

Chess notes by J.H.J.

I SUSPECT that few readers will have recalled all the variations of the drawing resource, so here for comparison is my definitive list.

1. Adjudication — it is worth noting that one gets no worse than a draw with a "successful" claim.
2. Fifty-move Rule — This is fairly rare as no pawn move or capture is the criteria. Many years ago I defended the King v. King, Knight and Bishop ending and my opponent did not know the winning method. Unfortunately he was able to adjourn and on resumption it was obvious that he had "found" the correct technique and my 49th move rearguard was to no avail.
3. Triple Repetition of Position — The same player must have the move when repeating. Recently Bob Noyce overcame this draw by ensuring that in the "repeated" position he had managed to alternate his Knights on the move.
4. "Grandmaster" draw — Usually this is a short non-event where, for fear of losing or for mercenary reasons (to ensure a share of the prizemoney), the players agree to split the point.
5. Insufficient Material — In the previous column I gave the example of King v. King, Knight, Knight.
6. Theoretical Draw — Here I have in mind the King, Rook v. King, Bishop ending where Philidor's position cannot be forced.
7. Agreed (Time) Draw — This is usually a trade-off where the player with the material advantage may have (probably) insufficient time to capitalize his extra force i.e. bird in the hand . . .
8. Quick-Play Draw — A loss of time is not upheld where the superior material is not actively striving to win: the result is adjudged to be a draw.

If you managed all the above then you did very well. However, I guarantee that your list is incomplete: it will not contain the following stratagem:

9. "The Silber Coup" — I had an unfinished game in the Fareham match (which I was winning) but neither player would agree to a venue for the continuation. Warwick Silber (Fareham match captain) was made aware of the problem and, quick as a flash, said: "Well, you'll have to agree a draw then." A toss of a coin resolved the issue (of venue) in my favour. (See diagram.)

White: J.H.J., Black: J. D. Eva: 23, . . . , Kf8 (Black's sealed move); 33, Qd6 (33, Bxd7, Bxd7; 34, R1d1, Bb5; 35, Qxb5(!), was one plausible alternative), Ke8; 34, R1d1, f6; 35, gxf6, Nxf5; 36, Qe6+! (somewhat flash) Kf8; (36, . . . , Ne7; 37, Rxd7, Bxd7; 38, f7+!, Kf8; 39, Rxd7, probably wins); 37, Rxd7, Bxd7; 38, Rxd7, Ng3+; 39, Ke1, Qxf6; 40, Qc4!, Qa1+; 41, Kf2, Qf1+; 42, Qxf1, Nxf1; 43, Rd8+ (and White went on to win this simplified ending in a further 16 moves). (1:0).

Black to move.

