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Murray Chandler MNZM

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On the Cover: Murray Chandler playing for NZ in the 2008 Olympiad. Murray was honoured in the New Year Honours List

Express Report

This issue of the magazine was put together with some unusual time constraints. The Congress report was written during the tournament, and sitting up the front of the room gave me fresh insight into how these big tournaments are run. The experience increased the respect I have for Bruce Pollard (sole arbiter at Congress) and his colleagues. An undemonstrative chap, Bruce just gets on with the job and finds a way through in the face of adversity. He remains calm even when being harried from all sides. Including my pleas for email updates to post on the website! Then after a full day of this he would retire to his room and finish the job of entering all the games for the pgn file. I nearly heard him complain once. "I wonder if the foreign players appreciate the flags we made" he said. Apparently FIDE mandate that foreign competitors need a little flag on their table. So Ross and Bruce stayed up late making them. Did I mention Ross Jackson? What a man he is. He took on a vastly disproportionate part of the work involved in organising a very successful tournament. Thank you Ross.

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The 124th New Zealand Chess Championship

By Bill Forster

The 2017 Congress was hosted by the Wellington Chess Club and held at the CQ Hotels on Cuba Street. The headline event was the New Zealand Open, which ran for nine rounds, one game a day, from January 1st. A decent turnout of 58 players contested the event. When Wellington hosted Congress in 2013 at the same venue, there were separate tournaments with 18 players contesting the Championship and another 36 the Major Open. Not exactly explosive growth, more Bill English steady as she goes 2% p.a. growth, but at least we aren't going backwards.

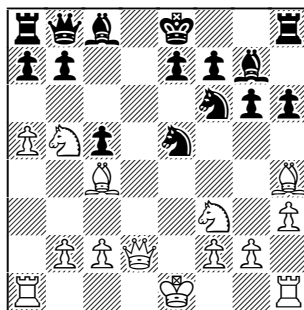
It was pleasing to see great support for the event from the local club, in particular the formidable foursome of Ker, Dive, Wastney and Croad were all playing this time. There were plenty of worthy challengers in the mix to test their mettle, with possibly rising Australian star IM Ari Dale a shrewd investor's favourite horse in the race.

The report that follows is a kind of hybrid between the traditional round by round account that tends to focus on the leaders alone, and a selected highlights account to bring in some broader coverage of the full field.

Round 1 began on an unseasonably cold, windy, wet day that no doubt warmed the hearts of Wellington haters everywhere. There were perhaps a few more upsets than normal. Scott Wastney was completely dominant in 2013 and shaded Dale for

highest FIDE Elo in this field. But his morale took a blow when he over-finessed in a complicated position against Martin Post and blundered a piece. Further down the field Bryce Lukey turned back Leighton Nicholl's attack and won material. There were two draw upsets as Anton Reid defended obstinately and successfully against John Fuatai and in an admittedly even position Arthur Pomeroy (playing his first open tournament for many years) was a little too pacific in a situation that really called for him to at least test local youngster Tama Austin's endgame skill.

Sydneysider and regular supporter of NZ chess events Sean Wathorow played his part in a pattern that's very familiar to locals. In this position as White against IM Anthony Ker, Anthony has the kind of constricted Pirc position he makes a living from.

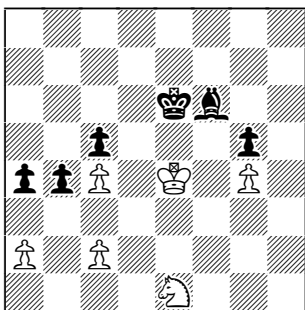


Sean missed the opportunity to grab an advantage with **16.Bg3!** when the tactics work in White's favour, although Black can go for something like **16...Ne4 17.Nxe5**

Nxd2 18.Bxf7+ Kf8 19.Nxg6+ Kxf7 20.Nxh8+ Bxh8 21.Bxb8 and Anthony has a habit of somehow coming out on top in sumptuous messes like this.

Round 2 featured young lions challenging old tuskers on the two top boards. Jack James was rather peaceable for a lion throughout the tournament, but he couldn't quite secure the draw he was looking for

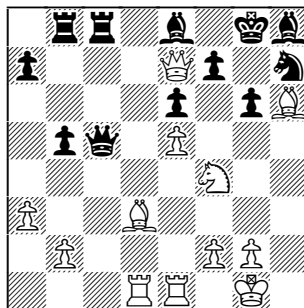
Ker - James



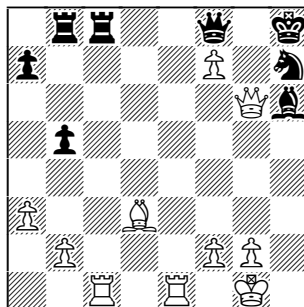
51...Bd4? 51...Be7!= 52.Nd3! Threatening Nxb4. The problem for Black now is that on this track the Bishop cannot defend both c5 and g5. The conservative and quiet retreat beats the more optically impressive advance **52...Bg1 53.Nb2 a3? 53...b3!** Gives White nothing more than an anaemic extra pawn. White would no doubt continue probing, but more mistakes will be required for him to win from there. **54.Nd3** Now Black is in Zugzwang and has to yield **54...Kd6 55.Ne5 Ke6 56.Nf3 Bf2 57.Nxg5+ Kf6 58.Nh3 Bd4 59.g5+ Kg7 60.Nf4 Kh8 61.Ne6 Bf2 62.Kd5 1-0**

By way of contrast Edward Rains went for the throat with the White pieces and secured a nice victory.

Rains - Dive



31.Nxg6!! fxxg6 32.Qxe6+ Bf7 33.Qg4 Bg7 By now Russell was hoping he was regaining control of the game, especially as Edward was joining him in time trouble, but now came a powerful concluding sequence **34.Rc1! Qf8 35.e6 Bxh6 36.exf7+ Kh8 37.Qxg6**



37...Qg7 38.Re8+ Rxe8 39.fxe8=Q+ Rxe8 40.Qxe8+ 1-0

A classy positional effort from Ewen Green;

Yee - Green

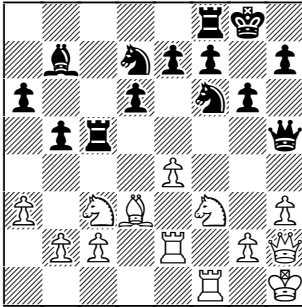
1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.Be3 a6 5.Qd2 b5 6.a3 Nd7 7.Bd3 Ngf6 8.Bh6 Bxh6 9.Qxh6 c5 10.Nf3 Qb6 11.dxc5

2017 New Zealand Open

1	IM Dale, Ari	2333	AUS	7.5	+W25	+B11	+W20	=B7	=W4	+B2	+W3	+B10	=W5
2	FM Wastney, Scott	2417	NZL	7.0	-B37	+W31	+B32	+W24	+B12	-W1	+B15	+W8	+B11
3	FM Smith, Robert	2324	NZL	6.5	+B36	+W24	+B12	+B9	+W7	=W10	-B1	=W6	=B4
4	FM Reilly, Tim	2166	AUS	6.5	+B48	+W37	+B10	=W14	=B1	=W5	=B6	+B9	=W3
5	CM Gong, Daniel Hanwen	2255	NZL	6.5	+B50	+W19	-W7	+B21	+W26	=B4	=W8	+B20	=B1
6	IM Dive, Russell	2440	NZL	6.5	+W39	-B20	+W25	=B16	+W28	+B22	=W4	=B3	+W10
7	IM Ker, Anthony	2461	NZL	6.0	+B18	+W15	+B5	=W1	-B3	+W16	-B10	=W21	+B22
8	CM Peng, Shunkai	2021	CHN	6.0	+B58	+W23	=B14	=B13	=W9	+W17	=B5	-B2	+W20
9	FM Lukey, Stephen	2356	NZL	6.0	+B34	+W16	+B17	-W3	=B8	=W15	+B23	-W4	+B21
10	FM Croad, Nicholas	2398	NZL	5.5	+W30	+B21	-W4	+B11	+W20	=B3	+W7	-W1	-B6
11	CM Forster, William	2081	NZL	5.5	+B33	-W1	+B48	-W10	=B43	+W36	+B12	+W16	-W2
12	Fan, Allen Chi Zhou	2153	NZL	5.5	+W27	+B53	-W3	+B19	-W2	=B24	-W11	+W25	+B34
13	Morrell, Gordon	2181	CAN	5.5	+B45	=W32	+B29	=W8	=B15	=W14	=B21	=W22	=W18
14	FM Green, Ewen	2255	NZL	5.5	+W44	+B26	=W8	=B4	=W22	=B13	-W20	=B24	+W28
15	James, Jack	2125	NZL	5.5	+W51	-B7	+W43	+B56	=W13	=B9	-W2	=B27	+W26
16	WFM Timergazi, Layla	2117	NZL	5.5	+W40	-B9	+W27	=W6	+B50	-B7	+W28	-B11	+W24
17	Nijman, Brian	2192	NZL	5.5	+W43	+B22	-W9	-B26	+W39	-B8	=B38	+B36	+W29
18	Watharow, Sean	1949	AUS	5.5	-W7	-B27	+W38	+B51	+W52	-B21	+W30	+W23	=B13
19	Kulkarni, Yogesh	2029	NZL	5.5	+W54	-B5	+W52	-W12	+B45	-B20	=W24	+B38	+W29
20	CM Rains, Edward	2123	NZL	5.0	+B31	+W6	-B1	+W37	-B10	+W19	+B14	-W5	-B8
21	Perry, Roger	2114	NZL	5.0	+B46	-W10	+B45	-W5	+B25	+W18	=W13	=B7	-W9
22	Goodhue, Nathan	2035	NZL	5.0	+B49	-W17	+B33	+W23	=B14	-W6	+W29	=B13	-W7
23	CM Milligan, Helen	2178	NZL	5.0	+W47	-B8	+W44	-B22	+W30	+B26	-W9	-B18	+W40
24	Jackson, L Ross	2049	NZL	4.5	+W55	-B3	+W51	-B2	+W27	=W12	=B19	=W14	-B16
25	Jellyman, Riley	1838	NZL	4.5	-B1	+W38	-B6	+W46	-W21	+B51	+W32	-B12	=W30
26	Yee, Stanley	2049	NZL	4.5	+B38	-W14	+B41	+W17	-B5	-W23	+B37	=W34	-B15
27	Lu, Lillian	1710	AUS	4.5	-B12	+W18	-B16	+W34	-B24	+BYE	+W39	=W15	-B17
28	Nicholls, Leighton	2076	NZL	4.5	=W52	=B35	+W40	+W29	-B6	+W50	-B16	+W46	-B14
29	Fuatai, Fuatai	2106	NZL	4.5	=W42	+B52	-W13	-B28	+W40	+W37	-B22	+W43	-B19
30	Picken, Oliver	1900	NZL	4.5	-B10	-W33	+B58	+W31	-B23	+W41	-B18	+W50	=B25
31	Wight, Joshua	1629	NZL	4.5	-W20	-B2	+W54	-B30	+W55	-B35	+W42	+B39	+W36
32	Christie, Richie	1974	NZL	4.5	+W57	=B13	-W2	=W50	=B33	=W43	-B25	=B35	+W44
33	Oka, Hikaru	1559	AUS	4.5	-W11	+B30	-W22	+B44	=W32	-B39	-B36	+BYE	+W43
34	Rossiter, Philip	1900	NZL	4.5	-W9	-B51	+W55	-B27	+W42	+B52	+W35	=B26	-W12
35	Pomeroy, Arthur	2137	NZL	4.5	=B41	=W28	-B50	+W36	=B37	+W31	-B34	=W32	+B46
36	Brockway, Andrew	1826	NZL	4.0	-W3	=B40	+W42	-B35	+W56	-B11	+W33	-W17	=B31
37	Post, Martin	1936	NZL	4.0	+W2	-B4	+W53	-B20	+W35	-B29	-W26	-B40	+W50
38	Dias, Douglas	1399	AUS	4.0	=W26	-B25	-B18	+W47	+B48	+W45	=B17	-W19	=B41
39	Barraza Perez, Jesus	1947	NZL	4.0	-B6	+W46	-B56	+W41	-B17	+W33	-B27	-W31	+B47
40	Murdoch, Stephen	1593	NZL	4.0	-B16	=W36	-B28	+W49	-B29	+W48	=B50	+W37	-B23
41	Austin, Tama	1681	NZL	4.0	=W35	=B42	-W26	-B39	+W54	-B30	+W49	=B44	=W38
42	Reid, Anton	1583	NZL	4.0	=B29	=W41	-B36	-W45	-B34	+W53	-B31	+B51	+W52
43	Shaw, Robin	1778	AUS	3.5	-B17	+W58	-B15	+W53	=W11	=B32	=W44	-B29	-B33
44	Gold, Hamish	1788	NZL	3.5	-B14	+W49	-B23	-W33	=B46	+W47	=B43	=W41	-B32
45	Stracy, Don	1747	NZL	3.5	-W13	+B54	-W21	+B42	-W19	-B38	=W52	-BYE	+B53
46	Winter, Ryan	1592	NZL	3.5	-W21	-B39	+W57	-B25	+W44	+B49	+W51	-B28	-W35
47	Pakenham, John	1724	NZL	3.5	-B23	-W56	=B49	-B38	+W58	-B44	+W55	+B52	-W39
48	Cunningham, Patrick	1717	NZL	3.5	-W4	+B57	-W11	-B52	-W38	-B40	=B54	+W55	+B58
49	Oka, Itsuki	0	AUS	3.5	-W22	-B44	+W47	-B40	+B57	-W46	-B41	+W58	+B54
50	List, Robert	1780	NZL	3.0	-W5	+B55	+W35	=B32	-W16	-B28	=W40	-B30	-B37
51	Wevers, Alexis	1649	NZL	3.0	-B15	+W34	-B24	-W18	+B53	-W25	-B46	-W42	+B57
52	Lukey, Bryce	1526	NZL	2.5	+B28	-W29	-B19	+W48	-B18	-W34	=B45	-W47	-B42
53	Oka, Tsukasa	1276	AUS	2.5	+BYE	-W12	-B37	-B43	-W51	-B42	+B57	=W54	-W45
54	He, Caleb	1145	NZL	2.5	-B19	-W45	-B31	+W57	-B41	=B55	=W48	=B53	-W49
55	Zhao, Aiden Tyler	1298	NZL	2.5	-B24	-W50	-B34	+W58	-B31	=W54	-B47	-B48	+BYE
56	Molina Barrera,G (W)	2038	MEX	2.0	+B47	+W39	-W15	-B36	-BYE				
57	Luukonen, Marius	694	NZL	2.0	-B32	-W48	-B46	-B54	-W49	+B58	-W53	+BYE	-W51
58	He, Paul	957	NZL	1.0	-W8	-B43	-W30	-B55	-B47	-W57	+BYE	-B49	-W48

