

# CHESS NOTES BY J.H.J.

## Check up on draw dodging

CHESS, for a combative game, is unusual in that it provides many methods of obtaining a drawn result.

Even a gross material advantage may be insufficient to guarantee victory: tyros know that King and Knight — or even Knights — versus King is impossible to win, even though help-mate is available when faced with two Knights. But add, say, some pawns to both sides and the extra piece or pieces — usually — tell.

How many readers know all NINE drawing stratagems? As an amusing exercise you might like to compare your own list with mine in the next column and I am certain few will know the "Silber Coup"!

Every year I try to analyse my results so that I can set a realistic target for the following season. Last year I lost too many games, as did everyone else! so clearly my intention was to suffer fewer losses.

Somehow this approach seemed to work (no ... I didn't play less chess!) but in the process I notched up a 30 per cent. draw rate. I can claim only one "grandmaster" draw — of 13 moves when I accidentally transposed moves and had to allow a repetition to survive — yet within my team I seem to have acquired a reputation for draws that envinces hilarity.

So my intention next season is to reduce the quantity of draws, yet, in that case, I

have a sneaking suspicion that my losses will escalate and I shall be back where I started!

Continuing the theme here is an interesting game from the Soviet championship, which qualifies as Zone Four for World Championship purposes.

**White: Bareev, Black: Gurevich:** 1, d4, Nf6; 2, c4, e6; 3, Nf3, b6; 4, Nc3, Bb7; 5, a3, d5; 6, cxd5, Nxd5; 7, Qc2, Be7; 8, e4, Nxc3; 9, bxc3, 0-0; 10, Bd3, c5; 11, Bb2, Nc6; 12, Rd1, cxd4; 13, cxd4, Rc8; 14, Qe2, Na5; 15, h4, f5; 16, d5, exd5; 17, e5, Nb3; 18, g4, fxg4; 19, Ng5, Bxg5; 20, hxg5, g6; 21, Qxg4, Qe7 (see diagram); 22, Bxg6!, hxg6; 23, Rh6, Rc6; 24, Qh3, Bc8; 25, Rh8+, Kf7; 26, Qf3+, Ke8; 27, Rxf8+, Qxf8; 28, Qxd5, Na5; 29, Bc3, Qxa3; 30, Qg8+, Ke7; 31, Qg7+ (½:½). An exciting struggle!

The players through to the Inter-zonal are 1, Belyavsky; Salov (11/17) and 3, Ehlvest; Eingorn (10/4).

Because of an error in the last column the point of my suggestion was lost. Instead of 30 moves in one-and-a-quarter hours I advocated 36 moves in the same time. Some players however might actually approve the error which was for 36 moves in 12 — at least it would suitably fill our leisure hours!

**White to move**