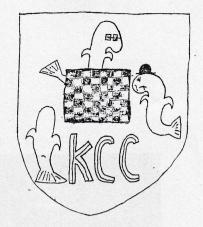
THE KINGSTON GAMBIT

Issue no. 3: January 2008



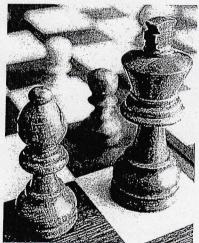
(logo by Anna Rowson)

There have been at least 4 previous newsletters. I have one which Paul Barasi produced in the 1970s, one ('The Kingston Chess Club Bulletin') which was penned by JP Wilkinson in the 1980s, 'The Kingston Chess Club Newsletter', which was edited by 'Tribe Scribe' (Dave Davis) from 1997 (and got as far as volume 2) and the one whose name I have retained, which Nick Grey began in 2002. There were also probably earlier newsletters — does anyone have copies?

Unfortunately the present effort can't match the level of presentation of Nick's version, as my computer has been uncooperative for the past couple of months. This therefore comes minus diagrams! However, I hope it will provide useful and interesting information about the club.

Please help me to produce an Issue no. 4 by contributing any games, news, pictures, letters to the editor... which you have.

David Rowson



Officers:
Bill Waterton: President
John Foley: Chairman
Ken Inwood: Treasurer
Nick Grey: Secretary

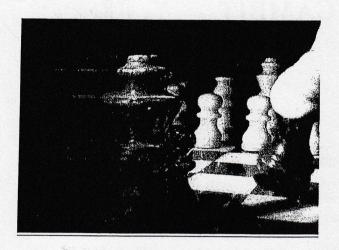
Chris Clegg: Thames Valley Match

Captain

Chris Mann: Surrey League Match

Captain

Na		1 1 1 1
<u>Name</u>	<u>Grade</u>	Last Year
Clegg, Chris RA	144	147
Foley, James	89	83
Foley, John P	159	161
Grey, Nicholas D	156	142
Harris, Richard GR	140	140
Heaton, Robert J	183	182
Inwood, Kenneth FH	150	149
Mann, Chris J	134	142
Maxwell, Neil	144	150
Roche, Peter J	157	164
Rowson, David J	184	184
Scrimgour, Alan	163	169
Turner, Caius AW	170	174
Turner, Mark	51	45
Waterton, William E	79	81
Way, Julian M	161	158
Wright, Chris JG	166	163



2007/8 Results

Thames Valley

Kingston A: 3 Maidenhead: 4 (one game to be adjudicated)

Kingston A: 5 Richmond: 3

Kingston A: 2 Ealing: 5 (one game unfinished)
Kingston A: 4 Surbiton: 3 (one game unfinished)
Kingston A: 4 Harrow: 2 (2 games to be adjudicated)

Thames Valley KO

Kingston A: 3 Surbiton 3 (Kingston lost on board count)

Ellam Trophy

Kingston 2: 4 CCF 4: 2 (one game unfinished)

Kingston 2: 3½ Crystal Palace 3½

Kingston 2: 11/2 CCF3: 51/2

Kingston 2: <u>3</u> South Norwood: <u>3</u> (one game unfinished)

Beaumont Cup

Kingston 1: 6 Wimbledon 3: 2 Kingston 1: 6 Redhill 2: 2

The Kingston v Redhill Alexander Cup match (5/10/07) resulted in an against-the-odds win for us, with a bottom-heavy look to the results table:

1. D. Rowson	0	N. McDonald	1
2. C. Wright	0	C. Chandler	1
3. A. Scrimgour	0	G. Meyer	1
4. J. Way	0	C. Howell	1
5. J. Foley	1	M. Rich	0
6. P. Roche	1/2	T. Ashby	1/2
7. N. Grey	1	K. Thurlow	0
8. K. Inwood	1	M. Muir	0
9. C. Clegg	1	M. Loftus	0
10 N. Maxwell	1	M. Harris	0

Here is one of the games which contributed to our victory, followed by one which didn't.

