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The 41st Trusts Open

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On the Cover: Waitakere Chess Club President John Francis and organiser Bob Smith with winner Anthony Ker.

Photo Credit: Viv Smith

Breaking News

Well, almost breaking news, we are still in the paper based delivery era for a short while longer anyway. After completing his second IM norm at the George Trundle (see page 22), Ben Hague hit another important milestone at the Waikato Open, getting his rating above the 2400 IM threshold.

Hopefully we will be entering a brave new internet based era when the paper magazine ceases. Readers wishing to prod for progress in this area should send games in PGN format to Games@newzealandchess.co.nz. This is a new email address that has been created to trial a simple way to submit material. Submissions will be considered both for addition to the NZ Games database and (if annotated) for web publication on a new platform.

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The Wimbledon of New Zealand Chess

by FM Bob Smith, Game Annotations by Bill Forster

On social media this year one of the participants in the annual Trusts Open dubbed the tournament “The Wimbledon of New Zealand Chess”.

Reflecting on this year’s 41st edition, I thought this was an especially apt analogy.

What other event in the country attracts every member of the New Zealand Open team?

What other event offers over \$6600 in prize-money?

What other event gives players the chance to play six standard time control games against players in their own rating group?

There may have been no strawberries and cream at the Trusts Open, but there were certainly plenty of hard fought games and some very long rallies.

The tournament attracted a near record entry of 113 to the Te Pai Centre in West Auckland over Queen’s Birthday Weekend,

including players from Australia, Singapore and other far flung places, like Invercargill! Defending co-champion IM Russell Dive flew in from Wellington, along with many times New Zealand Champion IM Anthony Ker.

Other favourites included the other defending co-champion, FM Ben Hague, who rates the Trusts Open as his favourite tournament – no wonder, considering his incredible recent record in it (five wins in six years). Other contenders were IM Paul Garbett, FMs Bob Smith, Daniel Gong and Mike Steadman, co-New Zealand Champion Alphaeus Ang and the ever-dangerous Leonard McLaren, Ralph Hart and Evan Capel.

In all, nine former or current New Zealand Champions were competing for the \$1200 first prize in the A tournament. The competition was likely to be just as tough in the other three rating sections, with even the C tournament winner targeting a possible \$350.

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The major sponsor was again The Trusts Community Foundation, and there was also substantial support this year from NZCF President GM Murray Chandler. Other sponsors included the Charnwood Trust and the West Auckland Trusts.

On Saturday Linda Cooper from the Trusts Community Foundation played the traditional first move on top board (no, it wasn't 1 h4) and play duly got underway, just a little late. In round one a few of the favourites conceded draws. McLaren to Kiran Prabhu from India, Gino Thornton to Prashant Mistry and Evan Capel to Sean Goh from Singapore.

The other "upset" was the non-appearance of Ivan Djordevic from Waikato, who had paid his entry fee but didn't appear to play Caleb Wright. In fact Djordevic did not show at all during the weekend, and subsequent enquiries to him produced no response. This was somewhat galling to the organisers, who had tried hard to even the fields across all the different events. Djordevic's no-show created an undesirable bye in the A tournament. Perhaps it's time for the NZ Chess Federation to take a tougher line against people who disrupt major events in this way?

Round two and Ker and Dive were surprised they were already facing players of the calibre of Mike Steadman and Ralph Hart. But that is the nature of the Trusts Open: no easy games.

Mike and Ralph duly "did the business", as Mike might say. He regards Anthony as one of his best "customers", and his trusty

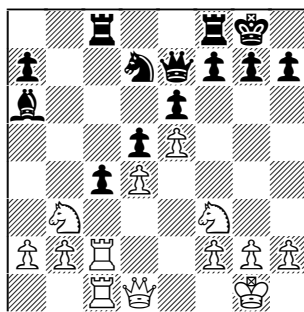
French Defence produced a full point in the endgame. Ralph, on the other hand, beat Russell with a nice attack. Smith succeeded against Wright with a speculative pawn sacrifice, while Hague-Gong, Kulashko-Fan and Ang-Duneas were all hard-fought draws.

Games selected by Bob Smith and annotated by Bill Forster

Ker (2471) - Steadman (2272)

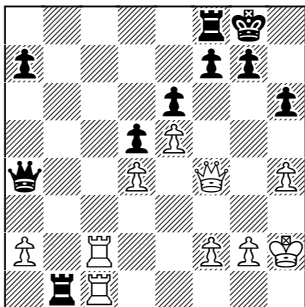
[C04]

1.e4 e6 2.d4 d5 3.Nd2 Nc6 4.Ngf3 Nf6 5.Bd3?! 5.e5 is the normal move here 5...Nb4! The database approves of this response. Black seems to be at least equal after only 5 moves. 6.0-0 Nxd3 7.cxd3 Be7 8.Re1 0-0 9.Nb3 b6 10.Bg5 Bb7 11.e5 Nd7 12.Bxe7 Qxe7 13.Rc1 Rac8 14.Re2 c5 15.Rec2 Ba6 16.dxc5 bxc5 17.d4 c4



To my admittedly uneducated eye it looks like White is struggling somewhat simply because he is stuck passively trying to contain Black on Black's 'side' of the board, without any chance to get something going on White's side of the board. Additionally, endgames tend to favour Black because his pawn structure is more compact and the

base of his pawn chain is not exposed as White's 'd' pawn is. 18.Nbd2 Rb8 19.b3 Nb6 20.bxc4 Bxc4 21.Nxc4 Nxc4 22.Nd2 Nxd2 23.Qxd2 Qb4 24.Qf4 Qa4 25.h4 h6 26.Kh2 Rb1

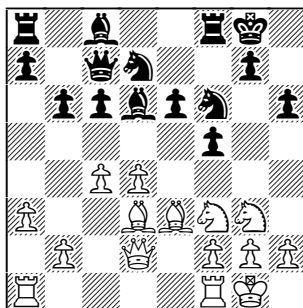


27.Qd2? White has two good moves 27.Rc8 Rxc1 28.Rxf8+ Kxf8 29.Qxc1 and Black can't grab material without allowing a perpetual; 27.Rxb1 Qxc2 28.Rb3 Qxa2 29.Rg3 with rather scary compensation for the pawn 27...Rb4 Winning a 'clean pawn' as Mike would say. He demonstrates some nice technique from here. As is usually the case in rook endings, getting both King and Rook active is the key to success. 28.Rd1 Rxd4 29.Qxd4 Qxc2 30.Rd2 Qc7 31.f4 Rc8 32.f5 Qc3 33.fxe6 fxe6 34.Qxc3 Rxc3 35.Re2 Kf7 36.h5 Ke7 37.Rb2 Kd7 38.Rb7+ Rc7 39.Rb3 a5 40.Rb5 a4 41.Ra5 Rc4 42.Ra7+ Kc6 43.Ra6+ 43.Rxg7? Rh4+ 44.Kg3 Rxh5 43...Kc5 44.Rxe6 Re4 45.Re7 d4 46.Rxg7 Rxe5 47.Rc7+ Kb4 48.Rd7 Kc3 49.Rc7+ Kd2 50.Rc4 d3 51.Rxa4 Ke1 0-1

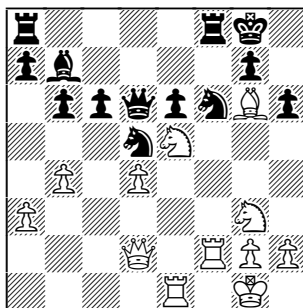
Hart (2269) - Dive (2453) [E12]

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Garry Kasparov seemed to make this appear as a forced win for White back in the 1980s 4...c6 5.Nc3 d5 6.Bg5 Be7 7.Qc2 0-0 8.e4

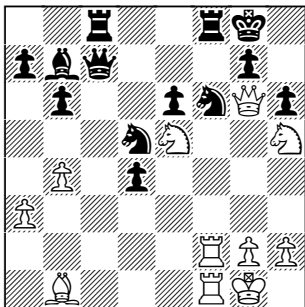
dx e4 9.Nxe4 Nbd7 10.Bd3 h6 11.Bf4 Nh5 12.Be3 Qc7 13.Qd2 f5 14.Ng3 Nhf6 15.0-0 Bd6



16.b4! This is actually a pawn sacrifice, White gets a promising attack that eventually carries the day 16...f4 17.c5 fxe3 18.cxd6 exf2+ 19.Rxf2 Qxd6 20.Re1 Nd5 21.Ne5 Bb7 22.Bg6 N7f6

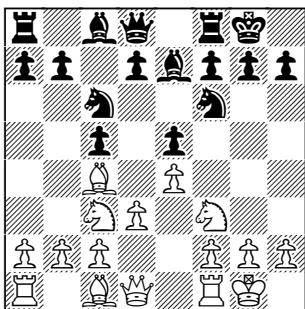


White now wins by single-mindedly targetting mate on h7 23.Bb1 Rac8 24.Qd3 Qc7 25.Ref1 c5 26.Nh5 cxd4 27.Qg6



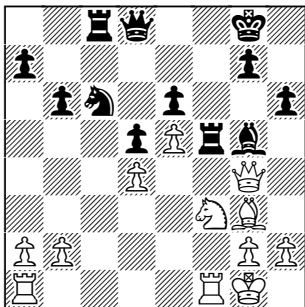
27...Qxe5?? 27...Kh8 is necessary to allow gxf6 defending h7 with the queen, otherwise White will take both knights on f6 and give mate. Then the computer has clever follow ups to justify a +4 score for White, but at least these follow ups are not as obvious as the move that now appears on the board 28.Qxg7# 1-0

Gong (2291) - Hague (2495) [B30]
 1.e4 c5 2.Nf3 Nc6 3.Nc3 e5 4.Bc4 Be7 5.0-0 Nf6 6.d3 0-0



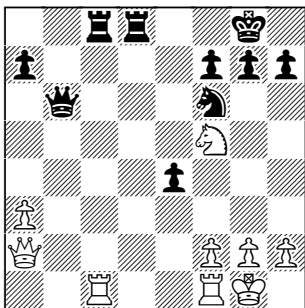
Some interesting opening play now unfolds, but it has been seen before recently in this very magazine. So I have the luxury of simply copying my notes from Gao-Hague NZ Champs 2018 in the January issue verbatim for the next several

moves. Copying BEGINS> 7.Ng5! Playing this here is a rather neat transpositional trick, that has been played by So, Nakamura and others. It's much more common to play the move when Black has played ...d6 rather than ...O-O on their last move. Then it comes with tempo against f7 allowing time for f4 ahead of ...h6 (which is the goal - White wants to play f2-f4 over the top of the Knight on f3 but unfortunately the rules don't allow that in one move). 7...h6 8.f4! The trick is that White has time for this even in this move order 8...exf4 8...hxg5? 9.fxg5 sees Black getting destroyed on the Kingside. The details are left as an exercise for the reader 9.Nf3 d6 10.Bxf4 We have transposed to, for example Kramnik-Leko Linares 2003 which reached the same position by a more conventional route after 1.e4 c5 2.Nf3 Nc6 3.Nc3 e5 4.Bc4 d6 5.d3 Be7 6.O-O Nf6 7.Ng5 O-O 8.f4 exf4 9.Bxf4 h6 10.Nf3 10...Be6 10...Bg4 This reasonable looking move is a near novelty.Be6 instead has been played literally hundreds of times. <Copying END Oh whoops, I need to wake up - this time Ben does play ...Be6 instead of ...Bg4. Actually the players repeated all of this again at the George Trundle, in this magazine! 11.Nd5 Nb4 11...Bxd5 is much more popular, but if I leave my computer to think for a while it prefers ...Nb4, which has been played a couple of times by Sveshnikov. I suspect Ben does his homework 12.Nxf6+ Bxf6 13.Bxe6 fxe6 14.c3 Nc6 15.Bg3 d5 16.Qb3 b6 17.e5 Bg5 18.Qa4 Rc8 19.Qg4 Rf5 20.d4 cxd4 21.cxd4



21...Qd7 21...Nb4! Is very strong according to the computer - the knight is getting very mischievous and might be going to d3 or e3 (via c2) or even picking up a pawn on the weird route a2-c1-e2
 22.Nxg5 Rxg5 23.Qd1 Black might be slightly better with a better minor piece, but the position quickly burns out to nothing
 23...Ne7 24.Bh4 Rf5 25.Bxe7 Rxf1+ 26.Qxf1 Qxe7 27.Rc1 Rxc1 28.Qxc1 Qb4 29.Qc8+ Kh7 30.Qc2+ Kg8 31.Qc8+ Kh7 32.Qc2+ Kg8 33.Qc8+ ½-½

Gibbons (2070) - McLaren (2321)



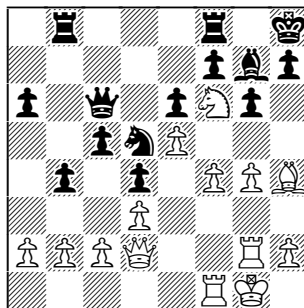
24...Rxc1 25.Rxc1 Qc5 0-1

Due to space constraints Smith – Wright appears online at nzchessmag.com

In round three Smith and Steadman continued their winning ways, the former beating Hart in a sharp encounter, while Steadman fended off Garbett's piece sacrifice. The other significant result was Gong's win over Ang. Daniel's two rooks proved too good for Alphaeus's queen, and he easily passed Ang's infamous checkmate test.