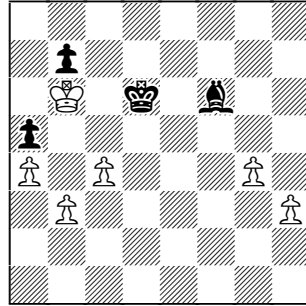
Qxc5 12.0-0 Bb7 13.Rfe1 Qxf2+ 14.Kh1 Qc5 15.Re2 Qh5 16.Qf4 0-0 17.Rf1 Rac8 18.h3 Rc5 19.Qh2

of its misery only because the reward is a whole extra Queen **0-1**

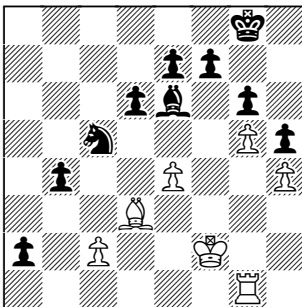


Black has already banked a free pawn with a nice little trick, and now sacrifices an exchange to create Queenside targets **19...Rxc3 20.bxc3 Qc5 21.Qg1 Qxc3 22.Ra1 Nh5 23.Kh2 Ne5 24.Rf1 Nxf3+** This exchange increase Black's dark square domination **25.Rxf3 Qe5+ 26.g3 Bc8 27.Qg2 Be6 28.Ref2 Rc8 29.Kg1 Rc3 30.g4 Nf6 31.Re2 Rxa3 32.Rf1 h5 33.g5 Nd7 34.Ree1 Nc5 35.Rf3 a5 36.Rg3 b4 37.h4 a4 38.Rge3 Ra1 39.Rxa1 Qxa1+ 40.Kh2 Qe5+ 41.Kg1 Qd4 42.Qf2 a3 43.Rg3 Qxf2+ 44.Kxf2 a2 45.Rg1**

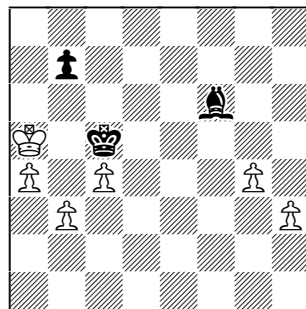
Pakenham – Molina Barrera



White already has three pawns for the Bishop and now captures a fourth. There are two juicy looking options but one of them is poisoned **51.Kxa5??** Oh no (After **51.Kxb7** Black will be gradually overwhelmed, for example **51...Kc5 52.Kc7 Kb4 53.Kd7 Bh4 54.Ke6 Bd8 55.Kf5 Kxb3 56.g5 Bxg5 57.Kxg5 Kxa4 58.h4** and White's new Queen controls a1 just in time) **51...Kc5**



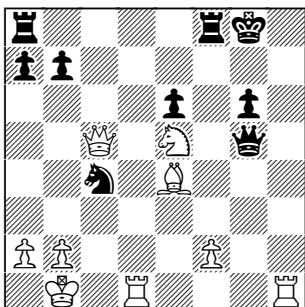
45...Nxd3+ The Bishop has been a miserable piece forever, it's finally put out



A remarkable position, White is a victim of his own success, his extra material seals him in a grave **52.b4+ Kc6 53.b5+ Kc5 54.b6 Bc3# 0-1**

Gong - Kulkarni

1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nc3 e6 5.g4 Be4? This is an unfortunate novelty and for the rest of the game White has a lot of fun 6.Nxe4 dxe4 7.Bg2 f6 8.exf6 Nxf6 9.g5 Nd5 10.Bxe4 g6 11.c4 Bb4+ 12.Bd2 Bxd2+ 13.Qxd2 Ne7 14.Nf3 Nd7 15.0-0 0-0 16.h4 Nb6 17.Ne5 Nf5 18.h5 Nxd4 19.hxg6 hxg6 20.Qxd4 Qxg5+ 21.Kb1 c5 22.Qxc5 Nxc4



23.Rh8+ Kg7 24.Qc7+ 1-0

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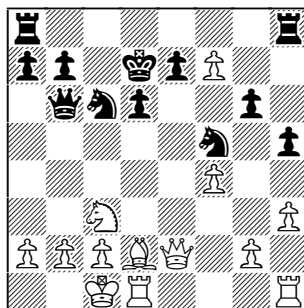
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Round 3

Gong - Ker

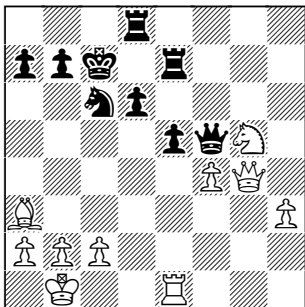
1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f4 Bg7 5.Nf3 c5 6.Bb5+ Bd7 7.e5 Ng4 8.e6 Bxb5 9.exf7+ Kd7 10.Nxb5 Qa5+ 11.Nc3 cxd4 12.Nxd4 Bxd4 13.Qxd4 Nc6 14.Qc4 Qb6

15.Qe2 h5 16.h3 Nh6 17.Bd2 Nf5 18.0-0-0



Anthony has been offered this exchange sac many times before. I see from the Wellington Club database I've done it three times myself, managing one draw due to a repetition since Anthony could see something for White that wasn't apparent to me! I remember Anthony telling me in one of the post-mortems that he first started accepting this sac in the 1980s! With an hour or two of preparation it is possible to convince yourself you can get a White position that the computer will love from here. The problem is that the computer will only love it because there are multiple precise tactical paths to follow. There is not a clear and obvious plan for White – it's more a matter of making sure you don't miss one of a variety of different winning combinations that can justify White's play – even if they are deep and difficult. It's the exact opposite of “the position plays itself”. You cannot slowly build up as Anthony will consolidate and beat you back if you so much as allow him to draw breath. Which is exactly what happens here. 18...Ng3 19.Qd3 Nxe1 20.Qxg6 Rxf8 21.Rxe1 Nd8 22.Qf5+ e6 23.Qf6 Qa5 24.Re1 Qf5 25.Qd4 Nc6 26.Qa4 Once

Black can grab the f7 pawn without punishment, his problems are over
26...Rxf7 27.Ne4 Kc7 28.Qb3 Re7 29.Kb1 Rg8 30.g3 Rge8 31.Bb4 Rd8 32.Ba3 h4 33.Ng5 hxg3 34.Qxg3 e5 35.Qg4

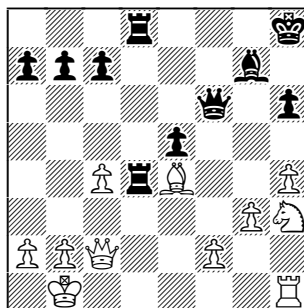


35...Qxg4! This is not just an obvious liquidation, there is a nice concealed trick...
36.hxg4 exf4 37.Rxe7+ Nxe7 ...is White getting his exchange back with this fork?... 38.Ne6+ Kd7 39.Nxf4 (...no 39.Nxd8?? f3 and the pawn strolls home untouched) 39...Rf8 Nominally Black's material advantage of Rook for Bishop and Pawn might seem small, but the Rook can now run rampant in the wide open spaces. In this particular position in fact White has terminal back rank issues. **40.Nd3 Rf1+ 41.Nc1 Nd5 42.c3 b5 43.Bb4 Nxb4 44.cxb4 Ke6 45.Kc2 Rf4 46.a3 Rxg4 47.Nb3 Kd5 48.Na5 Rg2+ 49.Kc3 Ke4 50.Nb7 Ke5 51.Nd8 Kd5 52.Nb7 Rg7 53.Na5 Ke4 54.Nb3 Rg3+ 55.Kc2 Rxb3 0-1**

Croad - Reilly

1.d4 d6 2.c4 f5 3.Nc3 Nf6 4.Bg5 Nbd7 5.Qc2 g6 6.h4 h6 7.Bxf6 Nxf6 8.Nh3 e5 9.0-0-0 Qe7 10.g3 Bg7 11.dxe5 dxe5 12.e4 0-0 13.Bd3 fxe4 14.Nxe4 Bg4 15.Rde1 Bf3 16.Nxf6+ Qxf6 17.Bxg6

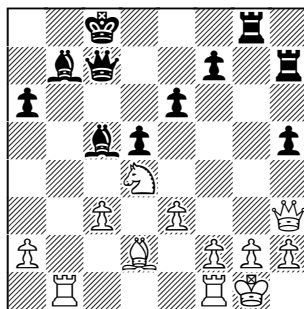
Bxh1 18.Rxh1 Rad8 19.Bh7+ Kh8 20.Be4 Rd4 21.Kb1 Rfd8



A rather depressing position for White **22.Bd5? e4!** Now the White bishop can't move without allowing Rd1+ and mate on b2 **23.Ng5 R8xd5! 24.cxd5 Rb4 0-1**

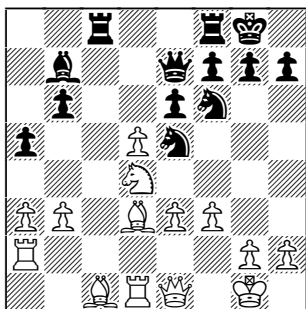
Cunningham - Forster

I've just played Rh7, hoping to combine attack with defence across the second rank but leaving a couple of undefended pieces and setting up a tactics-fest for White



22.Nxe6! On the surface a simple enough tactic, but wait, there's more... **22...Qd7** Already desperate, pinning the knight against the (effectively) undefended Qh3. Now neither player noticed the really beautiful instant knockout blow **23.Rxb7!!**

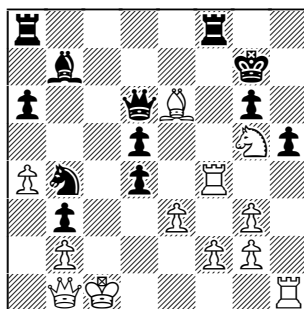
If the rook is captured Nxc5 now comes with a devastating check (Black can choose whether it's a fork or a discovery) and if 23...Qxe6 24.Qxe6 fxe6 25.Rxh7 this time a pin is the theme that yields a whole rook plus. Sadly White chose instead the prosaic 23.Nf4 and after Qxh3 24.Nxh3 Rhg7 Black has some play for his two pawns that quickly metastasized into a winning attack 25.Nf4 d4 26.g3 dxe3 27.Bxe3 Bxe3 28.fxe3 h4 29.Nh5 Rg5 30.Rxf7 Bd5! Now three pawns down I was lucky to have this resource, the wonderful bishop covers all the important squares defensively and sets up a mate offensively 31.Ra7 (if 31. Rh7 Be4! and the Bishop is hurting White in all four corners simultaneously!) Rxh5 32.c4 Be4 33.Rb6 hxg3 34.hxg3 Rf8 0-1 Ironically in the next round against Nic Croad my fondness for developing rooks on the second rank got me into trouble again due to the same capture. Black to play and win;



17...Rxc1! 0-1 Black is going to win a whole piece with the knight fork on d3, irrespective of whether the Bishop is still there or not (if White tries Bxh7+). Maybe there is some previously unsuspected rule in chess that you can't put a rook on the

second rank without giving your opponent rook takes bishop wins!

Austin, Tama - Yee, Stanley



27.Rxh5! Rxh4 28.gxf4?? How often is a routine capture the fatal error? (28.Rh7+ Kf8 (28...Kf6 29.Rf7+ Kxg5 30.exf4+ Kh6 31.Kd2 forces mate) 29.gxf4 with a winning attack) 28...Qc5+ 29.Kd1 Qc2+ 30.Qxc2 bxc2+ 31.Kc1 gxh5 32.exd4 Re8 33.f5 Bc8 34.f4 Bxe6 35.fxe6 Rc8 0-1

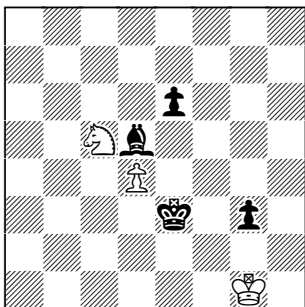
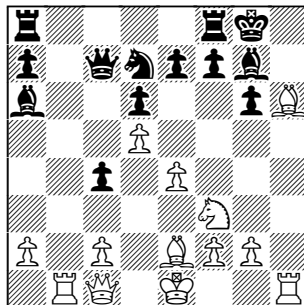
Round 3 also featured the first ever Mexico v Mexico clash in a NZ Congress (I assume). Sadly Molina Barrera chose to withdraw early. I should also note that Jesse Barraza has now registered as a New Zealand player (welcome Jesse).

