

The magazine for the club chess player



The carousel

volume 2 number 1 February 2020



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Welcome back to **Patzer**! This is the first issue of the second volume of a chess magazine written by ordinary chess players, for ordinary chess players.

We have four interesting games from English club chess for you in this issue, two of them astutely annotated by David Fuller, of the Poole Chess Club. Poole's website is excellent, both in terms of design and content, and is well worth a look:

www.poolechessclub.org.uk

At county level, Dorset Chess also have a very elegant website: <u>www.dorsetchess.co.uk</u>

In this volume of **Patzer** the theme of our endgame articles will be the battle of a knight against one or more pawns. The review in the current issue covers all you need to know to force a draw with a knight against a solitary pawn. I hope the rather fanciful analogies I've used to describe certain patterns in these endgames are helpful, but if not please have a laugh at my expense. In the next part of this article, which is coming up in volume 2 number 2, we will look at positions where the side with the knight can trap his hapless opponent's king in front of his rook (a- or h-) pawn. If you haven't seen

these before, you may find some of them quite surprising.

For the time being at least, the digital version of **Patzer** will be free.

Email <u>derek_roebuck@hotmail.com</u> for a copy, and feel free to circulate it amongst your clubmates. For those who just don't care about trees, or really love old-fashioned chess magazines, you can order a paper version.

Your editors are keen to receive more contributions, and games and articles are equally welcome. We are, however, particularly interested in tactical puzzles, and we are planning to run a special article entitled "The best move I ever played" in a future issue. All you have to do to get your own favourite tactic immortalised in print is to send us the moves of the game, the names of the players, and the place, date and the name of the event in which you created your masterpiece.

Derek Roebuck

Patzer

Symbols, abbreviations and conventions

1:0	white won	[Gough]	analysis by Gough
1/2:1/2	draw	C 36	Encyclopaedia of chess
0:1	black won		openings code
+	check	<u> </u>	Encyclopaedia of chess endings code
#	checkmate	FIDE	Fédération Internationale
!	a good move		des Échecs
!!	a really good move, and especially one that is hard to	ACF	Australian Chess Federation
•		ECF	English Chess Federation
?	a bad move	USCF	United States Chess
??	a blunder (a move even a complete patzer should be ashamed of)		Federation
		ICCF	International
!?	an interesting move		Federation
?!	a dubious move	GM	grandmaster
∞	unclear position	IM	international master
\odot	zugzwang	FM	FIDE master
\triangleright	white to move	ОТВ	over the board, as
▶45	black to make his or her 45th		opposed to
	move	CC	correspondence chess,
	an "only move", i.e. any other move would change the result in favour of the opponent		or maybe chess club, depending on context
		1 (1): 32	volume 1 number 1, page 32
corr.	correspondence chess game (including email and server games etc.)		

Tactics

Easy



A straightforward one to warm up.



This was a French defence (C 10): 1. e4 e6 2. d4 d5 3. 公c3 c5 4. exd5 cxd4 5. 營xd4 公f6 6. ≗g5 ≗e7 7. ≗b5+ 公c6?



White is cruising to victory. What's the best way to avoid any sneaky swindles?

Difficult



Black has had the initiative for several moves now. What did both players miss at the time?



White is significantly outrated, and his opponent's rook is marauding on the queenside. How can he fight back?



White has a good position, but if black is allowed to reorganise his army he might have reasonable chances. How can white prevent this?



The first move is obvious, but...



What is black's best move?



Find white's only good move.

Tournament review

Muswell Hill Rapidplay

Derek Roebuck

London's popular monthly weekday rapidplay tournament is run by the affable international arbiter Adam Raoof (for more information, see his website chessengland.com) at the Clissold Arms pub in East Finchley.

Players are divided into three FIDErated sections according to their rapidplay ratings, and each section is conducted as a six-round Swiss. Play starts at 10.30 and finishes "before 6.00".

The games are 25 minutes for each player, with a 5-second increment from move 1.



The Clissold Arms 105 Fortis Green, London N2 9HR Nearest tube station: East Finchley (Northern Line).

I played in this event for the second time last year and enjoyed it very much, except that I had jetlag, which meant I fell asleep in one game and ended up losing on time.

The format is great and the organisation is, as always with Adam Raoof, impeccable. The venue is quirky and the food is very good. If you are visiting London you should definitely try to find a way to work this event into your itinerary.



The Clissold Arms is decorated with memorabilia related to 1960s band The Kinks



Ray & Dave Davies Site of the first public performance of Ray & Dave Davies, founding members of "The Kinks", in December 1960. The Kinks went on to become one of Britain's most influential rock bands and its members are regarded as founding fathers of musical genres that emerged decades after they disbanded.