M. Rich (175) v John Foley Notes by John.

1	e4	c6	
2	c4	d5	
3	exd5	exd5	
4	cxd5	Qxd5	
5	Nc3	Qxu3 Qa5	
6	Bc4	Nf6	
7	d4	e6	
8	Nf3	Be7	
9	0-0	0-0	
10	Re1	Nbd7	
11	Bg5	Nb6	
12	Bb3	Nbd5	
13	Qd3	a3	A useless move. 13 Nxc3 is essential. Black is now punished.
14	Nxd5	Nxd5	A useress move. 13 Tyxes is essential. Black is now punished.
15	Bxd5	Bxg5	
16	Nxg5	g6	
17	Nxf7	50	White has many ways to win.
		exd5	White has many ways to win.
18	Nh6+	Kg7	
19	Qe3	1157	19.Re7+ wins immediately. 19Kxh6 leads to mate after 20. Qg3. Black must
	.		play 19. Kh8 when White then follows up with Qe3 with a complete stranglehold.
		Bf5	
20	Nxf5+		20. Qg5 poses too many problems for Black. White is simplifying too quickly,
			although he still possesses the advantage.
		Rxf5	
21	Qe7+	Rf7	
22	Qe5+	Kg8	
23	a3	Raf8	The first hint of counterplay. White is defending two moves in a row
24	Re2	Rf5	
25	Qe6+	Kg7	
26	Rc1	R8f7	
27	f3	Qd8	
28	Rc8		White is chasing the queen without a plan.
		Qg5	
29	Qe3?	Qf6?	29Rxf3 wins instantly. Black hasn't yet realized that the tactical balance of the
			game has switched round.
30	Kf2?		This fails to protect the weakness at d4 and creates another one at h2.
		Rf4	
31	Rd2?		White's last chance was to play 31. Qe5
20	0.0	Re7	
32	Qc3	Qh4+	
33	resigns		After 33. g3, Qxh2+ is devastating.

