

CHESS NOTES

29th November, 1976

A growing number of match results from the Portsmouth & District League are still held up for one reason or another; hereunder the few received this week:

Division 2 : GOSPORT B 2½, COMMUNITY CENTRE B 3½  
(J.A. Coburn ½, W.D. Muir ½; C.W.J. Trotter 0, S.C. Downton 1; P.J. Eales ½, C.V. Fairall ½; S.R. Williams 0, K. Reed 1; W.E. Portman 1, J.R. Webb 0; R. Ellis ½, A.E. Baker ½)

Division 3 : PORTSMOUTH C 2½, PORTSMOUTH D 3½  
(B.V. Cochran ½, P.K. Wells ½; R.M. Prince 0, I.A. Welch 1; C.J. Powell 0, P.M. Spurgeon 1; A. Ruff 1, G.D. Scotney 0; D. Wenman 0, Miss J.L. Scotney 1; S. Young 1, Miss T. Ruff 0)

Division 4 : GOSPORT C 4½, EMBWORTH 1½  
(I. Gouge 1, V.M. Lawrence 0; C.P. Smith 1, R. Dumont 0; S. Nason ½, J. Miller ½; M.D. Smith 0, P.J. Durkee 1; S.R. Williams 1, B. Boutwood 0; P. Mallett 1, W. Knight 0)

I learned of a trap in the Cambridge Springs variation of the QGD from a book by the late Willie Winter entitled "Chess for Match Players", which I probably read before my opponent (Stephen Le Fevre) in last week's match game was born.

The game went :

- 1. P-Q4, N-KB3; 2. P-QB4, P-K3; 3. N-KB3, P-Q4; 4. N-B3, P-B3;
- 5. B-N5, QN-Q2; 6. P-K3, Q-R4; (reaching the classic Cambridge Springs position by inversion of moves) 7. Q-B2? (White can play 7. N-Q2, B-N5 and then 8. Q-B2, or he can play 7. BxN, NxN and then B-Q3. He also has 7. Pxp, NxP; but 7. Q-B2? is definitely not the move) 7...B-N5; 8. B-Q3, N-K5; 9. QR-B1 (9. BxN is not much better) 9...NxN! 10. NxN, Pxp and White has lost a minor piece!

In fairness to my young opponent, I still had difficulty in winning this game; in fact, he eventually lost on time.

It has been quite a good week for me with the Black pieces. The following correspondence game (which I won) has a similarity to the one above in that my opponent's fundamental mistake was playing 6. P-K5 before 7. B-Q3. 6. B-Q3 is playable and 6. P-K5 is playable, but not both in successive moves:

- 1. P-K4, P-K4; 2. P-KB4, Pxp; 3. N-KB3, B-K2; 4. N-B3, N-KB3;
- 5. P-Q4, P-Q4; 6. P-K5 (6. B-Q3, Pxp; 7. NxP, N-Q4 => 6...N-K5;
- 7. B-Q3?? (7. Bxp, P-QB4; 8. B-N5+, B-Q2 => 7...B-R5+; 8. NxN, QxN+;
- 9. K-K2, Q-B7 mate.

/Continued.....

Hereunder the second game, sent to me by Arthur Brameld on the general theme of how to lose a won game. He has the White pieces against Glen Lambert of Portsmouth Chess Club and we take up the struggle from the diagrammed position :

18. P-KN4, N5-K4; 19. PxN, PxP; 20. N-KN5? (20. NxP, NxN; 21. BxN, BxB; 22. PxB, R-N1+; 23. B-N4 etc. or 20. NxP, BxN; 21. BxB, NxB; 22. Q-Q4, Q-Q3; 23. QR-K1, etc.) 20...PxB; 21. BxP? (21. QR-K1, N-K4; 22. RxN, BxR; 23. PxB, R-KN1; 24. B-N6, Q-KB1; 25. N-B7+, K-N2; 26. P-R6+, K-B3; 27. Q-B5 Mate or 21. QR-K1, B-K1; 22. BxP, threatening B-N8; mating, e.g. 22...B-Q5+; 23. K-R1, K-N2; 24. B-N8, RxB; 25. Q-R7+, K-B1; 26. RxP+, B-B3; 27. RxB+, PxR; 28. P-K7+, etc.) 21...N-K4 (preventing B-N8)  
 22. QxP, B-B3; 23. PxB, QxQ; 24. NxQ, BxN; 25. B-K4, P-B3; 26. N-B3, P-N3; 27. QR-Q1, QR-Q1; 28. RxR, RxR; 29. R-B2? R-Q5; 30. K-N2?, R-B5 (0-1)

J.E.C.G.

r2qlrlk; ppplplbp; 2nlPp2; 3plBlb; 2nP1B2; 2NQ1R1P; P1P3P1;  
 1R3RK1

Position BRAMELD v. LAMBERT after Black's 17th move.