Games

Len Laker (ECF $162 \approx$ FIDE 1915) David M. Fuller (ECF 163, FIDE 2036) England (Bournemouth and District League division 1) 2019 French defence, Steinitz variation (C 11)

[Fuller]

I always find Len a difficult player to play against: he thinks much quicker than I do and always ends up with loads more time than me. He plays bridge, where playing quickly and confidently is crucial.

1. e4 e6

I wanted to avoid Len's Grand Prix attack, which all of our previous games have followed.

2. d4 d5 3. ②c3 ②f6 4. e5 ②fd7



⊳5

5. ∅f3!? c5 6. ≗ f4?!

6. ②ce2 [with the idea of shoring up the pawn on d4 with c3] is usual; 6. 夏g5!? 響b6! is a bit dodgy, but fun.

6...∕∑c6 7. ≗b5 ≗e7 8. 0-0



8...公xd4 9. 公xd4 cxd4 10. 營xd4 0-0

A slightly unusual White setup, I thought, but I couldn't see anything wrong with it. Time left on the clocks: 58/47 minutes.

11. **₩e**3 f6

Standard stuff. After the exchange on f6 it is all about whether black can get the d- and e-pawns moving or not.

12. exf6 公xf6 13. 🚊 ad1

The engine likes everything thus far but wants black to go for another line here, starting with 13...⊘g4 and some complicated stuff involving ... ^wxb2. I preferred the simple continuation with my clock running down and Len moving fast.



▶13

13…<u>ĝ</u>d6 14. <u>ĝ</u>g3

Another line would be to exchange on d6 and fix the e6 pawn with f4. Similar evaluation from *Fritz*.

14...a6

Chasing the bishop to a better square? I wanted to get the bishop on c8 to c6.

This time the computer likes the line with 🚊 xd6 then f4, at +0.50.

Nothing too much has happened over the last few moves, and it is about even here I think. I'm not sure how either side can improve their position. In fact the lazy computer is showing all lines =0.00. Clocks: 52/32 minutes.

20. <u>冨</u> d4?!



▶20

I had been wondering whether to just get on with 20...e5 here, but couldn't quite get my head around all the variations with 2xd5 or 2xd5 and perhaps a good exchange sac for a pawn or two. Finally, I decided to keep everything together with ... #f7 and a draw offer, which was cowardly, but worked out well in the end. Probably a good decision with the clocks reading: 47/23 minutes.

But this does allow ...e5 with no mess.

Now black's position is harmonious. The knight, bishop and queen are in the right places and the rooks just need to go onto the d- and e-files and push the pawns. After thinking too long about the immediate 22...d4 and 22...e4 I played...

Clocks 37/14 minutes, gulp.





24...e4 25. 🚊 d1

This doesn't look wrong, but the d1 square is needed for the knight soon. 25. (a) e2 is better, although still very difficult.

25…d4! 26. ∅)e2 e3 27. fxe3 dxe3 28. ≝c1

It's looking very bad for white now, but the clocks read 36/4 minutes. Len played the rest of his moves instantly, keeping the pressure on.



▶28

30. <u>冨</u>f1



▶30

30…**₩h**5!

Another line, which I didn't see at the time, was 30...響f2+!? 31. 宣xf2 exf2+ 32. 當f1 宣xd4 33. c3 宣xd1+ 34. 響xd1 公e3+ 35. 當xf2 公xd1+.

31. **當 xg4 xg4!**

Another nice idea, which I was never going to see, let alone play with a couple of minutes left, was 31... 響d5 32. 星e4 響xe4 33. 星f3 星ed8 34. 公c3 星xd1+ 35. 公xd1 e2 36. 公e3 星d1+ 37. 響xd1 響xe3+ 38. 星xe3 exd1響+.

33. <u>冨</u>f1





33… <u>ጃ</u> e6?!

l thought 33... 響d5! was no good here because of 34. 公f4, but black has 34... 篁xg2+ 35. 堂h1 篁g1+ 36. 堂xg1 響h1#.

Again 34... \ddsymbol{\delta}d5! wins easily.

35. 公f4

This allows a surprising double rook sac for a nice finish. After the game we looked at 35. 魚b3+, but 35... 創d5 [not the cheapo 35... ②h8?? 36. 宣f8#] 36. 魚xd5+ 響xd5 37. ②f4 響c5 38. b4 響b6 keeps all the threats in place and wins.



▶35

0:1

Afterwards, we felt that White had done little wrong except to allow the ...e5 push. Len thought he had tried too hard with 21. 置h4, perhaps encouraged by my draw offer.

Geoff Searing (ECF $163 \approx$ FIDE 1922) David M. Fuller (ECF $172 \approx$ FIDE 1990) England 2018 Dutch defence, Rubinstein variation (A 84)

[Fuller]

This game was played in the semi-final of the Team Handicap KO Cup against Dorchester. My record against Geoff was won 1, lost 2, despite previously getting good positions.