N.McDonald (GM, 226) v D.Rowson Scotch Game

1	e4	e5	
2	Nf3	Nc6	
3	d4		The Scotch, after years of neglect, has been popular for the past 15 or so years,
3	4.		even at GM level. At the World Blitz Championships recently Boris Savchenko
			(2583) won with this opening against Adams, Mamedyarov, Kazimdzhanov and
			(2505) Wolf with this opening against Addins, Walnedy arov, Razimazhanov and
			Grischuk, and drew with Kramnik and Leko.
		exd4	
4	Nxd4	Bc5	
5	Nxc6	Qf6	
6	Qf3		Recently popular. The old move was Qd2.
		dxc6	In a game against McDonald in January this year I played 6 bxc6, but later had
			problems with my queenside pawn structure ()
7	Qxf6	Nxf6	
8	f3	Be6	
9	Nd2	0-0-0	
10	Nb3	Bb5+	Bb6 may have been better. I was worried about 11. c4, but then I could play Nd7.
11	c3	Be7	Boo may have been better. I mas morried about 11. on, our titer programme
12	Be3	Kb8	
13	Nd4	Bc8	I have the decrease the second in a thought a do but wait
14	Bc4	Rhf8	I know this doesn't look inspiring, but sometimes there's nothing to do but wait
			and hope.
15	g4	Nd7	Although White has more space and a central pawn majority, it's not so easy for
			him to make progress. Black improves his position in readiness.
16	0-0-0	Ne5	
17	Be2	Rfe8	
18	h3	Bf8	
19	Rhe1	f6	
1)			
	f4?		White is not ready for this; Black's pieces now come to life.
20			White is not ready for this; Black's pieces now come to life.
20	f4?	Nf7	
		Nf7	White is not ready for this; Black's pieces now come to life. Bd3 would avoid the coming pin.
2021	f4? Bf3	Nf7 c5	
202122	f4? Bf3 Ne2	Nf7 c5 Rxd1+	
20212223	f4? Bf3 Ne2 Rxd1	Nf7 c5 Rxd1+ b6	
2021222324	f4? Bf3 Ne2 Rxd1 Ng3	Nf7 c5 Rxd1+ b6 Nd6	
202122232425	f4? Bf3 Ne2 Rxd1 Ng3 Bf2	Nf7 c5 Rxd1+ b6 Nd6 Bb7	
20 21 22 23 24 25 26	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1	Nf7 c5 Rxd1+ b6 Nd6	Bd3 would avoid the coming pin.
202122232425	f4? Bf3 Ne2 Rxd1 Ng3 Bf2	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5.
20 21 22 23 24 25 26 27	f4? Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+	Bd3 would avoid the coming pin.
20 21 22 23 24 25 26 27 28	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing.
20 21 22 23 24 25 26 27	f4? Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the
20 21 22 23 24 25 26 27 28	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4.
20 21 22 23 24 25 26 27 28	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish.
20 21 22 23 24 25 26 27 28 29	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4.
20 21 22 23 24 25 26 27 28 29	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the
20 21 22 23 24 25 26 27 28 29	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the
20 21 22 23 24 25 26 27 28 29	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about
20 21 22 23 24 25 26 27 28 29	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about how to get a dead drawn position, and positive ones about how to capitalise on
20 21 22 23 24 25 26 27 28 29 30 31	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1 Be2	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5 Rd8	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about how to get a dead drawn position, and positive ones about how to capitalise on my positional advantage
20 21 22 23 24 25 26 27 28 29	Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about how to get a dead drawn position, and positive ones about how to capitalise on my positional advantage I was worried about 32 hxg6; 33. Rf1, Rd6; 34. g5, fxg5; 35. Rf8+ and Ba6,
20 21 22 23 24 25 26 27 28 29 30 31	f4? Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1 Be2	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5 Rd8	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about how to get a dead drawn position, and positive ones about how to capitalise on my positional advantage
20 21 22 23 24 25 26 27 28 29 30 31	f4? Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1 Be2	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5 Rd8	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about how to get a dead drawn position, and positive ones about how to capitalise on my positional advantage I was worried about 32 hxg6; 33. Rf1, Rd6; 34. g5, fxg5; 35. Rf8+ and Ba6,
20 21 22 23 24 25 26 27 28 29 30 31	f4? Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1 Be2	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5 Rd8 Nxg6 Rd6 Ne5	The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about how to get a dead drawn position, and positive ones about how to capitalise on my positional advantage I was worried about 32 hxg6; 33. Rf1, Rd6; 34. g5, fxg5; 35. Rf8+ and Ba6, though I could play Nd7 after g5.
20 21 22 23 24 25 26 27 28 29 30 31	f4? Bf3 Ne2 Rxd1 Ng3 Bf2 Re1 f5 Be3 Rxe3 Re1 Be2	Nf7 c5 Rxd1+ b6 Nd6 Bb7 g6 Bh6+ Bxe3+ Nc4 Ne5 Rd8	Bd3 would avoid the coming pin. The only move in view of the threat of Bh6, as 27. g5 loses a pawn to f5. I was short of time here, but I can't see anything more forcing. How can Black make progress? e5 looks a lovely square for the N, but takes the pressure off e4. First time control: now for the quickplay finish. Around about here I became aware of the possible weakness of my king's side pawns. I shouldn't be losing this, but my thinking was disrupted by the knowledge that I was playing a GM. I was torn between negative thoughts about how to get a dead drawn position, and positive ones about how to capitalise on my positional advantage I was worried about 32 hxg6; 33. Rf1, Rd6; 34. g5, fxg5; 35. Rf8+ and Ba6,

36	Rxf6	Nd7?	36Rxg3; 37. Rf8+, Bc8; 38. Bd6, Kb7; 39. Bxc8+; Kc6; 40. Re8 (if a4 - threatening Rf6 mate - c4), Nd3+; 41. Kc2, c4
37	Rf7	Kc8?	Bc6 avoids the helpmate I'm inadvertently constructing. I thought I was leaving the B free to take on e4 later.
38	Nf5	Rxh3	
39	Re7	Kd8	39Nf6; 40. Be6+, Kd8; 41. Rf7, Rh1+; 42. Ke2, Nxe4+; 43. Ke3 also leaves me with some diabolical problems. I was continuing with my plan to 'activate' my king.
40	Bf7	Nf6	
41	e5	Rh1+	
42	Kc2	Be4+	
43	Kb3	Bxf5	43Bd5+; 44. Ka3, Bxf7; 45. Rxf7 and the e pawn is hard to stop.
44	exf6	Bxg4	
45	Bd5	Rf1	
46	Bc6	Bh5	
47	Rd7+!		The winning move.
		Kc8	
48	Rxh7		No time for 48Rxf6 unfortunately, so
		Resigns	

