

Variant Chess

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Make cheques payable to : P. Wood
Address: 39 Linton Road, Hastings, East
Sussex, TN34 1TW, England.

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BOUNCY CHESS

In VC numbers 3 and 7 there are 2 large articles on Bouncy Chess with several well - annotated games. I was immediately attracted to this variant, (where pieces rebound from the edge of the board like billiard balls off a cushion), after playing through these games. The play is complex, "different", and would appear to favour an attacking approach to the game. When I entered M. Horne's telephone tournament Bouncy Chess was my choice of variant in my contest with P. Donovan. This game appears below.

I would point out that this was my first serious game of Bouncy Chess, while Mr. Donovan has played quite a lot of it in the past. My play has quite a few errors, but the annotations aim to give some idea of the scope of the game and to point out a few of the many unresolved positional questions.

The Queens, Kings and Bishops can bounce off vacant edge squares at 90°, Knights at any angle, Pawns and Rooks not at all. You cannot escape zugzwang by rebounding to your original position

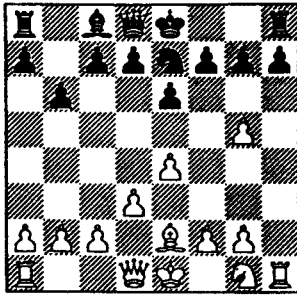
Played 27/1/93
P. Donovan - P. C. Wood

(The annotations by Patrick Donovan are in normal type, and those by P. Wood are in italics).

1.e4 e6 [*This move creates difficulties for Black; e5 is better.*]
2.Nc3 [Not sure about this move; for one thing Black can play 2....Bb4 and then...Bxc3. - *This is an interesting observation of Mr. Donovan. He quite clearly rates the Knight as of greater*

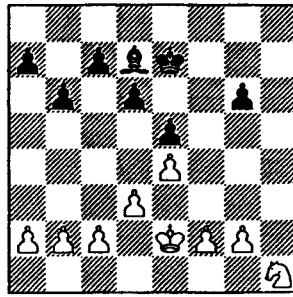


value than the Bishop. I was taking Mr.P.Novak's estimation of the piece values in VC7: Q=9, R=N=B=4, P=1, as a yardstick.] 3....b6 [In all of the previous annotated games I have seen this was played on move 1.] 3.d3 Be7 [This does look a bit passive. - *Is Bb4 better here? After 4.Bd2 Bxc3 5.Bxc3, there is a nasty attack on the pawn g7. Maybe Nc6 or h5 are all right, and "less passive". At the time I thought Be7 was quite aggressive!*]
4.h4 [A good move in this type of position cutting out bounces from h4.]
4....Nc5 [If 4....Bxh4 I was going to play 5.Bc1xg7.] 5.Nxc5 [*White cannot win a pawn here by Bxg7, because of the bounce Be7-f8-xg7.*]
5....Bxc5 [I expected 5....b6xc5 opening the "b" file for the Rook, and clearing one of the pawns blocking the Queen. This seems a bit unadventurous. - *Black's move order has lost him at least one tempo.*]
6.Bg5 Be7 7.Be2 [Played to prevent ...h6.] 7....Bxg5 [I expected 7....g6.]
8.hxg5 Ne7 [Here I thought that better were 8....Qe7, (to give the King the d8 square), or 8....g6. But after 8....g6, then 9.Qd2, planning 10.0-0-0 with good development; or 10.Qc3,
(If then, (after 8....g6 9.Qd2), 9....Qe7 to reply e5, then 10.e5! ; so therefore in this line 9....e5 straightaway is better.) - *After the text move , (8....Ne7), the Knight still defends f7; but 8....g6 does stop White's combination. Patrick has suggested 8....Qe7, 9.g6 fxc6. 10.Bxg6+ Kd8 11.Rxh6 Rxh6 12.Bxh6 Nf6, and I agree with his assessment that Black's position is better than in the game, (eg. White's pawn on b2 is hanging.)]*