▶5

5…<u>≗</u> xc3+

Yeah, I know I should probably wait for a3 or something, but I liked the general idea of getting rid of the knight on c3, pushing the bishop on g5 with ...h6, and then ...b6 and ... 2 b7. It keeps everything simple and gets a few moves out of the way without using too much time. Besides, the GingerGM [Simon Kim Williams] recommends this, so there we are.

6. bxc3 h6 7. ≗ h4 d6 8. ≗ e2 0-0 9. ⊘f3 b6 10. 0-0 ≗ b7 11. ≝b3

This doesn't seem a good idea to me in general terms. The queen looks offside here. *Fritz* now says it's equal.



▶11

11...c5

This seems right to me: fixing c4, which blocks in the white-squared bishop.

I think this is a mistake. OK, there is a place for the bishop, but now there is a direct route to breaking up white's kingside pawns. The next three moves suggest themselves automatically.

13...g5 14. 🚊 g3 🖉 e4 15. 🚊 h2?

Up to now, I am pleased to report that the engine agreed with every one of our moves except 13. h3 (and 5... (2) xc3 of course, but that doesn't count). Highly unusual for my games to contain no (major) mistakes thus far, but I think this reflects how easy it is to handle these classical Dutch systems when white plays along.

15...g4!



⊳16

Contact... What can White do here? If 16. hxg4 fxg4 the f2-pawn goes, and if 16. ②e1 then 16... 營h4 17. g3 營xh3 can't be good. And so...

16. 🖄 d2 🖄 xd2

The engine points out that 16...gxh3 is even better.

Now 18. gxh3 $extsf{@}g5+19$. $extsf{@}g3$ f4 20. exf4 $extsf{@}xf4$ just looks too dodgy to me with the king stuck on g1, for example 21. $ilde{a}h2 extsf{@}xf2+22$. $ilde{a}xf2 extsf{@}g2#$. Perhaps white can struggle on with 18. $ilde{a}f3$!?

18. <u></u>xd6

The best move, says the engine, and it was played by my opponent with gusto, after three seconds thought. Perhaps I had missed something?

18...hxg2!? 19. 🚊 xf8??

But this is losing.

19....**₩h**4

The computer now says -7.00, so from here on I should just be closing the game out (in theory!).



⊳20

20. f3□

20. f4 <a>\vert h1+ 21. <a>\vert f2 <a>\vert h2 wins.

OK. Here is where things start to go a little slowly for black. Excuses: 1) vague thoughts about time trouble (20 minutes left each), 2) a bit nervous about messing up, with the team needing this win, 3) repeated moves... I am aware that the Russian view is that repeating moves when you have the upper hand is a demonstration of strength (?). The engine is irresistibly drawn to 21... 216!

Repeat move cycle #1. But I liked this move, as the threat of ...g1營# forces the win of queen for rook.



⊳26

26. 營g1□ 營h4+ 27. ☆xg2 볼g8+ 28. ☆f1 營h3+ 29. ☆f2 營h4+ 30. ☆f1 볼xg1+

Repeat move cycle #2, just so that I can get to the time control at move 35, should extra time be needed.

31. ☆xg1 g3+ 32. ☆h1



▶32

32…嘗f2

This is good enough, but I completely missed that 32...②f6! threatens ...④g4, because of the pin on the f3 pawn. D'oh. That would have been much quicker and my team captain would have been happier.

33. <u>I</u> ad1 cxd4 34. e4 fxe4 35. <u>I</u> xd4 exf3

I have reached the time control OK, and now thankfully it's all over.

36. <u>≗</u> f1 [₩]g3 37. <u></u>xd7 f2+

0:1

Steve Moore (ECF 167 \approx FIDE 1952) Brendan O'Gorman (ECF 154, FIDE 1718) England (Norfolk Open U170) 2019 Sicilian defence, O'Kelly variation (B 28)

[Roebuck]

Brendan O'Gorman is famous on the English club circuit as a very prolific (180 games a year) player, chess photographer, and good bloke. His rating places him firmly in the patzer category, but his knowledge of the game is very broad. Here's a nice victory for Brendan over a higherrated opponent.

1. e4 c5 2. 🖄 f3 a6

It is a mistake to look on this move as just a transpositional trick. As so often occurs at club level, white plays on autopilot.

3. d4?!

White can no longer hope for much of an advantage from the opening. The "correct' moves are 3. c4, heading for a Maroczy bind, or 3. c3!? Personally, I quite like 3. b4?!, because in a Wing gambit black has little need for ...a6.

3...cxd4 4. ⊘xd4 ⊘f6 5. ⊘c3 e5!

This is the point: white can't play 6. ☑db5, and has to lose time redeploying the knight on an inferior square.



⊳6

6. ∅)de2

This is probably best, because 6. 0f32b4 is a little awkward.

6… ĝ c5 7. ∅g3 0-0 8. ĝ d3

8. 🚊 c4 or 8. 🚊 g5 would be more active.