Hart (2269) - Smith (2318) [B25]

1.e4 c5 2.Nc3 a6 3.g3 Nc6 4.Bg2 g6 5.f4 Bg7 6.Nf3 d6 7.0-0 e8 8.d3 Nge7 9.Be3 Nd4 10.Qd2 0-0 11.Rae1 Rb8 12.g4 d5 13.Bf2 b5 14.e5 b4 15.Ne2 Nxe2+ 16.Rxe2 d4 17.Ng5 Bb7 18.Ne4 Qc7 19.Nf6+ Kh8 20.Bg3 Bxg2 21.Rxg2 Qc6 22.Bh4 Nd5



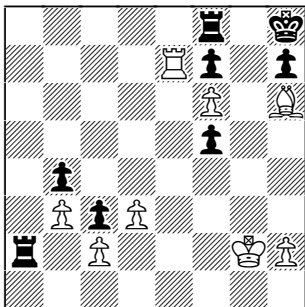
23.Rf3? 23.Rg3! This way there is no en prise rook on f3 after the Knight on d5 moves 23...Bxf6 24.exf6 Ne3 25.Rgg3 c4 26.Rxe3 c3 27.Qg2 Qxg2+ 28.Kxg2 dxe3 29.b3 a5 30.Rxe3 Ra8 31.Re4 Rfb8 32.Bg3 a4 33.f5 axb3 34.axb3 exf5 35.gxf5 gxf5 36.Re7 Rf8 37.Bf4 Ra2

Due to space constraints the Cross Table is omitted.

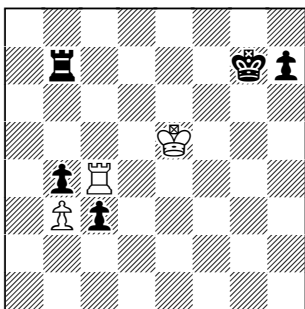
It will appear in the next issue.

Full results are available online at newzealandchess.co.nz

38.Bh6



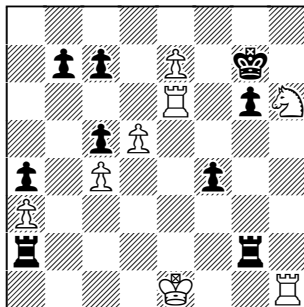
38...Rxc2+ 39.Kh3 Rd8 40.Rxf7 Rxd3+
41.Kh4 Rxh2+ 42.Kg5 Rd8 43.Rc7 f4
44.f7 Rxh6 45.Kxh6 Rd6+ 46.Kg5 Kg7
47.Kxf4 Rf6+ 48.Ke5 Rxf7 49.Rc4 Rb7



White has done well to make a game of it,
but two good extra passed pawns and no
more complexity signals the end **50.Kd6**
h5 51.Kc6 Rb8 52.Kc7 Rh8 53.Rxb4 h4
54.Rg4+ Kf6 55.b4 h3 56.Rg1 h2 57.Rh1
Kf5 58.b5 Kg4 0-1

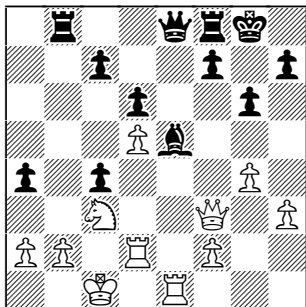
Ang (2356) – Gong [E90]

1.d4 d6 2.Nf3 Nf6 3.c4 g6 4.Nc3 Bg7 5.e4
0-0 6.h3 e5 7.d5 Nbd7 8.Be3 a5 9.Bd3
Nc5 10.Bc2 Nh5 11.g3 Bd7 12.Qe2 Scekic
(2430) - Tratar (2420), Ljubljana 1998 was
hugely entertaining 12.Na4 Bxa4 13.Bxa4
Nxe4 14.Bc2 Nc5 15.Qd2 Qe8 16.0-0-0
Nf6 17.Bxc5 dxc5 18.Rde1 Nd7 19.Ba4 f6
20.Qe3 Rf7 21.h4 Qf8 22.Qe2 Nb6 23.Bc2
Re7 24.h5 f5 25.g4 e4 26.g5 Ree8 27.Nh4
Qd6 28.Bd1 a4 29.a3 Nd7 30.Qd2 Ne5
31.Be2 Red8 32.Ng2 Nc6 33.Qf4 Nd4
34.Bd1 Qxf4+ 35.Nxf4 Rd6 36.f3 Be5
37.Nh3 Rb6 38.fxe4 f4 39.Nf2 Nb3+
40.Bxb3 Rxb3 41.Ng4 Bxb2+ 42.Kc2 Rg3
43.Nh6+ Kg7 44.Kxb2 Rvg5 45.hxg6 hxg6
46.e5 Ra6 47.e6 Rb6+ 48.Kc1 Rg2 49.e7
Rbb2 50.Re6 Rbc2+ 51.Kd1 Rcd2+ 52.Ke1
Ra2

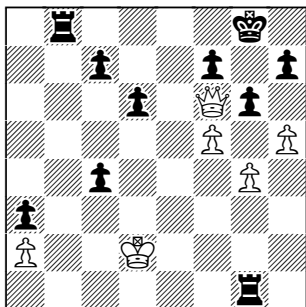


53.Rxg6+ Rxg6 54.e8Q Ra1+ 55.Kf2 Rxh1
56.Qg8+ Kxh6 57.Qh8+ Kg5 58.Qxh1 Rb6
59.Qh8 **12...Qc8 13.Ng1 Qe8 14.0-0-0 b6**
15.g4 Nf4 I think I am learning something
by annotating these games. Black plays b6
to make Be3xc5 undesirable because it
opens a file towards the King. Conversely...

16.Bxf4? ...tends to be a positional blunder in the Kings Indian because it liberates a monster on g7 16...exf4 17.Qf3 b5 18.Qxf4 bxc4 19.Nge2 Ba4 20.Bxa4 Nxa4 21.Rd2 Rb8 22.e5 Nxc3 23.Nxc3 Bxe5 24.Qf3 a4 25.Re1



25...Bxc3! The monster gives its life, but Black gains decisive material 26.Rxe8 Bxd2+ 27.Kxd2 Rfxe8 28.Kc2 Rb5 Two rooks tend to be better than a Queen particularly if the Queen doesn't have many checks and the Rooks can pick off weak pawns which can't be defended twice. 29.h4 Reb8 30.Qf6 Rxd5 31.f4 Rdb5 32.f5 Rxb2+ 33.Kc3 Rg2 34.h5 Rg3+ 35.Kc2 a3 36.Kc1 Rg1+ 37.Kd2



Black gets there first 37...c3+ 38.Ke2 Re8+ 39.Kf2 Rxf4 40.fxf6 fxf6 41.hxf6 Rxf6

42.Qxc3 c5 43.Qxa3 Rf6+ 44.Kg2 Re5 45.Qb3+ Kg7 46.Qb7+ Kh6 47.a4 Rg5+ 48.Kh2 Rfg6 49.a5 Rh5# 0-1

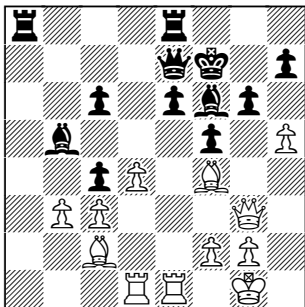
Round four featured the clash of the two front-runners: Smith and Steadman. Smith saced a pawn in the opening for active play and queen-side pressure, but Steadman equalised by giving the material back to liquidate to a drawn rook and pawn ending (aren't they all?). With wins hard to come by on the top boards, the draw left the pair in the lead. Sunday afternoon draws included Hague-McLaren, Kulashko-Capel and Gong-Dive.

Meanwhile several players were making a comeback: Ker convincingly beat Papua New Guinea Olympiad rep Helmut Marko, Garbett had a nice win over Nathan Goodhue and Hart defeated Eddie Lee.

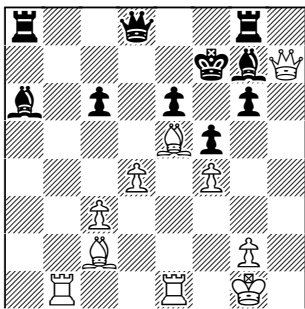
Due to space constraints Ker-Marko appears online at nzchessmag.com.

Garbett (2335) - Goodhue (2056) [B06]

1.e4 g6 2.d4 Bg7 3.Nc3 c6 4.Bc4 e6 5.e5 d5 6.exd6 Qxd6 7.Nf3 b5 8.Ne4 Qe7 9.Bd3 Nf6 10.0-0 Nxe4 11.Bxe4 Bb7 12.Re1 0-0 13.c3 Nd7 14.Bg5 f6 15.Bf4 Nb6 16.Qb3 Qd7 17.Rad1 Rfe8 18.Bc1 a5 19.Nd2 a4 20.Qc2 Nc4 21.Nxc4 bxc4 22.Qe2 Ba6 23.Qf3 Rac8 24.h4 f5 25.Bc2 Bb5 26.h5 Qe7 27.Qg3 Kf7 28.Bf4 Bf6 29.b3 axb3 30.axb3 Ra8



There follows an interesting little dance, which is a prelude to White cementing a complete grip **31.Bd6 Bh4 32.Qe5 Bf6 33.hxg6+ hxg6 34.Qh2 Qd8 35.Qh7+ Bg7 36.Be5 Rg8 37.bxc4 Bxc4 38.Rb1 Ba6 39.f4**

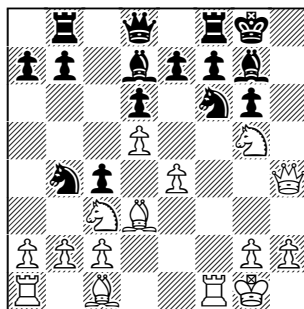


See previous comment, White's grip translates to falling pawns during the transition to the ending **39...Qf8 40.Re3 Rh8 41.Qxg7+ Qxg7 42.Bxg7 Kxg7 43.Rxe6** One pawn **43...Rhc8 44.Rb6 Bb5 45.Rb7+ Kh6 46.Bxf5** Two **46...Rg8 47.g4 Rg7 48.g5+ Kh7 49.Bxg6+** Three, that should be enough. A nice game by Paul. **49...Kh8 50.Rxg7 Kxg7 51.f5 Ra1+ 52.Kg2 Rc1 53.Re7+ Kf8 54.f6 c5 55.Rh7 Bc6+ 56.Kf2 1-0**

In golf the Monday morning round would be described as “moving day”, and it certainly was. Ker continued his resurgence by exploiting Capel’s king-side weaknesses, while Hague played a nice attack against Smith’s ill-considered Pirc Defence. Dive beat Thornton when the latter badly misplayed a drawn ending, while Hart swindled a stalemate against McLaren and Steadman defended well to draw with Kulashko. The big upset of the round was Ang’s loss to the under-rated Nunilon Fulo who, with two extra queens, also passed the “checkmate test”.

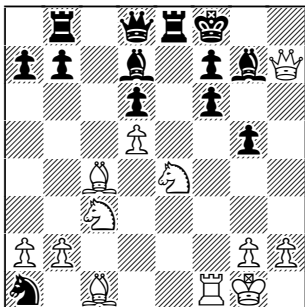
Hague (2495) - Smith (2318) [B09]

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f4 Bg7 5.Nf3 0-0 6.Bd3 Na6 7.0-0 c5 8.d5 Bb8 9.f5!? This sideline looks a little weird, but it is very direct and it scores well in the database **9...Bd7 10.fxg6 hxg6 11.Qe1 Nb4 12.Qh4 c4 13.Ng5**



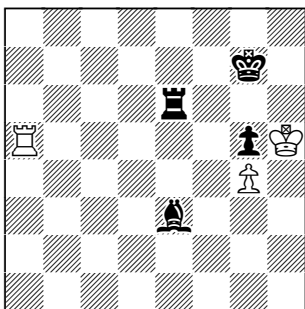
13...Re8 The computer holds the balance by refining this idea with **13...Qb6+ 14.Kh1 Rfc8** providing flight for the King *and* defending c4 **14.Bxc4 Nxc2 15.e5 Nxa1** Trying to defend in a straightforward manner doesn't help either, eg **15...dxe5 16.d6 e6 17.Rxf6 Qxf6 18.Nce4 Qd8 19.Qh7+ Kf8 20.Nxf7 Kxf7 21.Bh6 Rg8**

22.Rf1+ Ke8 23.Qxg6# 16.exf6 exf6
 17.Qh7+ Kf8 18.Nge4 The computer
 improves with the even more devastating
 18.Ne6+!! eg 18...fxe6 19.Bh6 Bxh6
 20.Qxh6+ Kf7 21.Qh7+ Kf8 22.Qxg6 and
 the end is nigh 18...g5

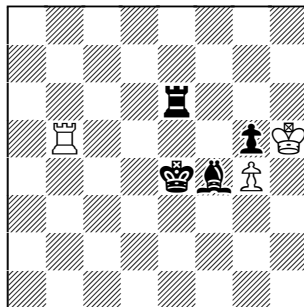


Trying to keep the Bishop out of h6
 18...Bf5 is most resilient 19.Bh6 Bxh6
 20.Qxh6+ Ke7 21.Rxf5 gxf5 22.Qxf6+ and
 the attack continues and ultimately
 prevails, if White is calm. It is striking how
 easily the blows rain down, White's pieces
 just cooperate well and the defenders are
 all exchanged off 19.Nxf6 Bxf6 20.Bxg5!
 The final touch 20...Re1 20...Bxg5
 21.Qxf7# 21.Bh6+ Ke7 22.Rxe1+ Be6
 23.Rxe6+ 1-0

Hart (2269) - McLaren (2321)



49.Ra6! Nice try 49...Bb6 Not 49...Rxa6??
 stalemate 50.Ra8 Be3 51.Ra6 Kf6 52.Ra5
 Re5 53.Ra6+ Ke7 54.Rc6 Bf4 55.Ra6 Re2
 56.Rb6 Re6 57.Rb5 Kd6 58.Rb6+ Kd5
 59.Rb5+ Ke4



60.Rb6 Re8?? 60...Re5! Ironically since
 the previous diagram Leonard has
 improved his King position and so now he
 can firmly lose control of h6 and g6 forever
 and put the stalemate trick behind him
 61.Re6+ Rxe6 ½-½

*Due to space constraints Ang – Fulu
 appears online at nzchessmag.com*

So going into the final round Ker, Hague,
 Steadman and Gong led on 4/5, with
 Kulashko, Smith, McLaren, Hart, Dive and
 Fulo all on 3.5.