Round 4

Ker - Dale

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6 5.Nf3 e6 6.Be3 Be7 7.dxc5 Qxd1+ 8.Kxd1 0-0 9.Nbd2 Ng4 10.b4 a5 11.Bc4 b6 This apparent innovation was an over-the-board move, as Ari had forgotten his preparation which began with 11...axb4. Never-the-less Black soon collects all the weak Queenside pawns and White suffers. 12.cxb6 Nxe3+

13.fxe3 axb4 14.cxb4 Nd7 15.b5 Nxb6
 16.Bb3 Bd7 17.Nd4 Bf6 18.Rb1 Bxd4
 19.exd4 Bxb5 20.Kc2 Bc6 21.Bxe6 fxe6
 22.Rxb6 Rxa2+ 23.Rb2 Rxb2+ 24.Kxb2
 Rf2 25.Kc3 Bxg2 26.Re1 Bd5 27.Nf1 h5
 28.Kd3 Kf7 29.Rc1 g5 30.Kc3 Rf3+
 31.Ke2 Rh3 32.Rc2 Kf6 33.Kf2 Rd3
 34.Rd2 Rxd2+ 35.Nxd2 Kf5 36.Kg3 h4+
 37.Kf2 Kf4 38.Ke2 g4 39.Kf2 Bf3 40.Nb3
 g3+? Premature 41.hxg3+ hxg3+ 42.Kg1
 Ke3 43.Nc5 Bd5

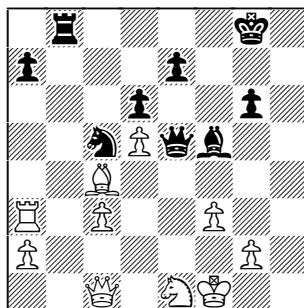


44.Kf1! The g-pawn alone will never be enough with White's king unable to be driven from the dark square g1. So Black needs to capture the e pawn, and only the King can do that. But White has a saving trick to cover that possibility 44...Kf3 (44...Kxd4 45.Nxe6+! Bxe6 46.Kg2=) 45.Kg1 Kf4 46.Kf1 Kf5 47.Kg1 Kf6 48.Nd3 Be4 49.Nc5 Bf3 50.Nd3 Bd5 51.Nc5 Ke7 52.Nd3 Kd6 53.Nf4 Bf3 ½-½

Lukey - Smith

1.d4 Nf6 2.Bg5 c5 3.d5 Ne4 4.h4 Qb6
 5.Nd2 Nxd2 6.Bxd2 Qxb2 7.e4 g6 8.Rb1
 Qe5 9.Bd3 c4 10.Nf3 Qc7 11.Be2 Bg7
 12.Rb4 b5 13.Rxb5 Ba6 14.Rb1 0-0
 15.h5 d6 16.hxg6 hxg6 17.Qc1 Nd7
 18.Bh6

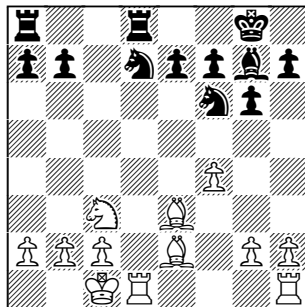
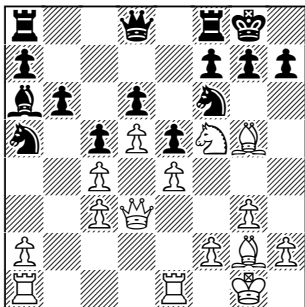
The position looks promising for White but it soon turns around 18...Bc3+ 19.Bd2 Qa5 20.Kf1 Rfb8 21.Rxb8+ Rxb8 22.Be1 Bxe1 23.Nxe1 Qc3 24.Rh3 Qg7 25.Ra3 Nc5 26.c3 Bc8 27.f3 f5 28.exf5 Bxf5 29.Bxc4 Qe5



30.Rxa7? Rb1 31.Qd2 Bd3+ White wins a piece by (unusually) forking Bishop and King 32.Kf2 Bxc4 33.Ra8+ Kf7 0-1

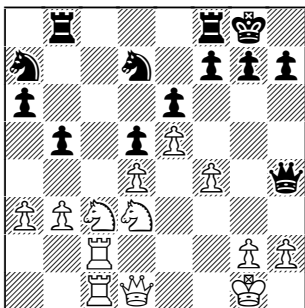
Timergazi - Dive

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.g3 c5 5.Nf3
 0-0 6.Bg2 Qe7 7.0-0 Bxc3 8.bxc3 d6
 9.Re1 Nc6 10.e4 e5 11.d5 Na5 12.Qd3 b6
 13.Nh4 Ba6 14.Nf5 Qd8 15.Bg5



15...h6 (if 15...Bxc4 16.Qf3 threatening Nh6+ and Ng4 is very strong) 16.Bh4 Kh7 17.g4 g5 18.Bxg5 hxg5 19.Qh3+ Kg8 20.Nh6+ Kg7 21.Nf5+ and perpetual check ½-½

Nicholls - Fuatai



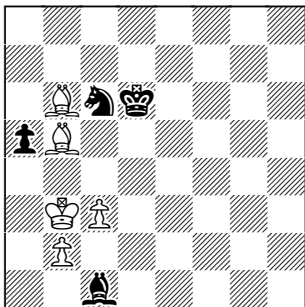
23.Nxd5 Nc8 24.g3 Qd8 25.Rxc8 1-0

Round 5

Smith - Ker

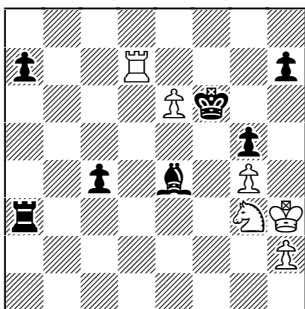
Anthony has been giving endgame lessons but here he receives one 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f4 Bg7 5.Nf3 c5 6.dxc5 Qa5 7.Qd3 Qxc5 8.Be3 Qa5 9.e5 dxe5 10.Qb5+ Qxb5 11.Bxb5+ Bd7 12.Nxe5 0-0 13.Nxd7 Nbx7 14.0-0-0 Rfd8 15.Be2

This is a completely different approach to attempting to punish Ker's Pirc addiction in general and his narrow choice of lines in particular. Gong-Ker is (one of) the rip his head off methods, this is (one of) the slow torture methods. On this occasion at least, the slow approach works out better. After the early high point in round 3 Anthony seemed to spend much of the rest of the tournament playing the unpromising positions that well prepared opponents can routinely obtain against him. It's hard to escape the conclusion he needs to broaden his very narrow repertoire. 15...Ne8 16.Ne4 b6 17.Rd3 Ndf6 18.Nxf6+ Bxf6 19.Rxd8 Rxd8 20.Rd1 Rxd1+ 21.Bxd1 Nd6 22.Be2 Nf5 23.Bf2 e5 24.fxe5 Bxe5 25.g3 Kf8 26.c3 Ke7 27.a4 Kd6 28.Kc2 Ne7 29.a5 bxa5 30.Bxa7 Nc6 31.Bb6 h5 32.Bc4 f5 33.Bf7 f4 34.gxf4 Bxf4 35.Bxg6 Bxh2 36.Bxh5 Bf4 37.Be2 Bg5 38.Kb3 Bc1 39.Bb5



The loss of a second pawn signals the beginning of the end. The rest is just a steady advance. Black plays on until the bitter end, hoping no doubt for a chance to exchange his knight for the dark squared Bishop or some other trick 39...Ne5 40.Kc2 Bg5 41.Bxa5 Kc5 42.Be2 Nc6 43.Bc7 Bf6 44.Bg3 Ne5 45.Bf2+ Kd5 46.b3 Be7 47.Bf1 Kc6 48.Bd4 Bd6 49.c4 Kd7 50.Bh3+ Kd8 51.Bg2 Nd7 52.Kc3 Bg3 53.b4 Be1+ 54.Kb3 Kc7 55.c5 Bg3 56.b5 Nf8 57.Bd5 Ng6 58.Be4 Ne5 59.b6+ Kd7 60.Ka4 Kc8 61.Kb5 Nf7 62.Bd5 Ne5 63.Be4 Nf7 64.Bf6 Kb8 65.Be7 Bf4 66.Bd5 Nh8 67.Kc6 Ng6 68.Bd6+ Bxd6 69.Kxd6 1-0

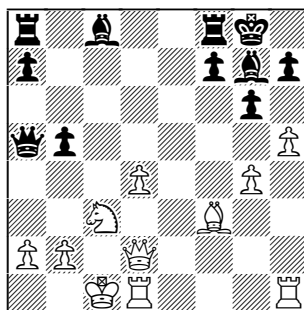
Dale - Reilly



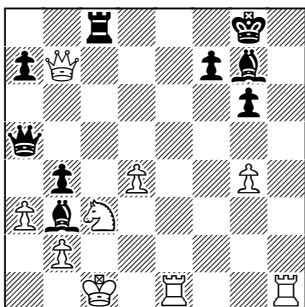
White is tied up and Black's passers are dangerous 41.Rf7+ A good try 41...Kxe6? (41...Kg6 42.Rf8 Re3 43.e7 Be6 44.Rc8 Bb5 and Black should win without too much difficulty) 42.Re7+! Kxe7 ½-½ Stalemate #1 of 4 in this report.

Fan - Wastney

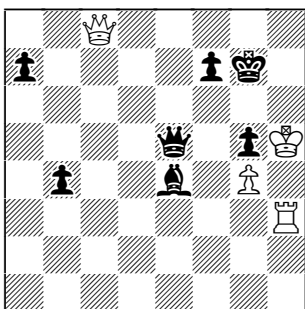
1.Nf3 d5 2.c4 d4 3.e3 Nc6 4.d3 g6 5.exd4 Nxd4 6.Nxd4 Qxd4 7.Nc3 c6 8.Be3 Qd8 9.Be2 Nh6 10.d4 Nf5 11.Qd2 Bg7 12.0-0 0-0 13.g4 Nxe3 14.fxe3 b5 15.h4 Qa5 16.h5 e5 17.cxb5 exd4 18.exd4 cxb5 19.Bf3



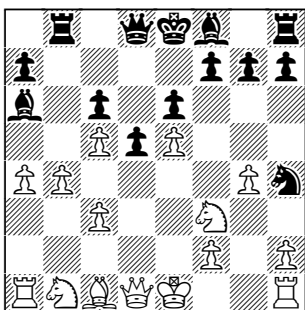
19...Be6! Black invests an exchange to clear the 'c' file quickly. 20.Bxa8 Rxa8 21.hxg6 hxg6 White's position is joyless and Black breaks through with a few powerful strokes 22.a3 Bb3 23.Rde1 b4 24.Qg2 Rc8 25.Qb7



25...Rxc3+! 26.bxc3 Qxa3+ 27.Kd2 Qb2+
 28.Ke3 Qxc3+ 29.Kf4 Qxd4+ 30.Kg3
 Be5+ 31.Rxe5 Qxe5+ 32.Kh4 g5+ 33.Kh5
 Bd5 34.Qc8+ Kg7 35.Rh3 Be4 0-1

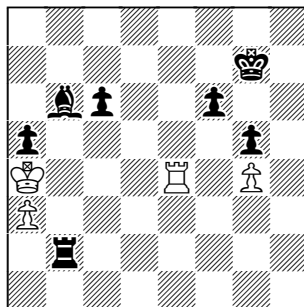


List - Timergazi



12.Nbd2?? No doubt this move has many fine positional characteristics, but there is a slight technical drawback to the idea which is left as an exercise for the reader 0-1

Winter - Gold



53...c5? 54.Re7+ Kg6 55.Rg7+! Kh6
 56.Rh7+ ½-½ Stalemate #2. It was a real theme in the tournament. Herman van Riemsdijk will be happy. No doubt Nigel Short is also an avid reader and presumably he will have the opposite reaction!

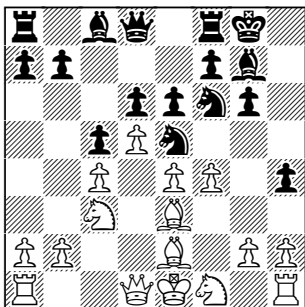
Round 6

Bob Smith was by now the only player with a perfect score. In a tense Najdorf Sicilian Nic Croad as Black seemed to win the opening battle, but Bob managed to get on top before a repetition ended proceedings early as the clock became an important factor. On board two Scott Wastney's comeback from his first round hiccup stalled at the hands of Ari Dale. Scott's normally impeccable preparation for once let him down and in a Caro Kann line that he hadn't studied for years he unwisely and unsoundly sacc'ed (a lot of) material.

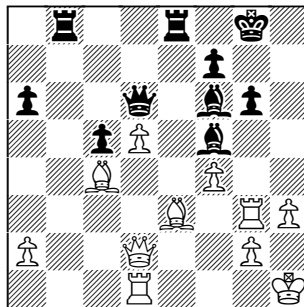
Daniel Gong unleashed some fireworks in the opening and pushed Tim Reilly around for the rest of the game without being able to land a knockout blow (I know I use a lot of cliches – but they become cliches for good reasons!).

Reilly - Gong

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3 0–0 6.Be3 c5 7.Nge2 Nc6 8.d5 Ne5 9.Ng3 h5 10.Be2 h4 11.Nf1 e6 12.f4



12...Nxc4! This is theory I suppose
 13.Bxc4 b5 14.Nxb5 Now Black gets on top The super GM clash Svidler-Grischuk London 2013 continued in maximally chaotic fashion with 14.Bxb5 exd5 15.e5 dxe5 16.fxe5 Bg4 17.exf6 Bxd1 18.fxg7 Kxg7 19.Bxc5 h3 20.Rxd1 hxg2 21.Rg1 gxf1Q+ 22.Kxf1 and Black managed to eventually draw with Queen against three very active pieces 14...exd5 15.exd5 Re8 16.h3 Ne4 17.Rb1 Ng3? 17...Qa5+! pushes White beyond breaking point 18.Nxg3 hxg3 19.Qd2 Bf5 20.Rd1 a6 21.Nxd6! necessary, White can't allow Black to play ...Bd4 unmolested 21...Qxd6 22.0–0 Bxb2 23.Rf3 Bf6 24.Rxg3 Rab8 25.Kh1

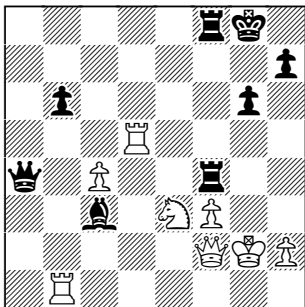


25...Rb4 The simple 25...Rb2! followed by ...Bh4 and ...Be4 targeting g2 wins for Black 26.Bd3 Rb2 27.Qc1 Bxd3 28.Bxc5 Qxd5 29.Rxd3 Qxa2 30.Rd1 Rc2 31.Qa3 Qc4 32.Bd6 Qe2 33.Qd3 White finally manages to force the Queens off and the game burns out to a draw 33...Qxd3 34.Rxd3 Re1+ 35.Kh2 Rcc1 36.Rge3 Rxe3 37.Rxe3 a5 38.Re8+ Kh7 39.Ra8 Ra1 40.Ra7 Kg7 41.Be5 Bxe5 42.fxe5 Kg8 ½–½

Layla Timergazi uncharacteristically blundered horribly in the opening against Anthony Ker. Russell Dive outmanoevred Nathan Goodhue.