8...d6 9. h3 🚊 e6 10. 0-0 h6



⊳11

11. ģh2?!

White seems to misjudge the strength of his hand. 11. (2) a4, with the idea of pushing c4, is a better idea. Better still, however, might have been the move 11. (2) d5!?, as suggested by David LeMoir at norfolkchess.com. If black ignores the knight by trying 11...(2) c6 white has 12. c4, with an easier game. White has temporarily sacrificed a pawn after 11...(2) xd5 [11...(2) xd5? 12. exd5 (2) xd5 13. [13...(2) f3!] 12. exd5 (2) xd5 13. [2] g4 (2) e6 [13...e4 14. (2) xh6] 14. (2) f5.



Although it's impossible to visualise at move 11, white will have a very promising position after 14... 2/2 h8 15.



Black can't take the pawn, because after 19... @xb4 20. @g6+ @h8 21. @h5+ @g8 22. $\blacksquare b1$ he has no defence against white's threats of $\blacksquare xb7$ or $\blacksquare b3-g3+$ and @g5 or @h6. If he moves the bishop, white has the forcing sequence 19... @b620. @g6+ @h8 21. @h5+ @g8 22. $@h6 \blacksquare f6$ 23. a4!?, with \blacksquare a3 and \blacksquare g3+ to come.

Realistically, though, if 11. 2d5!? had been played it would have been intuition rather than calculation. Return to the position after 10...h6: how much of all this can you see?

11...��c6 12. f4?? exf4?!

The immediate 12...②g4+! was better: 13. ②h1 [13. hxg4 營h4] ②xf2+ 14. 邕xf2 臭xf2.

13. <u>≗</u>xf4?! ⊘e5?!

As on the last move, 13…必g4+ was better.



⊳14

14. <u>ĝ</u>e2?

White should have acknowledged his mistake on move 11, and backtracked with 14. \$\overline{n}h1!?, or tried LeMoir's 14. \$\overline{n}f5!? \$\overline{n}fg4+ 15. \$\overline{g}g3!? The moved played fails to prevent the threat...





▶22

Now the win is easy.

22…蒕e1+ 23. 蒕xe1 鬯xe1+ 24. ✿h2 ዿg1+ 25. ✿h1 ዿf2+ 26. ✿h2 鬯g1#

0:1

Ken Smith (ECF 154 \approx FIDE 1855) Christian Westrap (ECF 184 \approx FIDE 2080) England (Highcliffe CC) 2019 Queen's gambit declined, exchange variation (D 35)

[Westrap]

1. c4 e6 2. ⊘c3 d5 3. cxd5 exd5 4. d4 ⊘f6

Transposing into a Queen's gambit. 4...c6 is more flexible and does not allow white's next.

5. <u>ĝ</u>g5 c6 6. e3 <u>ĝ</u>f5



⊳7

7. <u>ĝ</u>d3

Theoretically, exchanging lightsquared bishops ought to make black's defensive task a bit easier. 7. 響f3 皇g6 8. 皇xf6 響xf6 9. 響xf6 gxf6 is "book".



Black's structure is worse, but he has easy play and the two bishops.

7...<u>ĝ</u>xd3 8. ≝xd3 ⊘bd7 9. ⊘ge2

Unsurprisingly, Ken goes for the most aggressive setup, aiming for a kingside attack. 9. 公f3 皇e7 10.0-0 0-0 is an alternative plan, when white can continue with 置ab1 and b4 and a minority attack on the queenside.

9…<u>≗</u>e7 10. ∅g3





10...g6?!

A risky move as it weakens the dark squares. I wanted to prevent the knight coming to f5. 10...h6!? is safer.

11. f3

11. $\hat{\underline{g}}$ f4 was a safer alternative.



⊳13

13. e4 dxe4 14. fxe4 🖄g4

14...'∰a5!? 15. <u>@</u>d2 c5 is an interesting alternative.

15. <u>♀</u>xe7 響xe7 16. ��df1

To prevent the knight fork on f2.

16...c5?

The question mark is because I somehow missed white's next move! 16... 響g5+ 17. 查b1 響e3 exchanges queens, although after 18. 響xe3 ②xe3 19. 罩f3 ②c4 20. 堂c2 white has the semi-open f-file, and perhaps a slight advantage.

17. 公d5

Not sure how I missed this, although black still has resources.

17...'**₩**g5+ 18. **☆**b1



▶18

White now has a very strong attack. 18...cxd4! was forced. Black loses the exchange but gets compensation with an excellent square for his knight on e5. I was reeling from missing 17. 2 d5, though, and so missed this opportunity.

19. h4!

Ken does not need inviting twice to launch an attack!

19...**₩d**8

At this point, I already felt that I was losing, and *Stockfish 10* agrees. Ken plays the rest of the game with great energy.

20. 營f3 ⊘h6⊡ 21. h5! ☆g7 22. hxg6 hxg6



⊳23

A winning sacrifice!