Of the leaders, only one was able to score
 the desperately sought-after win. When he
 needed it the most, Ker came up with an
 impressive game against Gong, who
 ventured into Anthony's c3 Sicilian and did
 not emerge alive.

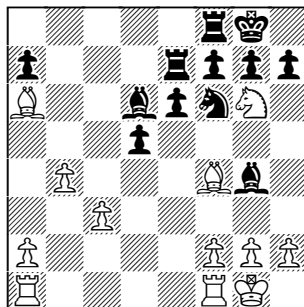
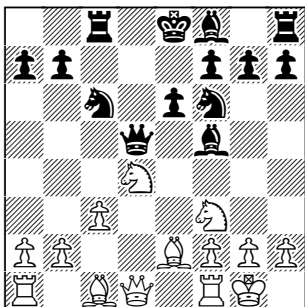
Hague and Steadman could only manage a
 draw, which allowed two others from the
 chasing pack to catch them up. Kulashko

played a patient positional game against Hart to claim his share of second, while Smith made the most of an opening lapse by Dive to eventually win in the endgame.

denied, he is going to collect the exchange **16.Ne5 Nh5** Ker: 16...0-0 17.b4 Bd6 (17...Bb6 18.Nxg4 Nxg4 19.Bd6 A winning skewer) 18.Ng6!! A very unusual fork

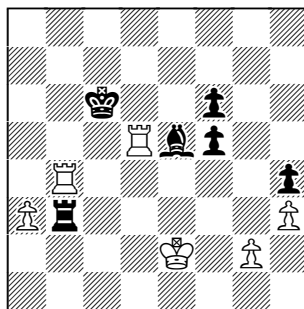
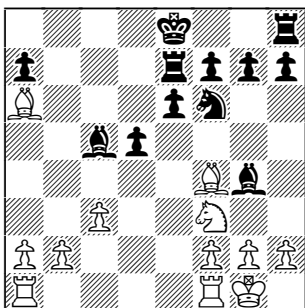
Ker (2471) - Gong (2291) [B22]

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nc6 5.Nf3 Bf5 6.Be2 e6 7.0-0 Nf6 8.Na3 cxd4 9.Nb5 Rc8 10.Nbxd4



10...Bg4? After this Anthony gets a chance to continually annoy his opponent with threats, exactly the sort of thing he's looking for with his c3 Sicilian. The computer recommends rushing to catch up with development with 10...Be7 In the only game **11.Nxc6 bxc6 12.Be3 Bc5 13.Qxd5 cxd5 14.Ba6 Rc7 15.Bf4 Re7**

17.Bd2 Nf6 18.Bg5 h5 19.Bxf6 gxf6 20.Bb5+ Kf8 21.Nd7+ Rxd7 22.Bxd7 Rg8 23.Kh1 h4 24.h3 Be2 25.Rfe1 Bd3 26.Red1 Be4 27.f3 Bf5 28.Bb5 Ke7 29.Bd3 Bxd3 30.Rxd3 a5 31.Re1 Rd8 32.f4 Bf2 33.Red1 f5 34.b4 Rb8 35.a3 Kd6 36.Rf3 Bg3 37.Kg1 Kc6 38.Kf1 Kb5 39.Ke2 Rc8 40.bxa5 Ra8 41.Rb1+ Kxa5 42.Kd3 Rc8 43.Rff1 f6 44.Rb7 Rc6 45.Rb4 e5 46.fxe5 Bxe5 47.c4 dxc4+ 48.Rxc4 Rd6+ 49.Ke2 Rb6 50.Rd1 Rb2+ 51.Rd2 Rb3 52.Rd5+ Ka6 53.Ra4+ Kb6 54.Rb4+ Kc6



A very unhappy Rook, White is not to be **55.Rxe5** A nice liquidation to finish

55...Rxb4 56.Re6+ Kd5 57.axb4 Kxe6
58.Kf3 Kd5 59.Kf4 1-0

Hague, Kulashko, Smith and Steadman all took home nearly \$500 for their efforts. But the major spoils went to Ker, who banked \$1140 after playing some good chess and what he conceded was a well-timed “Swiss Gambit”.

No doubt the win – a testament to Anthony’s fighting spirit – will help him on his way to the Batumi Olympiad.

Others, like Alphaeus Ang, were left to dream of better days. Alphaeus was the absolute ratings loser of the event, dropping 69 FIDE points, while the ratings winner was Terry Shen, who gained 80.

The B Tournament went to Indonesia’s Erwin Koestanto, who conceded one draw in winning the \$500 first prize. Oliver Dai was second with 5/6, and Timothy Ha shared third with Owen Jin on 4.5.

C Tournament winner, Wellingtonian Paul He, also scored 5.5/6 and banked \$300. Runner-up on 5 points was another overseas visitor, Julien Goh from Singapore, with Daniel Qui a half point back in third place.

The Junior tournament for players under 12 and under 1200 rating was a victory for local girl power, with defending champion Anya Thurner racking up six straight wins. Allen Weng, Ryan Fan, Eric Jin and Pasind Jayawickrama shared second, a respectful two points behind.

The A, B and C tournaments were all FIDE

rated, while the Junior event was nationally rated.

The Te Pai Centre again proved to be an excellent playing venue, and there were no major problems for Chief Arbiter IA Bruce Pollard and his assistant FA Ying Wang.

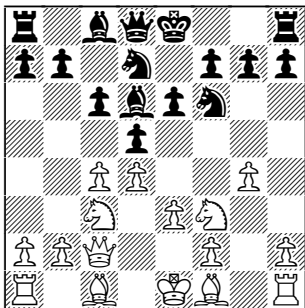
The venue has already been booked for next year, with hosts Waitakere Chess Club aiming for an even bigger and stronger field for the 42nd Trusts Chess Open.

Making up the Numbers
by Bill Forster

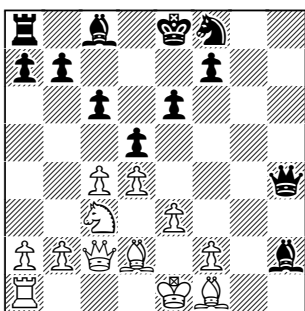
During my time as editor I have always contributed to Bob’s Trusts reports by providing some annotations (admittedly sometimes very light) for the games he chooses. I’m probably deluding myself, but for this final report (just one more issue of the chess magazine to go) I decided this has earned me the write a supplementary article on this year’s tournament. Bob quite rightly always focusses on the battle for the glory and the top prize; What’s it like for a battler making up the numbers at the bottom of the field?

Alphaeus gets a little bit of a hammering in the main article (I do agree with Bob that playing to mate in every game is not a great habit). To balance that coverage a little I’ll present the excellent game he played against me in the first round. In a wild game I gave a reasonable account of myself, but Alphaeus’s play was close to perfect.

Ang (2356) - Forster (2045) [D45]
 1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 e6 5.e3
 Nbd7 6.Qc2 Bd6 7.g4!?

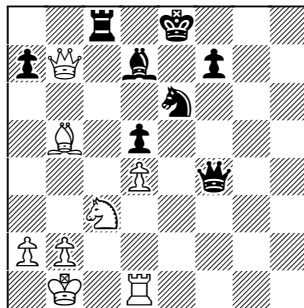


I knew about the concept of this sort of thing in the Slav, but sorely lacked specific knowledge and experience. Oh well, you just have to try your best I suppose 7...Nxc4 I decided to at least not allow a free attack. It turns out this is a reasonable way to play 8.Rg1 Nxc4 9.Nxc4 Bxc4 10.Rxc4 Qf6 11.Rxc4 Nf8 12.Rxc4 Qxc4 13.Bd2 Qh4



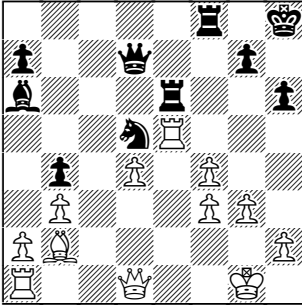
14.e4! It seems opening the position further favours White 14...Bd7 Oms Pallise (2415) - Flores Escuin (2170), Zaragoza 1998 14...dxe4 15.Nxe4 Bf4 16.Bg2 Bd7 17.0-0 b6 18.Rh1 Bxd2+ 19.Qxd2 Qe7 20.c5 Ng6 21.Rh7 Kd8 22.Nd6 Be8 23.Bxc6 Nf8

24.Rxf7 Bxf7 25.Bxa8 Bg6 26.Be4 1-0
 15.cxd5 exd5 16.exd5 cxd5 17.Be3 Ne6
 18.0-0-0 Rc8 19.Qb3 Bg1? Losing the thread entirely 20.Qxb7 Bxf2 21.Bxf2 Qxf2 22.Bb5 Qf4+ 23.Kb1



White threatens Qxc8. It turns out I am quite lost here, and Alphaeus wraps things up nicely 23...Qc7 24.Qxd5 Bxb5 25.Qxb5+ Qd7 26.d5 Qxb5 27.Nxb5 Rd8 28.Re1 a6 29.Nc3 1-0

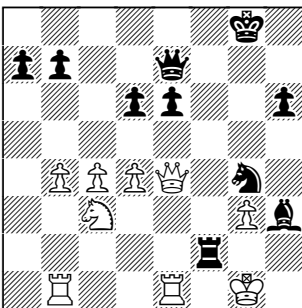
My best game was against Prashant Mistry. Despite being objectively better, I had been playing with my characteristic nervousness, and with only six minutes left on my clock, a time trouble meltdown was very much on the cards. Suddenly during my last decent think an idea popped into my head from nowhere and without a lot of time to agonise, I just played it. Damn the torpedos and do we really want to play an ending anyway? Strangely my nervousness evaporated, just at the time when it might normally brush everything else in my head aside. I wish I could capture this unusual (for me) moment of psychological strength and deploy it on demand.



26...Nx4! 27.gxf4 Rg6+ I was relying on intuition rather than calculation, but fortunately it turns out Black is totally winning, and White chooses a pretty way to go down. 28.Kf2 Qh3 29.Qh1 Qh4+ 0-1 30.Ke3 Qxf4+ 31.Kf2 Qd2+ 32.Re2 Qxe2#

Another one of my games saw a potential reciprocal queen sacrifice. Sadly it did not actually appear on the board.

Forster (2045) – Chung (1944)



28.Qg6+? I was planning 28.Nd5! which is actually a winning move, the idea is to bring the Knight to f4 to shore everything up and even win the Bishop on h3. But at the last moment I saw the apparently brilliant reply 28...exd5!? and I get mated if

I take the queen. It's a shame I saw this as if we had gone down this route the winning counter queen sacrifice becomes pretty obvious 29.Qxg4+! (29.Qxe7? Rg2+ 30.Kf1 Nh2#) 29...Bxg4 30.Rxe7 and White emerges with a winning ending 28...Qg7? As I waited for a reply I did worry about simply 28...Kh8 and I have no checks. I turns out that the simple answer is that I am hopelessly lost, Black's mating threats are still there but no I have no good counter eg 29.Re2 Qf8 winning on f1 29.Qxg7+ Kxg7 30.Re2 and the game continued. Just to balance out my mini report this one ended in a draw, from an awkward ending for me. I followed my own advice from a few issues back and scrupulously applied the threefold repetition rule, much to the surprise of my opponent. In the heat of battle I learned a little mental trick that might make the most common threefold situation easier to accurately assess;

In a situation where you are worse, your opponent makes a threatening move and you parry it. He withdraws and you withdraw your parry. If he makes the same threat again and withdraws it in the same way, Stop the clock, write down the "withdraw your parry move" (Please – if I make one contribution to NZ chess – let it be that at least one or two readers remember that you mustn't play the key move) and claim a draw. But hasn't there only been two repetitions? Perhaps, but the point is that once the key move appears on the board, your opponent could repeat his threat for a third time. That's only possible if the position has occurred three times. Quod Erat Demonstrandum.

Summary: Claim after a threat has been repeated (and withdrawn) twice, because it could be repeated a third time. In the last round I watched Mike Steadman under the pump against Ben Hague. Exactly this scenario played out. Mike was looking uncertainly at his scoresheet, but did not claim, he played the key move instead. Ben was gifted the opportunity to continue. It would be a really cool story if Ben had continued and won the game, but sadly for my narrative purposes Ben just repeated the threat again and they shook hands. Later I asked Mike what he was thinking. "I was thinking I'd look a real dick if I claimed and it turned out not to be three times".

What about the non-competitive side of the game? The Trusts is a great tournament, and is superbly organised. But the fundamental problem that you are stuck out in something of an urban wilderness is inherent unfortunately. If you want to look at Gas Stations, Burger Joints, and big box retail you are in great shape. I say gas stations rather than petrol stations because the stretch along Lincoln Road is really pretty much indistinguishable from "Generica", the urban form pioneered by the sprawling suburbia of postwar America.

The "Man Who Ate Lincoln Road" could probably provide some decent culinary advice, but my efforts to avoid further time at the cardiologist involved eating the only truly awful Indian restaurant meal I've ever had. Tikka Masala recast as watery tomato soup. It's probably a good idea to share a room with someone. I wouldn't have thought just three days in a lonely motel room would drain my will to live, but I think it's just something about the Lincoln

Road *ambience*.

I didn't really see anything of my Wellington clubmates until the car ride to the airport (thanks for the ride Keong - I was urging him to break the speed limit - but you all know how Keong feels about rules). Anthony and Russell did some blindfold analysis of the ending to Dive-Thornton. I'd watched the ending too and have been working on my blindfold game so I tried to follow along. Sadly I got distracted as we went through the Waterview tunnel. It was a first for me and I was somewhat awed by it. Anthony and Russell were engrossed and didn't seem to notice. The bottom line is that the boys were right, Gino could have drawn by activating his king effectively (I checked with Stockfish when I got home). Closer to the airport Anthony did share some pleasurable unplayed lines with me from Ker-Gong. I put those in the report earlier. I prodded and cajoled him for annotations to Ker-Croad (April issue) with absolutely no success, so I suppose this is progress!

