 39.Nc7 Rf8 40.Rxg7+ Kxg7 41.Ne6+ Kg8 42.Qxf8+ Rxf8 43.Rxf8+ 1-0

Michael Steadman – Bob Smith
George Trundle NZ Masters 2008

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be3 e5 Also possible is 6...e6 7.Nb3 Be6 8.f3 Nbd7 9.Qd2 9.g4 seems more accurate, not giving black time to co-ordinate his knights. 9...b5 10.g4 Nb6 11.g5 Nfd7 12.Nd5 Re8 13.h4 Nxd5 14.exd5 Bf5 15.Bd3 Bxd3 16.Qxd3 Qc7 17.Rh2 I was expecting this, but IM Toth thought simply 17.0-0-0 was better. White didn't like ...a5, but maybe it's no big deal. 17...Be7 18.a4 Probably over-optimistic. Better is 0-0-0. 18...Qc4! 19.Qxc4 bxc4 20.Na5 Heading for the big square at c6 but the knight can't do much by itself. 20...Bd8 To

activate or trade off the bad bishop 21.Nc6 Bb6 22.Bd2 Better was 22.Bxb6 Nxb6 23.Rd2 Nxd5 24.Nxe5! unclear 22...Nb8 23.Nxb8 Rxb8 24.Re2 (=) 24...f5 Black rightly rejects the draw offer, as white's pawns will come under pressure 25.Bc3 Kf7 26.a5 Ba7 27.Ra4 Rhc8 28.Bb4 Bc5 29.Bc3 Rb5 30.Kf1 Not Rxc4?? Bf2+ 30...Ba7 31.Rb4 Rxb4 Simple chess; white's weaknesses are not going away. 32.Bxb4 Bc5 33.Bc3 Rb8 34.Re1 Bb4 35.Ra1 Bxc3 36.bxc3 Rb5 37.Ra4 Rxd5 38.Rxc4 Rxa5 39.h5 Trying for counterplay against the black king 39...Rc5 40.Rb4 Rc7 41.Rb6



41...Ke6 Black gives up the a-pawn to reach an easily winning ending 42.Rxa6 f4 43.Ke1 Rxc3 44.Ra7 Rxf3 45.Rxg7 Rg3 46.c4 Kf5 47.Rxh7 Kxg5 48.Rd7 Rd3 49.c5 Re3+ 50.Kf2 dxc5 51.Rc7 Kxh5 52.Rxc5 Kg4 53.Rc8 Ra3 White resigns 0-1

Mark Noble gains Corry SM title

By Ross Jackson

Congratulations are due NZ Correspondence Chess Champion Mark Noble for three outstanding recent accomplishments. After many years success in Correspondence Chess, Mark has achieved the Senior Master (SM) title - the intermediate standard between International Master, and Grandmaster. Mark and Michael Freeman are the only kiwis with the title. Mark's Correspondence rating is now 2511, believed to be the first time a New Zealander has exceeded the 2500 level. In April 2008 he also won the 4th Asian Championship

Mark is a former NZ championship player, Fide Master, and Olympiad Representative at Yerevan. He once jointly founded and ran the Harbour City Chess Club in Lower Hutt

His achievements include the following results.

April 08 won the 4th Asian Championship - ICCF World Semi Final 30 8.5 out of 12 SM norm

Olympiad 17th Board 1 4.5 out of SM norm - ICCF Mammoth tourney 1st 11.5 out of 12

ICCF GM norm tourney 6.5 from 11 SM norm- he still has one game going which he is winning

ICCF World Semi Final 7.5 out of 12 SM norm

Winner of the 74th New Zealand Championship - Winner of the 72nd New Zealand Championship - Winner of the 55th New Zealand Championship

Winner of four masterclass tournaments and runner up in three.

Mark's ability is not only at the longest version of chess. For recreation he has also competed at the quickest (3 minute blitz internet chess) where he is of GM class, His highest rating was 3100 (the top are approx. 3300) . He has had wins against "Super GM's " for example Shirov, and once forced Kasparov to log off when the World Champion slipped into an obscure and refuted opening variation.

The journey now from SM to GM in Correspondence chess is incredibly arduous. Not only are there many years of commitment, but it is also hard to get acceptance into the top tournaments. We wish Mark the very best for continued success.

2008 National Schools' Teams Championships

Peterhead School Superb Hosts

Editors Note: *Martin Sims reports on the National Schools' teams Championships. The tournament appears to have been a big success overall. There was one problem involving the board order of the Pigeon Mountain primary school team. Martin's report covers the results of the tournament and also gives his opinions on how the schools teams tournaments could be run, to which he invites feedback to his email address, given at the end of the article.*

by Martin Sims (Palmerston North)

As this is not going to be a normal chess report it is important to make the following statements:

1. I am the coach of one of the secondary teams (Palmerston North Boys' High School).
2. I was part of the group convened by Scott Wastney to consider the complaints against Pigeon Mountain.
3. I have run two finals (2005 and 2007) and assisted Gary and Gerri Judkins in 2006.
4. I have just been asked by NZCF to become the schools co-ordinator as Scott has stood down.

At the 2007 finals Sally Rice from

Peterhead School in Hastings offered to run the event. Peterhead has a fine record over the years and one of the happiest memories I have from 2007 is the Peterhead parents. They were justifiably proud of their children and they had huge amounts of food in the back of their cars to feed the stampeding kids when they finished their games. For 2008 Sally built a brilliant website which, in my opinion, is a model on how to communicate rules, accommodation and food options, directions AND round-by-round results for those not at the event. My only criticism is that the server seemed to be frequently down which limits its usefulness. Sally also produced a great booklet for each team, had great outside catering organised to feed the hungry masses (if you have never seen one of these events there are a LOT of people!) and the venue was spacious with excellent lighting. She also had an excellent team, heading by Chris Smith on the floor and Martin Stafford who assisted with administration.

My only criticism of the venue was the tiered seating above the players – adults camped in this area and it was very noisy.

The new-in-2008 national co-ordinator, Scott Wastney, now enters into the story. Scott has done a great job in 2008 codifying this event (rather than just the word-of-mouth approach from previous years). My only criticism (with hindsight) is that, unlike 2005-2007 there

was no final date for team lists in board order. This will be important later in our story. Scott also introduced a Swiss draw (instead of a round robin), match points (instead of game points) and a new time control.

Making the event a Swiss allows it to grow and have a definite end time. This is a good thing as the person running the event can plan and publish the start and end times instead of waiting to see how many teams enter and then trying to squeeze a round robin into the time available. The negatives are that (1) an 8 round Swiss with a small field (if all those extra teams don't turn up) can lead to some strange pairings in the later rounds (which happened) and (2) the organisers need to know the software options and the implications of decisions they make when the software asks them questions.

Rangeview Too Good in Intermediate Division

The Intermediate tournament went without a hitch. Rangeview won every match with Bucklands Beach coming second, losing only to Rangeview. These two teams were also far ahead of all other teams on game points. Interestingly, tiny Patea, 12th on match points would have come 6th on game points.

Auckland Grammar take Secondary Division

The Secondary event was won by Auckland Grammar who won 7 matches

and drew one. Second place was Macleans with 7 match wins and a loss to Grammar. Macleans finished with more game points (26) than Grammar (24.5) because Grammar gave Lytton a package deal of four draws after a few minutes into the last round. Grammar did nothing wrong as the draw made sure of their victory but, to me, it shows a weakness of using match points. With game points they would not have been able to offer this package (unless they were further ahead). My school, PNBHS, would have finished 3rd if game points were used. I am not complaining as we were smashed by the teams that came 1st, 2nd and 3rd but it does seem odd. Speaking as the incoming national co-ordinator I believe we need to go back to game points. There were also some very strange pairings in the last round which have yet to be explained.

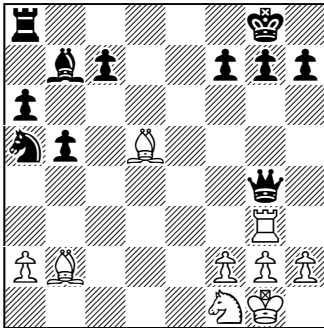
Here is an interesting board 4 fight from round 5.