T. Oozeerally (164) v Neil Maxwell (Kingston B v South Norwood) December 2007

1 2 3 4 5	e4 Nf3 Bb5 Bxc6 0-0	e5 Nc6 a6 dxc6 Bg4	
6	h3	h5.	
7	d3		If 7. c3, then an interesting continuation is 7, Qd3; 8. hxg4, hxg4; 9. Nxe5, Bd6 (Damjanovic-Cetkovic, Pula 1968)
		Bd6	Qf6 was the move Adams played against Kasimdzhanov in the 2004 FIDE World Championship Final, though Adams lost (8. Be3, Bxf3; 9. Qxf3, Qxf3; 10. gxf3, Bd6; 11. Nd2, Ne7; 12. Rfb1). Kamsky-Anand (Sofia, MTel Masters, 2006) continued 8. Nbd2, Ne7; 9. Nc4, Bxf3; 10. Qxf3, Qxf3; 11. gxf3 and was drawn in 39 moves.
8	hxg4	hxg4	
9	Ng5	Nh6	
10	Be3		10. Nxf7, Kxf7; 11. Bxh6, Rxh6; 12. Qxg4 leaves White a pawn up and with the better pawn structure, but struggling to protect his king against h file threats. 10.d4 is interesting, and if 10, exd4; 11. e5, Bxe5; 12. Re1 creates problems.
		Qe7	Preparing f6.
11	c4		A cunning plan against this, but it has the consequence of exchanging good bishop for bad.
		f6	Anyway.
12	c5	Bxc5	
13	Bxc5	Qxc5	
14	Ne6	Qe7	
15	Qb3	Kd7	Finally winning back the piece, but the resulting black square weaknesses are a problem.
16	Nxc7	Kxc7	
17	Nc3	Rad8	
18	Rac1	Kb8	
19	Na4	Rd4	
20	Nc5	Ka7	
21	Qa3	Nf7	

22	Rc3		This game, like a gunfight in a Western, generates a strong feeling of suspense: you can see what each side is intending, but somehow the final outcome is hypnotic in its uncertainty.
		Nd8	
23	Rb3	g5	
24	Rc1	Rh6	24Qh7; 25. Kf1, Qh1+; 26. Ke2, Qxg2/Qxc1; Rxb7+! wins. Black needs to keep the Q on the 7 th rank to defend.
25	Qa5!	Qh7	
26	Qb6+	Ka8	
27	Kf1	Rh1+	
28	Ke2	Rxc1	
29	Nxa6	Rc2+	
30	Ke3		The only move. 30. Kd1, Rxf2; 31. Nc7+, Kb8; 32. Na6+, Kc8 and Black wins thanks to the threat of Qh1 mate
		f5	30Rd7; 31. Ra3, bxa6; 32. Rxa6+, Ra7; 33. Qxd8+, Kb7; 34. Rb6 mate
31	exf5		Not Nc7+, because of 32Qxc7 and f4 mate.
		Qxf5	
32	Nc7+	Ka8	
33	Na6+	Drawn	No arguments about this result.

P.Shepherd (144) v C Clegg (Kingston v Surbiton) 26/11/07

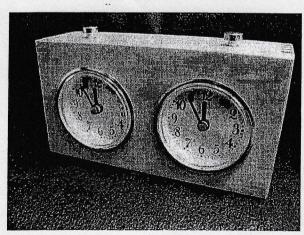
1	e4	e6	
2	d4	d5	
3	Nd2	Nf6	
4	e5	Nfd7	
5	Bd3	c5	
6	c3	Nc6	
7	Ne2	Qb6	
8	Nf3	cxd4	
9	cxd4	f6	
10	exf6	Nxf6	
11	0-0	Bd6	
12	Re1	0-0	
13	Ng3?!		The usual move is Nc3, which prevents a later Black e5 due to pressure on d5.
		Bd7	
14	a3		White's Q side play turns out to be too slow. Maybe Be3 was a better alternative.
		Rae8	
15	b4	e5!	
16	dxe5	Nxe5	
17	Nxe5	Bxe5	
18	Be3	d4	
19	Bc4+	Kh8	
20	Bc1	Ng4	
21	Ra2	Qf6	
22	Ree2		White is already lost. 22. f3 loses to Nxh2 and Qh4+
		Qh4	
23	h3	Nxf2	
24	Rxf2	Qxg3	
25	Kfl	Qh2	
26	Rxf8+	Rxf8+	
27	Ke2 and	resigns	27. Rf2 loses to Qh1+ and Rxf2 winning the Q.

