

Chess Notes by J.H.J.

Fast games — but avoid blunders

THE RATE of play in this league is 30 moves in 1¼ hours. When the players have previously agreed to continue their game then the additional moves are 24 an hour, otherwise, if time permits, moves continue at the rate of six moves every quarter hour.

Clearly a very fast player could oblige his opponent to make extra moves (12 or even 18, say) within the stipulated playing time in the hope that the position at the call of time may be more easily resolved (opponent agrees to resign!).

As the vast majority are not intrinsically speed players some method should be sought to allow more moves to be played in a single session. This has the purpose of making either adjudication or an agreed result a clearer decision that subsequently evokes no adverse criticism.

An idea which we might borrow from the Southampton League is to play 36 moves in 12 hours. This does seem to give risk to fewer adjudications as many match games are completed in an evening. As I play in both leagues, I can appreciate the difference: only one game in six required an extra session in Southampton whereas in the P.D.L. it was four games in eight.

I must confess though that the new rate does require some adjustment.

Regularly I had ten or so moves to make in the last few minutes of play but I nevertheless managed to contain my gross blunders to a single game.

Here is an example of play at this faster rate.

White J.H.J. (Sarisbury A), Black: R. Thomas (University B, 177) played on Board 1. 1, e4, c5; 2, Nf3, d6; 3, d4, cxd4; 4, Nxd4, Nf6; 5, Nc3, a6; 6, Bg5, e6; 7, f4, Qc7(?); (This move was tried in Nunn v. Chandler, Commonwealth 1985, and that game went 8, Qf3, b5?; 9, f5!, Nc6; 10, Nxc6, Qxc6; 11, Bxf6, gxf6; 12, Bd3, Bg7; 13, fxe6, fxe6; 14, Qh5+, Kd8; 15, e5!, Qc5; 16, OOO, Qxe5; 17, Qf3, Rb8; 18, Rhe1, Qxh2; 19, Kb1, Bd7??; 20, g3!, Qh6; 21, Rh1, Qg5; 22, Rh5, 1:0) 8, Bxf6, gxf6; 9, f5, Nc6; 10, Nxc6, bxc6; 11, Qf3, e5; 12, Be4, h5; 13, OO, Bb7; 14, Kh1, h4; 15, Rfd1, Rb8; 16, b4, h3; 17, g3, Rg8; 18, Rab1, Be7; 19, a4, Rd8; 20, Ba2, Rc8; 21, Rd2, Rg5; 22, Rbd1, Qd7; 23, g4, Kf8; 24, Qxh3, d5; (at this stage both players had five minutes to the time control) 25, exd5, Bxb4; 26, Ne4!, Bxd2; 27, Rxd2!, cxd5; 28, Qh8+, Rg8; (28... Ke7; 29, Qxf6+ wins) 29, Qxg8+, (obvious — but good!) Kxg8; 30, Nxf6+, Kg7; 31, Nxd7, d4+; 32, Kgl, f6?; 33, Nb6(?), (33, g5!) Rc5; 34, Be6, Be4; 35, Nc4, Bf3; 36, h3, White has made the time control so ... (1:0).

Late results in the P.D.L. have just been notified.

DIVISION II

Portsmouth C 5½, Portsmouth D ½, 2, N. Purkis 1, D. Jeffery 0.

DIVISION IV

Adjudications resolved this match. Leigh Park B. 2½, Emsworth A 3½, 1, S. J. Scott 0, M. Body 1; 3, J. Sexton 0, R. Perry 1; 5, D. Bennett 1, B. Walker 0.

The final standings were:

Division IV

	P	W	D	G	Pt
Paulsgrove A.....	10	8	0	38½	16
Emsworth A.....	10	7	1	35½	15
Gosport C.....	10	5	0	33	10
Manglers B.....	10	4	1	24½	9
Fareham D.....	10	3	0	23½	6
Leigh Park B.....	10	2	0	25	4

Paulsgrove well deserved their title by just pipping Emsworth in an interesting season-long struggle.

For information here is the final table which was omitted previously.

Division V

	P	W	D	G	Pt
Petersfield B.....	8	5	2	29	12
Emsworth B.....	8	4	2	26	10
Portsmouth E.....	8	4	1	26	9
Gosport D.....	8	2	3	23	7
Paulsgrove B.....	8	1	0	16	2