23....ģxh6 24. 🖞 xf7

24. \bigcirc f5+ \diamondsuit h7 25. h3+ \diamondsuit g8 26. \blacksquare h1 is a slightly faster win. Now black could have postponed the inevitable with 24... h4.

24… ⊒̃ f8 25. ⊒̃ h1+ ☆g5



⊳26

And a nice touch to finish!

26...gxh5 27. "wxh5#

A game worthy of winning the club championship. It is not very often I get thrashed this badly!

1:0

Alex Crofts

Eric Pan Australia 2018 Two knights' defence, Fritz variation (C 57)

[Roebuck]

1. e4 e5 2. ∅f3 ∅c6 3. ዿc4 ∅f6

This is called the Two knights' defence, of course.





4. Øg5

This move is frequently played at club level, where the main alternative is the romantic 4. d4!? exd4, a position also reached after 3. d4 exd4 4. 2 c4 2 f6. Grandmasters tend to prefer 4. d3, with the idea of a slow, positional game.

4...d5 5. exd5 ⊘d4

This is the very messy Fritz* variation. Occasionally, someone goes with 5...2xd5, and ends up looking for a series of "only" moves in the Fried Liver (Fegatello) attack: 6. 2xf7 [6. d4 might well be better, but in club chess the knight move seems to be almost irresistible] 2xf7 7. 2f3+2e6 [if 7...2e8 white simply plays 8. 2xd5 and 9. 2xc6+, and gets a good position with an extra pawn] 8. 2c3 2b4.

* Named after the German master Alexander Fritz (1857-1932), not the engine.



It is interesting how engine analysis has changed the assessment of some tactical opening lines completely. Here Yakov Estrin (*The two knights' defence*, Chess, Sutton Coldfield 1972) gave 9. a3? as his main line, accepting the assertion of the American master Albert Pinkus that black would obtain a good game after 9. 0-0 c6 10. d4.



Pinkus only analysed 10... (1...) d6? 11. dxe5+? (1...) Both masters missed 11. (2...) g5! (2...) [the point, of course, is that 11...) xg5?? loses the queen] 12. (2...) xe7+ (1...) xg5?? loses the queen] 13. (2...) xe7+ (1...) xg5?? loses the queen] 14. (1...) xg6?? when white can obtain a moderate advantage, but only by retreating with his queen: 11. (2...) xe7? But, in general, black just plays the "normal" 5...公a5, and avoids both of these rather tricky lines.



⊳6

6. d6

6. c3 seems to be both more popular and more successful. Black usually continues with 6...b5 [6...公f5 7. d3! is good for white] 7. 皇f1 公xd5



Now white can get a reasonable position with 8. ②e4!? or 8. ②xf7 ③xf7 9. cxd4 exd4 10. ③xb5 營e7+ 11. ③f1, but the more obvious 8. cxd4 營xg5 9. ③xb5+, with the idea of castling as soon as possible, is arguably better.

7. ② xf7 is known to be bad. Black has to find the "only" move 7... 營 c6, but if he does the double attack on g2 and c4 is good enough for a big advantage: 8. 0-0 [8. 魚 f1?? ② xc2+] 營 xc4 9. ② xe5 營 xc2!

7...∲e7

If black tries 7... 🖄 d8 white will also play 8. 🚊 b3!

8. <u>ĝ</u>b3!

This is white's only good move in view of the threat of ...h6. Note that 8. (2) c4? allows 8...(2) c6!



▶8

8...<u>ĝ</u>g4?

Missing 8...②xb3! 9. axb3 h6 10. ②f3 [10. ②h3 would be OK too, although once again black has 10...豐c6] e4! 11. ②g1 皇g4!? 12. ②e2 堂f7, with fair compensation for the pawn.

9. f3 🚊 h5 10. 0-0

10. ②c3! was actually played in a women's world championship tournament. N. Grushkova Belska – V.M. Belova, Moscow 1950 continued 

Instead of simply playing 11. 0-0 here, with a clear advantage, white went wrong with 11. 公ge4? 公xe4 12. 公xe4 營g6!



Now 13. 堂f2 would have maintained a slight edge, but 13. 0-0? would have been met with 13...公xf3+ 14. 罩xf3 營xe4! Instead, white blundered with 13. 堂f1?? and lost a piece after 13...營xe4! She had to resign a few moves later.

10....**₩c**5

Black's best chance here was 10…h6, with the difficult-to-see follow-up 11. ∅h3 e4!, making use of the pin on the f-pawn.

11. 🖄 h1 e4 12. d3

A better solution would have been 12. \bigcirc e4 \bigcirc xe4 13. e1!, unpinning and pinning at the same time.





12...⁄公xb3?

12...exf3! 13. 公xf3 公xf3 14. gxf3 堂d7!? leaves black with some compensation for the pawn.