9.g6! [I saw the combination but thought I could hold things in the ensuing endgame especially still having the Bishop. P. Donovan pointed out afterwards that the Knight is stronger than the Bishop.] 9....fxg6, 10.Bxg6+ Nxg6 11.Qxg6+ [The safe move. I had been tempted by 11.Rxh7 but after 11....Qf6, 12.Rxh8+ Ke7, I wasn't too sure.] 11....hxg6 12.Rxh8+ Ke7 13.Rxd8 Kxd8 [Now I have a clear advantage. In one of his articles Paul Novak said the value of pieces was R=B=N=4 if I remember rightly. This may or may not be correct; but I'm sure that my Knight here is worth more than Black's Bishop, which is blocked out of the game.] 14.Nf4 d6 15.Kd2 Ke7? [A better try is 15...Bd7, (- My original plan was Bb5 which achieves the same aim of defending both the "e" and "g6" pawns), 16.Nxg7 Ke7, (with the aim of Kxg7), 17.Ng3 Rh8 18.Rh1 Rxh1 19.Nxh1 e5 20.Ke2! White should win the ending.] 16.Nxg6+ Ke8, [Before playing my previous move I thought that I could play Kf6 on this move. I now see why the Knight is strong. - 16....Kd8 is more natural so as to follow with ...Bd7 hitting the Knight. But it must be hopeless now. - 17.Rh1 Bd7 18.Rh8+ Be8 19.Nxe6+, but after 17....Bb7, 18.Rh8 is mate.] 17.Rh1 e5 18.Rh8+ Kf7 19.Rxc8+ [This is discovered check!] Black resigns. 1-0

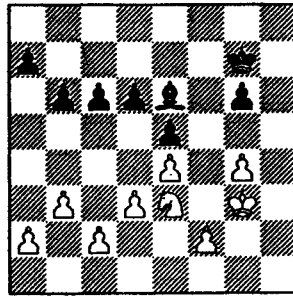
Let us return to the point in the game where Black could have played 15....Bd7 instead of the weak Ke7. Then after the moves in the note, we get this position after 20. Ke2.



The position after 20.Ke2.

P. Donovan has stated that White should win this ending - let us investigate.

White defends both g2 and c2. 20....Kf6 21.Ng3 Kf7 22.b3 Be6 23.Ne3 Ke7 24.Kf3 Kf7 25.Nc3 c6 26.g4 Ke7 27.Kg3 Kf6, (to stop Kg5), 28.Ne3 Kg7, (this also stops Kg5), and seems to keep White at bay. If White plays Nc4, threatening d6 and therefore forcing the exchange of minor pieces, White is a pawn to the good; but the increased power of the Kings makes the evaluation of the pawn ending difficult to assess.



Let us try: 29. Nc4 Bxc4 30.bxc4 Kf6 31.f4 exf 32.Kxf4 Kg7 33.d4 Kf6 34.e5 dxc 35.dxc+ Kg7 36.c3 c5 37.a3 a6 38.a4 a5 39.Ke4 Kg5 40.Kd5 - and White wins.

Mr. Donovan says he is sure that 29.c3, 29.f4, or 29.Ne3-f3!, (with 30.Ng5 to follow), would also win. The piece exchange is unnecessary.

Patrick Donovan has recently spoken to P.Novak and suggested that the Knight is a stronger piece than the Bishop. P.Novak was challenged to justify his assertion that they were of equal value.

P.Donovan: "(White: K,B,8 pawns; Black: K,N,8 pawns) - Paul played the Bishop and got first move. I won the first game easily

because he played very carelessly. But we had a second game where he played much more carefully; he even had the audacity to suggest that the game was heading for a draw. But I ground him down and won. At that point Paul was happy that I had proved my point. Maybe we should amend the scale of values Paul gave. Knight = 5, Bishop = 4? Rook = ? I don't know - more research is needed."

VARIANTS-PLAYER EXTRAORDINAIRE

Readers of 'Eterosacco', and competitors in the tournaments they run, are familiar with the name of Aldo Kustrin of Trieste. If a tournament director asks for competitors, he can rely on Aldo being one of them, no matter how obscure the variation.

In the 1993 AISE Grand Prix he has entered the following events: Italian Progressive Chess, (Group 1), Billiard Progressive, English Progressive, Kamikaze Progressive, Balanced Marseillais, Triplets, Alice, Bughouse Chess, Knight-Relay, Chinese Chess, Shatar, (Mongolian Chess). The only event he did not enter was Italian Progressive (Group 2) (ineligible!) In the 'fourth phase' of the 1992 Grand Prix he entered all 8 events....and as Cadogan advertising might say 'much much more'.