Goodhue - Dive

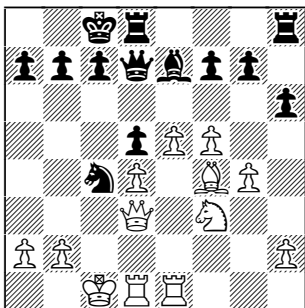
1.c4 e5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.e4 d6 6.Nge2 Nge7 7.d3 0–0 8.0–0 f5 9.exf5 Nxf5 10.Nd5 Nfd4 11.Nxd4 Nxd4 12.Ne3 c6 13.Nc2 Ne6 14.Be3 c5 15.Qd2 (=) 15...a5 16.Rab1 Rb8 17.a4 Bd7 18.b3 Bc6 19.Bh6 Bxg2 20.Kxg2 Nf4+ 21.Bxf4 exf4 22.f3 d5 23.Qf2 Qb6 24.b4 axb4 25.Rxb4 Qc6 26.Rb5 b6 27.Rfb1 dxc4 28.dxc4 Bc3 29.gxf4 Rxf4 30.Rxc5 Qxa4 31.Rd5 Rbf8 32.Ne3



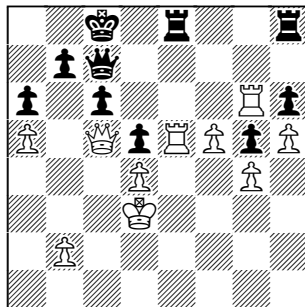
32...Rxf3 33.Qxf3 Qa2+ 34.Kg1 Rxf3 0-1

Lower down, this nice thematic exploitation of a space advantage by Hamish Gold caught my eye.

Gold - Pakenham



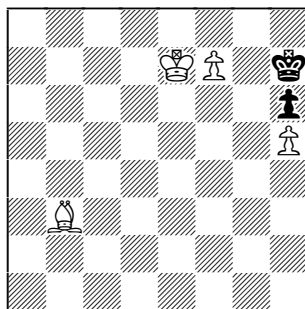
19.e6 fxe6 20.Rxe6 Bf6 21.h4 g5 22.Be5 Bxe5 23.Nxe5 Nxe5 24.Rxe5 Rde8 25.h5 Kd8 26.Rde1 Rhf8 27.Qa3 a6 28.Qc5 c6 29.Qb6+ Kc8 30.Kd2 Rg8 31.Kd3 Rg8 32.Qa7 Kc7 33.a4 Qc8 34.a5 Kd7 35.Qc5 Qd8 36.Re6 Kc8 37.R1e5 Rh8 38.Rg6 Qc7



39.Rxh6 Qg7 40.Rxh8 Qxh8 41.Qd6 Rd8 42.Qe6+ Kc7 43.Qf7+ Rd7 44.Re7 Qd8 45.Rxd7+ 1-0

The very bottom boards frequently featured small children battling each other. Who didn't experience a tragedy like this when starting out?

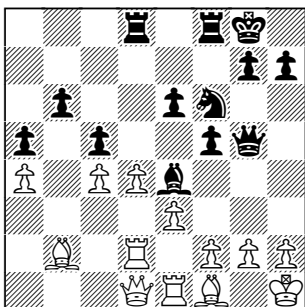
Zhao, Aiden Tyler - He, Caleb



69.f8=Q?? 1/2-1/2 Stalemate #3.

Round 7

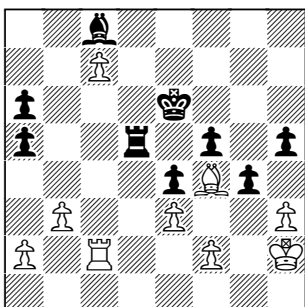
Top board was Dale-Smith. Bob enjoyed an early flurry of Nimzo activity, but from this position he was steadily pushed back.



23.f3 Bc6 24.d5 exd5 25.cxd5 Bd7 26.Qb3 Qh4 27.Ra1 Rb8 28.Be5 Rbe8 29.Bd6 Rf7 30.Qxb6 Rxe3 31.Qxa5 c4 32.Bg3 Qh6 33.Bxc4 Kh8 34.Rd4 Nh5 35.Bf2 Re8 36.Qd2 Qd6 37.a5 f4 38.a6 Bf5 39.Bb5 Rb8 40.a7 Rxa7 41.Rxa7 Rxb5 42.Ra8+ Rb8 43.Rxb8+ Qxb8 44.Rb4 Qd6 45.Rb6 1-0

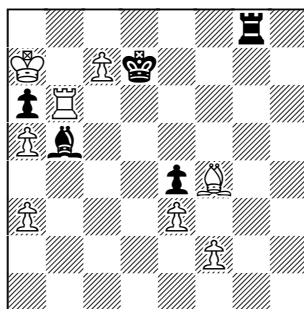
Bob had fallen from the lofty heights of 5 from 5 to 5.5 from 7 and with 6.5 from 7 Ari had established a grip on the tournament he wouldn't relinquish.

Croad - Ker



A strategically hopeless position for Black 35...Kd7 36.Kg3 Bb7 37.Kh4 gxh3 38.Kxh3 Bc8 39.Kh4 Rd1 40.Kxh5 Rd5

41.Kg6 Bb7 42.Kf6 Bc8 43.Be5 Bb7 44.Kxf5 Kc8 45.Ke6 Rd7 46.Bg3 Bd5+ 47.Ke5 Bb7 48.Kf6 Bd5 49.Rc5 a4 50.bxa4 Rf7+ 51.Kg6 Rd7 52.a3 Bf7+ 53.Kf6 Bd5 54.Rc1 Rf7+ 55.Kg6 Rf8 56.Rb1 Bb7 57.Kg7 Re8 58.Kf7 Rh8 59.Be5 Rh7+ 60.Kg6 Re7 61.Kf6 Re8 62.Rd1 Bc6 63.a5 Bb7 64.Bf4 Bc6 65.Kf7 Rh8 66.Rd4 Rh7+ 67.Ke6 Rh8 68.Kd6 Bb7 69.Kc5 Rg8 70.Kb6 Ba8 71.Ka7 Bc6 72.Rd6 Bb5 73.Rb6 Kd7

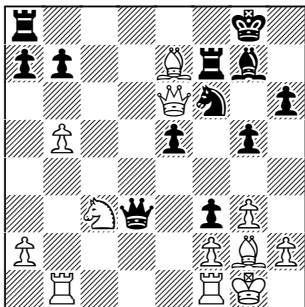


The logical consequence of the previous 74.Rxb5 axb5 75.Kb7 1-0

Russell Dive missed some good opportunities to beat Tim Reilly.

Dive - Reilly

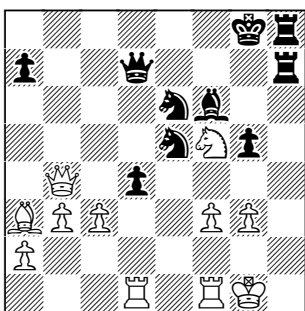
1.Nf3 g6 2.g3 Bg7 3.Bg2 e5 4.0-0 Nc6 5.c4 d6 6.Nc3 f5 7.d3 Nf6 8.Rb1 0-0 9.b4 h6 10.b5 Ne7 11.c5 Be6 12.Ba3 g5 13.cxd6 cxd6 14.Qa4 f4 15.Nd2 d5 16.Qb3 Rf7 17.Nde4 dxe4 18.Qxe6 f3 19.exf3 Qxd3 20.Bxe7 exf3



21.Bxf6 21.Rfd1! wins 21...Qxc3 22.Rbc1 Qb2 23.Bxf6 and both White rooks are going to the seventh rank **21...fxg2 22.Rfe1 Bxf6 23.Nd5** And now 23.Ne4! heading to d6 wins the exchange **23...Bg7 24.Ne7+ Kf8 25.Ng6+ Kg8 26.Ne7+ ½-½**

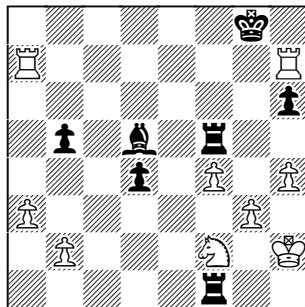
Passive play from Jack James led to a huge attacking position for Scott Wastney and an attractive mate.

James - Wastney



37...Rh1+ 38.Kf2 R8h2+ 39.Ke1 Nxf3#
0-1

Milligan - Lukey

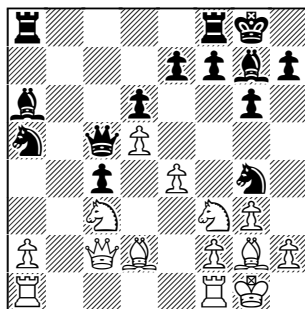


39.Rhg7+? The wrong Rook White can draw by keeping Black busy with the threat of lawnmower mate 39.Rag7+ Kf8 40.Rc7 Rxf2+ 41.Kg1 Rg2+ 42.Kf1 Kg8 43.Rcg7+ Kf8 44.Rc7 **39...Kf8 40.Rh7 Rxf2+ 41.Kh3 Rf7 42.Raxf7+ Bxf7 43.Rxh6 d3 44.Rd6 d2 0-1**

Edward Rains played some very attractive chess and looks to be on the verge of joining New Zealand's elite players.

Green - Rains

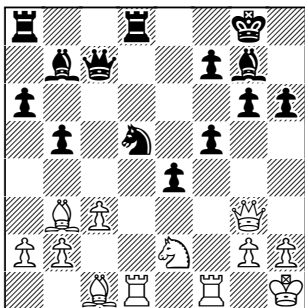
1.d4 Nf6 2.c4 g6 3.g3 Bg7 4.Bg2 0-0 5.Nc3 d6 6.Nf3 Nc6 7.0-0 a6 8.d5 Na5 9.Nd2 c5 10.Qc2 b5 11.cxb5 axb5 12.Nxb5 Qb6 13.Nc3 Bf5 14.e4 Bc8 15.b3 Ba6 16.Re1 Ng4 17.Nf3 c4 18.b4 Qxb4 19.Bd2 Qc5 20.Rf1



20...Nb3! 21.axb3 cxb3 22.Qxb3 Bxf1
23.Rxf1 Ra3 0-1

A nice tactical shot from Andrew Brockway who quietly and uncomplainingly did all the behind the scenes financial work.

Brockway – Oka, Hikaru



27.Rxd5! Qxg3 28.Rxd8+ Rxd8 29.hxg3
and White converted the extra piece.

Stracy- Bryce Lukey saw Don falling into the most famous of all opening traps – the so called “Noah’s Ark” trap. 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.d4 b5 6.Bb3 Nxd4 7.Nxd4 exd4 8.Qxd4 c5. It’s not trivial to convert this though – Wikipedia says that Alekhine claimed it was actually a drawing line – can that possibly be true?, and Don escaped with a draw.

Round 8

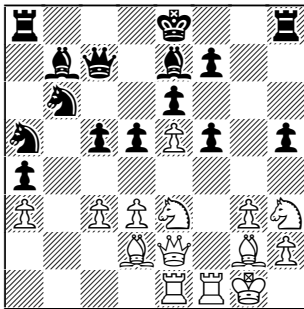
Ari Dale’s class really shone through in an impressive performance against Nic Croad. Initially behind on the clock, Ari found a path to equality on the Black side in an exchange Grunfeld. From then on his pieces seemed to flow smoothly and

harmoniously whilst his redoubtable opponent somehow was forced into ever more contorted manoeuvres. One of the enduring mysteries of chess is the way even very strong players can succumb to apparently very simple chess.

Nothing remotely interesting could be said about a Smith-Dive Petroff snoozefest on board 2. Wastney-Peng on Board 3 left a lot to be desired in terms of quality, but was an absorbing struggle and the last game in the round to finish. Scott blundered a pawn and was “completely lost” (his words). He battled on, created complications and was rewarded with counterplay, then material equality, then positional superiority as Rook and strong Bishop were better than Rook and offside Knight. Eventually Black cracked under the pressure and the very impressive Chinese youngster (apparently a talent being nurtured within the well organized Chinese system) lost his only game of the tournament.

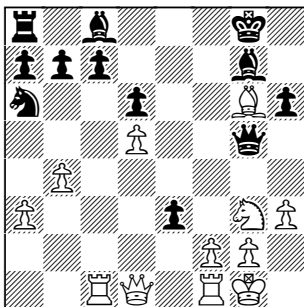
Lukey-Reilly was a lot of fun for all concerned. I watched a bewildering post-mortem, both players clearly intent on both making and rejecting sacrifices. Unfortunately the official moves are clearly wrong – so I can’t show anything of the game here. Rains-Gong saw a brave attempted sacrificial breakthrough from Edward. The computer quite likes it but the justification is very computer-ey quiet follow up and Edward’s more human approach got beaten back.