Auckland Grammar - PNBHS

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 b5
5.Bb3 Bc5 6.0-0 Nf6 7.c3 Nxe4 8.d4
exd4 9.Re1 d5 10.cxd4 Bb4 11.Nc3
Bxc3 12.bxc3 0-0 13.Qd3 Re8 14.Nd2
Nxc3 15.Rxe8+ Qxe8 16.Qxc3??**



Whoops 16...Qe1+ 17.Nf1 Qxc3 18.Rb1 Qxd4 19.Bb2 Qd3 20.Rd1 Qe2 21.Rd2 Qg4 22.Bxd5 Bb7 23.Rd3 Na5 24.Rg3



24...Qd7?? Crazy greed. The obvious move was 24...Qxg3! liquidating to an ending with still a huge material plus 25.Bxg7 Qxd5?? [25...h5 is still available, winning] 26.Bh6+ with perpetual check ½-½

Sunnybrae Win Primary Division after Pigeon Mountain Docked Points

Now we come to the contentious Primary division. At the end of the first day Pigeon Mountain was clearly in the lead with five wins and it had beaten its closest rival, Sunnybrae. Three teams claimed Pigeon Mountain was not playing its team in order of strength. Before the event Pigeon Mountain had sent in a playing order with its only nationally rated player on board 1 but when the team turned up on Saturday morning it wanted to move its board 5 (ie the reserve) up to board 1! The players

said they had had a trial in the week before coming to nationals and this player had won. Sally allowed this change once the teacher accompanying the team confirmed this. The new board one won his first game against weak opposition and then lost all his other games. The team won its matches and he was the only member of the Pigeon Mountain team to lose a game. The complaint against Pigeon Mountain was that it had manipulated its team order to win matches by putting its weakest player on board 1 and moving the stronger players down one board. Scott convened a small group at the end of play on Saturday. A Pigeon Mountain parent was interviewed and the meeting broke up with Scott going away to find out more information before making a decision. A consensus penalty was agreed on if the evidence warranted it.

On Sunday morning Scott made a ruling that Pigeon Mountain be forfeited one game point to each of the teams they had faced in rounds 1-5 and that for the final 3 rounds Pigeon Mountain play in its original board order. The team did not do so in round 6 and were forfeited another game point. All of this moved Pigeon Mountain down the field. In the end it came 4th. The Primary event was won by Sunnybrae with Burnside 2nd and Eastern Hutt 3rd.

What now follows is my opinion. I totally agree with Scott when he writes “The approval of team changes is something that needs tightening up before next year’s event” but it already

was tight. In 2005-2007 there was a rule that team lists had to be in by 1 September. The only region not to do so was Auckland. Because they had not met this rule I wanted to eliminate Auckland from the competition in 2007 but Bob and Viv Smith said I was being too tough. Here is how I see it: (1) Auckland needs to hold its regional competitions earlier (2) team lists need to be in by 1 September – no exceptions, (3) no changes after this unless a player needs to pull out. In this case a new player will come in at the bottom and the remainder shuffle up. Am I being too simplistic? The 1 September deadline is needed so the organiser can (1) check the list against known ratings and then (2) rank the teams in order to make a draw. Auckland needs to get its act together! I would appreciate feedback and suggestions. sims@pnbhs.school.nz.

The event ended with a prize giving and Pigeon Mountain's behaviour was a disgrace. DURING the prize giving both their teacher and a parent continually interrupted Sally and Chris as they were handing out prizes and having photos taken. As Ross Jackson, President of the Wellington Chess Club, wrote:

1. it's only a game
2. the organisers are volunteers who deserve commendation - not ungrateful behaviour,
3. adults behaving badly in front of children, regardless of circumstance, is always a disgrace.

Thanks must go to Sally who ran the

event with good humour and dedication despite trying circumstances.

Junior Chess in New Zealand

Daniel Baider, age 14, is our second rated junior player behind Puchen Wang. Daniel was given a surprise opportunity to test out his development against top players in the 2009 George Trundle tournament. This event takes top players from New Zealand and Australia where if they score well enough they can earn an International Master Norm.

NZ Chess asked Daniel to write about his experience.

By Daniel Baider

Originally I had some doubts as to whether I had found the right venue while looking through the area around Mt Eden on the 27th of September. Sure enough the sign read "Auckland Chess Centre" but all I could see was a one storey building, in fact very much resembling a typical house in the residential street. Being accustomed to the large, echoing halls of spacious rooms in schools and hotels, the venue

was to say the least new to my experience. But the tournament quickly became one to remember, and in a very positive light.

Overall the tournament was magnificently run. The playing hall, though smaller than typical venues, was easily spacious enough to contain the 10



Daniel Baider at the venue

boards per round needed to accommodate the IM tournament and qualifier, and creates an easy going atmosphere, leading to very high quality chess throughout the entire tournament, which even my occasional “brilliances”, could not ruin.

It is also fair to say that the building itself intrigued me as much as the chess. Our sport perhaps rivals the title of the oldest one in existence, and true to this the walls were filled with historic photography, from the New Zealand Chess Championship of 1892, to GM Yuri Averbakh’s visit in 1967. As a 14 year old who knows nothing before the

1990s, these were all fascinating sights while waiting for my opponent’s move. Particularly of interest was the growth of New Zealand chess, where in 1892 about 15 players contested the New Zealand Championship, the 1960s displayed a number approaching 50. It is unknown to me how they managed to convince every player to participate in the photo, but that’s the 60s for you.

Moving on to the two tournaments, the final standings could really not be any more contrasting. The qualifier was quite convincingly won by Gino Thornton with 7 out of 9, though 3 quick draws in the last 3 rounds to assure first place gave the final standings a slightly unrealistic look, with Daniel Shen producing a strong finish to take 2nd only half a point behind on 6.5 . In my opinion they really did look the standouts of the tournament. Oddity prize quite clearly goes to Goodhue-Thornton in round 5, where black managed to have 3 queens on the board at once.

The main tournament was very close starting from round 1, and therefore it looked doubtful from the beginning that the IM norm would be achieved by anyone seeking it. Nicholas Croad came the closest, requiring 2 points from the last 2 rounds to make the set 6.5 total. However a must win game against GM Darryl Johansen in round 8 was never going to be easy, and a loss in the final round to Stephen Lukey perhaps made for a slightly disappointing finish, though Nick's performance was still very

commendable, winning the George Trundle trophy as the highest finishing New Zealander. 1st place was eventually shared between GM Darryl Johansen and IM Stephen Solomon, who were most deserving of the victory.

My personal performance granted me a score of 4/9 at the conclusion which I am reasonably happy with, though it follows my usual tradition of scoring less points than I could have, most notably against Mike Steadman where I decided to go for a complicated sacrifice in an already won position, which was really a basic blunder. Mike did me the favour of not letting me forget it for the rest of the tournament. Therefore I award him the title of luckiest player, with both Wellingtonians throwing him a point in won positions. Still, it could not happen to a better guy, and I think he had his best performance in all three IM tournaments so far.

In conclusion I would like to thank Mike Steadman for organising a magnificent tournament, and giving me the unlikely opportunity to try myself against some of the elite players of Australasia. Also to George Trundle, without whom I understand this annual tournament would not be possible. I would also like to thank Bill Forster, Ross Jackson and the Wellington Chess Club for sponsoring my participation.

I look forward to perhaps being fortunate enough to play in this tournament again in years to come.

Freestyle Chess Cures a Mid Life Crisis

By Nelson Hernandez

American Nelson Hernandez explains freestyle chess, a form of the game most of us have never heard of. In return for our Technical Editor, Bill Forster, writing software to assist in his freestyle wars, Nelson wrote this explanation.

What do you do if you're a middle-aged man who has no chess skill but has a fierce competitive nature and a love of the game?

If you said, "never too late to learn" you have missed the point. Being middle-aged and fiercely competitive in a game that favors precocious youngsters is a recipe for frustration. Just as there aren't any fiftyish men trying out for the All Blacks, if you haven't already made the grade at my age, you never will. So what to do about that unquenched, burning desire to win, to conquer?

You get involved in computer chess and take things to an extreme level, that's what. You play Freestyle Chess.