13. axb3 e3?! 14. 🖉 e4

1:0

Endings for the club player

The carousel, and other stories

②皇 0/b

Derek Roebuck

Let's take a break from pawn endings and look at something different – the struggle of a knight against a solitary pawn. I have given some of the concepts in this article names, in the hope that this will make them easier to remember.

Trivial cases

Everyone knows that the ending of king and knight versus king (with no pawns) is a draw. In fact, it doesn't really exist. Article 5.2.2 of the 2018 Laws of Chess states:

The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 - 4.7.

The practical importance of this is that if this material combination appears the game is drawn immediately, and neither player can resign or lose on time. With knight versus pawn, all three results are technically possible, but in general the player with the knight will be trying to draw. (We will look at the incredibly rare exception where the knight can win in the next part of this series.)

Blocking the pawn

Once we establish that the side with the pawn cannot lose, the goal of the player with the knight is simply to prevent its promotion. The only way for him to force a draw is to capture the pawn, but if it can be blocked safely it can inevitably be captured. Any position where the king stands on a square in front of the pawn (and the knight cannot be captured) is therefore a draw.



1 Trivial case 1

 $\triangleright \blacktriangleright$

Black to move wins effortlessly after 1... xe3 2. d1 d2 3. c2 e2. If it is white's turn, however, he can play any legal move, even 1. c2+!?, which draws after 1...dxc2 2. d2, or 1. ģf1!?, because the pawn cannot promote after either 1...d2 2. 公d1, or 1.... ģxe3 2. ģe1 d2+ 3. ģd1 ģd3 stalemate.

From this it should be clear that the only interesting positions are those where the knight tries to capture or stand in front of the pawn, and the opponent's king tries to prevent this.

Attacking a pawn that can't advance

Given that all white has to do is capture the pawn, attacking it when its advance is obstructed by its own king is a trivial draw:



1. 公e3 g3 2. 公f5 g2 3. 公h4

3. ②e3 is also effective. White captures the pawn. If you remember nothing else about knight versus pawn, this draw will serve you well in a tight finish.

Chasing the pawn: the slalom



The slalom is a ski race that follows a winding course between pairs of poles.

Because white only needs to capture the pawn, every time he attacks it with the knight black must move it. If advancing the pawn to prevent its capture allows a knight fork, then the game is drawn (diagram 3).



3 The slalom

 \triangleright

1. ②h7!

This move gives white no chance to go wrong. There is an alternative draw with 1. (2) e6 g4 2. (2) g5+ (2) g3 [2... (2) h4 3. (2) e4 traps black's king on the h-file, giving white time to bring his king over to protect the knight] 3. ②e4+ (see diagram 4a). 3. ②f7?! ③f4 also draws, but only if white finds a very difficult move:



4. ②d8!! g3 5. ②e6+ 堂e3 6. ②g5 g2 7. ②h3. This is the draw I will call the tango (see diagram 5).

1...g4 2. ⁄⁄⁄›f6 g3 3. ⁄⁄⁄›h5 g2



3a The slalom

 \triangleright

4. ②f4+

White collects the pawn and draws. The path taken by the white knight resembles a slalom. This method only works when the king stands on a "forking" square at some point in the knight's run, but this is easy to calculate in advance.

Chasing the pawn: part 2



Here white has no real prospect of winning the pawn with a fork, and therefore needs to come up with a good "plan B".

1. 🖄 h7 g4 2. 🖄 g5+



2...∲f4

3. ⊘e6+ ∲e4

3... $hinspace{0}{2}$ f5 4. $hinspace{0}{2}$ d4+ is an easy draw, and after 3... $hinspace{0}{2}$ e5 4. $hinspace{0}{2}$ c5 the knight gets in front of the pawn.



4. ∅)c5+

But not 4. ②g5+?? 堂f5!, and black wins.

4...∲e3 5. ⊘e6 g3 6. ⊘g5 g2 7. ⊘h3⊡

This leads us on to diagram 5, and the tango.

The tango is an Argentinian-Uruguayan dance form, in which two people hold each other closely.



Pawn on g2: the tango



White has a simple draw, the *tango*, because the black king cannot easily approach the knight.

White's knight and black's king can dance around the black pawn all night.

Defending from the side, and the fork after promotion

You need to be careful, though, when blocking an advanced pawn with the knight. Consider diagram 6. White has two checks, but only one draws.



 \triangleright

6 Defending from the side

- 1. ⊘d2+!□
- 1. 匃e3+?? ✿e2 2. 匃f5 쉏f3!
- 1...∲e1

1... 堂e2 allows an important tactic, the fork after promotion: 2. 公e4 f1營 [otherwise 公xf2] and now 3. 公g3+ with a draw.

2. ⊘̃f3+ ģd1

If 2... $2 e^2$ white has the same reply.

White must remember to *defend from the side*. Once again black can make no progress. Note, however, that this defence would not have worked against a g-pawn, because 3. 公i2 would be illegal.