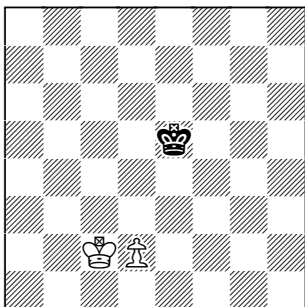
The Distance Between Files *by William Lynn*

In the simple end game king and pawn versus king, every player should know the basic winning technique of gaining the opposition in front of the pawn. A useful rule of thumb to bear in mind when manoeuvring to gain the opposition, is that you should aim for a minimum distance of two files between the kings and on opposite sides of the pawn file with your king ahead of the pawn.

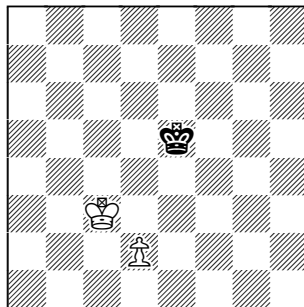
Whenever your opponent moves onto the pawn file move your king onto the pawn file on the same colour square and ahead of the pawn to gain the opposition.

If your opponent moves backwards on the pawn file then just move forward on the pawn file, same coloured square, gaining more ranks in the process. If your opponent then moves onto an adjacent file you increase the distance between files by moving forward diagonally on the opposite side of the pawn file again advancing ranks.

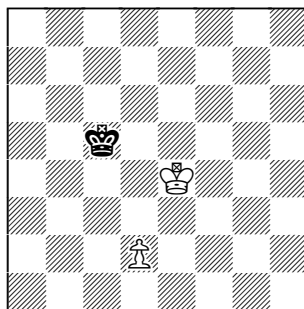
Example 1



To win this White needs to advance his king up the board until reaching either c7 or e7 to help support the pawn advance d6-d7-d8. The first move is **1.Kc3** advancing the White king forward a rank while keeping the two kings a couple of files apart. This position is stage 1 for White and will occur again in similar positions in further examples.

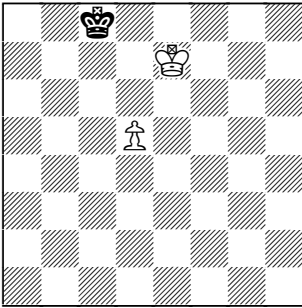


White would have made a mistake by advancing the pawn forward to d3 as this would allow Black to occupy d4 reducing the gap between files to one, blocking the pawn and stopping White from advancing his king ahead of the pawn. After **1...Kd5 2.Kd3** White takes the opposition (same coloured square) on the pawn file. Now play continues **2...Kc5 3.Ke4**. This is stage 2 completed.



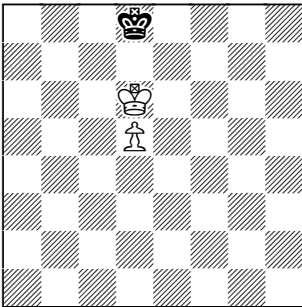
Play continues **3...Kd6** (in the hope that White will move his pawn). However White is still not far enough up the board so **4.Kd4 Ke6 5.Kc5** repeats the pattern. So what if now Black plays **5...Ke5** Then **6.d4+** is now good because after **6...Ke6 7.Kc6** again advancing a further rank. There follows **7...Ke7 8.d5 Kd8 9.Kd6!**

Kc8 10.Kc7 reaching stage 3.

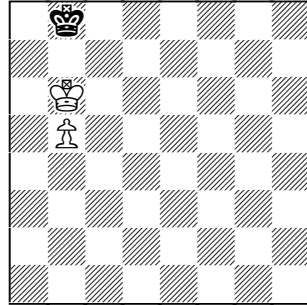


The White king is now in a position to support the pawn advance.

Example 2

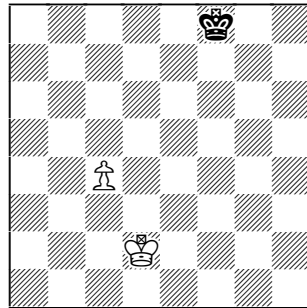


This is an ideal position for White, it is an exception to the normal rule that the defender draws with the opposition. It illustrates another rule of thumb, White wins if the pawn reaches the 7th rank without giving check. Giving check allows the Black king time to blockade the pawn and escape with stalemate if White protects the pawn. The winning moves are **1.Kc6 Kc8 2.d6 Kd8 3.d7** (not checking) **Ke7 4.Kc7** wins. The position is not quite so simple if the White pawn is on b5 or g5. Stalemate possibilities can occur.



If White moves **1.Kc6? Ka7! 2.Kc7 Ka8 3.b6** is stalemate. So we need a new rule. Move the king towards the nearest side of the board! So **1.Ka6! Ka8 2.b6 Kb8 3.b7** (without checking) **3...Kc7 4.Ka7** wins.

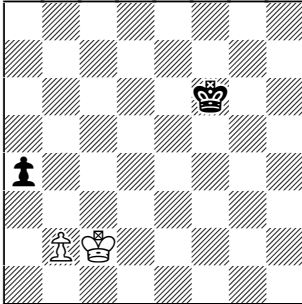
Example 3



In this position both kings are on the same side of the board and two files apart. Therefore White needs to move over to the opposite side of the pawn file to achieve a similar position to stage 1 **1.Kc3!** now 3 files between the two kings. **1.Kd3? Ke7** reducing the files to one **2.Kd4 Kd6** draws as Black now has the opposition. Play continues **1...Ke7 2.Kb4! Kd6 3.Kb5 Kc7 4.Kc5 Kb7 5.Kd6 Kc8 6.Kc6 Kd8 7.Kb7 Kd7 8.c5** wins.

Example 4

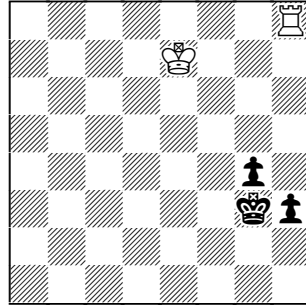
From Practical Chess Endings by Irving Chernev 1961, Diagram 16 on page 27.



The presence of the Black pawn on a4 creates drawing chances. Black's technique to draw is simply to blockade the b pawn preventing White from moving his king ahead of the pawn. After **1.Kc3? a3! 2.b4 Ke5 3.Kb3 Kd5 4.Kxa3 Kc6 5.Ka4 Kb6 6.b5 Kb7 7.Ka5 Ka7 8.b6+ Kb7 9.Kb5 Kb8!! 10.Kc6 Kc8 11.b7+ Kb8 12.Kb6** stalemate. Instead **1.Kb1!!** and White has the luxury of having 4 files between the kings allowing enough time to deal with the Black pawn and arriving on the correct side of the White pawn. Play continues **1...a3! 2.b3! Ke5 3.Ka2 Kd5 4.Kxa3 Kc5 5.Ka4** and just in time stage 1 again occurs.

Example 5

Sometimes increasing the distance of the files between kings is a factor in other types of ending. For example, the following rook and pawn ending. Samaganov-Zilberman 1970 which appears in the FIDE Trainers Commission Yearbook 2010 page 35.



Play continued **1...Kg2? 2.Kf6** reducing the distance between the kings to only one file **2...g3 3.Kf5 h2 4.Kf4** and the game ended in a draw. But **1...Kh2!** increases the distance between the kings to 3 files and wins easily **2.Kf6 g3 3.Kf5 g2 4.Kg4 g1=Q+** etc.

William Lynn

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Applying Logic in Chess
by Erik Kislik
published by Gambit
Book Review by Bill Forster

The subtitle of this book is “A top trainer demystifies modern chess thought” and I think the subtitle captures the essence of the book more than the actual title. Early in the book Kislik recommends we learn from World Champion Carlsen - no surprises there – but no, the context is not how to grind in endings or avoid the opponent's preparation. Apparently after his match with Anand Carlsen was asked about his approach and replied that essentially he just

wanted to play 40 to 50 good moves in each game. This accords very well with Kislik's chess philosophy. He wants his students and his readers to be practical fighters. This might sound a little banal when put like that, but there is meat in the message. Kislik presents and debunks a lot of commonly accepted advice. As an example, consider the best way to approach a game against a stronger player. The "Chess for Tigers" approach is to try to unbalance and complicate the struggle, to operate in swampy ground on the theory that all players are vulnerable to serious mistakes in such situations. Kislik instead wants his students to relish the struggle, to hunker down and play their best chess in their normal style, with maximum effort and no psychological weakness. He suggests the most annoying thing you can do against a stronger player is play good moves against them.

So how does one go about playing good moves? You should always be following a plan right? Kislik doesn't think so. Apart from anything else focusing on your own plan can lead you to forget what your opponent is trying to do. "Sometimes there are just too many possibilities in a position to have a really clear plan in mind and it is best to just play good moves that you think improve your position generally or deal with the possible coming complexities in the best way possible. Flexibility and being aware of the opponent's ideas are very important".

Kislik is very focussed on Elo rating. He clearly expects his students to be motivated by rating and to be striving towards a specific goal. He also uses it as a statistical

tool in ways I haven't seen before. For the improving player he identifies a 200 to 300 point stronger player as being in a sweet spot where you can get the improvement benefits of learning from a stronger player and realistically expect to win rating points to immediately reflect the improvement your hard work is delivering. Why? Because apparently studies show that a 200 point stronger opponent for example is supposed to score 76%, but in reality "only" scores 73%. Kislik theorises that this ratings gap presents practical problems for the stronger player. A draw is an unsatisfactory result for example, and yet Kislik's student is sitting there unintimidated, making good moves, avoiding time trouble, not doing anything crazy etc. etc. I think Kislik would love Sydney FM Tim Reilly's theorem: "The key to successful competitive chess is to not do anything stupid". Having said that Tim tends to roll that one out after a disappointment where he did in fact do something stupid and the disciplinarian Kislik despises such psychological fragility.

Here are three more interesting and surprising statistical tid bits I enjoyed from the book.

- Tal only sacrificed something once every six or seven games (Kislik doesn't want his students to be trying to play flashy and superficial chess in an attempt to win brilliantly and quickly). The skeptic in me points out that this number reflects Tal's entire career. In the latter part of that career he became very much the consummate technician, setting

records for unbeaten game streaks etc. What was the number for the young Tal?.

- Various objective reports indicate that almost every player outside the top ten in the world before World War I was weaker than modern 2200 strength (Kislik doesn't want his students to idolise the golden age of chess, or romanticise the achievements of long dead greats – see also the previous point).
- At 14 years and 4 months Magnus was 2552, at 15 years and 10 months he was 2528. So at the ideal age for improvement, when he was playing and studying full time, possibly the most talented player in history temporarily plateaued. (Kislik wants his students to accept setbacks without losing faith and giving up).

In general the book is perhaps tilted towards general competitive advice rather than detailed chess knowledge, but there is plenty of the latter type of material as well. The book starts with a section on the value of the pieces, which advocates for a much more nuanced and dynamic model than the traditional 1/3/3/5/9 pawns for each piece. This material relies heavily on the research of Larry Kaufman, who developed his theories whilst helping with the development of the positional evaluation function of first Rybka, and latterly Komodo.

I won't go into the "numbers" in detail here except for one spoiler alert; Knight = 3.45

pawns, Bishop = 3.55 pawns. Now the temptation is to immediately react to this in terms of the eternal rivalry between these two pieces. I did that. But much later my reaction changed to simply "Wow, so a minor piece is really worth more than 3 pawns". This knowledge might have helped me psychologically in my game against Prashant Mistry from page 15 in this issue. Earlier in the game Prashant had bravely sacrificed Bishop for three pawns. Well, it felt like a sacrifice, that's my normal intuitive "feel" early in a game for this material imbalance. After all, if I get my superior weight of pieces working well together I would hope to be able to win a pawn or two, then it really is a piece sacrifice right?. But during the game I was constantly (unnecessarily as it turns out) reminding myself I only had material equality, and that I shouldn't be too ambitious.

Another example of pure chess wisdom from the book arose in the same game. In the diagram on page 15 I had recently challenged on the e-file and Prashant responded by advancing his rook to e5. Strangely this obviously strong idea came as a nasty surprise to me. Now I can't exchange off the advanced and powerfully centralised piece without dramatically improving my opponent's structure. Kislik describes this positional pattern, calling it a sliding move. "A sliding move is one that moves a piece along the same line of control as the opponent's equivalent piece, without exchanging, usually so that you can benefit if there is an exchange. Such moves are counter-intuitive because we tend to expect the tension to be resolved rather than heightened". I don't recall ever

seeing a discussion of this pattern in print before, which is perhaps why Kislik happily coins his own terminology. At least the thing about this being “counter-intuitive” makes me feel a little better.

There's much more material in the book than I can reasonably summarise here. In terms of competitive advice, there's material on different types of training, effective use of computers, opening repertoire construction, sports psychology, realistic goal setting. One highlight: Kislik introduces the concept of “The Burden of Proof” in chess. Prepare neglected 0.0 (computer score) lines which although objectively even, will require particularly precise play from your opponent. I think he would approve of the 8.Nc3 line in the Spanish discussed in the article on page 32. In terms of specific chess knowledge, there's lots of material on how to evaluate positions, how to organise your thinking and select candidate moves. There are chapters on the flow of a game – in particular consistent play (so many games are spoiled by neglecting to follow through on good ideas!) and critical points of the game.