Rains - Gong



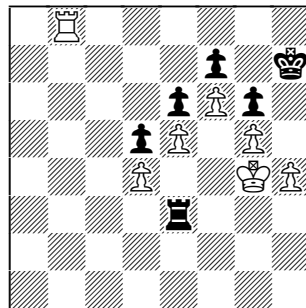
21.Nxf5 exf5 22.Rxf5 Bc8 23.Rxh5 23.Rf6 Bxf6 24.exf6+ Be6 White is a whole rook down but Stockfish is sanguine and wants White to continue building up starting with 25.c4!? 23...Rxh5 24.Qxh5 Be6 25.c4 Nb3 26.cxd5 Nxd5 27.Qh8+ Bf8 28.Bg5 c4 29.dxc4 Qxc4 30.Nf4 Nxf4 31.gxf4 Rc8 32.Bh6 Qc5+ 33.Kh1 Qxa3 34.Rf1 Rc1 35.Bxf8 Qxf8 36.Qh4 Rxf1+ 37.Bxf1 Bd5+ 38.Bg2 Qc5 39.Qh8+ Kd7 40.e6+ Bxe6 41.Bf3 Bd5 42.Bxd5 Qxd5+ 43.Kg1 Qd4+ 0-1

Forster - Timergazi



My personal favourite moment of the tournament. Black is an exchange down but is (kind of) forking Bishop and Knight. White would love to recapture on f2 with the Rook, but that seems to lose one of the pieces (Qd3 is impossible in these lines as it leaves Rc1 en-prise). I spent 15 minutes and eventually hit on a way to keep all my material without making any concessions (Stockfish takes about 1.5 milliseconds - even on my slow laptop). **20.Bb1! e2** This leaves White with extra material and a safe position but the point is that if 20...exf2+ 21.Rxf2 Qxg3 White has 22.Qc2 and the mate threat on h7 wins the Queen (at least). **21.Qxe2 Bd7 22.Qd3 Re8 23.Rfe1 Be5 24.Qh7+ Kf8 25.Qxd7 1-0**

Yee - Rossiter

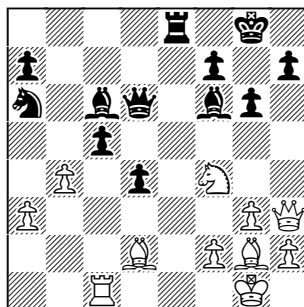


White is winning **61.Rf8?** But not any more 61.h5! Re4+ 62.Kf3 gxf5 63.Rf8 Kg6 64.Rg8+ Kh7 65.Rg7+ **61...Re4+ 62.Kg3 Rxd4?** Now White is winning again. If Phil had been paying attention to the tournament's stalemate theme he would have drawn immediately with 62...Re3+! 63.Kf2 Re2+!! and Stalemate #4. **63.Rxf7+ Kg8 64.Re7 Re4 65.h5 Rxe5 66.Rg7+ Kh8 67.Rxg6 Rf5 68.h6 d4 69.Rg7 d3 70.f7 d2**

Swiss Gambit in round 1 saw him play only Ari Dale amongst the top 10 seeds. He was very conscious of the contrast with his all-conquering performance in 2013. Of course the reality is that in all sporting contests all you can do is play the field in front of you.

The other decisive game on the top boards was Dive-Croad. Both players were on 5.5 (like me) and so both needed me to upset Scott in order to have a chance for a top prize (actually, still like me). They were out of luck on that front, never-the-less by emerging from the complications on top Russell completed a decent tournament joining Bob and Daniel as third equal, although like Scott his early loss meant he didn't play a particularly strong field.

This is the position in Dive-Croad after 27. b2-b4



27...Bxg2 27...Bd7! Is seriously inconvenient for White, and importantly doesn't give up control of c6 **28.Qxg2 cxb4?** This doesn't seem wise **29.Rc6 Qb8** 29...Qd7 apparently is better **30.axb4** 30.Rxf6! meeting 30...b3 with 31.Nd3 b2 32.Nxb2 Qxb2 33.Qd5! wins **30...Be7** The last mistake, 30...Nxb4! 31.Rxf6 Qe5 maintains the balance **31.Rxa6** Now White's attack is just as dangerous as Black's and he has a safe extra piece **31...Bxb4 32.Bxb4 Qxb4 33.Qd5 Qb1+ 34.Kg2 Re1 35.Rxa7 Rg1+ 36.Kh3 Kg7 37.Qxf7+ Kh6 38.Qxh7+ Kg5 39.Qe7+ 1-0**

32rd North Shore Open A Grade (as promised last issue)

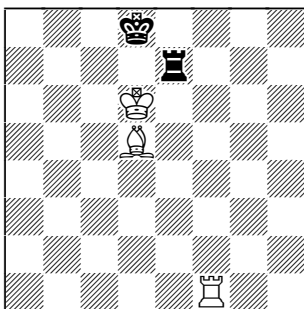
1	McLaren, Leonard J	2340	NZL	4.5	+W11	+B10	+W9	+W2	=B4
2	FM Hague, Ben	2480	NZL	4.0	+W16	+B4	+W3	-B1	+W6
3	Polishchuk, Kirill	2231	NZL	4.0	+W12	+B7	-B2	+W5	+B8
4	CM Ang, Alphaeus Wei Er	2210	NZL	3.5	+B15	-W2	+B12	+B9	=W1
5	Morrell, Gordon	2161	CAN	3.5	=W8	+B13	+W7	-B3	+W9
6	Capel, Evan T	2411	MAS	3.0	-B9	+B8	+W11	+W10	-B2
7	CM Gong, Daniel Hanwen	2264	NZL	3.0	+B17	-W3	-B5	+W12	+B16
8	Picken, Oliver	1751	NZL	2.5	=B5	-W6	+W14	+B15	-W3
9	Fan, Allen Chi Zhou	2053	NZL	2.0	+W6	+B14	-B1	-W4	-B5
10	Browne, Jeremy A	2136	NZL	2.0	+B18	-W1	=BYE	-B6	=W13
11	Johns, Daniel P	1979	NZL	2.0	-B1	+W18	-B6	=W16	=B17
12	WCM Zhang, Jasmine Haomo	1940	NZL	2.0	-B3	+W17	-W4	-B7	+W15
13	Goodhue, Nathan	2036	NZL	2.0	=BYE	-W5	-B16	+W18	=B10
14	Duneas, John	2205	NZL	2.0	=BYE	-W9	-B8	=W17	+B18
15	Riding, Christopher	1844	NZL	1.5	-W4	+B16	=BYE	-W8	-B12
16	Krstev, Antonio	2086	NZL	1.5	-B2	-W15	+W13	=B11	-W7
17	Hair, Philip I	1942	NZL	1.5	-W7	-B12	=BYE	=B14	=W11
18	Ha, Huy Minh (Timothy)	1746	VIE	0.5	-W10	-B11	=BYE	-B13	-W14

Rook and Bishop versus Rook

Part Two

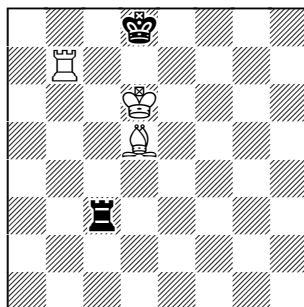
by IM Herman van Reimsdijk

Part 1 of this article appeared in the July 2016 issue. Before moving on to Part 2 proper, let's recap the highlights of Part 1. The ending is usually a theoretical draw, but the Philidor position and the Lolli Position are two key winning positions you need to know.



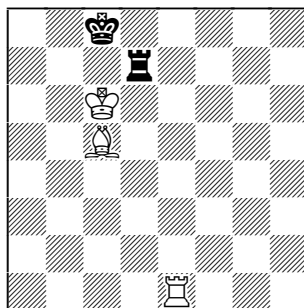
The Philidor Position
White to play and win

1.Rf8+ Re8 2.Rf7 Re2 The second rank is better for the defense. If 2...Re1, White goes directly to the winning plan as we will see. **3.Rh7** A waiting move. **3...Re1** Now the best. If 3...Re3 4.Rd7+ Ke8 5.Rb7 Kf8 6.Rf7+ Ke8 7.Rf4 (Threatening 8.Bc6+) 7...Rd3 8.Rg4 and the f3 square lacks to the black rook. **4.Rb7! Rc1** Or 4...Kc8 5.Ra7 Rb1 6.Rf7 Kb8 7.Rf8+ Ka7 8.Ra8+ Kb6 9.Rb8+ **5.Bb3 Rc3 6.Be6 Rd3+ 7.Bd5 Rc3**



White to play and win

This is a position to be remembered. Next check is very important: **8.Rd7+! Kc8 9.Rf7 Kb8 10.Rb7+ Kc8 11.Rb4! Rd3** Or 11...Kd8 12.Bc4!, the point of 11.Rb4. If 11...Kc8 12 Be6+. **12.Ra4** and to avoid immediate mate, Black has to sack the Rook.



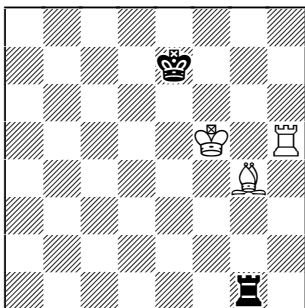
The Lolli Position
White to play and win

1.Re8+ Rd8 2.Re7 Rd2 Or 2...Rg8 3.Ra7 Kb8 4.Rb7+ Ka8 5.Bd6 Rc8+ 6.Bc7 Rg8 7.Rb1 Rg6+ 8.Bd6 Rg7 9.Re1 Rb7 10.Re8+ Ka7 11.Bc5+ **3.Rf7 Rd8** 3...Rd1 goes like in Philidor: 4.Ra7 Rb1 5.Ba3! but

slightly easier **4.Be7 Rg8** 4...Re8 5.Bd6 and 6.Rh7 **5.Rh7** But not 5.Bd6 Kd8! with a draw **5...Kb8 6.Bd6+ Kc8 7.Rb5** and mate in the next move.

Note that the Lolli position is the Philidor position shifted one file. So Philidor's position is the d and e file version, Lolli's position is the c and d file version. In part 1 Herman shows that the b and g file version is a draw, but surprisingly enough the a and h file version is a win.

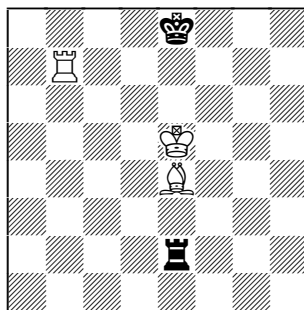
Moving on to defensive technique, the second rank method and the Cochrane method are two important ideas involved in successfully defending drawn positions.



The Second Rank Defence
Van Riemsdijk, Herman -
Obon, Sergi
 Barberà del Vallès, 2011
 Position after **69.Bxg4**

69...Kd6 70.Bf3 Re1 71.Rh6+ Kc7 72.Be4 Rf1+ 73.Ke5 Rf7 74.Rc6+ Kd7 This is the so called 'second rank defense' (on 2nd and 7th ranks horizontally or on the **b** and **g** files vertically). You put both defending pieces on the same rank and the attacker is

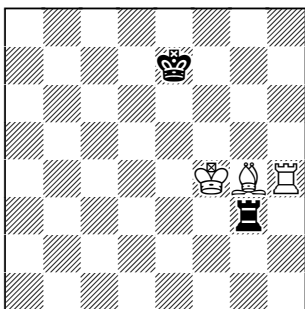
unable to make progress. **75.Rc1 Re7+ 76.Kd5 Rf7 77.Ra1 Re7 78.Bf5+ Kc7 79.Be6 Re8 80.Rc1+ Kb6 81.Kd6 Rb8** The defender has moved from the 7th rank to the **b** file. **82.Bd7 Rb7 83.Bc8 Rb8 84.Rc5 Ka7 85.Bd7 Kb7 86.Rb5+ Ka7 87.Ra5+ Kb6 88.Ra1 Rb7 89.Bc6 Rb8 90.Rh1 Rd8+ 91.Bd7 Rb8 92.Rh5 Rb7 93.Rg5 Rb8 94.Rg4 Rb7 95.Rg8 Ka5** There are other drawing possibilities but this one is based on an important stalemate model. **96.Kc5 Rb5+ Or 96...Rb6 97.Rg1 Rb5+. 97.Kd6 Rb6+ 98.Bc6 Kb4 99.Kd5 Kc3 100.Rg3+ Kd2 101.Kc5 Rb2** Now we are to the 2nd rank! **102.Bb5 Ke1 103.Rf3 Kd2 104.Bc4 Kc1 105.Kd4 Kd2 106.Bb3 Ke2 107.Rh3 Kd2 108.Rh2+ Kc1 109.Rh1+ Kd2 110.Rh3 Kc1 111.Bc4 Kd2 112.Rg3 Rc2 113.Bd3 Rb2 114.Rh3 Rb4+ 115.Bc4 Rb2 116.Rd3+ Kc2 117.Bd5 Rb4+ 118.Ke3 Rh4 119.Be6 Kb2 120.Bf5, ½-½.** We finally reached the 50 moves rule.



The Cochrane Method
Quinteros, Miguel Angel -
Timman, Jan
 Hoogovens - Wijk aan Zee, 1974
 Position after **93...Ke8**

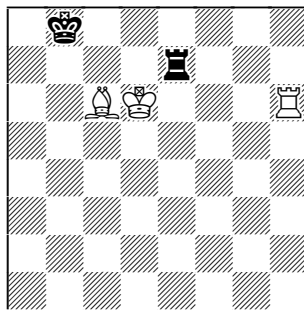
An alternative to the second rank defence is the Cochrane Method, characterised by this bishop pin.. **94.Kd5 Kf8 95.Ke5 Ke8 96.Ra7 Re1** One of the few things the defender cannot do is moving the King in direction of the Rook: **96...Kd8 97.Kd6!** and we fall into a Philidor. **96...Kf8** is ok because of course **97.Kf8** fails to **97...Rxe4. 97.Kd5 Kf8 98.Rh7 Re2 99.Bf5 99.Ke5** would be a nice trick because **99...Re1?** fails to **100.Kf6 Ke8 101.Bf5 Kd8 102.Rd7+ Ke8 103.Rd6 Rf1 (103...Kf8 104.Rd8+ Re8 105.Rd7 Re2 106.Rc7 Re1 107.Rh7 Rg1 108.Bh3 Rg3 109.Be6 Rf3+ 110.Bf5 Rg3 111.Rf7+ Ke8 112.Rc7) 104.Rd2 Rf4 105.Re2+ Kd8 106.Rc2 99...Re7 100.Rh1 Re2 101.Be4 Ke7 102.Rf1 Rd2+ 103.Ke5 Re2 104.Rb1 Kd7 105.Rb7+ Ke8 106.Kf5 Kd8 107.Rb4 Ke7 108.Rb6 Rf2+ 109.Ke5**, and a draw was agreed, ½–½.

