

Notts News

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<http://www.nottschess.org/>

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English Chess Federation website

Following the ECF's change of name, the website has also moved. The new address is <http://www.englishchess.org.uk/>. The old address still works, but now would be a good time to update any links or favorites/bookmarks.

Captains, the Laws of Chess and the NCA Rules

Drag Sudar

There have been instances of interference by captains. I witnessed one the other week where a captain thought another board's clock was wrong. He was correctly informed by the opposition player he could not intervene (the clock was actually correct but that isn't the point).

In the Laws of Chess (LoC, a copy of which should be available at every club), article 13.7a states:

13.7 a. Spectators and players in other games are not to speak about or otherwise interfere in a game.

Captains are not excluded from this rule. In the NCA, they do not have the rights of an arbiter. They are regarded as either a spectator or another player. The moment any player, captain included, completes his game, he becomes a spectator.

As a captain you can only respond if asked by your player to deal with a dispute or to answer a question about the NCA rules or the LoC:

- ◆ You cannot tell your player to play for a draw or a win.
- ◆ You cannot tell your player that his opponent's flag has fallen.
- ◆ You cannot tell your player that his opponent is not recording his moves (if he has 5 minutes or more left).
- ◆ You cannot tell your player that he or his opponent has made an illegal move.

These are examples of actual occurrences. I'm sure there are many more.

It can be frustrating as a captain, but you have to ensure that you set the example by following the LoC.

As a captain you should ensure you have a thorough knowledge of the NCA rules. If you don't then it will that much more difficult for you to correctly resolve a dispute, and you may even exacerbate it. If a dispute arises, the LMC will not consider 'lack of knowledge of the NCA rules' as a valid excuse.

Obituary: George Allcock

Peter Dodson

Keith Walters has suggested that I might write a few words about my friend of many years, George Allcock, who died in the early hours of 5 December 2005.

George had many fine achievements to his credit both OTB and CC. He was rightly proud of holding H. E. Atkins, the renowned British Champion, to a draw in a county match against Leicestershire. George tended to beat other opponents regularly.

George was born in August 1919. He had a twin brother, Sam, who was nearly as strong a player as he. He also had an elder brother, John, and a sister, Madge. John predeceased him. George went to The Brunts School in Mansfield. While there he won the Notts Junior Championship in 1934 and again in 1935.

George's employment in the railway accounts department was interrupted by war service as a signaller. This was not an entirely sad experience, for while stationed in Napoli he met and then married an attractive young Italian lady, Ketty, with whom he had a daughter, Mary, and a son, Tony. I first saw George when Notts played (and beat) Derbyshire in 1946. He was at board 2 and I was at board 21. Elaine Saunders, as British Ladies Champion, took George's normal number 1 place.

As I moved up the team we became good friends and I would marvel at the complications into which and through which his game would progress to victory. The middlegame was his forte. He played at first for that strong post-war Mansfield team which with him at board 1 was good enough to win a 6-board match with only 4 players. Later when he lived in Nottingham and then in Chilwell he played for Ericssons. He won the Silver Rook of the Notts Championship in 1948 and again in 1953.

Meanwhile George was equally a stalwart of the County Correspondence Chess teams. He twice won the Boyd Prize for the best game in the Counties and Districts Team Championships. These involve hundreds of games. George was also pleased to have beaten the strong CC player A. R. B. Thomas. He played CC for Notts with great success for more than 50 years.

George had a wide range of interests other than chess. He was a keen gardener, a good puzzler (crosswords and others), a snooker fan and a keen cricket supporter. Until his sight and hearing began to fail him in recent years he enjoyed listening to music and playing his piano. He was a good cook who provided my wife and me with many an enjoyable meal. George was a fond grandfather of three girls and a boy.

For 50 years my wife and I knew George as a kind and generous man. He has left us with happy memories to ease the sadness of his passing.

Three sample games follow with notes by the winner – i.e. George. [*The letter 'D' is used to denote the queen – Ed.*]

White: A. R. B. Thomas **Black:** G. Allcock
1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 c4 (all new to me) d5 6 Nc3 Be6 7 Nxd5 Bxd5 8 cxd Dxd5 9 Da4+ Nc6 10 Bc4 Dd7 11 Bb5 Nc5 12 Da3 (at this point the book closed saying advantage to Black) O-O-O 13 O-O Nd3 14 Bxc6 Dxc6 15 Dxa7 (here I believe he thought he had the advantage) Bc5 16 Da8+ Kd7 17 Da5 R(h)e8 18 Dc3 Kc8 19 b4 Bxf2+ 20 Kh1 (if 20 Rxf2 Db6 wins) Dg6 21 Bb2 Re2 22 Dc4 (Dxg7 Nxb2 23 Dxb2 Bd4 wins) R(8)e8 23 Bc3 Be1 24

Nxe1 (Rg1 Nf2 mate) Nxe1 25 Dd5 R(8)e5 0–1 (26 Bxe5 Rxe5 and wins)