I can tell from a lot of his advice that Kislik would find me an infuriating student. He counsels: Don't play sharp openings unless you know the theory!, Don't chop and change openings based on the last book you bought!, (and most damningly) Set goals and work seriously and methodically to reach them! But despite not being a perfect fit for this book, I still find myself inspired by the underlying message that contrary to conventional wisdom adult students can and do improve when they

work on their game seriously using good methods that are known to be effective. According to Kislik, he's never met anyone who couldn't reach 2200 FIDE. Entertaining, thought provoking, instructive and original. Recommended.

George Trundle 2018
by Mike Steadman

This year we had four divisions, we had our standard IM event, Qualifiers, Reserves and this year we added an event called Talents. That group was set up for those young juniors on the cusp of the reserves that would benefit from playing a good round robin event.

We started with our standard problem of players dropping out at the last minute, the qualifiers was the main event impacted. It got so bad that I had to join the field a week out when two players dropped out. It highlighted the problem with the Qualifiers event. By the very name you can assume the reason for the event has been to find/groom the player that should be promoted to the IM event the following year. The main consideration is that the player needs to have a Fide rating of 2200 to not affect the field average and ensure we can provide an event with 6.5 norm chances. What we have seen over the past few years is that this next group of 2100 players that can smash this field, and get their rating high enough in the following year is just not there. My rating is 2230 and the next best was in the early 2000 dropping down to the 1800 range – the event has become too weak. This is

obviously my work in progress area – how to get this event to be reasonable and the up and coming group to grasp this chance.

The events began with no real hiccups, the centre holds 40 players comfortably and with the heat pumps going, room was never too cold.

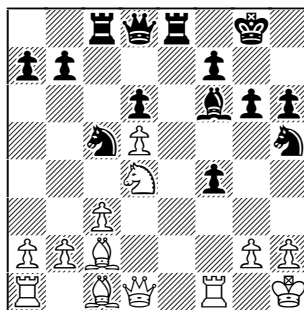
This year the IM event had some returning IMs that had cleaned us up in the past and a new visitor IM Vishal Sareen. Vishal is a friend of Alex Wohl's and is pretty entrenched in administration and training these days – perfect IM for us – mid 2300's and rusty, let's hope it would help the troops. Last year Ben Hague blundered in the last round and missed his IM norm, it would be interesting to see if lady luck was on his side this time.

As luck would have it, Ben had Vishal in round 1 and luck was indeed on his side, instead of being mated he turned the tables and won – great start. The round was full of bloodshed, five wins and no draws. IM Gary Lane lost to Daniel Gong and started what was to be Gary's worst tournament in his memory. Alphaeus looked to be all over Kirill, but he managed to find ways to hold on and finally turned the tables and beat Ang – not the start Alphaeus needed to be in the frame for a norm. Alexei seems to be this new creature that plays for the slightest of pluses and squeezes through to endgames where only 2 results can occur – today he beat Chris Wallis, a big blow to Chris as he is looking for a norm and losing games makes 6.5 a long way off.

Hague, Ben (2356) - Sareen, Vishal (2346) [B50]

1.e4 c5 2.Nf3 d6 3.Nc3 e5 Vishal had

broken his laptop the day he arrived, so his score was very impressive with no computer aid. He reverts to sidelines and uses his years of experience to get him through. **4.Bc4 Be7 5.d3 Nf6 6.0-0 0-0 7.Ng5** Hague borrows a this line from Daniel - he gets a chance to see how it feels. **7...h6 8.f4** This is just how Daniel plays it, note the Knight can't be taken... **8...exf4 8...hxg5 9.fxg5 Bg4 10.Qe1 Ne8 11.Rxf7 Rxf7 12.g6 Kf8 13.Qg3 Rf6 14.Qxg4 Nc7 15.Bg5 Ke8 16.Bxf6 Bxf6 17.Rf1 Nc6** No win, but heaps of compensation for the piece - not easy for Black to unwind.) **9.Nf3 Be6 9...g5 10.h4 Nh7 11.Nd5 Nc6 12.b3 Bg4 13.hxg5 hxg5 14.Qd2 Bxf3 15.Rxf3 Bf6 16.c3 Ne5 17.Rh3** Sample computer line, but White looks to have enough for the pawn. **10.Nd5 10.Bxf4 Nc6 11.Nd5 a6 12.Bb3 b5 13.c3 Re8** About equal... **10...Bxd5 11.exd5 Nbd7 12.Bb3 Nh5 13.d4 Bf6 14.c3 g6 15.Kh1 Rc8 16.dxc5 Nxc5 17.Bc2 Re8 18.Nd4**



18...Be5? 18...Bxd4 19.Qxd4 Re2 20.Bd1 Qh4 21.Kg1 (21.Bxe2?? Ng3+ 22.Kg1 Nxe2+ 23.Kh1 Nxd4) 21...Rce8 22.Bxe2 Rxe2 23.Bxf4 Re4 24.g3 Rxd4 25.gxh4 Rxf4 26.Rxf4 Nxf4 And Black should win. **19.Qf3 Qf6? 19...Qh4 20.Kg1 Nf6 21.Bd2**

Qh5 22.Qxh5 Nxh5 Black is just a cold pawn up and now Queens are gone can go about winning the game. 20.Nf5 Kh7 21.Nxd6 Bxd6 22.Qxh5 Ne4 23.Qf3 Ng5 24.Qg4 Kg7 25.Bxf4 Rc4 26.g3 Bxf4 27.gxf4 Qd6 28.Rad1 Ne4 29.Qg2 Nf6 30.Qf3 Nh5 31.f5 Rh4 32.Rf2 g5 33.f6+ Nxf6 34.Qd3 Ne4 34...Re5 35.c4 Ree4 36.b3 Ng4 37.Qc3+ f6 38.Qd2 Rd4 39.Qe2 Nxf2+ 40.Qxf2 Qf4 35.Rg2 Rf4 36.Qd4+ Nf6 37.Qxa7 Ng4 38.Bb3 Ne3 38...b6! 39.Rxg4 Rxg4 40.Rf1 Qf6 41.Rxf6 Re1+ 42.Rf1 Rxf1# 39.Re1 Nxe2 40.Rxe8 Rh4 40...Qf6 41.Bc4 Rxc4 42.Qg1 Nh4 and wins 41.Qb8 A sad loss for Vishal, Ben needed all of lady luck to turn this one around. 1-0

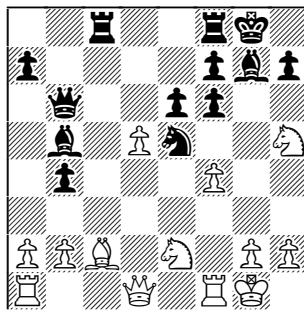
Round 2 was a bit calmer, 3 wins and 2 draws. Ang lost his second game to Garbett and his norm chances were gone, he now needed to focus to get his game back on track and save rating points. Wallis bounced back with a nice win over Wohl and Alexei scored his 2nd win by grinding Gong down – the new Alexei does not look pretty, but very effective. Hague had a solid draw vs Lane and built up the points. So currently Kulashko and Hague appeared to be the front runners for any norm chances, Gong and Wallis on 1/2 would need good results to follow.

Due to space constraints Wallis – Wohl appears online at nzchessmag.com

Round 3 was huge in the norm stakes, Hague beat Alexei with Black – really took his d4, Bg5 to the cleaners. Sareen showed that he was now in the race; beating Lane with Black. Gong accounted for Wohl and Chris Wallis inflicted Ang's 3rd loss.

Kulashko,Alexei (2336) - Hague,Ben (2356) [D00]

1.d4 Nf6 2.Bg5 d5 3.Bxf6 gxf6 This is all part of the new Alexei, worked well for him up to this loss... 4.c4 4.e3 c5 5.dxc5 e6 6.c4 dxc4 7.Qxd8+ Kxd8 8.Bxc4 Bxc5 9.Nc3 Ke7 Still seems to be slightly better for Black with the 2 Bishops. 4...dxc4 5.e3 c5 Ben will always play the most active lines ... 6.Bxc4 cxd4 7.exd4 Bg7 7...Rg8 8.Qh5 e6 9.d5 Rg5 10.Qxh7 exd5 11.Bb5+ Nc6 This is a different game, but the open position tends to favour the Bishops. 8.Nc3 0-0 9.Nge2 Nc6 10.0-0 Bg4 10...f5 11.d5 Ne5 12.Bb3 Qd6 13.Nd4 Ng4 14.Nf3 This is a better variant than the game for White as the black Bishop is stuck behind the pawns. 11.d5 Ne5 12.Bb3 Rc8 13.f3 Bd7 14.Ng3 b5 15.Bc2 15.Kh1 b4 16.Nce2 Nc4 17.Bxc4 Rxc4 18.Nd4 Re8 19.Qd2 Position is about even, Knights have good central squares to combat the 2 Bishops. 15...b4 16.Nce2 e6 17.Nh5 Bb5 18.f4 Qb6+



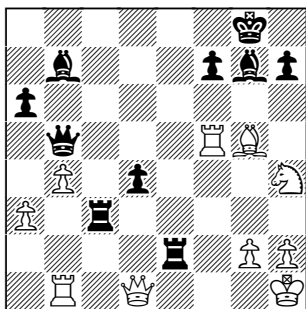
19.Nd4? White has lost the thread, and this is a bad move that just loses. 19.Kh1 Ng4 20.Rf3 Nf2+ 21.Rxf2 Qxf2 22.Nd4 f5 23.Nxg7 Rc4 24.Ngxf5 exf5 25.Nxf5 Rxf4 Still probably losing long term, but the d pawn gives hope. 19...Rc4 20.Nxg7 Rxd4 21.Qh5 Ng6 22.Qh6 Bxf1 23.Kh1 Bxg2+

24.Kxg2 Rd2+ 25.Kh1 Qd4 26.Re1 Rxc2
Think the early c4 needs work for Alexei,
maybe the e3 version is the line? 0-1

Lane, Gary W (2385) -

Sareen, Vishal (2346) [B47]

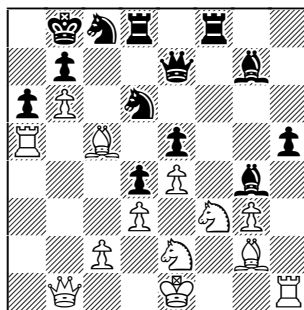
1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6
5.Nc3 Qc7 6.f4 a6 7.Nxc6 Qxc6 8.Bd3 b5
9.Qe2 Bb7 10.Bd2 Be7 11.a3 Nf6 12.0-
0!? 12.e5 Nd5 13.Be4 b4 14.axb4 Bxb4
15.Nxd5 Bxd2+ 16.Qxd2 exd5 17.Bf3 Qb6
18.0-0-0 0-0 19.Bxd5 Bxd5 20.Qxd5
Rab8 21.b3 Rfc8 For a pawn, Black has
everything he wants, if you don't enjoy this
type of position, don't play the Sicilian.
12...d5 13.exd5 Nxd5 14.Ne4 14.f5 This
was Lane vs Aagaard which Gary won -
maybe he'd forgotten his own line... 14...0-
0 15.fxe6 fxe6 16.Ne4 Nf6 17.Ng5 e5
18.c4 e4 19.Bb1 h6 20.Ba2 Qb6+?? 21.c5+
14...0-0 15.Kh1 g6 16.Rac1 Rac8 17.c4
bxc4 18.Bxc4 Qb6 19.b4 Rfd8 20.Ng5
Bf6 21.Nf3 Bb2 22.Bxd5 exd5 22...Bxd5
23.Be3 Bxf3 24.Qxf3 Qb8 25.Rxc8 Qxc8
26.Bb6 Rd5 About equal 23.Rb1 Bg7 24.f5
Re8 25.Qd3 Qb5 26.Qb3 Re2 27.Bg5
gxf5 28.Nh4 Rc3 29.Qd1 d4 30.Rxf5?



30...Qxf5 31.Nxf5 Rxc2 0-1

**Wohl, Aleksandar (2335) -
Gong, Daniel (2319) [A01]**

1.b3 A la Nakamura maybe ... think this is
best reserved for rapid. If you pick up the b
pawn, it should go to b4 :-)
1...e5 2.Bb2 Nc6 3.e3 Nf6 4.g3 OK, so Alex is
transposing to a Hippo as White - again
think it was more because he was enjoying
the sightseeing than anything else... 4...d5
5.Bg2 Bg4 6.Ne2 Qd7 7.h3 Be6 8.d3 0-0-
0 9.Nd2 d4 10.e4 Ne8 11.a3 g6 12.b4
Could have gone here on move 1 :-)
12...h5 13.f4 f6 14.Nf3 Bh6 15.b5 Ne7 16.a4 Bg7
17.Ba3 Nd6 18.Qb1 Kb8 19.a5 Nec8
20.b6 cxb6 21.fxe5 fxe5 22.axb6 a6
23.Ng5 Rhf8 24.Bc5 Qe7 25.Nf3 g5
26.Ra5 g4 27.hxg4 Bxg4



White has lost the thread, Black is taking
over. 28.Neg1 Rf7 29.Ba3 Rdf8 30.Ke2
Qg5 31.Qc1 Bxf3+ Possibly cashing in too
early, White is all tied up...no need to rush.
31...Qg6 32.Qe1 Nxb6 33.Rh4 Rc8 34.Rc5
Rxc5 35.Bxc5 Na4 36.Bb4 Nc3+ 37.Bxc3
dxc3 38.Qxc3 Nb5 Not all forced, but an
example showing White is at Black's
mercy. 32.Nxf3 Qxg3 33.Qf1 Qg6 34.Rh4
Bf6 35.Rh3 Rg8 36.Bh1 Nb5 37.Rxb5
axb5 Still, a cold Exchange and a pawn up,
White is doomed. 38.Qb1 Qg4 39.Rh2
Be7 40.Bxe7 Nxe7 41.Qa2 Qf4 42.Qa7+

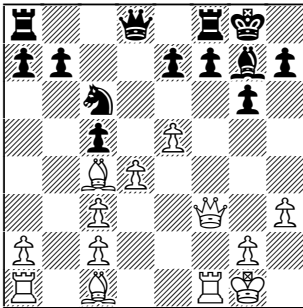
Kc8 43.Qa8+ Kd7 44.Qxb7+ Ke6 45.Rf2 Qe3+ 46.Kf1 Qc1+ 47.Ke2 Qxc2+ 48.Kf1 Qd1+ 0-1

Round 4 – another bloodthirsty affair – 4 wins and 1 draw. It seems I had picked the right mix of players for this event. Sareen continued his winning ways and put Garbett to the sword. Wallis continued his bounce and killed off Kirill’s good start. Daniel Gong seems to have a thing for Alphaeus Ang and got smashed, great relief for Alphaeus, almost killing off Daniel’s norm chance. Hague had a solid draw with Wohl and Lane had his best game and beat Kulashko to make his norm chances slimmer.