Rook (a- and h-) pawns

Given that the defence is more difficult against a g-pawn, it should come as no surprise that the knight has an even harder struggle against an h-pawn. The side with the knight needs to know three valuable resources: the *carousel*, the *stalemate defence* and the *fence*.

Pawn on h3: the carousel

If the pawn stands on h3, the knight alone can prevent its advance (diagram 6), even if it is supported by the king, by staying on the carousel. This is a circuit of four squares: h2, f1, e3 and g4.



7 The carousel

 \triangleright

The word "carousel" was originally North American English for a merry-go-round at a fair, but is now more commonly used to describe a luggage conveyer system at an airport.

1. ⊘̃f1+ ☆́g2

If the king moves to f3 or f2, the knight simply returns to h2.

2. ⊘e3+ ☆f2 3. ⊘g4+ ☆g3



7a The carousel

 \triangleright

The three stars (\triangleleft) and the knight indicate the squares of the carousel.

4. ⊘́e3!

If you remember to stay on the carousel you can't miss the fork trick.

4...h2 5. ②f1+

White captures the pawn and draws. This defence also works if the pawn is less advanced.



Stay on the carousel!

Pawn on h2: the stalemate defence

If the pawn cannot be stopped from reaching h2, the knight alone cannot prevent its promotion. White can use a clever resource to draw if his king stands close enough to the corner (diagram 8).



8 The stalemate defence \triangleright

In diagram 8 white cannot prevent the advance of the pawn to h2, so his knight cannot reach the "carousel". His only hope now is to stalemate the black king.

1. ②f2 h2 2. ②h1

2...☆f3 3. ☆d4 g2



- 8a The stalemate defence
- \triangleright
- 4. ģe3 ģxh1 5. ģf2

Stalemate.

Pawn on h2: the fence

If the king is too far away for the stalemate defence, white has a second option, to construct a virtual barrier that the black king must go around (diagram 8).



1. ⁄⁄⁄⁄⁄⁄⁄/g3

White would very much like to get on the carousel, of course, and if black obliges with 1... 2 e3?!, he will play 2. 2 f1+ with an easy draw as in diagram 7.

1...h2 2. 🖄b7

White nonchalantly brings his king over.



2...∲c2

White has built the fence, and now the black king needs to go the long way around it. White's knight controls e2 and e4, and d2 and e3 (\bigcirc) are mined because of the knight fork on f1. This gives white time to get his king into the action. 2... 0 d4 is no better, because after 3. $\oiint{0}$ c6 $\oiint{0}$ e5 4. $\oiint{0}$ c5 $\oiint{0}$ f4 5. $\Huge{0}$ h1 $\oiint{1}$ f3 6. $\oiint{0}$ d4 $\oiint{0}$ g2 (diagram 8a) white has achieved the stalemate defence.



3. ☆c6 ☆d1 4. ☆d5 ☆e1 5. ☆e4

75 merence

5...∲f2 6. ⊘h1+

6. $\textcircled{0}{2}$ f4 is also a draw.

6...∲g2 7. ∲e3

Once again white will stalemate the black king if it ever captures on h1.

The perpetual check exception

This never actually happens, but it's here for its entertainment value.



10 An unlikely draw

 \triangleright

1. 🖄 g5 f2 2. 🍲 g3!?

2...f1 3. ⊘h3+ ☆h1 3. ⊘f2+ ☆g1 4. ⊘h3+ ৠxh3+ 5. ☆xh3

Summary: how to draw with king and knight versus king and pawn

1. Capture the pawn before it promotes. Remember the slalom and the fork trick.

2. Prevent the pawn's advance with the knight. (Preventing its advance with the king is effectively the same as capturing it.) Defend from the side! Jump on the carousel!

3. If the pawn cannot be stopped, you may be able to fork the king and the newly-promoted queen.

4. Exceptionally, allow promotion in a position where the new queen must be given up to prevent an ugly perpetual check. Tactics

Solutions

Remember that **Patzer** is <u>your</u> chess magazine. Please send in any nice tactical positions that turn up in your games or those of your clubmates. They don't have to be difficult. All you need to send us is the bare minimum: the moves of the game (a PGN file is easiest, but we accept paper versions too), the players' names, the date, and the location and name of the event the game was played in.



Philip Neatherway (ECF 156, FIDE 1792) Barry Kocan (ECF 137 ≈ FIDE 1728) England 2019

Black resigned after 1. **□**g3+!, when white has forced mate: 1...fxg3 2. **□**g5+☆h8 3. **□**xf8#.



David Lovejoy (ACF 1575, FIDE 1809) Aurel-John Buciu (ACF 1578, FIDE 1743) Australia (St George Classic) 2020

White simply ignored the pin on the d-pawn and won with **8. dxcó! 營xd4 9. cxb7+ 食d7 10. bxa8營+ 食d8 11.** 公f**3**.