The remainder of this article is Part Two proper which comprises some other examples from practice:



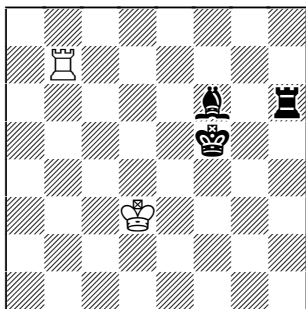
Aronian,Levon - Mamedov,Rauf
World Teams 2013 – Antalya,
2013
Position after 77.Rhx4

77...Ra3 78.Rh6 Ra4+ 79.Kg5 Rd4 80.Re6+ Kd8 81.Rc6 Ke7 82.Bf5 Rd1 83.Kf4 Rd6 84.Rc3 Kf6 85.Rh3 Rd4+ 86.Be4 Ra4 87.Rh6+ Kg7 88.Rg6+ Kf8 89.Ke5 Ra7 90.Bd5 Re7+ 91.Kf5 Rg7 92.Rh6 Ke7 93.Be4 Kd8 94.Ra6 Rf7+ 95.Ke5 Re7+ 96.Kd4 Ke8 97.Rf6 Kd8 98.Bc6 Rg7 99.Re6 Rg5 100.Bd5 Rg7 101.Kc5 Re7 102.Rg6 Rc7+ 103.Bc6 Rf7 104.Re6 Re7 105.Rd6+ Kc7 106.Bd5 Rd7 107.Ra6 Kd8 108.Be6 Rc7+ 109.Kd5 Ke7 110.Ke5 Rc5+ 111.Bd5 Kd7 112.Rh6 Kc7 113.Rh7+ Kb6 114.Kd6 Rb5 115.Bc6 Rb4 116.Rh8 Rd4+ 117.Bd5 Rb4 118.Rc8 Ka7 119.Kc5 Rb5+ 120.Kc4 Rb8 121.Rc6 Rb7 122.Kc5 Kb8 123.Rh6 Rc7+ 124.Bc6 Re7 125.Kd6



125...Rg7? After 48 moves, we arrived at another of these delicious nonsense positions. According to Tablebase the only drawing move is **125...Re1**; Why does **125...Re2** lose? **126.Bd5** and made in 56 moves (!): **126...Re8 127.Kd7** (only winning move) **127...Re1 128.Rh7** (Only winning move; **128.Ra6? Ra1!** and this is a draw) **128...Rg1 129.Re7** (only winning move) **129...Rg6 130.Re8+** (only winning move) **130...Ka7 131.Kc7** (only winning move) **131...Ka6 132.Bc6** (only winning

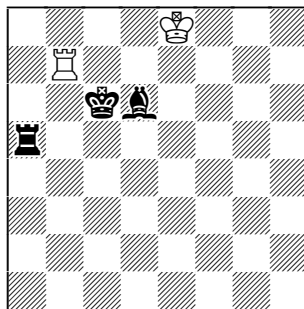
move) 132...Rg7+ 133.Bd7 (only winning move) 133...Ka7 134.Re1 Rg6 135.Be6 Rg7+ 136.Kc6 Rg3 137.Ra1+ Kb8 138.Rb1+ Ka7 139.Rb7+ Ka8 140.Re7 Rg2 141.Bf5 Rf2 142.Re5 Rf3 143.Be6 (only winning move) 143...Rf1 144.Ra5+ Kb8 145.Bd5 Rg1 146.Rb5+ (only winning move) 146...Ka7 147.Rb7+ Ka8 148.Rh7 Rg6+ 149.Kc7+ (only winning move) 149...Ka7 150.Bc4 (only winning move) 150...Rg4 151.Kc6+ (only winning move) 151...Kb8 152.Rh8+ Ka7 153.Bd5 Rg1 154.Rh7+ Kb8 155.Be4 Rc1+ 156.Kd6 (only winning move) 156...Rc7 157.Rh1 Rc8 158.Ra1 (only winning move) 158...Rd8+ 159.Kc6 (only winning move) 159...Rd2 160.Rb1+ Kc8 161.Bd5 (only winning move) 161...Rc2+ 162.Kd6 Kd8 163.Rg1 and we have reached Philidor's Position: 163...Re2 164.Rg7 Re1 165.Rb7 Rc1 166.Bb3 Rc3 167.Be6 Rd3+ 168.Bd5 Rc3 169.Rd7+ Kc8 170.Rf7 Kb8 171.Rb7+ Kc8 172.Rb4 Rd3 173.Ra4. Mamedov may have relaxed because the 50 moves rule looms: **126.Rh8+ Ka7 127.Kc5**, with a draw. After 127.Kc5 Ka6 128.Rh1 Rg5+ 129.Bd5 Ka7 130.Rh8 Black would have to sacrifice the Rook!



Sundararajan, Kidambi - Van Riemsdijk, H

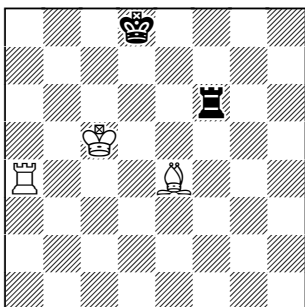
Balaguer Open, 2006 Position after 72...Rxh6

73.Rb5+ Be5 74.Rb3 Kf4 75.Rb4+ Kf3 76.Rb5 Rd6+ 77.Kc4 Ke4 78.Rc5 Rd1 79.Rc6 Bd6 80.Ra6 Rc1+ 81.Kb3 Be5 82.Kb4 Kd4 83.Rh6 Rb1+ 84.Ka3 Kd5 85.Rh5 (Cochrane) 85...Rb8 86.Ka4 Rb7 87.Ka5 Rb1 88.Rg5 Kd4 89.Ka6 Bd6 90.Rb5 Rh1 91.Kb6 Rh6 92.Kc6 Bc5+ 93.Kd7 Kd5 94.Rb7 (Second rank) 94...Rh8 95.Kc7 Re8 96.Kd7 Re1 97.Kc7 Ra1 98.Kd7 Ra5 99.Kc7 Bf8 100.Kb6 Ra1 101.Kc7 Bd6+ 102.Kd7 Ra5 103.Ke8 Kc6



Position after 103...Kc6

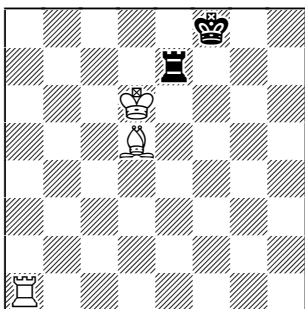
If 103...Ke6 104.Re7+! **104.Rb1??** What a blunder after a long and entertaining game! 104.Rg2 or 104.Rh2 was necessary to keep the balance. **104...Rf5 105.Rc1+ Bc5**, 0-1.



**Lukey, Stephen -
Chandler, Murray**

**115th NZL-ch – Auckland, 2008
Position after 58.Rxa4**

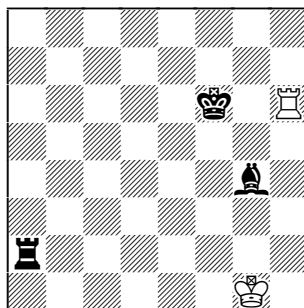
58...Kd7 59.Bd5 Ke7 60.Ra7+ Kf8
61.Kd4 Rf2 62.Ke5 Re2+ 63.Kd6 Re7
64.Ra8+ Re8 65.Ra7 Re7 66.Ra1, 1-0.



Position after 66.Ra1

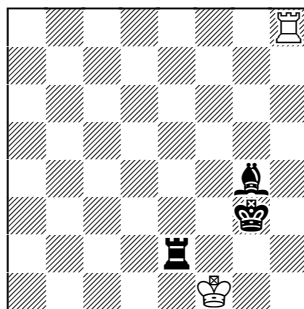
In the database the game is finished here with a win for White. For this one of course I could ask the players and it turns out that both players were playing on increment and Murray ran out of time before spotting the stalemate defence. Stephen didn't spot it either. After 66...Rh7! 67.Rg1 Rd7+!

Another stalemate theme and Black holds a draw.



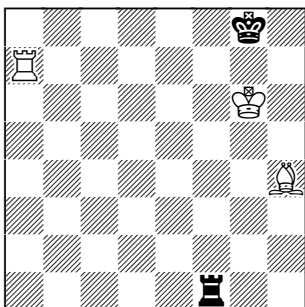
**Leko, Peter - Ivanchuk, Vassily
38th Olympiad – Dresden, 2008
Position after 118.Rxh6+**

118...Kg5 We are getting a very difficult position mentioned by Fine. 119.Rh2 Ra1+ 120.Kf2 Kf4 121.Rh8 Ra2+ 122.Ke1 Re2+ 123.Kf1 Kg3



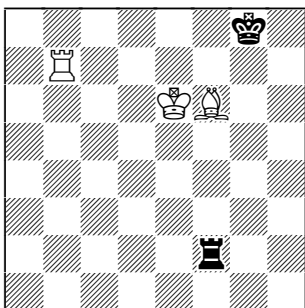
Position after 123...Kg3

124.Rd8? The only drawing move is 124.Rf8 and after 124...Re3 125.Kg1!
124...Re3! The only winning move!
125.Rg8 Re7 126.Rg5 Rh7 127.Ke1 Rd7, 0-1.



Ivanovic,Bozidar - Cvitan,Ognjen
YUG-ch – Vrbas, 1982
Position after 72.Bxh4

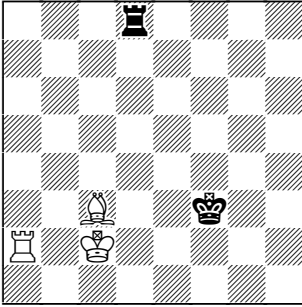
This is a tricky position and the defender has to be careful! 72...Rg1+ 73.Bg5 Rf1 74.Rb7 Rf2 75.Bf6 Rg2+ 76.Kf5 Rf2+ 77.Kc6



Position after 77.Kc6

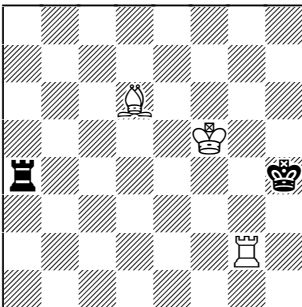
77...Ra2 The only drawing move is 77...Rc2! 78.Rb8+ Kh7 79.Bb2 Kg6 80.Rg8+ Kh7. **78.Rg7+** ‘Correct’ is 78.Rb8+ (only winning move) 78...Kh7 79.Bb2 (only winning move) 79...Kg6 (79...Ra6+ 80.Kf5) 80.Rg8+ (only winning move) 80...Kh7 81.Rg2 (This would not be

possible after 77...Rc2!) 81...Ra5 82.Kf6 (only winning move) 82...Ra6+ 83.Kf5 (only winning move) 83...Rg6 84.Rc2 (only winning move) 84...Rh6 85.Rc8 (only winning move) 85...Rh5+ 86.Kf6 (only winning move) 86...Rh2 87.Bd4 Rg2 88.Rc3 Rg6+ 89.Kf5 (only winning move) 89...Rh6 90.Rc8 (only winning move) 90...Rh5+ 91.Kf6 (only winning move) 91...Ra5 92.Rc7+ Kh6 93.Be5 (only winning move) 93...Ra6+ 94.Kf5 (only winning move and we arrived at Philidor) 94...Kh5 95.Rg7 Rc6 96.Rg5+ Kh6 97.Rg1 Kh7 98.Rg7+ Kh6 99.Rd7 Rc5 100.Rd8. **78...Kf8 79.Rh7 Ra6+ 80.Kf5 Ra2 81.Kg6 Rg2+ 82.Bg5 Kg8 83.Rg7+ Kf8 84.Rh7 Kg8 85.Rg7+ Kf8 86.Ra7 Re2 87.Bh6+ Ke8 88.Kf6 Re1 89.Bf4 Re2 90.Be5 Kd8 91.Ke6 Rc2 92.Bf6+ Kc8 93.Kd6 Rd2+ 94.Kc6 Rc2+ 95.Kb6 Rc1 96.Be7 Rb1+ 97.Kc6** Only defending move. **97...Rb7 98.Ra8+ Rb8 99.Ra1 Rb7 100.Bd6 Rc7+ 101.Kd5 Rc2 102.Ra7 Kd8 103.Be7+ Ke8 104.Bc5 Rd2+ 105.Ke6 Re2+ 106.Kf6 Re1 107.Bd6 Re2 108.Be5 Kd8 109.Ke6 Rc2 110.Bd6 Rc1 111.Kd5 Rc2 112.Bc5 Ke8 113.Re7+ Kd8 114.Kd6 Rc1?** Also not the tempting 114...Rxc5? because of 115.Rh7, but 114...Rh2 or 114...Rg2 suffice for a draw. **115.Re2?** 115.Re6 is the only winning move because it prevents side checks on the 6th rank. **115...Rd1+?** 115...Rh1 116.Kc6 Rh6+ 117.Bd6 Rf6; 115...Rf1. **116.Kc6 Re1** More resilient is 116...Kc8 117.Re8+ Rd8 118.Re7 Rd2 119.Rc7+ Kd8 120.Rb7 Ke8 121.Re7+ Kd8 122.Re1 Kc8 123.Ra1 Rb2 124.Ra7 Rb1 125.Ba3 with a Philidor. **117.Ra2, 1–0.**



Carlsen, Magnus - Svidler, Peter
5th Wch Blitz – Moscow, 2010
Position after 80.Rxa2

Despite being a blitz game this was quite interesting, especially considering the calibre of players involved. **80...Ke4 81.Ra4+ Kf5 82.Bd4 Rd7 83.Kd3 Rd8 84.Ra5+ Kf4 85.Ra6 Kg5 86.Ke4 Rb8 87.Ra7 Rb4 88.Rg7+ Kh4** Cochrane **89.Rg8 Ra4 90.Ke5 Kh3 91.Be3 Rb4 92.Kf5 Ra4 93.Bf4 Ra3 94.Bd6 Ra4 95.Rg3+ Kh4 96.Rg2**



96...Kh5? 96...Ra5+ 97.Be5 Ra3 is the only defending plan. **97.Rg8 Kh6 98.Be5 Ra7 99.Rg1**, 1-0. 99...Kh7 100.Rh1+ Kg8 101.Rh8+ Kf7 102.Rh7+ could follow.