I recently asked Aldo about his enormous number of correspondence games. He tells me he is playing about 800 games in normal Chess, heterodox Chess, Othello, Go, and 'some other non-chess games'. He believes he is playing about 50 variants. He says, 'I wanted to try all of them,' and then bravely, 'but with the next year I'll eliminate a lot....'.

TORI SHOGI

by Ian Richardson

Tori Shogi, (Bird Chess), is an 18th Century invented game. It is the most compact of the Shogi variants, and perhaps the most like Shogi itself, having all the main features, including drops. The following article is an introduction only to the game. The board and initial lay-out of the pieces is shown in the diagrams opposite.

Note that opposing SWALLOWS, (pawns), are close together, so that battle can start much more quickly than in Shogi. In fact the very first move can be a capture. It was this feature of the game that attracted me to it; it means that a postal game "gets going" faster than in Shogi.

The game shares with Shogi the following features which differ from other chess variants:-

- 1) The pieces are all the same colour, but the direction of movement is indicated by the pointed shape.
- 2) The usual convention is that the first player is "black", (the other white) and plays up the board in the diagram.
- 3) Captured pieces can be "dropped" back into the game on the side of the player who has them "in hand".
- 4) It features a promotion zone: movement into the last 2 ranks in Tori Shogi means compulsory promotion, (see below for details of pieces promoted).

The pieces on the back rank, starting from the corner, are:

The QUAIL (Q) which moves straight forward any number of squares but cannot jump over another piece.

There are two Quails: a right Quail and a left Quail. The left Quail, when it is possible, can also move diagonally backwards to the right any number of squares; but in the opposite direction, (to the left), can move one square only at a time diagonally backwards.

Vice-versa for the right Quail.

The PHEASANT (P) which can jump 2 squares forward, and when it is possible, can also move to the two squares diagonally behind it.

The CRANE (C) which moves like a King but not to the side.

The PHOENIX (Px) which moves like, and has the status of, the King in normal chess.

The piece in front of the Pheasant is the FALCON (F) which moves like a King but not to the square directly behind it.

The SWALLOWS (S) move one square forwards, (and capture forwards); it is possible to have 2 Swallows of the same "team" on the same file, but not more than 2.

Only two pieces can promote:

The Swallow, which promotes to a GOOSE. This jumps two squares away in the following directions:

- a) Diagonally in front.
- b) To the rear, (straight back).

Think of a letter Y.

The Falcon, which promotes to an EAGLE. This is very powerful. Its movements can be described thus:

- a) It has the moving power of the King.
- b) It moves in the same Y directions as the Goose, but to any number of squares.
- c) It moves diagonally backwards two squares.
- d) It cannot jump over another piece.

To obtain a leaflet with more information, sample games etc., write to G.F.HODGES, P.O.BOX 77, BROMLEY, KENT. BR1 2WT, (£3 including postage).

If you are interested in playing this fascinating game, you may wish to join the Postal Tori Shogi League. Write to:- Phil Holland, 94 Green Drift, ROYSTON, Herts, SG8 5BT.

	7	6	5	4	3	2	1	
a	鶺鴒	雉	鶴	鵬	鶴	雉	鶺鴒	
b				鷹				
c	燕	燕	燕	燕	燕	燕	燕	
d			燕		燕			
e	燕	燕	燕	燕	燕	燕	燕	
f				鷹				
g	鶺鴒	雉	鶴	鵬	鶴	雉	鶺鴒	

	7	6	5	4	3	2	1	
a	Q	P	C	Px	C	P	Q	
b				F				
c	S	S	S	S	S	S	S	
d			S		S			
e	S	S	S	S	S	S	S	
f				F				
g	Q	P	C	Px	C	P	Q	

Xie Jun



Earlier this year "Rochade Europa" and "New in Chess" published interviews with 22 year-old Xie Jun, the women's World Chess Champion from China, who was taking part in a tournament in Baden Baden in December. Both magazines have kindly allowed me to publish short extracts from these long and detailed interviews, which I hope readers will find interesting.

Rochade Europa: As an expert can you explain to our readers the essential difference between our kind of chess and the Chinese variety?