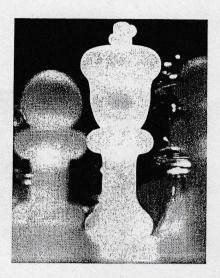
CLUB FIXTURES 2008

Mon	07/01/2008 (H) Maidenhead		
Wed	09/01/2008 (A) Surbiton - TVKO		
Mon	14/01/2008 (A) Wimbledon		
Thu	17/01/2008 (A) Hayes		
Mon	21/01/2008	(H) Guildford 3	
Mon	04/02/2008	(H) Battersea	
Thu	14/02/2008 (A) Richmond		A .
Mon	18/02/2008	(H) Ashtead 3	
Thu	21/02/2008		(A) S Norwood 2
Mon	03/03/2008 (H) Ealing		
Thu	06/03/2008	(A) Wallington	
Wed	12/03/2008	(A) Surbiton	
Thu	20/03/2008	(A) Harrow	
Mon	31/03/2008		(A) CCF4
Mon	07/04/2008		(H) Crystal Palace 2
Mon	14/04/2008 (H) Hayes		
Mon	21/04/2008 (H) Wimbledon		
Mon	28/04/2008		(A) CCF3

INTERNAL COMPETITIONS

Quickplay Champion 2007: Chris Clegg





CLUB CHAMPIONSHIP 2007

Following tradition, this year's Club Championship has outlasted the summer, with 2 games still to play. The participants are Chris Clegg, John Foley, Ken Inwood, Peter Roche, David Rowson, and Chris Wright. At present the leading scores are David Rowson 3½ out of 4 and Chris Wright 3 out of 3, and the games remaining are Roche v Wright and Rowson v Wright

Here are 2 games from the Championship:

Peter Roche v Chris Clegg (July 2007) French Defence Advanced Variation Notes by Peter

1	e4	e6	
2	d4	d5	
3	e5	c5	
4	c3	Nc6	
5	Nf3	Qb6	All our previous encounters – and there have been many – have now gone 6.Bd3 resulting in a Milner-Barry: 6. Bd3, cxd4; 7. cxd4 (or Ng5 (!?)), Bd7; 8. Nc3, Nxd4; 9. Nxd4 Qxd4 10. Qe2
6	a3		A useful little move. White plans to play b4, putting pressure on c5 and freeing the bishop on c1 to defend b2.
		c4	Black can go on with his own plans (e.g. 6Bd7 or Nh6) or prevent b4 as here.
7	Nbd2	Bd7	
8	g3	Na5	
9	h4	h6	
10	Bh3	0-0-0	
11	0-0	Ne7	
12	Rb1	g6	
13	b4 (!?)		This sets up a very complicated game, but is it sound? With hindsight 13. b3 is more accurate since b4 gives Black the alternative of Nc6
		cb3ep	
14	Nxb3	Ba4	
15	Nfd2	Nxb3	
16	Nxb3	Nc6	Heading for a5 to win the N on b3
17	Qf3		The reasoning is that if Black proceeds with the capture on b3 White will win a collection of pawns and Black will have to spend time unpinning the N on b3