What's that? It's all-out, unrestricted war, where the entity controlling the white or black pieces is free to call on

any and all resources it can bring to bear to decide which moves to play. You might form a team with a friend, or many friends. You can tap the insight of famous grandmasters if you know them well enough. Are computers allowed? Sure, and you can use as many as you want, any way you want. How about super-computers? There is no limit to how powerful your computers may be. The challenge is to assemble the strongest chess-playing entity you can, any way you can, and face off against similar entities that are trying to do the same thing in some other part of the world.

This is not the same as “Advanced Chess”. That is a variant of assisted chess where two players, usually GMs, face each other in match conditions with identical computers and identical off-board resources. In Freestyle, anarchy reigns. The unknown skill and resource imbalances among the players are what make things interesting. One team may have the world’s best opening book, while some other team may have the strongest hardware, while yet another team may have the most sophisticated decision-support system, having arranged

their resources into networked grid of computers solving different aspects of the problem. Yet another team may have a 2700-level GM in their mix, while another team which includes a chess program author who is using a hush-hush private version of his program. Some other team may be combining the output from several different chess programs into a wicked chess cocktail.

I am pleased to confess that my team (led by Anson Williams, London, UK) has had some success in past Freestyle tournaments. We won the 7th PAL/CSS Freestyle tournament (sponsored by UAE-based *PAL Group*, organized by the *Computer Schach und Spiele* website, run by *ChessBase* tournament directors on the *Playchess.com* server) in September 2007, and then followed up with first place in the first-ever live Freestyle tournament held in Benidorm, Spain a few months later. Prior to these wins we qualified for finals (i.e. we were among the top ten qualifiers) four times running.

The oddity of our success is that no one on our team is a rated player or would rate as a decent club player. Yet we have defeated GMs assisted by computers, as



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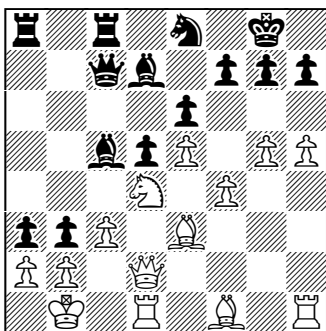
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in this game against Ukrainian GM Yuri Solodovnichenko (2574), perhaps the prettiest win we have ever attained:

Solodovnichenko - Williams and Hernandez

Freestyle Final, 9th round playchess 2007

1.e4 c5 2.Nc3 Nc6 3.Nge2 d6 4.d4 cxd4
5.Nxd4 Nf6 6.Bg5 e6 7.Qd2 a6 8.0-0-0
Bd7 9.f3 Qc7 10.Kb1 Be7 11.h4 Nxd4
12.Qxd4 b5 13.g4 0-0 14.Qd2 b4
15.Ne2 Rfc8 16.Be3 d5 17.e5 Ne8
18.Nd4 Bc5 19.f4 a5 20.g5 a4 21.h5 b3
22.c3 a3



23.Nxb3 Bxe3 24.Qxe3 Ba4 25.Bd3
axb2 26.Qd4 Bxb3 27.axb3 Ra3
28.Kxb2 Qa5 29.Bb1 Rb8 30.b4 Qa4
31.Kc1 Rc8 32.Kd2 Rc4 33.Qd3 Qc6
34.Rh3 d4 35.Qf3 dxc3+ 36.Ke2 Qa4
37.Bxh7+ Kh8 38.Rc1 Ra2+ 39.Ke1
Rxb4 40.Bb1 Ra1 41.Qd3 Rxb1
42.Rxb1 c2 0-1

How do we do it? In our last competition we had 45 late-model computer processors within ten computers in our battle array. We had two team members

(Anson and his girlfriend Wing) scanning all the incoming data and actively pursuing the most promising lines in depth. Aiding our play was our proprietary tournament opening book, which we think to be the largest of its kind. Finally, apart from all this, we have developed a number of ideas and techniques that we cannot reveal which collectively put us in the upper echelon of this unusual chess sub-culture. As impressive as this may sound it isn't really that extraordinary in Freestyle. Our top rivals are just as fanatic as we are and bring their own asymmetric assets to the table. That's all part of the fun, though—executing a well-developed plan and seeing it unfold under the most stressful conditions.

How could playing with a bunch of computers be stressful? Freestyle tournament games are typically 60 minutes per side with a 15-second per move time increment. No matter how much assistance you have, you are still manually moving pieces on the server and making difficult choices against an unforgiving clock. Just because the computers are doing most of the calculating does not diminish the relentless concentration required on tournament days (which can include three tough games running up to ten hours total), not to mention the months of preparatory work required to put the team into fighting readiness. Our opponents are not patzers: like us, they are incredibly strong and the slightest inaccuracy is mercilessly punished every single time.

How strong is the play? It is easy to drift into hyperbole, but in our view Freestyle tournaments are the strongest chess tournaments ever played bar none. Top computer programs running on four CPUs are now routinely rated above 3000 ELO on a human scale, with the best program of the lot closer to 3100. Now imagine that the computers being used by top Freestylers are typically *eight* CPUs or more (adding about 50 ELO), that multiple computers are being employed, and finally that these computers are being assisted by skilled humans who are extending computer-generated continuations several moves ahead on yet *other* computers (thus adding as much as 100-150 ELO).

It is not an exaggeration to say that top Freestylers are playing at something like 3300-level chess at the 60+15 time control. Given that the days of competitive man vs. machine matches are now long over, having been overtaken by relentless advances in both hardware and software, it follows that a man vs. Freestyler match would be no contest at all, though it might still be fun to watch!

“Did that Really Happen...?”

Anecdotes from our readers

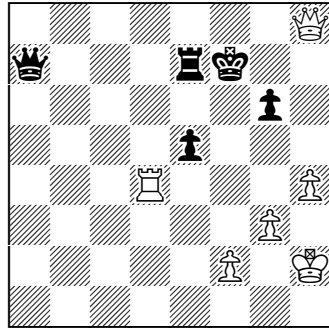
Former Tournament Director Chris Bell records his experience with Mark van der Hoorn's own invention, the 'Vandalizer Opening' with some comments on the history of the opening by the Editor

“I was directing the North Island Champs at St Pats, Kilbirnie in July 2000. Mark van der Hoorn was paired against Zoe Kingston in Round 5. As was my custom, I was strolling around the tables satisfying my curiosity as to what openings were being used. Mark had been more than a little naughty by playing 1. f3 followed by several other innocuous moves, as if to say – “I can play whatever I want in the opening and still beat you”. Anyway, I returned to my chair and after a short while became aware of a commotion from that same part of the hall. On nearing the table, I saw that Zoe had knocked her full cup of coffee all over the board – the pieces were almost swimming in it! Barely suppressing a fit of hysterics, I stopped the clock, relocated the position (and the players) to another board; then Dave Capper (the assistant DOP) and I set

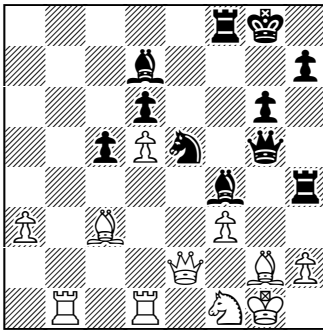
Continued on page 34

Bill's Puzzle Page

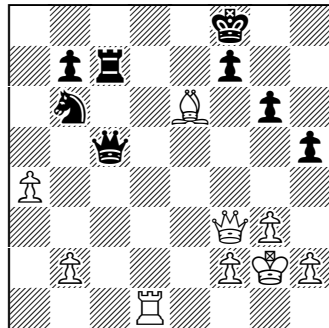
By **Bill Forster** (games from 2008 Congress) In each position there is a convincing winning continuation available. Your task is to identify that continuation. The player to move is indicated by parenthesis. Answers on page 22



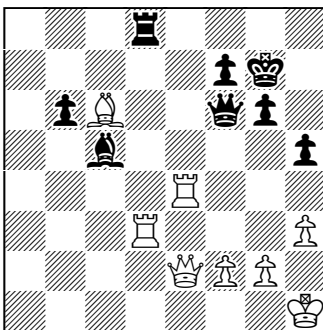
Barlow – Ker (*W*)



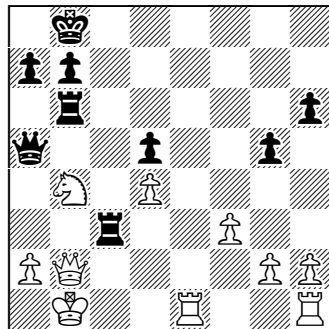
Barlow – Reilly (*B*)



Ker – McLaren (*W*)



Reilly – Dive (*B*)



McLaren – Dowden (*W*)

Record number of Grandmaster Entries for Queenstown Spectacular

By Helen Milligan

The 2009 Queenstown Chess Classic (January 14-24th 2009) is poised to smash all past NZ records for the strength and depth of the international field.