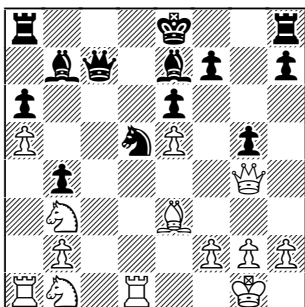
Know the Rules!
 By Bill Forster

Imagine that a fabulously exotic alien species living many light years away plays a game resembling chess, and another game resembling the oriental game of go. It's quite likely that they will actually be playing go, but inevitably the rules of their chess like game will be different in every detail. I believe this oft repeated sentiment was first expressed by Edward Lasker. Most chess lovers probably won't enjoy any comparison in which their favourite game is cast in an unfavourable light, but sadly we must own up to the truth. The rules of chess are quirky, arbitrary and irregular. This article is a tour of some of these odd corners. It turns out that it's not just beginners who find some of this stuff confusing.

In the October 1960 issue of the Australian magazine *Chess World*, Cecil Purdy recounts in detail the “most amazing incident in my chess career – no, my whole life”. The famous Soviet Grandmaster Yuri Averbakh, one of the strongest players in the world, was visiting Australia and playing in the Australian Championship in Adelaide. Playing Black in their individual game Purdy castled queenside on his 14th move. GM Averbakh raised an objection, claiming that the move was illegal. His complaint was that White was controlling b8. He did not think that in the act of castling Black's rook could cross a square that was under attack. After the actual rule was explained to him (it is of course the castling king that cannot leave or cross an

attacked square), Averbakh famously complained “Only the King? Not the Rook?”.

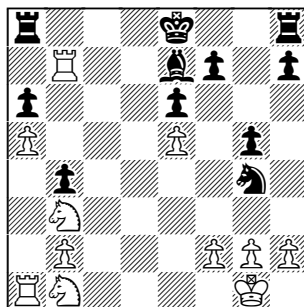
Apart from anything else, ignorance of this rule implies ignorance of an absolutely standard tactical pattern. Here are a couple of amusing examples.



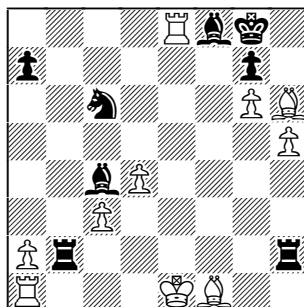
Berry, J (2315) - Teplitsky, Y (2453)

Keres Memorial Vancouver 1999

White is in trouble **18.Rc1?** This loses **18...Nxe3!** (Nearly as good is the surprising **18...Qxe5!**? because after **19.Bd4 Qf4 20.Qxf4 Nxf4 21.Bxh8 Ne2+ 22.Kf1 Nxc1 23.Nxc1** amusingly **23...0-0-0!** is again the move to create two threats recovering the piece with a winning game) **19.Rxc7?** No doubt missing Black's 20th **19...Nxb4** Black has won a piece since after **20.Rxb7** (this position illustrates the pattern in question in its basic form)



20...0-0-0! wins the rook due to the mate threat **0-1**



Wolferink, F (2097) - Porter, L (1987)

Bunnratty 2010

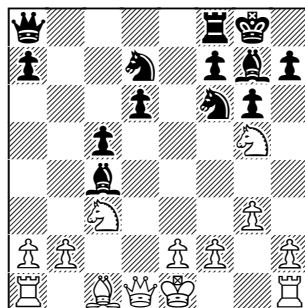
Black has many more trumps and is on the verge of victory **32...Rh1?** A very natural move - why not give mate at the same time as you win a pinned piece? (The equally obvious **32...Bxf1!** instead would surely elicit resignation) **33.0-0-0!!** A nifty fighting resource, staying in the game and giving Black opportunities to go wrong as we will see. **33...Rxa2??** Oh dear, surely one of the worst moves ever this loses both

bishops, the king and the rook as well if it was legal for White to keep playing after giving mate (Black has only one way of staying on top 33...Rxf1 34.Rxf1 Bxf1 35.Kxb2 gxh6 and the three extra pawns at least allow White to keep fighting)
34.Bxc4+ 1-0

My database search yielded a great many examples of this pattern. Often it occurs without any subtlety. Even very strong players under no apparent pressure can be seen serenely capturing on b7 (or b2) and immediately losing their rook to O-O-O with a check or other deadly 'd' file threat. It even happens in correspondence games. The highest level games I found both involved England number one Michael Adams. In Adams-Dreev Linares 1997 he won the exchange and in due course the game. All the more surprising then that in Gelfand-Adams London 2013 he blundered into the pattern this time losing the exchange and ultimately the game!

In the 21st game of the 1974 Candidates Final match with Karpov, Victor Korchnoi was observed asking the arbiters for advice about the basic rules of chess! He wanted to castle kingside but worried that with his king rook attacked the move might be illegal. Presumably he got essentially the same message as his countryman 14 years earlier (the King's a problem, not the Rook!). Korchnoi explained himself on page 161 of his autobiography *Chess is My Life*: "Afterwards, this incident was cited as being an indication of how extremely tired the players were. But in fact, out of the two and a half thousand games that I had played, there had never been an instance where it had been necessary for

me to castle when my rook was attacked, and I was not sure that I understood correctly the rules of the game!". Amusingly, a contributor to Edward Winter's Chess History website managed to track down a few examples earlier in his career where either Korchnoi or his opponent had in fact castled with an attacked rook.



Korchnoi – Shcherbakov Poltava Poltava, 1956

Of course, Korchnoi played **12. 0-0**

A chat with chess coach Scott Wastney reveals that the most confusing rule for beginners is, not surprisingly, *en passant*. Most casual players at least think they know the stalemate rule for example, although in pub games you'll see people claim they're stalemated when only their King is stuck and they still have a pawn move or two. In contrast, at that level of the game the *en passant* rule is normally completely unknown or at least ignored. In competitive chess I can't find any examples of GM confusion, but the same is not true at lower levels. In the 2006 Queenstown Classic I observed at first hand an

extremely experienced 1500-ish player attempting to play *en passant*. He was Australian, so we should probably make some allowance. Nevertheless, he was unapologetic and insisted it was totally fair dinkum (mate) for a 6th rank pawn to make the special capture sideways. (No, ultimately he did not get away with it).

The *en passant* rule allows a pawn that advances two squares to be captured exactly as if it had advanced one square, provided the capture is made by a pawn, and at the first opportunity. So it's simple enough, but somehow I think it would still leave our alien friends from the first paragraph scratching their heads (or whatever weird alien body parts they have that are routinely scratched). The rule is irregular in four different ways and so any equivalent concept in their game is likely to be quite different. It's the only move that can only be played in reply to a specific type of move. Restricting the type of piece making the capture is also odd. Then the way that the capturing piece arrives on a previously empty square whilst removing the captured piece from a different square is certainly unique. But I think it is the concept of an option that lapses if not immediately exercised, otherwise entirely absent from chess, that is most irregular. I am sure every serious chess player has experienced the apparent injustice of the rules forbidding insertion of a critical *zwischenzug* (in-between move) ahead of an *en passant* capture.

It is the lapsing option aspect that makes *en passant* a tricky proposition for the alien intelligences that actually are in our midst. The silicon monsters (or at least the

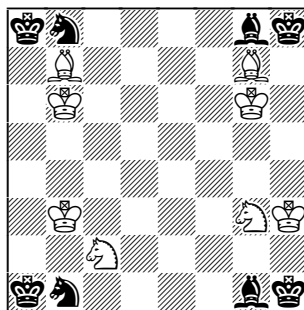
humans who program them) crave regularity and despise tricky exceptional cases. In *Behind Deep Blue - Building the Computer that Defeated the World Chess Champion* Feng-Hsiung Hsu describes the way the *en passant* rule tormented him as the architect of the Deep Blue supercomputer. Page 156 "After a long night, Joe meticulously pinned down the problem to something related to the *en passant* chess moves. The *en passant* rule is one of my least favorite rules in chess. Over half a year of my life was wasted fixing problems related to *en passant* in one chess machine after another. I had made a subtle logic design error. The chip misbehaved under certain conditions when Black had an *en passant* move. The easiest temporary solution that I could think of was to use two chess chips simultaneously, one of the chips having the regular board, and the other having the board flipped by 180 degrees with White pieces becoming Black pieces and vice versa. By comparing the two chips, the problems could be located on the fly and fixed in software." Forty pages later Feng-Hsiung and his team faced a completely different and enormously difficult problem. This time there was no elegant, creative and simple solution available to save the day and "the phantom queen" problem came close to derailing their 1997 rematch against Kasparov (the famous match in which their machine prevailed). "Joe located a position where the phantom queen showed up in a three-ply search. It took about a day of simulation to replicate the error. My least favorite chess rule came back to haunt me. The phantom queen only showed up when *en passant* was possible in the position. So it was *en passant* yet again. Under certain

rare conditions, either a White queen on a1, or a Black queen on a8 could materialize out of thin air.”

The various drawing rules in chess can create confusion and worse. In the past the fifty move rule has been complicated by exception cases. Those days are over and the rule is now very simple, after fifty complete moves without a capture or a pawn move either player can claim a draw. If endgame theory says that some obscure situation is a forced mate but requires more than fifty moves, well too bad. There was an unpleasant situation featuring gross misunderstanding of this during this year's Wellington Open. When checking the official rules of chess I was surprised to find there is now also a 75 move rule. This rule is like the 50 move rule but it declares the game drawn irrespective of the players' wishes when the count reaches 75. This rule was presumably introduced to help beleaguered and exhausted arbiters who otherwise have to stand by while future Australian Grandmasters try to set “longest game in history” records by not claiming and playing on with rook versus rook and knight (Zhao Xue-Illingworth Queenstown 2012 1/2-1/2 after 177 moves).

The drawing rule normally known as “insufficient material” is elegantly phrased in the official rules; “The game is drawn when a position has arisen in which neither player can checkmate the opponent’s king with any series of legal moves”. Wording the rule this way avoids the need to explicitly enumerate specific cases. It does mean that unfortunately neither side can claim a draw with minor piece plus king versus minor piece plus king, except if the

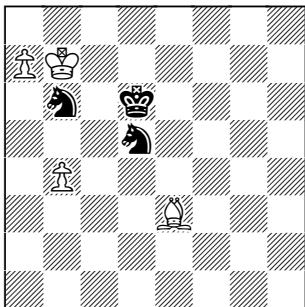
pieces are opposite coloured bishops. In all the other such cases we can construct mates in the corner.



Hopefully you will never be flagged because of this rule. The trend of using increments even in blitz games is helping to eradicate such absurdities. Choosing a decent human being as an opponent helps too, but unfortunately this is not always possible. Interestingly enough, the official rules of chess actually do not seem to explicitly allow you to claim a draw if your opponent can never checkmate you by any series of legal moves. They do make it clear that you cannot lose a game in those circumstances (on time for example) which I suppose amounts to the same thing.

A database search revealed only one pattern where a lone minor piece has been able to win real games. An unlucky King gets tangled up in the corner in front of his own pawn. Only a knight can pull off this trick since it can control squares of both colours. For example White; Kf1 and Ne5 Black; Kh1 and Ph3. White plays **1. Ng4** controlling h2 and forcing 1...h3-h3 allowing **2.Nf2** mate. Usually Black gets into this pickle because he has to capture White's last pawn on h2. His only hope at

the point is that White is not co-ordinated in which case h3-h2 will herald stalemate rather than checkmate. I only found one exception to this basic idea and it is particularly amusing;



**Alvarado Diaz,A (2101) -
Fernandez Garcia,Jose (2235)
Spanish Championships 2010**

Black is on the brink of the abyss - how can he maintain the a knight on b6 and stop White getting a whole Queen? **76...Na8!** He can't, but this is a decent try, creating swindling chances (76...Nxe3 is no good 77.Kxb6 Nd5+ 78.Kb7 Nc7 79.b5 wins easily) **77.Bc5+** White can get away with the simple **77.Kxa8!** but only just **77...Kc7** 78.b5! Kc8 79.b6! saves the day and wins **77...Kd7** White now has one winning move (again 78.b5! then b6 to control c7), many drawing moves and....**78.Kxa8??** ..surprisingly enough a losing move! **78...Kc8** . All White can now do is choose whether Black will mate with Nb6 or Nc7 **0-1**. In the starting position Black already did not have mating material (in the sense that two knights can't force mate against a bare king), but he still goes on to sacrifice half of his material and then force mate!