Boyd Prize Game 1964

White: G. Allcock **Black:** J. B. Howson

1 d4 d5 2 c4 e6 3 Nc3 f5 4 Nf3 c6 5 Bf4 Nf6 6 e3 Be7 7 Bd3 O-O 8 h3 (since the centre is fairly closed, White wanted to combine an attempt to weaken Black's e4 by g4 with the possible opening of lines on the castled king. The plan, however, is suspect because black refrains from capturing the g pawn, and at no time later saw any advantage in opening the g file.) Ne4 9 g4 Da5 10 Db3 Db4 (A curious looking move. I had hoped for 10 ... g5) 11 Dc2 Nd7 12 Bc7 b6 13 a3 Da5 (Black's position appears to be improving...) 14 Bxe4 fxe4 15 Nd2 Da6 16 O-O Nf6 17 f3 (Opening a file at last and with Black's queen astray the attack switches to the king-side) exf 18 Nxf3 Db7 19 Be5 Bd7 (hoping to play B-e8-g6 forestalled by White's next move) 20 Ng5 g6 21 Rf4 Ne8 22 Rxf8 Bxf8 23 Rf1 Bh6 24 Rf7 Bxg5 25 Df2 Bf6 26 Rxf6 Nxf6 27 Dxf6 Bc8 28 Dh8+ Kf7 29 Bd6 1–0

Boyd Prize Game 1988

White: G. Allcock **Black:** M. J. Edwards

1 e4 c5 2 Nf3 d6 3 d4 cxd 4 Nxd4 Nf6 5 Nc3 a6 6 Be3 e6 7 Dd2 b5 8 f3 N(b)d7 9 g4 h6 10 O-O-O Bb7 11 Bd3 Ne5 12 R(h)e1 b4 13 Na4 Da5 14 b3 N(f)d7 15 f4 Nxc4 16 Bgl N(g)f6 17 e5 Nd5 18 f5 O-O-O 19 fxe Nc5 20 Bf5 Kb8 21 Df2 dxe 22 Rxe5 Be7 23 R(d)e1 f6 24 Rxd5 Bxd5 25 Ne2 Rc8 26 Nf4 Bxb3 27 axb3 Nxb3+ 28 Kb2 Bc5 29 Dg3 Bxgl 30 Nd5+ 1–0

Bury Rapidplay

At the Bury Rapidplay, held on 11 December, Janos Wagenbach (Mansfield) scored 1½ points in the Major (U150) and Dave Dunne (Fifeways) scored 4 points in the Minor (U100).

Hastings

Dave Dunne was also in action at Hastings during the week after Christmas. In the Christmas Morning C tournament, he scored 2½/5, while in the Christmas Afternoon C he finished in clear second place with 4/5.

Two other Notts League players braved the snowy weather to get to Hastings. Richard Webster (Ashfield) competed in the Masters, scoring 3½/10, while Ian Kingston (West Nottingham) scored 3½/5 in the Christmas Morning B and 3/5 in the Christmas Afternoon A, winning the U155 grading prize in the latter event. Full details of the various Hastings tournaments are at <http://www.hastingschess.org.uk/>, and there is further coverage at <http://www.monroi.com/wdc/Hastings/indexHastings.php>. (Anyone who can spot the Notts News editor in the picture gallery at the latter site has disturbingly keen powers of observation, but I'm definitely there in one of the photos.)

An innovation in the Masters was the use of Monroi Personal Chess Managers (see <http://www.monroi.com/>) to record the games. These small devices connect wirelessly to the Internet to provide live game coverage. They also ensure that accurate game scores are instantly available. The downside is their expense – at €299 each (around £200), they're expensive gadgets.

Christmas puzzle solutions

These problems were published in Issue 15. The first two are both taken from Edith Baird's book *700 Chess Problems*, published in 1902.

The first puzzle was originally published in the *Nottingham Guardian* on 7 September 1889, described as a 'Christmas Contribution'. (Clearly Christmas preparations began early back then.) Here's a repeat of the position in Forsyth Notation: 2RKR3/N2p2N1/2p1p3/3P4/1p1k1p2/1P1p1B2/3Q4/8; White to play and mate in 2.

The solution is easy enough: 1. Kxd7! cxd5 (1... exd5 2. Qxb4#; 1... c5 2. Nc6#; 1... e5 2. Ne6#) 2. Qxf4#, but the provision of a different mate for each Black defence demonstrates one of the attractive features of composed problems.

Baird's second problem (B7/8/2PpP3/2Bkp2Q/2pPp3/8/8/; White to play and mate in 2.) comes from the *Hereford Times*, 11 November 1899.

The solution is 1. Qf7! dxc5 (1... exd4 2. Qf5#; 1... c3 2. e7#; 1... e3 2. c7#) 2. Qd7#, and again each Black defence is met by a different mate, unwrapping the box around the king.

The third problem was composed by Thomas Dawson and published in the *Falkirk Herald*, 17 June 1914. It was originally printed with colours reversed and the other way up, but the upside-down version looks like a Christmas tree so it's often seen in this form. The position again: 8/3p4/3p4/2pPp3/1pPkPp2/1n1p1n2/P2p2P1/3K4; Black to play and mate in 2.

To solve this you have to use a technique called 'retrograde analysis' – working backwards from the start of the problem to see what must have happened previously. The symmetry of the position suggests that either 1. bxc3 or 1. fxe3 will work, but that would make the problem unsound: only one of these moves can be correct. But which one?

The answer lies in one of the basic rules of chess problems: the position must be the possible outcome of a legal game of chess, no matter how ridiculous. In Dawson's problem, the black pawns can only have reached their current arrangement as a result of 10 captures. At the same time, White has lost 10 men, so each of them must have been captured by a black pawn. One of the captured pieces was the bishop on f1, so White's e-pawn must have moved earlier in the game to let the bishop out in order to be captured. This in turn means that White cannot have played e2-e4 on his last move. The only other possible legal move was c2-c4, so the solution is 1. bxc3! 2. any c2#. That's typical of the strange logic of retrograde analysis.

Baird's book, and a number of other public domain problem collections in the form of PDF files, can be found at <http://www.algonet.se/~ath/>. If retrograde analysis appeals to you, visit <http://www.janko.at/Retros/>, where there is some very weird stuff.