Around 200 players are expected in the \$50,000 Open event, which incorporates the 116th New Zealand Championships, including entries already received from 11 overseas Grandmasters.

Added spectator interest will come from the additional presence of six ambitious WGMs (Women Grandmasters) from Eastern Europe.

For further information and details of how to enter, see the tournament website: www.queenstownchess.com

The event will be staged in the Grand Ballroom of the Millennium Hotel, with an additional junior event in the middle, and lightning/quickplay competitions on the 25th and 26th January.

Confirmed GM and WGM entries as at 16th October, in rating order:

GM Vladimir Potkin (Russia)	2613
GM Victor Mikhalevski (Israel)	2602
GM Eduardas Rozentalis (Lithuania)	2577
GM Dimitrios Mastrovasilis (Greece)	2572
GM Zong-Yuan Zhao (Australia)	2567
GM Gawain Jones (England)	2548
GM Klaus Bischoff (Germany)	2545
GM Leif Erlend Johannessen (Norway)	2545
GM Peter Wells (England)	2516
GM Darryl Johansen (Australia)	2446
GM Hajo Hecht (Germany)	2394
WGM Jolanta Zawadzka (Poland)	2378
WGM Jana Krivec (Slovenia)	2345
WGM Alina Motoc (Romania)	2313
WGM Irina Zakurdjaeva (Russia)	2295
WGM Yana Melnikova (Russia)	2264
WGM Karolina Smokina (Moldova)	2235

WGM Jana Krivec (Slovenia) 2345



Queenstown Classic - Spotlight on Peter Wells

By Bill Forster

The upcoming Queenstown International will bring a galaxy of chess talent to these shores the likes of which we have not seen before.

One visiting GM is the English player Peter Wells. Currently rated 2516, Peter Wells is a regular competitor in tough international European chess circuit.

However the 43 year old Wells is perhaps best known as a top chess writer. His widely acclaimed opening books are characterised by original research, extreme attention to detail, and a distinctive and uncompromising style.

Peter Wells was runner up in the British Open in 1991, 1999 and 2001. He has acted as a trainer for Luke McShane and Michael Adams. He is one of the many interesting GMs local players will have an opportunity to meet come January.

Continued on Page 35

Bill's Puzzles Page Solutions

From Page 20

Barlow – Reilly) 1...Nxf3+ 2.Qxf3 [2.Kh1

Bxh2 is overwhelming; **2.Kf2 Rxh2 3.Nxh2 Qg3+ 4.Kf1 Nxh2+ 5.Kg1 Be3+ 6.Kh1 Nf1** forces mate] **2...Be3+ 3.Qxe3 Rxf1+ 4.Rxf1 Qxe3+ 5.Kh1 Qxc3** And Black's material advantage is decisive.

Reilly – Dive) White has just captured a knight on c6 and now no doubt expected a routine exchanging sequence leading to a finely balanced position with a slight material advantage of exchange for pawn for White. But black has prepared a shock. **1...Rxd3 2.Qxd3?** White is already lost, and has nothing better than to grovel a big pawn down. Instead he continues his intended exchanging sequence. **2...Qa1+** And white resigned since **3.Kh2** allows the deadly **3...Bxf2**

Barlow – Ker) 1.Qh7+! White missed this decisive shot but eventually won after many more adventures **1...Kf6 [1...Kf8 2.Rd8+; 1...Ke6 2.Qxg6#; 1...Ke8 2.Qg8#] 2.Rd6+ Re6 [2...Kf5 3.Qxg6#] 3.Rxe6+ Kxe6 4.Qxa7** The only line that saves the king loses the queen.

Ker – McLaren) 1.Qf6! In the game White missed this immediate win and instead played b3, retaining a nice advantage and in fact winning nicely soon after. **1...Qc6+ 2.Kg1 Nd5 3.Qh8+ Ke7 4.Bxd5**

McLaren – Dowden) 1.Qxc3! White cautiously avoided greedily grabbing the rook and played Re8+ instead. He retained an extra piece and won, but it turns out taking the rook is even more decisive. **1...Rxb4+ 2.Ka1 Rb1+** Obviously Black is just a whole rook down unless he goes down this track. **3.Kxb1 Qxc3 4.Re8+ Kc7 5.Rc1!** and white ends up a rook up after all.

Queenstown Chess Class

15th–24th January 2009

Incorporating the official

116th New Zealand National Championships

with additional rapidplay/lightning events 25th–26th January

and the **Junior Chess Classic** 18th–21st January

This will be the most prestigious open chess competition ever staged in New Zealand. It is expected to attract players from all levels, from novices to Grandmasters. Everyone is welcome.

Venue: Millennium Hotel, Queenstown

Timetable: 1 game per day (all rounds start at 3 pm)

Entry forms: available from Paul Spiller, 102 Picton St, Howick, Auckland. **Tel:** 09 534 7411 **e-mail:** paul@queenstownchess.com

TOTAL PRIZEFUND OVER \$50,000

1st: \$10,000	2nd: \$7,000	9th: \$1,800	10th: \$1,700
3rd: \$5,000	4th: \$4,000	11th: \$1,600	12th: \$1,550
5th: \$3,500	6th: \$3,000	13th: \$1,500	14th: \$1,450
7th: \$2,500	8th: \$2,000		

Grading Prizes: Best under 2000: \$500

Best under 1800: \$500

Best under 1600: \$500

Senior Prize (age 55 or over, on 15/1/2009): Trophy and book prize

Junior Prizes (age at 01/01/2009):

Best junior U-12 \$125 + trophy

Best junior U-15 \$125 + trophy

www.queenstownchess.com

www.newzealandchess.co.nz

Improve your Endgame

IM Herman van Riemsdijk is a regular visitor to NZ. He is a strong IM and acknowledged endgame expert. This issue he starts a new column on endgames for NZ Chess.

The Six Squares System in Pawn Endgames

by Herman van Riemsdijk

In September the book 'Peões Mágicos' came out. It means Magic Pawns and is the Portuguese translation of 'Veldjes Tellen' (1994), in Dutch and 'The Final Countdown' (1997), in English, which I wrote together with my friend Willem Hajenius. After more than 10 years between the English and the Brazilian Portuguese version, knowledge has settled. Beside adding some actual examples, we decided to change the name of the 'Three Rank System' to 'Six Squares System'. The main reason is to call attention for the defender to the necessity of having six squares – one of each colour in each rank or row – at his disposal.

The 'Six Squares System' or 'Three Rank System' is only generated when you are

able to detect three Key Squares (In pawn endings, Key Squares are all squares which, when occupied by the attacking king, result in a won position, regardless of the position of the defending king and of whose move it is) one beside each other. This may be horizontally or vertically. This is knowledge commonly called 'distant opposition'.

The Six Squares System, a Student's Perspective – by Bill Forster.

Reading this article stimulated me to go back to Herman's book to try to fully understand the ideas used. The "six squares" that Herman refers to can be thought of as either of the two complexes in this conceptual diagram;



The complexes can be immediately adjacent or separated by an even number of files. Imagine black as the defender is trying to prevent white penetrating from the left. Black seeks to position his king on the *corresponding* square to that occupied by the white king. In the conceptual diagram he has achieved this aim, and white cannot penetrate. If the two complexes are adjacent (separated by zero files) then every player immediately understands this – black has the opposition and can defend successfully. Many players struggle more with the distant opposition – the six squares

system is equivalent to the distant opposition when the two complexes are separated by additional files. The good news is that the six squares system is no more difficult to apply in that case – using the six squares system is equivalent to making the distant opposition as easy as the opposition! Additionally, as we will see later from Herman's example, the six squares system avoids pitfalls that simply blindly seizing the opposition can expose us to.