I don't think any chess rule is so widely and routinely abused as draw by threefold repetition. Actually the rules of chess do not use the word "repetition" for this rule, possibly because pedants might argue that only two repetitions are involved in repeating a position three times. (Pedants can and do have an absolute field day when it comes to chess rules). I am pretty sure I am on safe ground by claiming that players who don't apply this rule properly are actually in the majority. Fortunately a casual approach to this law is usually fine, both players are amenable, two or three repetitions ensue then a handshake. Often it's not clear whether it's a draw by repetition or mutual agreement and it doesn't really matter. Sometimes though a more formal procedure is called for, and most players don't seem to be up to it. The most important point to remember is that you can't claim when it's not your move! If your opponent plays the move that creates the third repetition it's your move and you can claim. But if you are clinging to the hope of a saving third repetition it's more likely you'll be the one creating that repetition. Playing the move then claiming is not allowed and risks engendering the wrath of the opponent and/or the arbiter along with possible sanctions. The right thing to do is to write the move down but not play it. Then stop the clocks and claim the draw. It's worth pointing out that the repeated positions have to be identical in all respects, including side to move, *en passant* capture possibilities, and castling rights. For example if Black had an unmoved king and a8 rook in the first of the three positions, but later on the a8 rook had moved away (and returned) then there is no repetition. Anatoly Karpov had a draw

claim rejected for exactly this reason in Karpov-Miles Tilburg 1986 (the game was subsequently drawn anyway). Even if Black queenside castling is not remotely feasible for other reasons (unmoved knights, bishops or queens for example), the thing that matters is castling rights, and the first a8 rook move changes Black's castling rights.

At this point it might be worthwhile pointing out that "perpetual check" is a concept in chess but not a rule. Confusion over this point arose in a friendly dispute at the Wellington Chess Club recently. One of the players thought that a draw claim was invalid since although he had been checking repeatedly with his queen, it was from multiple squares and not in a back and forth manner – "So it's not perpetual check". No, it doesn't work that way and the draw claim was valid because it was in accordance to the three fold repetition rule.

The rules of chess do include a clause that allows a draw to be declared if the players move the same pieces back and forth alternately five or more times. I suppose this rule is the three-fold equivalent to the 75 move drawing rule discussed earlier – basically a rule to help the arbiters end pointless deadlocks. In Bok – van Wely, Dutch Championships Eindhoven 2010 Benjamin Bok played his bishop back and forth from e2 and d3 kicking Loek van Wely's Queen back and forth from h5 to g6. They repeated thirteen times. Several times Bok offered a draw, but each time van Wely refused (!). Perhaps the younger player wasn't confident enough to make a repetition claim. Later on Loek van Wely explained that he was angry with his

opponent. "As a wildcard he should play sharp and gain experience; instead he goes straight for the draw like an idiot." Boys will be boys.

There's another apparent link between the fifty move rule and the three-fold repetition rule. It turns out that the procedure for claiming a fifty move draw is entirely analagous to claiming a three fold repetition draw: So if you make the move completing fifty complete moves without pawn moves or captures you need to write the move down and stop the clocks – if you play the move instead you no longer have rights to act and your opponent could make a capture or a pawn move - or - even more of a tragedy – mate you on his move! Just like the 75 move rule and the five fold repetition rule, I knew nothing about this before researching this article.

A subtle point is that in any of these cases where a move is written down rather than played, if the draw claim is found to be incorrect then the written down move has to be played. A peculiar point is that these are the only cases where you are even allowed to write down your move before playing it. There are lots of club players out there who have never caught up with the change in rules that means you are actually forbidden from writing down your move before you play it. What was once widely recommended as a technique to help avoid blunders is now completely illegal. Unfortunately the rules don't necessarily make sense!

In general writing down moves is a minefield. Of course in classical games with a 30 second increment, you are

obliged to keep a complete record of the game – and there are rules about exactly how you should go about that. After a tough loss to Michal Krasenkow in the 2004 Tripoli World Cup Nigel Short had some complaints which he voiced to Chessbase.com. “Well, when your opponent moves, you should be forced to write that move down before you reply. What happened in my first game against Krasenkow was that on many moves, maybe 20 during this game, the guy replied instantly, without writing down my move – which by the way he is entitled to do under the rules. But it meant that I was obliged to write down both moves in my time.” Perhaps Nigel still feels this way, but I'd be surprised as it seems to me that as digital clocks have completely taken over this technique of “stealing your opponent's time” as Nigel later described it, has become ubiquitous and uncontroversial at all levels of the game. If you have a routine recapture why not blitz out your reply and enjoy the small advantage accrued as both players now write down two moves in your opponent's time?

At a personal level I have absolutely no qualms about this and indulge freely. I really hate it when my opponent doesn't play ball and instead reciprocates by blitzing out a third move so that now we have three moves to write down in my time. That seems to happen to me rather a lot, and I absolutely detest it. In the words of Woody the bartender: “I'm not bitter Sam. I'm just consumed by a gnawing hate that's eating away at my gut until I can taste the bile in my mouth”. Consequently I tend to forget the actual game and start obsessing about the injustice instead,

causing my play to deteriorate to even more comically inept levels than normal – especially given this sort of thing inevitably happens in time trouble. One day this camel's back broke and I emailed IA Keong Ang to determine whether, as I strongly suspected, this infuriating habit is not just unethical but illegal. Happily it absolutely is completely illegal. The law is simple, you can't play a move until you've written down your own previous move. As Keong pointed out there is one problem – FIDE do not stipulate any sanction. I explained to Keong that in my opinion any sanction up to and including capital punishment seemed entirely reasonable. Keong seemed sympathetic, but told me not to expect most arbiters to be enforce it that way. Presumably moving the lethal injection apparatus from tournament to tournament would be awkward at best.

Armed with my new knowledge I responded assertively the next time I fell victim to this vile travesty. At the 2016 Waitakere I stopped the clock and went to consult the arbiter. Just as Keong had predicted, only the mildest sanction was applied – a warning. Not even a time penalty. Oh well, I felt better about the whole thing than I normally do, at least I had time to get over the incident and refocus on the game, which I ultimately won. My aggrieved opponent made it pretty clear that he felt I was the bad guy, but I can live with that. Having some knowledge of the rules helps you serenely occupy the moral high ground.

One final piece of practical advice. Imagine you are having a pretty decent congress.

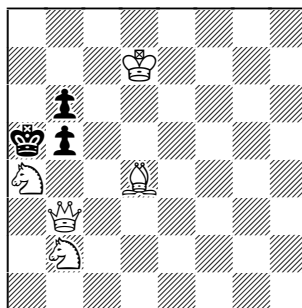
One of your non-chess playing friends sends you an encouraging text message. “Keep it up”, that kind of thing. That day you are playing Nathan Goodhue and you have a decent position with an interesting game in prospect. You are absolutely convinced you turned your phone off before the game, but Murphy's Law applies and somehow the universe conspires to wake your phone and make it beep. There is only one thing you can do in this situation. Accept your fate like a man (or a woman). Do not try to plead with the arbiters. In this situation the arbiters are like the killer robots in a Schwarzenegger movie. They are going to terminate you and you cannot reason with them. Furthermore this is exactly as it should be, the rules state clearly that if your phone beeps you lose. The arbiters are there to enforce the rules, they are not the bad guys in this situation. Okay so it's not exactly like a Schwarzenegger movie. Another difference is that you can self terminate like I did and spare the arbiters the burden. They don't enjoy this sort of thing either. The only thing you can salvage is your dignity and you lose it if you don't smile, shake your opponent's hand and leave in good humour. Actually I suppose an even more practical piece of advice is - leave your phone in the car.

Problem Kingdom by Linden Lyons

- Submissions and comments to: problem.kingdom@gmail.com
- Twitter: @ProblemKingdom
- Judge for 2016-2017: TBA

Problem 66

Mykola Chernyavskyy (Ukraine)
Original



#2

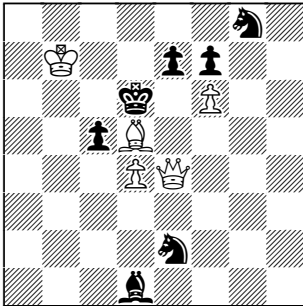
In **Problem 66**, similarly to **Problem 59** in the previous issue, the refutations to the tries reoccur as defences in the post-key variations. Tries: 1 Qd3? Kb4 2 Qc3, 1 ... bxa4 2 Bc3, 1 ... b4 2 Bxb6, but 1 ... Ka6!; 1 Qd5? Ka6 2 Qa8, but 1 ... Kb4!; and 1 Qa3? (threat 2 Na~) b4! Solution: **1 Qa2!** Ka6 2 Nc5, 1 ... Kb4 2 Bc3, 1 ... b4 2 Nc3, and 1 ... bxa4 2 Qxa4.

Look out for a Zonal Report in the April issue. As this issue goes to print I haven't secured a volunteer to write the report. Email the editor if you are willing to step up and have a go.

Problem 67

Alberto Armeni (Italy)

Original – dedicated to Mariella



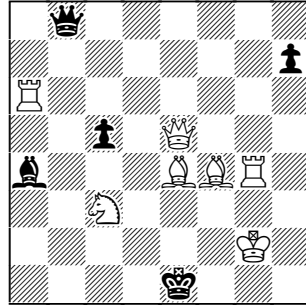
#2

Alberto dedicates his **Problem 67** to his wife, Mariella. This is a **Meredith** problem (fewer than 12 pieces) which features **cyclic mates** (represented in the solution by the letters A, B, and C). Tries: 1 Bc6? (threat 2 Qe5/Qd5) Nxf6/e6/Nf4/Nc3/Bb3 2 Qe5, 1 ... cxd4/Nxd5 2 Qd5, but 1 ... exf6!; 1 Be6? (threat 2 Qe5/Qd5/Qc6) Nxf6/Nf4/Nc3/Bb3 2 Qe5/Qc6, 1 ... fxe6 2 Qc6, 1 ... cxd4/Nxd4 2 Qd5, 1 ... Ba4 2 Qe5/Qd5, but 1 ... exf6! Solution: **1 Bxf7!** (threat 2 Qe6/Qd5/Qc6 [A/B/C]) Ba4 2 A/B, 1 ... Nxf6/e6/Nc3 2 A/C, 1 ... e5 2 B/C, 1 ... exf6 2 A, 1 ... Kd7/cxd4/Nxd4 2 B, 1 ... Nf4/Bb3 2 C.

Problem 68

Alberto Armeni (Italy)

Original



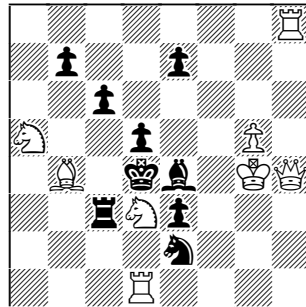
#2

In **Problem 68**, the various lines of defence by the black queen must be cut off. Solution: **1 Rh4!** (threat 2 Rh1) with 1 ... Qb5 2 Bd3, 1 ... Qg8+ 2 Bg6 (a **cross-check**), 1 ... Qb2+ 2 Bc2 (another cross-check), 1 ... Bb5 2 Ra1.

Problem 69

Leonid Makaronez (Israel)

Original

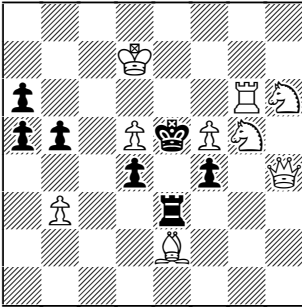


#3

The key of **Problem 69** is **1 Re8!** (threat 2 Qh8+ e5 3 Qxe5). Variations: 1 ... Bf5+ 2 Kxf5+ Nf4 3 Qxf4, 1 ... Bf3+ 2 Kxf3+ Nf4 3 Qxf4, and 1 ... e5 2 Nxe5+ Rd3 3 Nb3.

Problem 70

Leonid Makaronez (Israel)
Original

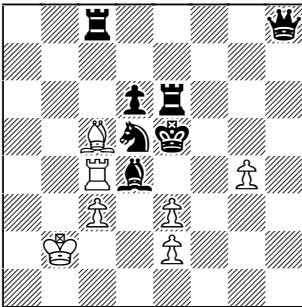


#3

In **Problem 70**, White would like to play something like Kc6 or Bf3 so as to guard d5 and then play Re6#, but he must be wary of the black rook. The key is **1 Qe1!** (threat 2 Bf3 and 3 Re6) with the variations 1 ... Rxe2 2 Kc6 Rxe1 (2 ... d3 3 Qc3 or 2 ... f3 3 Qg3) 3 Re6, 1 ... Re4 2 Bc4 bxc4 3 Qxe4, 1 ... d3 2 Qc3+ Kxd5 3 Rd6, 1 ... f3 2 Qg3+ Kxd5 3 Qd6, and 1 ... Kxd5 2 Bc4+ bxc4 3 Qxa5.

Problem 71 Original

Rauf Aliovsadzade (USA)



H#2

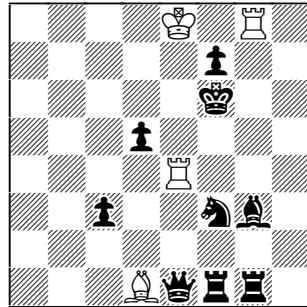
2 solutions

Problem 71 is a rather neat composition in which the bishops provide the thematic content: **mutual captures** and **switchbacks**. The thematic moves are underlined (remember that Black moves first in a helpmate): 1 Ke4 Bxd4 2 Re5 Bc5 and 1 Bxc5 Rf4 2 Bd4 cxd4.

Rauf first explored mutual captures and switchbacks in helpmates in the late 1990s, and he was at that time delighted to have been acknowledged as the originator of this idea by the late Tomas Garai, one of the greatest helpmate composers.

Problem 72

Maryan Kerhuel (France)
Original



H#2

(a) diagram, (b) Bd1 to b1

There are two parts to **Problem 72**. First solve the diagrammed position, then move the white bishop from d1 to b1 for a new problem.

(a) 1 Ne5 Bg4 2 Bf2 Rf4

(b) 1 Be5 Rh4 2 Ng5 Rh6

In each solution, Black self-blocks on e5, unpins the e4-rook, and interferes with a black rook.

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