

M. Cole

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C H E S S   N O T E S

10th July, 1978

What purported to be the final Tables of the Portsmouth & District League contained several errors due to adjustment of match scores following successful appeals. The corrected versions are as follows :

	<u>P</u>	<u>W</u>	<u>D</u>	<u>L</u>	<u>F</u>	<u>A</u>	<u>Pts</u>
<u>Division 1</u>							
1. Portsmouth A	10	9	1	0	42½	17½	19
2. I.B.M. A	10	5	1	4	31½	28½	11
3. Fareham A	10	4	2	4	28½	31½	10
4. Cosham A	10	3	3	4	29	31	9
5. Gosport A	10	2	2	6	23	37	6
6. Community Ctr. A	10	1	3	6	25½	34½	5

<u>Division 2</u>							
1. Cosham B	12	9	3	0	45	27	21
2. Portsmouth B	12	4	5	3	40	32	13
3. Fareham B	12	6	1	5	37	35	13
4. Polytechnic A	12	5	2	5	36½	35½	12
5. Community Ctr. B	12	4	2	6	33	39	10
6. Gosport B	12	4	1	7	33½	38½	9
7. Cosham C	12	2	2	8	27	45	6

<u>Division 3</u>							
1. Portsmouth C	12	11	1	0	53	19	23
2. I.B.M. B	12	9	0	3	48½	23½	18
3. Fareham C	12	7	1	4	41½	30½	15
4. Leigh Park A	12	7	0	5	46½	25½	14
5. Polytechnic B	12	3	1	8	26½	45½	7
6. Gosport C	12	2	1	9	21½	50½	5
7. Emsworth	12	0	2	10	14½	57½	2

<u>Division 4</u>							
1. Plessey	10	8	2	0	46	14	18
2. Leigh Park B	10	7	2	1	42½	17½	16
3. Fareham D	10	4	2	4	33½	26½	10
4. Portsmouth D	10	4	1	5	28	32	9
5. Fareham E	10	3	0	7	15½	44½	6
6. Datawork	10	0	1	9	14½	45½	1

Southampton Chess Club did well to reach the semi-finals in the National Club Plate Tournament (a competition for those teams who were knocked out in the first round of the National Club Championship proper), when they were eliminated on board count; detailed scores -

Quarter-finals :      ASHFORD 2½,    SOUTHAMPTON 3½

(Brown 0, Thompson 1; Powell 1, Bell 0; Ady ½, Berry ½; Brown 0, Keene 1; Ingram 1, Bower 0; Luckhurst 0, Beer 1)

Semi-finals :          SOUTHAMPTON 3,    SOUTH MANCHESTER 3

(Thompson ½, Stuttard ½; Bell ½, Smith ½; Bower ½, Beaumont ½; Beer 0, Ralston 1; Buckmaster ½, Smith ½; Bell 1, Woodhead 0)

/Continued.....

From the diagrammed position, White finds a winning line by putting Black in a Zugzwang position; 1. RxB! R-N1 (obviously Black cannot capture the rook); 2. R-B4! R-N4+; 3. K-K6 RxB; 4. P-R4! and wins.

J.E.C.G.

3kr3; 2b2R2; 7p; p4K1B; P7; 7P; 8; 8.