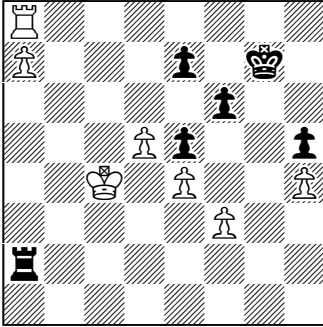
In summary, the defender seeks to place his king on the corresponding square to the attacker's king. The attacker seeks to prevent this by putting his king on the corresponding square to the defender's king first. If the attacker succeeds, then the defender has two equally unpleasant options. He can fall straight back, allowing the attacker to advance straight ahead. Both kings will still be on corresponding squares and again the poor defender must move. Alternatively the defender can step aside. This time the attacker doesn't simply occupy the corresponding square because then he is not making progress. Instead he advances to the other side of the defender's king (the side that is now not defended, just as in the case of the simple opposition). This works even when the complexes are separated because **now the defender's king is two squares from the corresponding square and so cannot reach it in one move.**

Imagine a concrete example of the conceptual diagram above, Black's king is on e7 and White's is on a7. Unfortunately for black it his move. Black recognises that moving straight back and forward is hopeless (eg 1...Kf7 2.Kb7 Ke7 3.Kc7 and white has the opposition). So black tries to step aside instead. **1...Ke6 2.Kb8** (advancing to the undefended side) **2...Ke7** (unfortunately 2...Kf8 seizing the corresponding square to b8 is impossible, see the bold comment above) **3.Kc7** with the same result. White's king claims the corresponding square in a new, closer (adjacent in fact) six square complex of c8,d8,c7,d7,c6,d6 – in other words white claims the opposition. If 2...Kf7 3.Kb7 occupying the corresponding square once again.

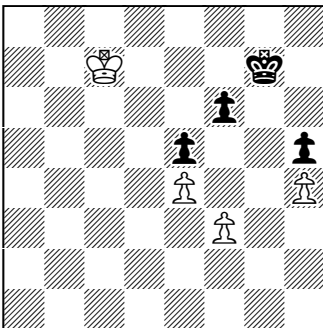
Finally I will remind the reader that everything here can be rotated ninety degrees and applied to six square systems of two ranks and three files. Do that in cases where a defending king is trying to resist an attacker that is approaching from behind or in front, rather than from the side.

...returning to Herman's article

From the new examples included in 'Peões Mágicos', my favorite comes from the game Nona Gaprindashvili – Willem Hendriks, I Euwe Stimulans Tournament, Arnhem 2007, after **56... Ra2**.



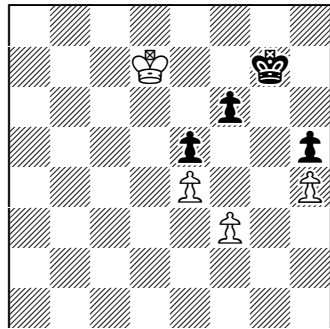
On this particular day I was commentating for the public. **57.d6?** A wrong decision from the still very competitive former world champion. The winning path is narrow but crystal clear: 57.Kb5 (or 57. Kc5) 57... Ra1 (But never 57... Kf7 58. d6! exd6 59. Rh8, winning.) 58.Kb6! Rb1+ 59.Kc7 Ra1 60.Kd7 Kf7 61.d6! exd6 62.Kxd6 Kg7 (The only move to prevent the threat 63. Rh8. If 62... Ra6+ 63. Kc7 Ra1 64. Kb6! Winning the rook in a few more moves.) 63.Rc8! Ra6+ 64.Rc6! Rxa7 65.Rc7+! Rxc7 66.Kxc7 reaching the following analysis diagram – with Black to play;



Now we have a Six Squares System that

favours the attacker. Whatever black plays, the white king will reach one of the Key Squares f6, f7 or f8: 66... Kf7 67. Kd7; 66... Kg6 (or h6) 67. Kd8! (Tech Ed: remember, advancing at the undefended side!) etc.

Instead the game continued **57...exd6 58.Kd5 Ra6 59.Ke6 d5+ 60.Kxd5 Ra5+ 61.Ke6 Ra6+ 62.Kf5** Here we note the difference. If 62.Kd7 Ra1 63.Kd8 (threatening 64. Rc8, winning as before.) 63... Rd1+! 64.Ke8 Ra1 65.Rd8 Rxa7 66.Rd7+ Rxd7 67.Kxd7 we reach the following analysis diagram in which the Six Squares System is now favorable for the defender instead;



67...Kh7!! This is the only move. An important feature of the Six Square system from the defender's perspective is that his king needs access to all six squares. Since f6 is not available, 67...Kf7?? (seizing the opposition – but losing!) is a terrible mistake. White would reply 68.Kd6, and since black cannot play Kf6 white wins. But after the correct 67...Kh7!! Black owns the six

drawing squares: h8, g8, h7, g7, h6 and g6, a white and black square on each rank!

The rest of the game is of less interest to our study of pawn endings. **62...Ra3 63.Ke6 Ra6+ 64.Kf5 Ra3 65.Rd8 Rxa7 66.Rd6 Rf7?** Here black misses a way to secure a draw: 66... Ra3! 67. Rd7+ Kh6 68. Kxf6 Rxf3+ 69. Kxe5 Rh3 and white's advantage is insufficient for the whole point. **67.Rc6 Rf8 68.Rc1 Rb8 69.Rc7+ Kh6 70.Rf7 Rb3 71.Rxf6+ Kg7 72.Kg5** and black resigned, 1-0.

still play Open Sicilians with 3 d4 from time to time. However 3 Nc3 can be a nice finesse en route to an Open Sicilian, if your opponent has the Sveshnikov variation in his repertoire **3...d6** Played after some thought. To keep trying for a Sveshnikov Black needs to play 3...Nf6, i.e. 4 d4 cxd4 5 Nxd4 e5. However White's alternative possibility of 4 Bb5!? needs to be taken into account. **4.d4 cxd4 5.Nxd4 Nf6 6.Bg5** The shadow boxing over, I was happy to be in a Rauzer variation which I have played frequently with both colours **6...e6 7.Qd2 Be7 8.0-0-0 0-0 9.Nb3 a5 10.a4 d5 11.Bb5!** Mikhail Tal's old remedy is the reason this particular line is not too popular for Black. If 11...Nxe4 now, White keeps an endgame initiative with 12 Nxe4 dxe4 13 Qxd8 Bxd8 14 Bxd8 Nxd8 15 Nc5 as in Tal-Sisniega, Taxco Interzonal 1985 **11...Nb4 12.Rhe1 Bd7!? 13.exd5 Bxb5 14.d6! Bc6** Roger makes a spirited attempt to improve on 14...Bxd6 15.Qxd6 Qxd6 16.Rxd6 Bc6 when my assessment was that White must be better in the endgame, e.g. 17.Bxf6 gxf6 18.Red1 claiming the d-file

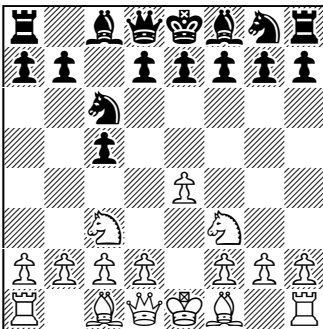
Annotated Games

Murray Chandler - Roger Nokes

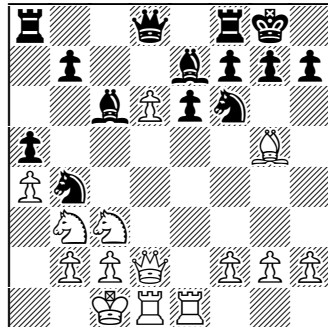
Kaikoura 2008

[Annotated by Murray Chandler]

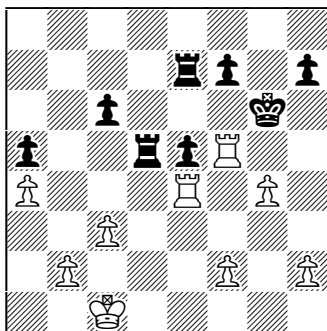
1.e4 c5 2.Nf3 Nc6 3.Nc3!?