		Rh7	On Dh2, 10 Ovf7 than
		Kn/	OrBb3; 18. Qxf7, then: (1)Na5 (to free the Q from defending the B) 19. Bxe6+, Kb8; 20. Qg6, Be7;
			21. h5 (to prevent Rg8 since the queen is no longer hanging), Qc6; 22. Bd2, Nc4 – Black seems to have an edge. Perhaps White should instead play 19. Qf6, Rh7; 20. Bxe6+, Kb8; 21. c4, dxc4; 22. d5, Be7; 23. Qf4, Bc5; 24. Bd2 (2)Kb8; 19. Qxg6, Qb5 (to unpin the queen); 20. Re1, Qc4; 21. Re3, Be7; 22. Qxe6, Qa4; 23. Bd2, Qxa3; 24. Ree1, Qa2; 25. Bf4 – unclear – like a lot of this game! Black can try another plan by 17. f5, e.g. 18. ef6 ep, Bb3; 19. Bxe6+, Kb8; 20. Qg4 (planning Bf4+ and if Bd6 then Bd5).
			After the move played (Rh7) White could preserve the N by playing Nd2, but it
18	Bh6(!?)		would take time to unravel the pieces, so: Enterprising, but is this sound? Apart from the move selected, Black appears to
			have two credible alternatives: (1) 18, Bxb3; 19. Bxf8, Rxf8; 20.Bxe6+, Kb8 (if Kc7; 21. Bxd5, Bxd5; 22. Qf6, then, after the Q moves off the b file, Qd6+ and Qxf8); 21. Bxd5, Bxd5; 22. Qxd5, Qc7; 23. f4
			18Bxh6 (this move seems to fall in with White's plan of playing Nc5); 19. Nc5, Bb5 (a move I had underrated when considering the position); 20. a4, Bxf1; 21. Rxb6, axb6; 22. Nxe6, Bxh3; 23. Nxd8, Kxd8 (or 23Bf5: 24. Nxc6, bxc6; 25. c4, Be4; 26. Qe2, Kc7; 27. c5, bxc5; 28. Qa6, cxd4; 29. Qa7+, Kd8; 30. e6); 24. g4, Bxg4; 25. Qxg4, Bd2; 26. Qh3, Kc7 (g4; 27. Qd3); 27. Qd3, Bf4; 28. Qf3, Bd2; 29. h5, gxh5; 30. Kh1, Rg7; 31. Qd5
		Rxh6	
19 20	Nc5 Rxb6	Bxc5 Bxb6	It seems Black could again opt for Bb4
21	Qxf7	R(6)h8	
22	Bxh6+	Kb8	
23 24	Bxd5 Qg7	Rhf8 Bc2	
25	Bg2	Rfe8	
26 27	f4 Kh2	Bf5 Re7	White has to choose between Off and Ohf. I was concerned that the gueen could
21	KIIZ	Ke7	White has to choose between Qf6 and Qh6. I was concerned that the queen could be out of the game on h6, though I could see Bd8 coming. Black is going to trap the queen, but at what cost?
28 29	Qf6 Qg5	Re6 Rh8	
30	d5	Kilo	This was the compensation. White is going to have a 5 to 1 kingside and the material on both sides has been reduced. However, it might be better to play Bh3,
		Bd8	then Bd8; 31. Bxf5, Bxg5; 32. Bxe6 followed by d5 etc.
31	Qxf5	gxf5	
32	dxe6	Rh6	
33 34	Bd5 Rb1	Be7	This looks lazy, and, as the rook belongs on the kingside, a4 was surely better.
		Kc7	This tooks tazy, and, as the took belongs on the kingside, a4 was surely better.
35 36	a4 Kg2	b6 Nd8	Material equality is about to be rectared. Time for the new restard to
37	g4 (!?)	INUO	Material equality is about to be restored. Time for the pawns to roll. Black can play:
			(1) 37 Rxh4; 38. gxf5, Rxf4; 39. Rf1(2) 37 Bxh4, then either Rh1 or gxf5
			(3) 37 fxg4; 38. f5 or the move played:
20	Dual	Nxe6	
38 39	Bxe6 gxf5	Rxe6 Rh6	

```
40
     Rh1
              Kd8
41
     h5
              Ke8
42
     Kf3
              Kf7
43
     Kg4
              Rc6
44
     Rd1
              Rxc3
45
     Rd7
              Ke8
46
     Rxa7
              Rc1
47
     f6
              Bf8
48
    e6
              Rc8
49
    f7+
              resigns (Kd8; 50. Rd7mate)
```

Peter Roche v John Foley (17/9/07) Caro-Kann, Fantasy Variation

```
e4
                c6
 2
      d4
                d5
 3
      f3
                e6
                          A more tactical line is 3...dxe4; 4 fxe4, e5.
 4
      Nc3
                Nf6
 5
      Bf4
                Bb4
 6
      Qd3
               b6
 7
                          Black can develop his pieces quite comfortably.
      Nge2
                Ba6
 8
      Qe3
               0-0
 9
      a3
               Be7
 10
      Bxb8
                         This exchange allows White to make the following pawn advances, but weakens
               Rxb8
                         the black squares.
 11
      e5
                         After this Black's c5 is going to be strong, and White doesn't seem to be well-
                         placed to attack on the kingside. However Black can play c5 even without
                         White's e5, and White has problems due to his lack of development.
               Nd7
12
      f4
               c5
13
      0-0-0
               b5
14
      dxc5
               b4
15
      axb4
               Rxb4
16
     Na2
               Bxc5
17
      Qf3
               Re4!
                         An original use of the rook.
18
     Ng3
                         18. Nec3, Re3; 19. Qg4, Qa5 (threatening d4); 20. Kb1, Rb8 would not help.
               Re3
19
      Qg4
               f5!
                         A good defensive move.
20
     ef6ep
               Nxf6
21
      Qg5
               Qa5
22
     Kb1
                         22. Nc3 fails to Rxc3, followed by Be3+
               Rfb8
23
     Bd3
               Bd4
                         Black has too many pieces and too many threats on the queenside. So White now
                         goes for his best chance: attacking and confusing the issue.
24
     Nh5
               Rxb2+
25
     Kc1
               Rxc2+!
                        Finishing the game in style.
26
     Bxc2
                         Other moves also lead to a quick mate.
               Oa3+
     resigns
27
                        27.Kd2, Re2 mate.
```