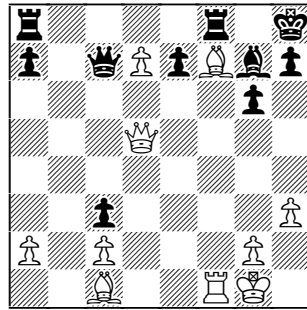
Due to space constraints Sareen – Garbett appears online at nzchessmag.com

Gong, Daniel (2319) - Ang, Alphaeus (2204) [B09]

1.e4 g6 A new opening for Alphaeus, it should be a lot more testing than his Qd6 Scandinavian stuff. **2.d4 Bg7 3.Nc3 d6 4.f4 Nf6 5.Nf3 0-0 6.e5 dxe5 7.fxe5 Nd5 8.Bc4 Nxc3 9.bxc3 c5 10.0-0 Bg4 11.h3 Bxf3 12.Qxf3 Nc6**



A long line of theory, all the most popular stuff at GM level, they start to get on their own soon... **13.Bxf7+ Kh8 14.e6** 14.Bb2 cxd4 15.cxd4 Nxe5 16.dxe5 Qb6+ 17.Kh1 Qxb2 18.Rab1 Qxe5 19.Rxb7 This is the other obvious type of line - all very balanced. **14...cxd4 15.Rb1 dxc3 16.Rxb7 Qc8 17.Rd7** White is committed to this Exchange sacrifice, it holds the balance, but it's easier to play as Black and White needs to be wary of the weak black squares, Daniel forgets and gets punished. **17...Ne5 18.Qd5 Nxd7 19.exd7 Qc7**



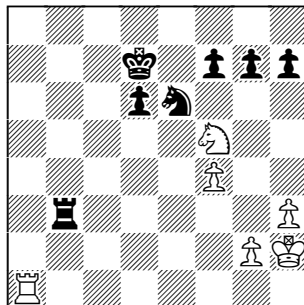
20.Ba3? White does not see the risk and moves the Bishop away from the key diagonal by his King. It's amazing to think he resigns in 6 moves... **20.Re1 Rad8 21.Rxe7 Bf6 22.Be3 Rb8 23.Re8 Kg7 24.Rxf8 Rb1+ 25.Kf2 Bh4+ 26.Kf3 Qg3+ 27.Ke4 Qxg2+ 28.Kd4 Rd1+ 29.Kc5 Qxd5+ 30.Bxd5 Kxf8 20...Rad8 21.Rd1 Qf4 22.Be6 Be5 23.g3 Qxg3+ 24.Qg2 Qe3+ 25.Kh1 Rf2 26.Bc1 Qb6 0-1**

Due to space constraints Lane – Kulashko appears online at nzchessmag.com

Round 5 and the half way mark - Kulashko slowed Sareen's pace with a draw while Wohl added to Lane's misery and defeated him. Ang made a good draw with Hague and the Gong bounced back with a nice win over Kirill.

Due to space constraints Wohl – Lane appears online at nzchessmag.com

Due to space constraints Lane – Ang appears online at nzchessmag.com



Round 7 saw the two IMs take the GM draw to complete some site seeing. Gong finished off Wallis's IM norm chances with a nice win. Hague continued and beat up Garbett's Sicilian after another gift free pawn to a quick combination. Ang looked to be in trouble but managed to save an endgame and exchange down vs Kulashko. Kirill added to Lane's bad event and won after a horrible blunder by Gary – Gary was having a very bad event.

Polishchuk, Kirill (2128) - Lane, Gary (2385) [C22]

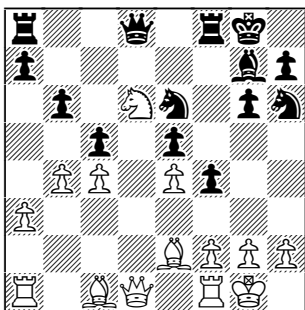
1.e4 e5 2.d4 exd4 3.Qxd4 Nc6 4.Qe3 Nf6 5.e5 Ng4 6.Qe4 d5 7.exd6+ Be6 8.Ba6 Qxd6 9.Bxb7 Qb4+ 10.Qxb4 Nxb4 11.Bxa8 Nxc2+ 12.Ke2 Nxa1 13.h3 Bc4+ 14.Kf3 Ne5+ 15.Kg3 Bd6 16.f4 Nd3 17.Bc6+ Kd8 18.Nf3 Bxa2 19.Nc3 Bc4 20.Bb5 Bxb5 21.Nxb5 Nb3 22.Nxd6 cxd6 23.Be3 Kc7 24.Bxa7 Ra8 25.Bd4 Nxd4 26.Nxd4 Nxb2 27.Rc1+ Kd7 28.Nb5 Rb8 29.Nd4 Na4 29...Rb4 30.Ne2 d5 This is easy, the pawn starts to roll... 30.Re1 Nc5 31.Nf5 Ne6 31...g6 32.Nd4 d5 Again, the pawn starts to roll - no problems. 32.Rd1 Rb6 33.Ra1 Rb3+ 34.Kh2

34...Nxf4? 34...g6 35.Ra7+ Nc7 36.Nh6 f5 37.g4 Rf3 38.gxf5 gxf5 39.Nxf5 Rxf4 40.Ne3 Rf7 41.Kg3 Ke6 Again, easy, time control reached, force the Knight to sac on the d pawn, win the h Pawn and finally the game. White could struggle but would lose. Gary makes a horrible mess of this and actually loses... 35.Ra7+ Ke6?? 36.Nd4+ What a horrible way to lose, Gary lost a few hours of sleep, losing to one of Kirill's nonsense openings after he was completely winning 1-0

Wallis, Christopher (2320) - Gong, Daniel (2319) [E94]

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5 7.0-0 Na6 8.Be3 c6 9.d5 Ng4 10.Bg5 f6 11.Bc1 11.Bd2 f5 12.Ne1 (12.Ng5 Nf6 13.exf5 gxf5 14.f4 e4 15.Be3 c5) 12...Nf6 13.f3 f4 14.Nd3 c5 15.a3 Nh5 This is the kind of thing Daniel likes, just send the pieces and pawns over to the King 11...e5 12.a3 f5 13.Ng5 Nh6 14.b4 14.exf5 gxf5 15.Qc2 Qf6 16.h4 Nc7 17.Bh5 b6 18.Re1 Ba6 19.b3 b5 20.Nxh7 Qxh4 21.Nxf8 Qxh5 22.Bxh6 Qxh6 23.cxb5 Bb7 24.Nd7 Rd8 25.Nxc5 dxc5 26.Qxf5 Long line, but White is better and no kingside attacks to worry about. The Nxh7 line is not even necessary if the final position is

not to the liking. 14...f4 15.Ne6 Bxe6
16.dxe6 Nc7 17.Nb5 Nxe6 18.Nxd6 b6



19.Qd5? 19.Nb5 Nf7 20.Rb1 Nd4 21.bxc5
bxc5 22.Nxd4 cxd4 23.a4 Position is equal,
now White goes downhill. **19...Qe7**
20.bxc5 bxc5? 20...Rad8 21.Rb1 Nf7
22.cxb6 Rxd6 23.Qa5 axb6 24.Rxb6 Nd4
White is a cold piece down and losing, the
pawns will drop. **21.Rb1?** White had to get
the piece out. 21.Nb5 Rad8 22.Qc6 Nd4
23.Nxd4 exd4 24.Rb1 (24.Bd3? Ng4
25.Qa4 Nxh2 26.Kxh2 Qh4+ 27.Kg1 f3
28.gxf3 Rxf3) 24...d3 25.Bf3 d2 26.Bb2
Bxb2 27.Rxb2 Nf7 28.Rd1 Ne5 Black is
better, but White is in the game **21...Rfd8**
22.Rd1 Nf7? 22...Bf8 23.Qc6 Nd4
24.Rxd4 cxd4 25.c5 Rab8 This will win
much quicker than the game. **23.Bg4 Neg5**
24.h4 Qxd6 25.hxg5 Qxd5 26.Rxd5
26.exd5 Nxc5 27.Rb7 h5 28.Be2 Rdb8
29.Rc7 Rc8 30.d6 Bf6 A pawn down, but
the 'd' pawn makes life difficult for Black
26...Nxc5 27.f3 h5 28.Bd7 Rab8 29.Rb2
Nf7 30.Rbd2!? Giving away the b file is
not a good plan, things start going wrong
for White now. **30...Rb1 31.Rd1 Kf8**
32.Ba4 Rxd5 33.cxd5 Ke7 34.Bc2 Rb8
35.a4 Kd7 36.Rd3 Bf8 37.Rc3 Bd6
38.Ba3 c4 39.a5 Bxa3 40.Rxa3 Nd6
41.Ra2 g5 42.Kf2 g4 43.g3 Rf8 44.Bd1

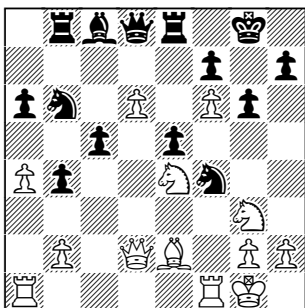
fxg3+ 45.Kxg3 Rf4 46.Rh2 gxf3 47.Bxf3
h4+ 48.Rxh4 Rxh4 49.Kxh4 c3 50.Bd1
Nc4 51.Kg3 Na3 52.Kf2 c2 53.Bxc2 Nxc2
54.Ke2 Nd4+ 55.Kd3 Nb3 0-1

Round 8 and only Gong and Hague could still get a norm. They were set to play each other in round 9, so round 8 was critical. Hague could afford a draw and a win, while Gong needed to win both. Unfortunately for Gong Vishal completely bamboozled him with a line in the King's Indian – Daniel played normally, but this line was far from normal and Vishal won a nice game. Garbett won and added to Lane's disastrous event. Kulashko used his new controlled style and crushed Kirill. Hague tried in vain but only drew with Wallis.

Sareen, Vishal (2346) - Gong, Daniel (2319) [E81]

1.d4 Nf6 2.c4 d6 3.Nc3 g6 4.e4 Bg7 5.f3
0-0 6.Nge2 Not the most popular move,
but is hot move with all the top players.
6...c5 7.d5 Nbd7 8.Ng3 Rb8 8...Ne5 9.Be2
h5 10.f4 Neg4 11.h3 Nh6 12.0-0 e6
13.dxe6 fxe6 14.Be3 Nf7 15.Qd2 Bd7
16.Bd3 Bc6 This is how to play this kind of
line, the Queenside play is too slow and not
very successful at the top level. **9.Be2 a6**
10.a4 Ne8 11.f4 e6 12.0-0 exd5 13.cxd5
Nc7 14.Be3 b5 15.Qd2 So we are basically
in a full blown Benoni. The rule with this
opening is Black must play actively at
every opportunity. Trying to defend e5 is
not possible, you must point White's eyes
to the queenside. **15...Re8 15...bxa4**
16.Rxa4 Nb5 17.Ra2 Nb6 18.Bd3 Re8 This
gives Black a lot more breathing room than
the immediate Re8. **16.e5 dxe5 17.f5 b4**
17...bxa4 18.d6 Nb5 19.Nce4 Rf8 20.Bh6
(20.Nxc5 Nd4 21.Nxa4 Nb3) 20...f6

21.Rxa4 Nd4 Again Black is well in the game. Daniel does not appreciate the dynamics of the opening and his position goes bad fast. **18.Nce4 Nb6 19.d6 Ncd5 20.Bh6?** 20.Bg5 f6 21.a5 fxg5 22.axb6 Nf4 23.fxg6 hxg6 24.Bxa6 Qxb6 25.Bc4+ The pawn deficit means nothing, it's the pawn on d6 that is key. Daniel gets a chance to recover. **20...Nf4 21.Bxg7 Kxg7 22.f6+ Kg8**



23.Rxf4! Back on track again, masters look for these type of Exchange sacrifices. **23...exf4 24.Qxf4 Re6 24...Nd5 25.Qg5 Rxe4 26.Nxe4 Bf5 27.Ng3 Be6 28.Bxa6 Qxf6 29.Qxf6 Nxf6** White is still better, it's the a4 pawn that is the key now. **25.Rf1?** Not the best, White needs to get on with it. **25.Nf5 Rxe4 (25...Nd5 26.Qh6 Qf8 27.Ne7+ Nxe7 28.Qxf8+ Kxf8 29.dxe7+ Ke8 30.Rd1 Bd7 31.Bg4 Rxe7 32.Nd6+ Kf8 33.fxe7+ Kxe7 34.Bxd7 Kxd7) 26.Ne7+ Kf8 27.Qxe4 Qxd6 28.Rd1 Qxf6 29.Rd8+ Kg7 30.Rg8+ Kh6 31.Rxg6+ fxg6 32.Ng8+ 25...Qf8? 25...Bb7 26.Ng5 Rxe2 27.Nxe2 Nd5 28.Qh4 h5** Note how in each of the lines, Black getting back into the game meant sacrificing the Exchange back. The White pieces were too dominant and Black had to reduce the pressure. **26.Nxc5 Nd5 27.Nxe6 Nxf4 28.Nxf8 Nxe2+ 29.Nxe2**

Kxf8 There was no salvation in this endgame, Black is just a cold pawn down in a worse position - Sareen calmly takes the point. **30.Rc1 Bd7 31.a5 Rd8 32.Ng3 Bb5 33.Ne4 Ke8 34.Rc7 Rd7 35.Rc8+ Rd8 36.Rxd8+ Kxd8 37.Nc5 h6 38.h4 h5 39.Kf2 Kc8 40.g3 Kd8 41.Ke3 Ke8 42.Kd4 Kd8 43.Kd5 Kc8 44.Ne4 Kd8 45.Ng5 Be8 46.Nf3 Bb5 47.Ne5 Ke8 48.b3 1-0**

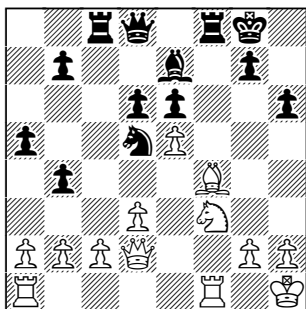
The final round and the formula was simple. Hague needed to win with Black to win the event and get his second IM norm. Sareen by winning against Ang could get first equal if Hague drew or lost. If both Hague and Sareen lost, Wallis could get first equal with a win over Lane. Sareen played a Queens Gambit side-line and slowly crushed Ang. Wohl had a nice win, crushing a confused Kirill. Wallis got an edge and slowly but sure outplayed Lane. Kulashko had no chances and drew with Garbett. This left Hague to decide his future. To start the game the same line they always play appeared on the board and Gong got the upper hand with a nice piece sacrifice. Hague looked dead for all money, but Gong tried to cash in early and got 4 pawns for the piece, but Hague had defending chances. Gong kept missing the best lines and won back the piece but lost some pawns. Slowly Gong lost the thread till finally Hague was a pawn ahead and Gong needed to force a draw. Instead of doing this he had a complete brain explosion and blundered and lost. To say Hague looked completed surprised and Gong looked shell shocked was an understatement. The kind of thing I know would keep me awake till about 4.00am dwelling on my misery.