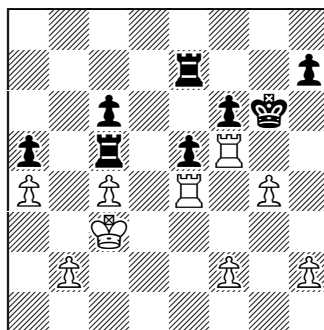
These days 3 Bb5 is popular - as I played against Dan Dolejs in round one of Kaikoura - and I believe there are even DVDs recommending the move. And I



15.Qf4! As far as I know this is a new idea. By unexpectedly deferring the recapture on e7 for a move, White disrupts Black's coordination just long enough to cause real problems. **15...Re8** **16.dxe7 Qxe7** **17.Nd4** Suddenly the threat Nf5 looms. Perhaps 17...Rad8 is best here, as 18 Nf5? would be a mistake due to 18...Rxd1+ and White has no good recapture. But, as in the game, Black is going to get an inferior ending if White starts exchanging on f6 and c6 **17...e5** **18.Bxf6 Qxf6** **19.Qxf6 gxf6** **20.Nxc6 bxc6** **21.Ne4 Re6** **22.Nc5 Re7** **23.Rd6** I played this quickly, confident White had a clearly decisive advantage in the endgame, due to Black's damaged pawn structure. But after the game the annoying computer (Fritz) pointed out Black's most stubborn defensive resource here - **23...Nd5**. The counter-intuitive idea is **24 Rxc6? Nb4!** **25 Rxf6 Rac8**. **23...f5?** **24.Rf6** Back on track - now Black really is losing a pawn. If **24...f4** **25 Rxf4** exploits the pin on the e-file. **24...Rd8** **25.c3 Nd3+** **26.Nxd3 Rxd3** **27.Rxf5 Rd5** **28.Rf6 Rc5** **29.Re4 Kg7** **30.Rf5 Kg6** **31.g4 Rd5**



32.c4 I was reluctant to play such an anti-positional pawn advance, but eventually persuaded myself that the tactics favoured white. **32...Rc5** After this Black's rook is immobilised on c5, and White can win at leisure. Most of my time had been spent calculating Black's active defense with **32...Rd3** **33.Rfxe5 Rxe5** **34.Rxe5 Rd4!** **35.b3 Rxc4** **36.Rxa5 Rg2**. However I satisfied myself that after **37.Rc5 Rxf2** **38.a5 Rxh2** **39.a6 Ra2** **40.Rxc6+ Kg5** **41.Kb1 Ra5** **42.Kb2 f5** **43.b4 Ra4** **44.Kb3 Ra1** **45.b5** the White queenside pawns are too many and too quick. **33.Kc2 f6** **34.Kc3**



with the threat of snaring a whole rook with **35 b4 axb4** **36 Kxb4**. To defend against this Black has to go passive, and await White's breakthrough **34...Rb7** **35.b3 h6** **36.Rh5 Rb8** **37.f4 Ra8** **38.fxe5 Re8** **39.Kd4 Rcxe5** **40.Rhxex5 fxe5+** **41.Rxe5 Rf8** **42.Rxa5 Rf4+** **43.Kc5 Rxc4** **44.Kxc6 Rh4** **45.Ra8 Rxh2** **46.a5 Rb2** **47.a6** as after **47...Rxb3** **48 a7 Ra3** White has **49 Rg8+** followed by queens with **50 a8=Q**. 1-0

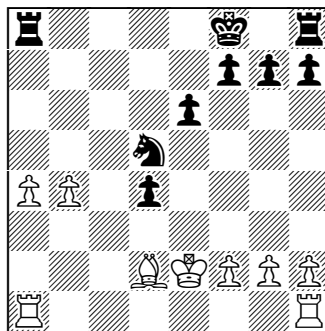
Daniel Baider – Stephen Solomon

George Trundle IM 2008

[Annotated by Daniel Baider]

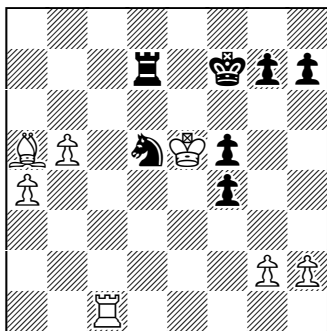
Three rounds into the tournament, and I found myself on the dubious score of 0.5 out of 3. Still, my first points of the tournament had come the game before, after consecutive losses in the first 2 rounds. With some new confidence, my priority for this game was to lift myself out of last place. **1.d4 d5 2.Nf3 c6 3.c4 e6 4.e3** One of white's more secure lines, where his pawn on c4 is now defended by the bishop. More popular is 4.Nc3, but 4... dxc4 5.e3 b5 makes the recapture of white's pawn problematic. **4...Nf6 5.Nc3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5** Introducing the Meran variation of the Semi-Slav **8.Bd3 a6 8... b4** is another option, which saw some play in the Kramnik-Topalov World Championship match of 2006. (Tech Ed: Vishy Anand sensationally scored the first two wins of the World Championship match against Kramnik with black using this line. The games (game 3 and 5) both featured the 8...a6 variation.) [8...b4 9.Ne4 Nxe4 10.Bxe4 Bb7 11.a3 bxa3 Topalov-Kramnik Elista 2006] **9.e4 c5 10.e5** [10.d5!? c4 11.dxe6 fxe6 12.Bc2?] **10...cxd4 11.Nxb5** [11.exf6 dxc3 12.Be4 Rb8 13.bxc3 Qc7] **11...Nxe5 12.Nxe5 axb5 13.Bxb5+** [White can also try the pawn sacrifice 13.0-0 Qd5 14.Qe2 Ba6 15.Bg5 Be7 16.f4 0-0 17.Rf3÷ Tkachiev-Bacrot Enghien Les Bains 2001] **13...Bd7 14.Nxd7 Qa5+** [14...Nxd7 15.0-0 Bc5 16.b4 Bb6 17.a4 0-0 18.a5±] **15.Bd2 Qxb5 16.Nxf8 Kxf8** Summarising the

opening exchanges, white has gained connected passed pawns on the Queenside at the expense of his King remaining in the center. However in a middle game with the Queens on the board white will be unable to claim an advantage while his King is cut off in the middle of the board. **17.a4!?** Sacrificing his b2 pawn, white creates the opportunity to castle. [17.b3 Nd5 18.a4 Qd3= Bareev-Jussupov Linares 1993] **17...Qe5+?!N** An interesting move, but not too troublesome for White, who has solved his problems without having to sacrifice a pawn. **18.Qe2 Qxe2+ 19.Kxe2 Nd5 20.b4±**



Unfortunately for Black, White's passed pawns on the Queenside are strong enough to give White a winning advantage in this position. It was necessary for Black to capture one of the pawns, or at least keep the queens on the board. **20...Ke7 21.Rhc1** [21.Rhb1 was an alternative, but taking control of the only open file is more urgent here.] **21...Rhc8 22.Rxc8 Rxc8 23.Kd3** White improves his King's position, stopping the Rook from entering c4 or c2, while

also blockading and attacking the passed d4 pawn. Black's rook now has little use on the c file. **23...e5 24.b5 Rb8** otherwise White would play a5, and cramp black further with his advancing pawns. **25.Rc1** White again has control of the open file, cutting of black's king from the queenside pawns. **25...f5?** Counterattack is usually the best form of defence in a worse endgame, but this ambitious move weakens black's pawn structure, allowing white to undermine the central pawns and break through the centre. A better try might have been [25...Kd6 26.Rc6+ Kd7 27.f4 f6 but this is also close to hopeless for Black in the long run, though not immediately losing.] **26.f4!** now black is no longer able to play f6 to support his e5 pawns, and his pawn chain is destroyed. **26...exf4 27.Kxd4 Rd8 28.Ke5 Kf7 29.Ba5** [29.Bxf4 was also winning.] **29...Rd7**



30.b6?! this makes white's path to victory more complicated than it should have been. [30.Rd1! won immediately 30...Re7+ 31.Kxd5 Rd7+ 32.Kc6 Rxd1 33.b6 Rc1+ 34.Kb5 Rb1+ 35.Bb4+-] **30...Ne7!** the only move, but a good one.

