

M. Cole  
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C H E S S   N O T E S

21st August, 1978

Fareham Chess Club, which does everything on a large scale these days, had 50 members taking part in their annual Club Championship. This was a 7-round Swiss competition and ties were split where possible by the 'Sonneborn' system.

Scores and placings of the first 12 players :

1st. M.L. Newbury 6½; 2nd. A.F. Brameld 6; 3rd. T.J. de Buriatte 5½;  
4th J.E.C. Grant 5; Equal 5th/6th A.J. Lancashire and C.E. Frazer 5;  
7th. B. Massey 5; 8th J.F. Cope 5; 9th. R.A.M. Kane 4½;  
10th. D. Coates 4½; 11th. D.C. Goddard 4½; 12th J.R. Craig 4.

Apart from the Championship title won by M.L. Newbury, A.J. Lancashire and C.E. Frazer jointly won the Cordery Trophy for the best performance by a player who did not play for the 'A' team during the season, and D. Vail (who finished in equal 15th/16th place with 4 points) is the new Junior Club Champion.

The results of the two Invitation Training Tournaments organised by the new Chilworth Chess Club have already been reported, but I believe that the Club itself deserves a mention. The founder members are Mrs. M. Kluth, "Beggars Roost", Winchester Road, Southampton (where first Training Tournament was held), T.E. Hollington, A. Ruff and P.J. McEvoy.

The sole purpose of the Club is to improve the strength of junior chess in Hampshire and to promote and sponsor Hampshire juniors of national and international potential. Further information on tournaments to come can be obtained from any of the above founder members, who, in any case, would be pleased to hear of any so far undiscovered potential chess talent.

The following game is from the 1978 Danish Junior International - Jorgensen (Denmark) v. Cummings (England). Jorgensen had the white pieces and must still be wondering where he went wrong.

1. P-QN4 P-K4; 2. P-N5 P-Q4; 3. B-N2 B-Q3; 4. N-KB3 Q-K2;  
5. P-K3 B-KN5; 6. B-K2 N-Q2; 7. P-Q4 KN-B3; 8. O-O P-K5;  
9. KN-Q2 P-KR4; 10. P-KR3 BxP!; 11. PxB Q-K3; 12. P-KB3 QxP;  
13. R-B2 N-N5!; 14. PxN PxP; 15. R-N2 QxP+!; 16. K-B1 R-R8+;  
17. R-N1 QxR mate.

From the diagrammed position, the game went 17...QxN!; 18. PxQ B-R6+;  
19. K-N1 QR-K1; 20 Resigns, for the threat QR-K3-N3 is not parried by  
20. QxP. If 20. Q-B1 BxQ; 21. KxB P-Q7 wins. If 20. P-B4 QR-K3;  
21. P-KB5 QR-K5; 22. P-B3 R-N7+ etc.

J.E.C.G.

r1b3k1; pp3ppp; 5q2; 8; 1PP5; 3p1N2; 1P2rPPP; ~~1P2rPPP~~; R2Q1K1R

Caption: Black (to play) finds a clever winning combination.