

The Isle of Wight and Jersey, having both won their matches by the same score of 5 - 2 against the Isle of Man, met recently to decide who should qualify for the final of the Lloyds Bank sponsored Inter-Island Telephone Chess Competition. The result was a win for Wight by 4 games to 3, and they will now meet Anglesey or Guernsey in the final.

Details : L.A. Stritton 1, A.J. Fulton 0; J. Simpson $\frac{1}{2}$, R. Blow $\frac{1}{2}$; S.J. Read $\frac{1}{2}$, B. Le Marquand $\frac{1}{2}$; A.J. Price 1, M. Newman 0; B. Joyce 0, C. Watkins 1; M. Doe 0, J.R. Hawes 1; W. Whitmore 1, Mrs. A. Von Pantzer 0.

In the Jamboree Finals of the English Counties Under-18 Championships, Hampshire's Juniors achieved equal second place with Staffs and Yorks, behind the winners, Middlesex. The girls were less successful, finishing last with only one point. Detailed scores of some of our local participants :

Open : P. Wells 0, J. Hawksworth (Yorks) 1; D. Spurgeon $\frac{1}{2}$, Claire Whitehead (Staffs) $\frac{1}{2}$; M. Vernon 0, S. Weatherill (Yorks) 1; Jane Seymour 1, I. Green (Staffs) 0; P. Spurgeon $\frac{1}{2}$, S. Barnett (Yorks) $\frac{1}{2}$; I. Upton 1, A. Dyson (Yorks) 0.

Girls : Terrif Ruff 0, H. Granat (Surrey) 1; Tina Ruff 0, M. Ealge (Lancs.) 1; Emma Dove $\frac{1}{2}$, K. Shaw (Warwick) $\frac{1}{2}$; Julia Scotney 0, K. Cartmell (Surrey) 1.

Teams in the top division of the Portsmouth & District League have completed their programme - the only doubt remaining being who would be runners-up to the Champions, Portsmouth Chess Club. In the event, Cosham's win against Gosport was just enough to push I.B.M. down into third place.

Division 1 : I.B.M. A $4\frac{1}{2}$, Cosham B $1\frac{1}{2}$

(J.F. Wheeler 1, D. Gibson 0; W. McDougall 0, D. Harold 1; R.E. Hartley $\frac{1}{2}$, A.F. Langley $\frac{1}{2}$; S. Hicks 1, G.F. Abercrombie 0; I. Upton 1, V. Harrison 0; M. Dillistone 1, G. Train 0.)

Fareham A $2\frac{1}{2}$, Portsmouth A $3\frac{1}{2}$

(M.L. Newbury 0, P.K. Wells 1; W.H. Pratten 0, A.R. Cullinane 1; M.M. Street $\frac{1}{2}$, M.J. Cawston $\frac{1}{2}$; W.H. Silber 0, C. Zuidema 1; T. J. de Buriatte 1, I.A. Welch 0; D.C. Goddard 1, B.V. Cochran 0.)

Gosport A 2, Cosham A 4

(J.F.T. Charvill 0, A.F. Brameld 1; J. Coles $\frac{1}{2}$, S. Dean $\frac{1}{2}$; W.J.E. Yeeles $\frac{1}{2}$, A.D. Crossin $\frac{1}{2}$; J. Coburn 0, D. Smith 1; P. Groth 1, P.J. McEvoy 0; S. Williams 0; S. Wilkinson 1.)

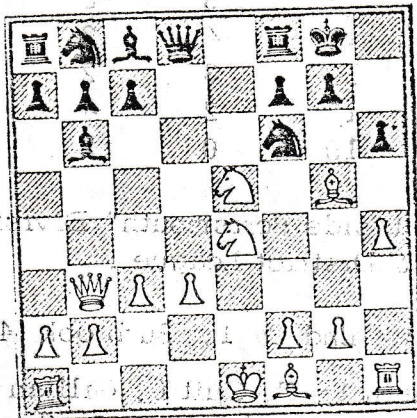
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Final Table

	<u>P</u>	<u>W</u>	<u>D</u>	<u>F</u>	<u>A</u>	<u>Pts</u>
Portsmouth A	10	8	1	39½	20½	17
Cosham A	10	6	0	30½	29½	12
I.B.M. A	10	5	1	32	28	11
Fareham A	10	3	3	31	29	9
Gosport A	10	3	2	26½	33½	8
Cosham B	10	0	3	20½	39½	3

Having recently acquired one of the several computerised chess players now on the market, I thought I might pit its wits against Wilf Pratten at Fareham Chess Club. The following game is interesting, not so much as to the result (which was perhaps a foregone conclusion), but as a reflection on the way the computer "thinks". The computer plays Black (as always) and the notes are by its master.

1. P - K4 P - K4; 2. P - Q3 N - KB3; 3. N - KB3 B - N5 + (presumably having been programmed on the principle - never neglect a check, it might be a mate!);
4. P - B3 B - R4; 5. N x P B - N3; 6. Q - N3 O - O; 7. B - N5 P - Q4;
8. N - Q2 P x P; 9. N x KP P - KR3; 10. P - KR 4 (see diagram) 10. ... P x B ? ;
(~~setting the trap that the computer falls into next move~~); 11. P x P (apparently it had not been programmed to guard against the danger of an open file against its castled K) 11. ... N x N ? (the only way it might have avoided its impending doom was by 11 ... B - K3); 12. N - N6! (Here the machine seemed to sense danger; it took its maximum "thinking" time and its transformer became quite hot!)
12. B x P + (from now on, all it has is a series of hopeless checks - which it must carry out, according to its nature) 13. K - Q1 N x P+; 14. P x N B - N5 +;
15. K - B2 B - Q8 +; 16. R x B B - R5; 17. R x B Q x P +; 18. B x Q R - K1 (countering the mating threat by the N, but submitting to mate from the Rook)
19. R - R8 mate.



J.E.C.G.