Due to space constraints Polischuk – Wohl appears online at nzchessmag.com

Gong, Daniel Hanwen (2319) - Hague, Ben (2356) [B30]

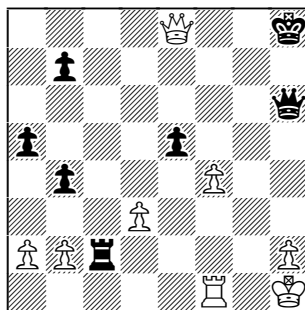
George Trundle Masters 2018 Auckland NZL (9), 15.07.2018

1.e4 c5 2.Nf3 Nc6 3.Nc3 e5 4.Bc4 Be7 5.d3 Nf6 6.0-0 0-0 7.Ng5 h6 8.f4 Ed: The same idea as in Hague-Sareen in round 1, and the identical position to Gong-Hague in the Trusts report 8...exf4 9.Nf3 d6 10.Bxf4 Be6 11.Nd5 Nb4 12.Nxb4 Ed: The first deviation from Gong-Hague at the Trusts 12...cxb4 13.Bxe6 fxe6 14.Qd2 Only one game in my database here and 14...e5 was played. 14...a5 14...e5 15.Bg3 a5 16.Nh4 Nxe4?? (16...Nh5 17.Rxf8+ Qxf8 18.Rf1 Qd8 19.Nf5 Nxc3 20.Nxc3 Qb6+ 21.Kh1 Rf8 Position is dead even, White can't get to the d6 pawn.) 17.Rxf8+ Kxf8 18.dxe4 Bxh4 19.Bxh4 Qxh4 20.Qd5 Re8 21.Rf1+ Ke7 22.Rf7+ Kd8 23.Qxd6+ 1-0 Kovalev-Sveshnikov Latvia 2014 15.Kh1 Rc8 16.e5 Nd5

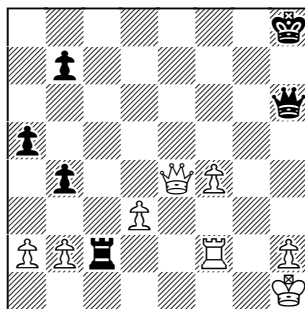


17.Bxh6 This got Ben thinking, I think originally he thought it was not possible due to taking and playing Nf4, but White can just kick it with g3... 1 17...gxh6 18.Qxh6 Qe8 19.Ng5 Bxc5 20.Qxc5+

Kh7 21.Qh4+ 21.exd6 Qg6 22.Qh4+ Qh6 23.Qe4+ Kg7 24.Rae1 Rxf1+ 25.Rxf1 Rf8 26.Qe5+ Kg8 The position is equal - Black's King can't get safe 21...Kg7 22.Rxf8 Qxf8 23.Qg4+ Kh8 24.Qh3+ Kg7 25.Qxe6 Nf4 26.Qd7+ Kh8 27.Rf1 dxc5 28.g3 Rxc2 29.gxf4 Qh6 30.Qe8+

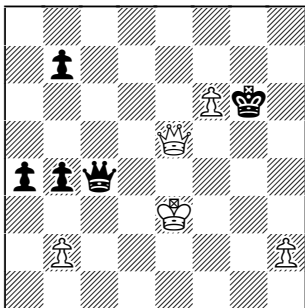


Again the position is equal and the active Black Rook ensures Ben stays in the game. I suspect Daniel thought he was winning and keeps trying. 30...Kh7 31.Qf7+ Kh8 32.Qe8+ Kh7 33.Qe7+ Kh8? 33...Qg7 34.Qxc7+ Kxc7 35.Rg1+ Kf6 36.fxe5+ Kxe5 37.Rg5+ Kf4 38.Rxa5 Rxb2 39.Rb5 Rxa2 40.Rxb4+ Kf3 41.Rb1 Rd2 The active Black King saves Black. 34.Qxe5+ Kh7 35.Qe4+ Kh8 36.Rf2

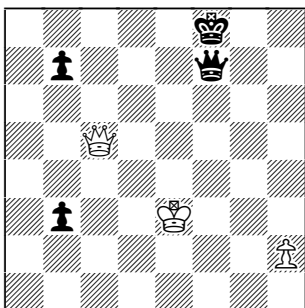


36...Qh3?? 37.Rg2 37.Qd4+ Kh7 38.Rxc2

Qf3+ 39.Rg2 Qd1+ 40.Qg1 Game over
 37...Rxb2 38.Qxb2 Qxd3 39.Qf2 Qd5+
 40.Kg1 Qxa2 41.Qd4+ Kh7 42.Qd7+ Kh6
 43.Qd6+ Kg7 44.Qe5+ Kh7 45.Kg2 Qb3
 46.Qc7+ Kh8 47.Qe5+ Kh7 48.f5 Qc2+
 49.Kg3 Qb3+ 50.Kf4 Qc4+ 51.Ke3 a4
 52.f6 Kg6



53.Qe8+ 53.h4 Qc1+ 54.Kf2 Qc2+ 55.Ke3
 Qc1+ Draw - White is mesmerised thinking
 it's still winning 53...Kxf6 54.Qxa4 Qc1+
 55.Ke4 Qxb2 56.Qa5 Qe2+ 57.Kd4 Qb2+
 58.Ke4 Qc2+ 59.Kd4 Qc3+ 60.Ke4 Qc4+
 61.Ke3 b3 62.Qd8+ Kg6 63.Qd6+ Kh5
 64.Qe5+ Kg6 65.Qd6+ Kg7 66.Qe7+ Qf7
 67.Qg5+ Kf8 68.Qc5+



68...Qe7+ 69.Kd4 A horrendous blunder,
 Daniel had lost the thread - he was
 deceived into continuing to try when the

draw should have been accepted.
 69...Qxc5+ Great fighting spirit by Ben,
 had his luck, but still a well-deserved win
 and his 2nd IM norm. 0-1

It was a great tournament, the club
 achieved a norm (because we offer win
 bonuses to the foreign titled players, we
 don't get many). An interesting issue arose
 for the arbiters regarding the three fold
 repetition rule. Ang claimed a three fold
 repetition and put in a draw claim. Upon
 review of the game, the position had arisen
 three times, however it was a different
 player to move. As per the rules the
 position needs to repeat three times, but
 importantly, it must be the same player to
 move. The claim was rejected and Sareen
 went on to win comfortably.

As for the Qualifiers, this event was ruined
 by the need for Steadman to play when too
 many players dropped out. The group
 below was becoming too weak. As
 expected Steadman mowed down the field
 7 from 7. However, Morrell was having a
 great event and apart from a draw to
 Nyberg was also winning freely. Steadman
 drew with Goodhue in round 8 and Morrell
 won another which meant they were both
 on 7.5 from 8 playing each other in the last.
 Morrell played Nf3 and I offered an
 immediate draw, Gordon deserved to win
 the event, it was his choice, he could share
 the spoils or decline and chose to play. He
 decided to share 1st place and was far
 ahead of the rest of the field.

The Reserves had Richard Meng
 outclassing the field, only Laurens
 Goormachtigh was close, but a loss in the
 last and Richard was 1.5 points clear. In the

talents Euan McDougall was a point clear of the field.

Due to the Oceania Junior and the 2019 George being held in January next year, the qualifying spots will not get taken up. We have managed to convince Bobby Cheng and Puchen Wang to play in the event and have made it a GM norm event for them. Means us 2200 players will need to play in the qualifiers if we can get our egos out of the way.

The Open Spanish, 8.Nc3 *by Bill Forster*

Herman van Riemsdijk is of course not only the captain of the New Zealand Women's team in the

forthcoming Batumi Olympiad, he is a longstanding friend and supporter of New Zealand Chess and a columnist in this magazine. Herman is very active in Social Media and recently published an intriguing new profile photo that captured considerable attention. The photo was labeled 8.Nc3! which sent me scurrying to the database pattern search feature of Tarrasch to try to unravel the thinly veiled message (an alternative approach would have been to seek translations for the many Portuguese language comments from Herman's friends). It turns out that, perhaps surprisingly, there is only one position that occurs in practice where the pieces shown land on the squares we can see (including the Black knight and three pawns). The move 8.Nc3 introduces a Spanish sideline that Herman specialises in. To illustrate, here is Herman's favourite game in the line.

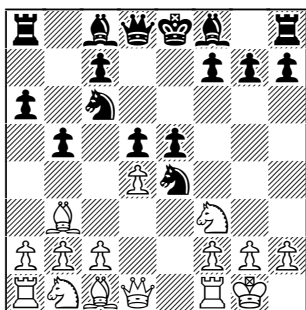
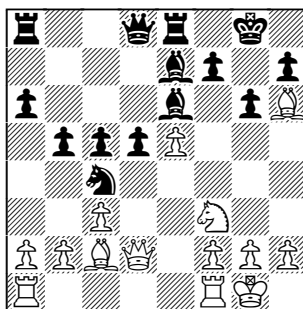


**Van Riemsdijk, Herman (2390) -
Campora, Daniel Hugo (2485)
[C80]**

Asuncion Il Presidente de la Republica
Asuncion, Paraguay (4), 02.11.1985

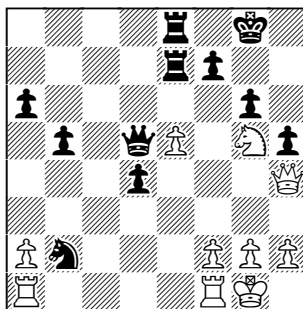
**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.0-0 Nxe4** The Open Spanish is not particularly popular at the top level these days but it is still one of the great classical chess openings, and it will be played as long as people continue to enjoy our game.
6.d4 b5 7.Bb3 d5

15.Bh6 Re8 16.Qd2 Nc4



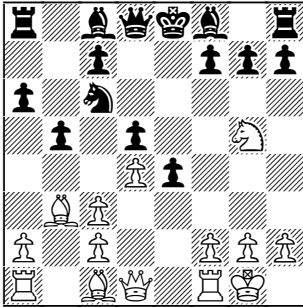
8.Nc3! The exclamation is a tip of the hat to Herman. I don't think he'd claim it is actually the strongest move in the position, but it has certainly served him well as a pet sideline - 'The Van Riemsdijk Variation' has scored +16 =3 -3 for Herman in his own game collection, and scores well in the wider database as well. I think this move is a very practical one to employ. Black can (of course) hold the balance, but he has to play precisely in (presumably) unfamiliar positions. Tal - Korchnoi, Riga 1955, is one of many clashes between all time greats we could use to illustrate more conventional play, which starts with 8.dxe5 which is overwhelmingly the most popular move 8...Be6 9.c3 Be7 10.Nbd2 0-0 11.Qe2 Nxd2 12.Bxd2 Na5 13.Bc2 c5 14.Qd3 g6

The clash of styles - Tal loves to give material to pursue the attack, Korchnoi loves to grab that material and cling to it. This was the first decisive game these chess giants played together and set the tone for the rest - Korchnoi 'had the wood' on Tal. 17.Qf4 Nxb2 18.Bg5 d4 19.cxd4 cxd4 20.Be4 Bd5 21.Bxd5 Qxd5 22.Bxe7 Rxe7 23.Qh4 Rae8 24.Ng5 h5



White's attack flags, he grabs a little material back (or does Korchnoi give it to him?) but Black's mighty 'd' pawn wins the day 25.Ne4 Qxe5 26.Nf6+ Kg7 27.Nxe8+ Rxe8 28.f4 Qf6 29.Qf2 d3 30.Rfe1 Rd8 31.Qd2 Qd4+ 32.Kf1 Nc4 33.Qd1 d2 0-1 From Korchnoi's autobiography - "Ten years ago I drew up the following circle:

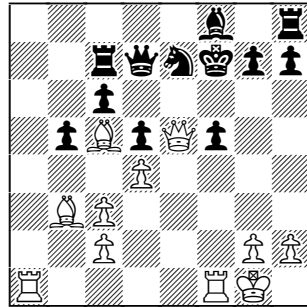
Tal beats Portisch, Portisch beats Keres, Keres beats me, I beat Tal, Tal beats Portisch etc. ". **8...Nxc3 9.bxc3 e4 10.Ng5**



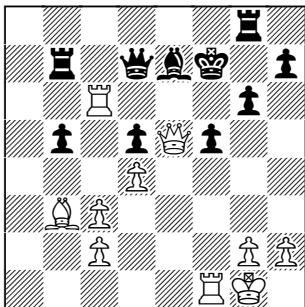
White's plan is clear, open lines and attack the King! **10...Be6** White threatens Nxf7 so clearly **10...h6??** is a terrible error **11.Nxf7 Kxf7 12.Qh5+ g6 13.Qxd5+** and wins; Herman points out that even **10...Be7?** doesn't defend at all **11.Nxf7 Kxf7 12.Qh5+ Ke6 13.Re1** and Black is not going to make it; The computer likes **10...Bf5** but it hasn't seen Van Riemsdijk (2350) - Hegeler (2240), Dieren 1989 in which Herman pursued the same plan as the game and prevailed even faster **11.f3 e3 12.f4 Be7? (12...Na5) 13.Qf3 e2 14.Re1 Be6 15.Nxe6 fxe6 16.Qxe2 Qd7 17.Qxe6 0-0-0 18.Bxd5 11.f3 e3 11...exf3** has been seen more often, Rocha (2419) - Magnusson (2245), Dos Hermanas 2003 is another nice White win, **12.Qxf3 Qd7 13.a4 b4 14.a5 Nd8 15.c4 c6 16.Nxe6 fxe6 17.cxd5 cxd5 18.Ba4 Nc6 19.Bxc6 Qxc6 20.Qf7+ Kd8 21.Bg5+ Kc8 22.c3 bxc3 23.Rab1 Rb8 24.Qxf8+ Rxf8 25.Rxf8+ Kd7 26.Rfxb8 c2 27.R1b7+ Kd6 28.Rd8+ Qd7 29.Rxd7+ Kc6 30.Rdc7+ 1-0**

12.f4! The e pawn can be picked up later and White wants to get the Queen into the

game quickly **12...Ne7 13.Qf3 c6 14.Nxe6 fxe6 15.Qxe3 Qd7 16.f5!** More line opening **16...exf5 17.a4** You know it **17...Rc8** You know White is winning when the best the computer can come up with is **17...0-0-0** castling long just as the a-file is being opened **18.axb5 axb5 19.Ba3!** The Bishop never wanted to capture on e3 **19...Kf7 20.Bc5 Rc7 21.Qe5!**



Dominating the position, menacing f5, and threatening yet another line opening break, **22.g4 21...Rg8** To counter **g4** with **g6 22.Bd6 Rb7 23.Ra6!** Attacking and winning **c6**, which will in turn bring the Bishop on **b3** to life, which will win the game for White **23...g6 24.Bxe7 Bxe7? 24...Qxe7 25.Rxc6 Qxe5 26.dxe5** the d pawn falls and Black has to grovel into the corner, but this is actually the best Black can do **25.Rxc6**



And Black's position collapses entirely
25...Rd8 26.Ra6 Kg8 27.Ra8!
 Herman: The final blow! **27...Bf6** Herman:
 Black resigned not waiting for 27...Bf6
 28.Rxd8+ Qxd8 (28...Bxd8 29.Bxd5+ Kf8
 30.Bxb7 Qxb7 31.Qh8+) 29.Qxd5+ Qxd5
 30.Bxd5+ Rf7 31.Rb1 1-0

Reader Feedback

Oliver Picken has been in touch. In the April magazine Mike Steadman had this to say about Oliver's win over Leonard McLaren. "Round 2 saw one of the heavyweights take a hit from the kids – Oliver Picken is a far more dangerous player with White than Black – he has one mode and that is attack. Positionally still clueless, plays every game as if it is rapid, but give him a sniff of an attack and watch out. McLaren fell to his attacking prowess. The lesson for all? Swap off Oliver's Queen and he is helpless."

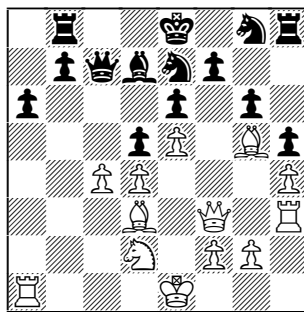
Oliver's response is that he really appreciates the constructive criticism and he would welcome any help from Mike to improve on his positional play. Although there is plenty of positivity in Mike's comments, I do feel that as editor I should

have modified Mike's language in one or two places and I apologise for not doing so.

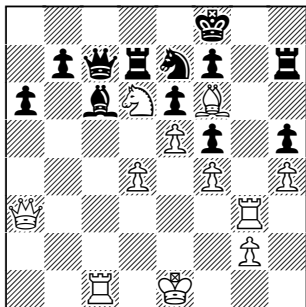
As penance I will reprint here with my original and unaltered comments a game from last year's Trusts Open in which again Oliver's talent is obvious. It was basically a positional crush to boot. I think Oliver will continue to harvest impressive scalps as he matures and gets even stronger.

Picken, Oliver (1882) - Steadman, Mike (2309) [C00]

40th Trusts Open Auckland (2), 03.06.2017
1.e4 e6 2.Nf3 d5 3.e5 c5 4.b4!? Big bad
 Mike likes sacrificing material and running over the top of people himself, so this gambit could well be a shrewd psychological approach. **4...cxb4 5.a3 Nc6 6.axb4 Bxb4 7.c3 Be7 8.d4 a6 9.Bd3 Rb8 10.h4 h5 11.Ng5 g6 12.Qf3 Bxg5 13.Bxg5 Nce7 14.Rh3 Qc7 15.Nd2 Bd7 16.c4**



16...dxc4? Mike wants to activate his bishop, but pays too high a price. **17.Nxc4 Bc6 18.Qg3 Nf5 19.Bxf5 gxf5 20.Nd6+ Kf8 21.Qa3! Ne7 22.Rg3 Rh7 23.Bf6 Rd8 24.Rc1 Rd7 25.f4**



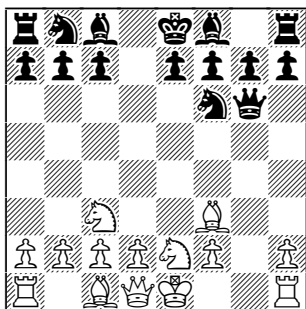
A picturesque position. The threat of d5 and then Nxf5 if e6xd5 is too strong, so 1-0

Reader's Showcase

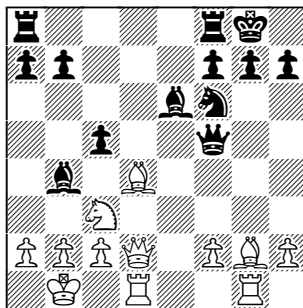
Leonard McLaren submits the following game, from last year's Asian Seniors in Auckland, with his notes. It features a gorgeous concluding combination.

McLaren, Leonard (2221) - Ismail, Ahmad (2026) [B01]

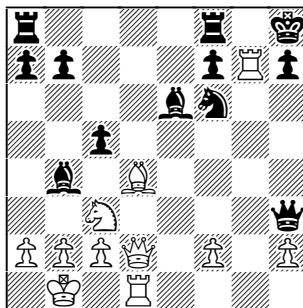
1.e4 d5 2.exd5 Nf6 3.Be2 To avoid the Portuguese Gambit 3. d4 Bg4 3...Qxd5 4.Nc3? A rather dubious gambit 4...Qxg2 5.Bf3 Qg6 6.Nge2



6...Qf5 Fritz gives 6...Nc6 -1.32 7.Bg2 e5 8.d4 Bd6 Preparing to castle queenside is safer as the h1-a8 diagonal is less dangerous for black than the g-file 9.Be3 So white has the g-file and a slight lead in development for the pawn but objectively it's not enough 9...Nc6 10.Qd2 Nxd4 11.Nxd4 exd4 12.Bxd4 0-0 13.0-0 Be6 13...Bf4 swapping off one of white's attacking pieces is better 14.Kb1 Bb4 15.Rhg1 c5?



15...g6 Fritz 16.Bh3! Qxh3 16...cxd4 17.Bxf5 dxc3 18.Qg5 wins 17.Rxg7+ Kh8 17...Kxg7 18.Qg5+



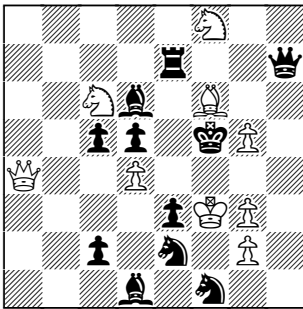
18.Rg8+! Rxg8 18...Kxg8 19.Qg5+ 19.Bxf6+ Rg7 20.Qd8+ 1-0

Problem Kingdom

by Linden Lyons

- Submissions and comments to: problem.kingdom@gmail.com

Rauf Aliovsadzade proposes the following version of Alberto Armeni's no. 103 from the previous issue. Three units are saved whilst preserving the original intention of the problem.

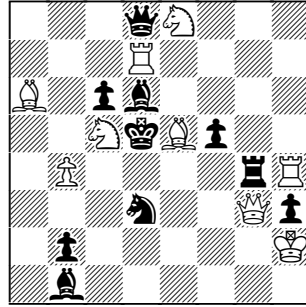


S#2

Set: 1 ... Qh5+ 2 g4+ Qxg4 and 1 ... cxd4 2 Nxd4+ Nxd4. Key: **1 dxc5!** (threat 2 Nd4+ Nxd4). Variations: 1 ... Qh5+ 2 Qg4+ (2 g4+? Qxg4+ 3 Qxg4#) Qxg4, 1 ... Re4/Be5 2 Q(x)e4 dxe4, and 1 ... Bxc5 2 Qf4+ Nxf4.

Problem 106

Antonio Argüelles
Els Escacs a Catalunya 1929

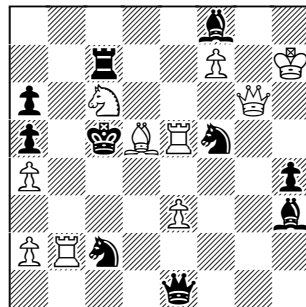


#2

Problem 106 is one of the finest problems ever composed. The key is **1 Bxb2!** (thr. 2 Qxd6), and the main idea is that Black interferes with the white queen by occupying f4. In each case, however, the queen, which had been pinned by the key, is unpinned, allowing her to deliver mate on a different square: 1 ... Rf4 2 Qg8, 1 ... f4 2 Qf3 (2 Qb3?), and 1 ... Nf4 2 Qb3 (2 Qf3?). There is also a wealth of additional variations: 1 ... Rxg3 Bc4, 1 ... Qxd7 2 Nf6, 1 ... Qe7 2 Nc7, and 1 ... Nxc5/Ne5 2 Q(x)e5.

Problem 107

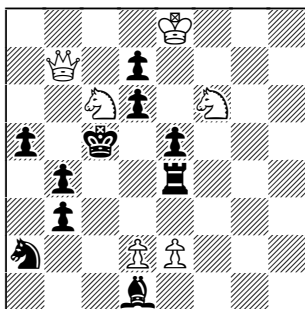
Karl A. K. Larsen 1st Prize
Nederlandsch Indische Schaakbond 1924



#2

After the key of **Problem 107**, **1 Nd4!** (thr. 2 Qb6), Black's thematic defences lie on b4 and d6: 1 ... Qb4 2 Bb3 (2 Nb3?), 1 ... Nb4 2 Nb3 (2 Bb3?), 1 ... Nd6 2 Be6 (2 Ne6?), and 1 ... Bd6 2 Ne6 (2 Be6?). Black's defences are self-blocks, so White plays to b3 when the b2-rook is no longer needed to guard b4, and he plays to e6 when the white queen no longer needs to guard d6. There are also two byplay variations: 1 ... Rxf7+ 2 Bxf7 and 1 ... Rc6/Rb7 2 Q(x)c6.

Problem 108
Leonid Makaronez (Israel)
Original

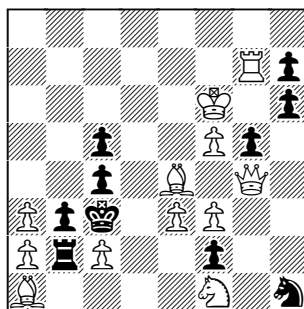


#3

The key of **Problem 108** is **1 Nd4!** (thr. 2 Qb5+ Kxd4 3 Qd5), after which there are two variations in which Black attempts to defend by taking the knight (1 ... Rxd4 2 Nxd7+ Kc4 3 Qc6 [3 d3?]) and 1 ... exd4+ 2 Nxe4+ Kc4 3 d3 [3 Qc6?]) and two in

which he seeks to guard b5 (1 ... Bxe2 2 Nxb3+ Kc4 3 Qd5 and 1 ... Nc3 2 Qa7+ Kc4 3 d3). The black king always ends up on c4, but the white pieces are arranged differently in each variation.

Problem 109
Leonid Makaronez (Israel)
Original



#3

In **Problem 109**, White puts Black in zugzwang with **1 Ke6!** After 1 ... bxa2, White plays 2 Rb7 ~ 3 Bxb2. White cannot play the same way after 1 ... bxc2 because of 2 ... c1Q/c1B, but Black's first move means that the e4-bishop no longer needs to guard c2, so there is 2 Bd5 ~ 3 Qxc4. Meanwhile, 1 ... h5 allows 2 Qxg5 ~ 3 Qf6, whilst 1 ... Ng3 leads to 2 Qxg3 ~ 3 Qe5. Note the care with which White had to make his first move: e5 and f6 are required by the queen, whilst the seventh rank must be kept clear for the white rook.

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