From the Archives (1)



J.H.Blake (1859-1951)

One of the strongest players ever to be a member of the club was Joseph Henry Blake, who was born on the 3rd of February 1859 in Farnborough. In the 1901 UK Census his occupation is given as 'railway clerk'; he was living in Hampshire then, so I assume he joined Kingston Chess Club later. 'The Surrey Comet' for 14 October 1922 reported that he had won the club KO tournament and had just given a simultaneous display (won 15, drew 1, lost 6) against 22 players of the Thames Valley Chess Club (which had amalgamated with Kingston CC in 1914). He died in Kingston in 1951. He was British Correspondence Champion in 1922 and also finished 1st= in the British Championship of 1909 but lost the play-off to Atkins. He was also the first SCCU champion (jointly with W Ward) in 1898-99. At Hastings he scored wins against Yates and Colle and a draw against Maroczy. These games were played in the early 1920s when he was already in his sixties, but he went on to win the Kingston Club Championship 20 years later in 1942, 1944, 1945, 1946, 1948 and 1949 (the last, amazingly, at the age of 90!). His book, 'Endings for Beginners' was published in 1901. Curiously enough, it is now available as an e-book (whatever that is): see http://www.chesscentral.com/pickard/Chess_endgames_for_beginners.htm

Some of his games can be found on http://www.chessgames.com/, but the selection is not very representative. If anyone has more information about him it would be very interesting to hear from them. Here is one entertaining game. The opposition might not have been the strongest, but the finish is neat.

Courel v JH Blake 1904 King's Bishop's Gambit

1	e4	e5	8	h3	Ne7
2	f4	exf4	9	Nf3	Qh5
3	Bc4	d5	10	Nc3	Ng6
4	Bxd5	Qh4+	11	d4	Bf4
5	Kf1	g5	12	Ne2+	Qxf3+
6	g3	fxg3	13	resigns	
7	Kg2	Bd6			

From the Archives (2)

Meeting-Places

We are again in the position of possibly having to look for new premises. At least there is nothing new about this: Bill Waterton, in an article in the 'Malden and Kingston Clarion' (September 1965) on the occasion of the club's 90th anniversary, lists the following moves:

- 1. Pre-1927: The Scotch Café, Kingston Bridge
- 2. 1927: Ye Olde Post House
- 3. About 1929: the Zeeta Café (previously the Scotch Café)
- 4. 1937: Penrhyn House
- 5. 1940: the drawing room of Dr T.W. Letchworth, the club President (bombs having damaged Penrhyn House)!
- 6. 1941: Penrhyn House
- 7. 1947: Tiffin Boys' School
- 8. 1951: Richmond Road County School
- 9. 1964: Bonner Hill Road School

Subsequently:

- 10. 1967 (?): Kingston Workmen's Club, London Road
- 11. Nov 1970: All Saint's Church Hall, Ashdown Road
- 12. Feb 1971: The Castle pub, the Fairfield
- 13. Late 1971: The Grove Tavern, off Hawkes Road
- 14. 1972 (?) The Friends' Meeting House, Eden Street
- 15. 2003: The Royal Oak pub

25/9/54: Those were the days, when the start of the club season was reported in the Surrey Comet. You may recognize the youngster in the bottom right-hand corner, a stalwart of the club from that day to this.



Mr. L. Elliott Fletcher, of Kew, demonstrates the Colle opening before his lecture to the Kingston and Thames Valley Chess Club at their first meeting of the season at Richmond Road school, Kingston, on Tuesday.