Dave Dempster (ECF 173, FIDE 1985) Matthew Forster (ECF 174, FIDE 1861) England (EACU Congress) 2019

49. \bigcirc **xc4!** \bigcirc **xc4**. In the game white won easily after 50. \blacksquare xc4+?!, but

after **50. a5!** white will capture black's pinned knight next move, and when black recaptures his king will be outside the a-pawn's square.





Derek Roebuck (ACF 1661, FIDE 1604) Dominador Andador (ACF 1996, FIDE 1886) Australia 2020





Derek Parker (ACF 1570) Tuan Le (ACF 1954) Australia 2002

White activated his sleeping pieces with **36. b6!**, when black cannot play 36...cxb6 or 36...c6 on account of 37. 20d6+, winning a piece [37...20d6+, winning a piece [37...20d6+ 7 38. 20xf7 20xf7 39. 20c4+ wins the loose rook on a2]. After **36...20d7** [36...2a8 37. bxc7 20d7 would have been better] **37.** 2b5+? [37. 2d1+20c6 38. bxc7 20xc7 39. 20d6 2c640. 20e8+ gives white a huge advantage] **c6 38.** 2d1+ 2d5?? [38...20e8- is unclear] **39.** 22xd5+20e8 40. <math>2xc5 cxb5 41. 20d6+ black resigned.



Simon Roe (ECF 194, FIDE 2207) **John Anderson** (ECF 201, FIDE 2175) England (EACU Closed) 2019

The answer is simple: 24. $\exists xg5!$ (In the game white played 24. $\exists c5$? and went on to lose.) White is now threatening g6+, and black can't play 24...fxg5? because after 25. xe5+ black has to give up his queen to avoid mate: 25...f8 26. f3+ f6.





Tim Spanton (ECF 170, FIDE 1840) **Robert Stern** (ECF 172, FIDE 1873) England (Central London League) 2002

The only move is **29.** 0g5+!, but did you calculate it all the way to the end? **29...hxg5 30.** 0f7+ 0h8[30... 0h6 31. 0d3!] **31.** 0xd4![*Stockfish 11* initially prefers the obvious 31. hxg5, but this is harder to visualise after 31... 0f4] 0d6? If black tries 31... 0c5 32. $\fbox{0}xe8+$ $\fbox{0}xe8$ 33. 0xc7 0xd4+, white's queen will be all over his shattered position like a rash.



32. c3! 볼 f8 33. 營xg6 볼 ae8 34. 營h6+ ☆g8 35. 臭c4+ 볼 f7 36. 營g6+ ☆h8 37. 臭xf7 營g3 38. 營h6#.



Ralph Jackson (ACF 1875) **Richard Ely** (ACF 1870) Australia (Tasmanian Open) 1981

Don't be too smug if you spotted **44**… 賞 xf4!, which is an obvious candidate move, after all. The onlookers had noticed that computer adds 44... g f3!? and 44... Ξ c3!? Do you see why the move black actually played is so much better? If you are only looking for a draw, that's all you will find. Black allowed his opponent the most chance to go wrong, and went on to win after white blundered immediately with **45. gxf4??**, instead of taking a draw with 45. 營e3 筥f3 46. 營e1. Note that 45. 営xd5?? also loses because the rook on d1 is loose: 45...exd5 46. qxf4 ^w/₂xf4+ is followed by a fork on q4. The game continued 45... \vec{\vec{W}}xf4+ 46. ☆g1 [46. ☆h3 g4+ 47. ☆h2 '₩xh4+ 48. ⊈f1 ≗c4+ comes to the same thing] **46... ^Wg3+ 47. ∲f1 ≜c4+** [the kibitzers, who included IM Darryl Johansen, had

originally thought black was playing for a perpetual check, but had overlooked this move] **48**. 罩d3 桌xd3+ 49. 罩xd3 營xd3+ 50. 含f2 營f5+

0:1



Richard J.B. Hills (ACF 1685) M.D. Benson (ACF 1400) corr. 1982

This is a theoretical position from the Max Lange attack (C 55): 1. e4 e5 2. 힃c4 勾c6 3. 勾f3 勾f6 4. d4 exd4 5. 0-0 🚊 c5 6. e5 d5 7. exf6 dxc4 8. 簋e1+ 溴e6 9. ⁄公g5 營d5 10. ⁄公c3 響f5 11. q4 響xf6 12. 勾d5 響d8. White played **13. ② xe6+!** [13. **②** xe6? fxe6 14. (2) xe6 (2) d7 and then tried Staunton's flashy "vanity move" 15. **<u>k</u>h6?** The correct continuation is 15. 勾dxc7+! 查f7 16. 勾g5+ 查g8 17. $\langle n \rangle$ xa8, when white has a big advantage. Now black failed to find15... 🚊 d6!, and lost after 15… ĝ f8? 16. f3! 當 c8 17. 當 e1!



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