

Chess notes by J.H.J.

EVEN though there was a clash with the Portsmouth Congress on January 31 the county match against Devon, played at Ilminster, went ahead.

In the event a moderately strong first team encountered opposition that was below par. Nevertheless at the call of time Devon led by 6½ to 5½. Hampshire are claiming two wins and two draws in the adjudicated games so the final outcome of the match may be close.

The second team were not so fortunate when, as a result of the clash noted above, they started with a handicap of four defaults. This proved too much and Devon II won by 10 games to six.

Details (Hampshire White on odd boards).

4. A. F. Brameld ½, B. V. Hewson ½, 6. J. H. Jones 1, R. Lingham 0, 9. J. E. Arney ½, Miss J. A. Anson ½; 10. M. L. Newbury 0, A. Brusty 1, 13. A. D. Crossin 1, S. V. White 0, 16. W. H. Silber ½, R. V. Cross ½; 17. A. D. Williams ½, J. Hayward ½; 25. R. C. Clark 0, C. Deakin 1.

DIVISION I: Cosham A defeated Portsmouth A by 4½ games to 1½ after the top board was resolved, A. F. Brameld ½, G. Oswald ½.

DIVISION II: Plessey 2½, Fareham B 2½.

1. D. Pownall 0, D. Evans 1; 2. P. A. Rayment 1, J. R. Poulton 0; 3. D. G. Foale ½, M. M. Street ½; 4. C. Wood ½, T. A. Wykes ½; 5. A. C. Rodger 0, D. Coates 1; 6. J. B. S. Cairns ½, J. Monk ½.

Cosham B 1½, I.B.M. B 2½.

1. A. D. Crossin v. J. M. Morris (u); 2. G. Train 1, S. J. Smith 0; 3. M. R. Baker 0, A. J. Wilkinson 1; 4. R. R. Carter v. M. J. Jones (u); 5. A. D. Smith 0, R. G. J. Hillier 1; 6. A. F. Langley ½, K. Gledstone ½.

I.B.M. A 6, Leigh Park A 0.

1. J. G. Nicholson 1, A. J. Peters 0; 2. W. M. McDougall 1, N. G. LeFevre 0; 3. J. F. Wheeler 1, S. D. LeFevre 0; 4. R. E. Hartley 1, J. N. Mortlock 0; 5. P. J. Burns 1, R. Smith 0; 6. B. S. Pratt 1, J. D. J. Gatt 0.

DIVISION V: Portsmouth E 3, Gosport D 3.

1. D. Jeffery 0, W. F. Isbell 1; 2. P. Smidy ½, A. D. Crouch ½; 3. R. Prince ½, J. Penn ½; 4. P. Rogers 1, A. D. Hemmens 0; 5. F. Guy 0, I. B. Bartlett 1; 6. W. Couch 1, P. A. Williams 0.

Emsworth B 2½, Petersfield B 3½.

1. A. Whitehead 0, B. Chambers 1; 2. A. J. Vosper 1, D. Ansie 0; 3. J. Delaney 1, P. Flack 0; 4. J. Hollis 0, D. Collinson 1; 5. M. Levy ½, M. Copple ½; 6. S. Hubbard 0, R. Sweetenburgh 1.

Gosport D 6, Post Office 0.

Post Office failed to appear so lost by default.

Last week you pondered 8/8/1K3K2/1P3P1n/8/8/8, by Prokop.

Clearly White must get the b-pawn moving. Yet 1. Kc5 is answered by 1... Ke7 aiming for the queening square. On 1. Kc7 comes 1... Nf4! (with the treat 2... Nd5!) and the Knight will catch up with b-pawn after, say, 2. Kd6, Nd3; 3. b6, Nb4; 4. b7, Na6.

Consequently 1. Kc6!, Ke7! (to allow the Knight access to f6+), Ke6; 5. f7!, Ke7; (after 5... Nb8+; comes 6. Ke7, Na6+; 7. Kbb6, when White wins) 6. f8=Q+ (either the Knight is drawn away from the defence of b8, or the King must undefend the Knight) White wins.

Results of the P.P.L. team quick-play competition (Cole Cup) are to hand.

Round III

Emsworth A 1, Portsmouth B 4; I.B.M. A 4, Leigh Park A 1; Cosham B 0, Manglers A 4 (this match contained a double default).

Cosham A 4½, Fareham B ½.

The draw for the semi-finals is Portsmouth B v. I.B.M. A, Manglers A v. Cosham A, and these matches must be resolved by the end of the month.

Keith Gregory, who is the controller, notes that I.B.M. A and Cosham A are likely to meet in the final, and, in that case, it will be their third meeting in five years. So far, in three matches, I.B.M. have scored 14 game points and Cosham have gained 13 so some interesting matches are in store.

Cole Plate results (for teams eliminated in the first round of the Cole Cup).

Round I

Paulsgrove A 3, Leigh Park B 2; Manglers B 1½, Fareham C 3½; Plessey 1½, Fareham A 3½.

Draw for the second round which must be completed by the end of the month.

Fareham A v. Portsmouth A; I.B.M. C v. Fareham C; Post Office v. I.B.M. B; Paulsgrove B v. Paulsgrove A.

This week a study by J. Behting, 1929, and it is White to move and win. As it is quite easy to lose as White I will point out the line that you must avoid. After 1. a6?, g3!; Black wins.

White to move.