Eg [30...Nf6 31.Rc7+-] **31.Kxf4** avoiding the check on d5. [31.Rc7?? Rd5+ 32.Kxf4 Rxa5µ] **31...Rd3** Now black is planning to stop the progress of the b pawn by placing his rook on b3. How is white to stop this? **32.Rc3!!** This seeming rook blunder secures the win for white. (Tech Ed: This move in particular and Daniel's handling of the game in general earned extraordinarily high praise from his very strong opponent on Australian website chesschat.org) **32...Nd5+** losing, but Black has no salvation. [32...Rd7 33.Rc4+-; 32...Ng6+ 33.Kxf5 Rd5+ 34.Ke4 Rxa5 35.Rc4 Ra8 36.b7 Rb8 37.Rc7+ Ke6 38.a5 Kd6 39.Rxg7 Kc6 40.a6 Kb6 41.Rxh7+-; 32...Rxc3 33.Bxc3 Nd5+ 34.Kxf5 Nxb6 35.a5+-] **33.Kxf5!** white cannot allow black to check his way into a position where the b pawn can be stopped from promoting. [33.Ke5? Nxc3 34.b7 Re3+ 35.Kxf5 Re8 36.Bc7 Nxa4 37.b8Q Rxb8 38.Bxb8=] **33...Nxc3 34.b7** and black's poorly positioned knight on c3 prevents his own rook from stopping the b7 pawn. **34...g6+ 35.Kg4 h5+ 36.Kh4 Rd4+ 37.Kh3 Rd3+ 38.g3** no more checks. **38...Nd5 39.b8Q g5** black has set up a mating net with Nf4, but White is more than capable of dealing with this threat. **40.Qb7+ Kg8 41.Qc8+ Kg7 42.Qd7+ Kg6 43.Qe6+ Kg7 44.Qe5+ Kh6 45.Qe6+ Kg7 46.Kg2 h4 47.Qe4 hxg3 48.hxg3** [48.Qxd3? Nf4+ 49.Kxg3 Nxd3] **48...Rd1 49.Bc3+!** now white forces the win. **49...Kh6** [49...Nxc3 50.Qe5+ Kh6 51.Qxc3+-] **50.Qe6+ Kh5 51.g4+ Kh4 52.Be1+** even quicker was [52.Qh6+ Kxg4 53.Qh3+ Kf4 54.Qf3#] **52...Rxe1 53.Qxe1+ Kxg4 54.Qd1+** black loses the Knight. **1-0**

Letter From the Kingside – A Dead Draw

By Roger Nokes

Is the short draw killing the game of chess? Maybe you have noticed that the unfought draw, and its impact on competitive chess, has become a major talking point within the chess community. Commentators discuss it, tournament organisers devise ways of preventing it, and kibitzers suggest all manner of novel ways of discouraging it.

I suspect we all have our own opinions. The great thing about having your own chess column is that you get to inflict your opinion on your readers!

At the time of writing the super-tournament in Bilbao is underway with six of the strongest players in the world competing. For this event, which is being staged in perhaps the strangest surroundings I have encountered - a glass room in the middle of a public square - players are awarded 3 points for a win, 1 point for a draw and no points for a loss. The scheme, devised by Topalov's manager Danialov I understand, is designed to encourage fighting chess amongst the competitors, and to avoid the dreaded Grandmaster draw. Another approach, again championed by Danialov, is the now well established Sofia rule where draws in less than 30 moves are forbidden. This rule is now

being adopted in a number of tournaments around the world including the Queenstown Classic next January, and perhaps more significantly, the Olympiad in Dresden, Germany, in November.

A recent article on the Chessbase website included a very detailed discussion of the short draw. The solution suggested by that commentator was a fundamental change to the game of chess by changing the movement of two of the pieces. Others have suggested expanding the board and including additional pieces. All of these ideas are based on the premise that the game lends itself to drawish conclusions and that added complexity will alleviate the problem of the unfought draw.

I have heard others recommend a change to the way prize funds are structured, so that the vast majority of the rewards are distributed to the top few place getters. I have played in tournaments where, in addition to the usual prize fund, money was paid for each win scored by a player - the 1981 British Championship is an example. The purpose, is again, to reward players who avoid drawish continuations and seek to unbalance the play.

I have problems with all of these efforts

to encourage decisive games. The difficulty lies in the intrinsic nature of the game. The draw is a legitimate outcome of a game of chess. At times it arises from an apathetic effort by the two players involved, but at others it can represent a herculean effort where both players have striven for victory but neither has erred and the balance is maintained to the very end. Such a game is often more attractive, more creative, and more accurate, than the decisive game where one player offers weak resistance or blunders.

Many of the strategies described above, that attempt to encourage combative chess, do not differentiate between the unambitious draw (whether it is played in less than 30 moves or more) and the legitimate struggle where, perhaps, both players deserve more than half a point. And there lies the problem. While the first of these draws is fairly seen as less than ideal, who would want to discourage the second?

In the professional chess world there is more than just the game that influences the actions of the players. Grandmasters have busy schedules, tournament timetables are fixed, and factors such as player health, tournament position and many others will influence the game itself. To me the occasional short draw is understandable and excusable. But like most chess fans I am frustrated by players who avoid the effort required for a genuine battle rather more frequently. Look at some of the chess discussions on the net and you'll see the lack of respect

shown to such players. Amongst the top players Kramnik and Leko seem to have established a reputation for being rather unambitious and have been rewarded with the nick-names of Drawnik and Drawko on one of the websites I visit regularly. As an aside one must wonder how a player can actually achieve a rating of 2700+ and not be ambitious!

It seems to me that a reduction in the number of unfought draws, which is legitimately desired by tournament sponsors and organisers, will come about through a change in culture amongst the professional elite, not through artificial means such as rule changes, unfair scoring systems, or even stacked prize funds. I believe that this culture is created by the leading players of the day. A nice example can be found in the Candidates tournaments of the late fifties and early sixties. In the 1959 event the magician from Riga, Mikhail Tal, was storming the chess establishment. He was an uncompromising player who would be loved by today's sponsors. He won the 1959 event with 20/28 and with 20 decisive games! In second place was Keres who played 21 decisive games in scoring 18.5 points. But what happened 3 years later in Curacao? Tal was suffering ill health and Petrosian set the standard for the tournament. He won with 17.5/27 playing only 8 decisive games. Poor Keres, was second again, this time with 17 points but he only played 11 decisive games. Perhaps if he had retained the fire that Tal had instilled in his adversaries he would have won the 1962 event and finally achieved the right to a battle with

Botvinnik for the world title.

With a Tal, a Fischer or a Carlsen ruling the chess world others must follow in their footsteps if they have any desire to compete for top honours. It seems a small step for tournament organisers and sponsors to only invite players who adopt this culture. Those who do not would find their professional careers severely constrained and invitations hard to come by. The result would be a vibrant international chess scene!

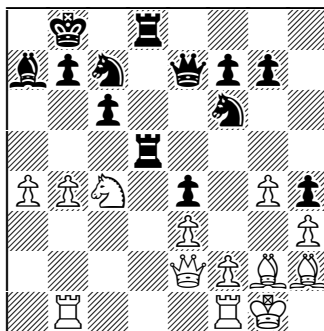
The only logical conclusion to this column is a grandmaster draw that is not a grandmaster draw. A draw that justifies its existence by its fighting character.

Simen Agdestein - Daniel Stellwagen

NH Chess Amsterdam NED 29/8/2008

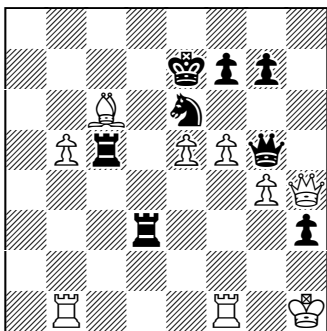
1.Nf3 d5 2.g3 Nf6 3.Bg2 c6 4.b3 Bg4 5.Bb2 This game was played in the annual Youth vs Experience Tournament held in the Netherlands. This year the Youth team was in a fighting mood and crushed their lower rated opponents 33.5 - 16.5. Simen Agdestein, the former Norwegian number one, is not particularly active in international chess and his opening choice against one of the rising Dutch stars is a pragmatic way to avoid the sharp edges of current theory. **5...Nbd7 6.d3 e6 7.h3 Bxf3 8.Bxf3 Bd6 9.Nd2 Qe7 10.0-0 h5 11.e3 0-0 12.Bg2 Kb8 13.c4 h4** This is an interesting position. Black boasts the slightly greater share of space but White's bishop pair, both actively placed on the long diagonals, together with his flexible pawn structure make the chances roughly equal. **14.g4 Nc5 15.Qe2 dxc4 16.dxc4 e5**

17.Rab1 a5 18.a3 Na6 19.c5?! [White's enthusiasm to prise open the queenside is understandable but 19.Bc3 looks like a more effective approach.] 19...Bxc5?! [19...Nxc5 20.b4 Na4 21.Ba1 axb4 22.axb4 Nd5 looks like a better alternative for Black.] 20.Nc4 e4 21.Nxa5 Nc7 22.b4 Bb6 23.Nc4 Ba7 White is now certainly better. While his white squared bishop is temporarily shut out of the battle for the centre, his black squared bishop dominates the board. **24.Be5 Rd5 25.Bh2 Rhd8 26.a4**



26...Kc8?! Understandably Stellwagen is very concerned about the imminent opening of the queenside after b5, but the centre is hardly safer for the Black monarch. **27.Rfcl Kd7 28.b5 cxb5 29.axb5 Ne6 30.Nd6 Bb8 [30...Rxd6 31.Bxd6 Qxd6 32.Rd1 Bd4 33.exd4 Nf4 is another option but White is still better.] 31.Nxe4 Bxh2+ 32.Kxh2 Nxe4 33.Bxe4 Qd6+ 34.Kg1 Rd2** at the cost of a pawn Black has staved off his immediate problems but it is difficult for him to increase his activity while his king remains exposed. **35.Qf3 Ke7 36.Bxb7 Ng5 37.Qg2 Qf6 38.Rf1 Rc2** One has the sense that a White victory is now inevitable but Black is now very active and the advance

of the white b pawn is not without its problems. **39.Be4 Rc4 40.Bd5 Nxb3+ 41.Kh1 Rc5 42.Bc6 Ng5 43.f4 h3 44.Qg3 Qd6** Isn't this a fantastic game? Black is using every means available to keep White tied up. The pawn on h3 is a wonderful distraction as White must be on the alert for sacrifices on c6 and penetration of Black's major pieces to the second rank. **45.e4 Ne6 46.e5 Qd2 47.f5 Rd3 48.Qh4+ Qg5**



49.Qh8? [While this move retains an advantage a quicker finish would be **49.f6+ gxf6 (49...Kd8 50.fxg7!** and wins) **50.Qh8 Rxc6 51.bxc6 Qxe5 52.Rb7+ Kd6 53.Rd7+** with a decisive material advantage.] **49...Rd8 50.f6+ gxf6 51.exf6+ Kd6 52.Qxh3?!** [Again White fails to find the most forcing line that results from **52.Rfd1+! Kc7 (52...Rd5 53.Qxd8+!)** **53.Rxd8 Nxd8 54.b6+ Kxc6 55.Qe8+ Kb7 56.Qd7+** with mate within a few more moves. The problem with allowing the game to go on is that in such complex positions it is easy to overlook a tactic and find the tables turned.] **52...Nf4 53.Qg3 Rh8+ 54.Kg1 Rc4 55.Qa3+** [White seeks the safety of a superior ending - understandable considering the complexities of the last dozen moves. One

also wonders whether time pressure was playing a role. Of course, my silicon friend finds the razor sharp variation **55.Rxf4 Qxf4 56.Qa3+ Rc5 57.Rd1+ Ke6 58.Re1+ Kxf6 59.Rf1** with myriad complexities along the way!] **55...Qc5+ 56.Qxc5+ Kxc5 57.Bf3 Rc2** Incredibly Black has found a way to continue to fight, his active pieces going some way towards compensating him for his two pawn deficit. **58.Rfc1 Rxc1+ 59.Rxc1+ Kxb5 60.Rc7 Nh3+ 61.Kg2 Ng5 62.Re7 Kb6 63.Re5 Rg8 64.Bd5 Nh7 65.Kg3 Nxf6 66.Bxf7 Rxf6+ 67.Kf3 Rg1 68.Re6+ Kc7 69.Kf2 Rg8 70.Bxg8 Nxf6** And Black finally reaches the safety of a theoretical draw. An absorbing battle. **71.Ke3 Kd7 72.Ra6 Ne7 73.Ke4 Nc6 74.Ra1 Kd6 75.Rc1 Ne7 ½-½**

Anecdotes From our Readers, continued from page 19

about sponging the spilt coffee from the board, table and floor.

Zoe did lose in the end but I think that her unintentional tacit comment – “you want to play coffee-house chess – I’ll show you coffee-house chess” – was the more abiding memory. It took this DOP fully 15 minutes for his laughter to subside.”

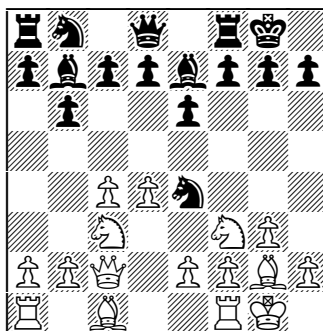
Editors Note: Chris can be assured that Zoe is not the only player to face Mark's **1f3** and (against anything) **2Kf2**. This opening, Mark dubbed 'the Vandalizer' And when followed by **3Kg3** is called the 'Advanced Vandalizer' Although not

often seen these days, Mark considered his Vandalizer a reasonable bet against anyone rated under 2000. At the Wellington Club the Vandalizer in its glory days, in actual serious games mind you, accounted for numerous victims, including both the present Editor and Technical Editor of NZ Chess, Martin Sims (Wellington) Paul Dunn and Gavin Marnier. The later three with ratings of 2000. How are good players left red faced, scuttling head down for the door, strangely unwilling to analyse? Mark, using patently obvious psychology, which nevertheless works like a treat, goads his opponents into rash over stretching. In our game I saced a minor piece and followed up sacing a rook for good measure, just what Mark wanted.... The psychology is perfect. “1f3 say what... 2Kf2 what an insult! Doesn't he know I'm ranked 138th in NZ? I'll show em, this it where it ends!” But soon our victim to his horror notices his attacking pieces are either sacrificed away, swapped off, or embarrassingly, never developed at all, in the interests a quick attack. Meanwhile Mark's advanced king no longer looks like a 9 stone weakling about to eat sand, but an endgame muscleman looking to create trouble. A crowd gathers. Our victim, beads of sweat forming, a pained look of 'how... why me...' on his face, senses mocking eyes boring in. He looks up to see heads shaking and eyes rolling. All that's left is to plan the fastest route to the front door.

Spotlight on Peter Wells, continued from page 22

In this extract from his book on the

Queens Indian defence, Wells discusses the following position after 8.Qc2;



“White challenges for the critical e4 square and crucially, by vacating the d1 square, he all but forces an immediate exchange on c3 since a later ...Nxc3 will not attack his queen and thus alternatives are likely to fail to a strengthening of pressure on the all-important long diagonal – 8...f5 9 Ne5! for example. The price for restricting Black's options in this way is that the queen on c3 does not contest e4 and may become vulnerable to a later ...Bf6. 8...Nxc3 9.Qxc3 Given the importance we have already attached to the e4 square, at least a passing query as to the viability of 9...bxc3 would be a healthy instinct. In fact, it seems there is no pressing need for Black to keep contesting it in that case. Relinquishing e4 but seeking immediate counterplay against his opponent's very weak c4 pawn by means of 9...Nc6! and ...Na5 looks a sound source of counterplay. The same passing curiosity might also be aroused by 9.Ng5?? although here the failure is tactical and much more drastic. The double attack on h7 and b7 would be potent but for Black having available the fiendish 9...Nxe2+!, deflecting White's queen, ...netting a piece.”

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