Xie Jun: The biggest difference is in the rules. In Chinese Chess the King is not allowed to leave his fixed area. Before I took up the standard kind of chess, I also played Chinese Chess. After several years I lost the appetite for it, because there is less dynamic force at the bottom of it. Several pieces are only there for the King's defence, and are not allowed to engage in an attack. A further example relates to pawn promotion: In Chinese Chess there is no reward for the pawn when it reaches the last rank.

R.E.: How many of your countrymen play Chinese Chess and how many of our "royal" variety?

Xie Jun: I estimate that rather more than 20% of the population play Chinese Chess", for it is very popular with us.

R.E.: More than 200 million people?

Xie Jun: Perhaps even more.

R.E.: An astonishingly high number.

Xie Jun: Yes. The reason for it is that many village dwellers are less able to pursue other alternative leisure-time activities. They have much work to do and can usually only manage a few games as a diversion.

R.E.: What is the position of "our" kind of chess?

Xie Jun: It is becoming increasingly popular, especially with children. It is not possible to give an exact number of players, but my feeling is that there is an increasing band. In China alongside both forms of chess there is also Go, which is very popular.

R.E.: In fact your countrymen have a soft spot for mental sports?

Xie Jun: Of course. We live with very many people around us, and we have less space for types of sport that need more room, (laughs), so we play chess. Many people are still relatively poor.

R.E.: So it is cheap to play chess?

Xie Jun: Exactly. A chess-set can be made use of for many years.

R.E.: What was your playing strength in Chinese Chess?

Xie Jun: As a schoolgirl I really played very well, and my trainer attested to my talent in both kinds of chess.

R.E.: Do you believe as a young girl you could have played better at Chinese Chess?

Xie Jun: I believe that if I could have continued my training at Chinese Chess, I would have become very strong at it also. (The above conversation between Xie Jun and "Rochade Europa" has been translated into English from the original German.)

New in Chess, (Dirk Jan ten Geuzindam): How could you become World Champion? Without a computer or a lot of information at your disposal?

Xie Jun: Maybe I am overconfident, but I think that if I had had the same opportunities as the Polgar sisters or as other western chess players, I would play much better than I do now. When I was a child I played Chinese Chess. I was really talented. At that time there were too many children of my age. There were insufficient schools for all these children. So, I went to school two years late, when I was eight. Until then I stayed at home. In summer people played chess under the street lights and my father took me to watch them. I found it very interesting. Nobody really taught me to play, but I learned it from just watching. No special training. After some two years I became champion of the children in Beijing. Unfortunately they already had a champion at the Beijing club and that was enough. We don't have team championships in China, only individual championships, so one was enough. At that time she was eighteen years old already and I was only ten, so how could I play her? (laughs) But (mocking malice) I think that I was more talented than her. She now is a business woman and we are good friends. Then a very famous Chinese chess player, who is dead now, discovered that I also had a talent for (western) chess. So, he suggested, if I could not play Chinese Chess I should get some training in (western) chess.

Xie Jun has a refreshing approach to life and chess. Later on in the interview when asked about the big culture gap between China and the West, she says:

I compare things, but I don't want to change everything. I don't want to be blinded by outward appearances. I do not simply conclude that people here (in the west) are living better than in China. One of the good things in my country is that we have five thousand years of history

behind us. Over these centuries there have been many thinkers and philosophers, of all kinds of directions, who have left their traces. I think I follow the way of thinking of Kong-tse, (*Confucius*). Many Chinese follow his way of thinking. I am not a staunch follower, but I have taken some of his ideas. Most of them are right. You know, we Chinese do not dream too much....The people....they prefer to do something rather than to dream. For me that's OK.

Later on she says that after she won the World's Championship in 1991 she was so popular in her country that she was elected Sports Person of the Year.

New in Chess: You sound proud of this award. Yet, you keep stressing the relative importance of fame and prizes.

Xie Jun: I think that many chess players, also Kasparov, they want to win too much. This may be good in chess, but in life they should be more friendly. To live on equal terms. No champions, no best players. Sometimes they can be so

arrogant. One day these arrogant people will lose their titles or will get old. Long-lasting friendships and true feelings are more important than some short-lived moment of pride. Some people are very natural. Others are always thinking about their position and may think that they are so important. I think this is just because they are very young, (laughs). I have talked to and read about many important people and some of them were very wise and friendly. They had come up all these stairs and at a certain point they were proud of themselves. Until they realised that there was always someone one step higher. In China we have a saying that when you think that you are fast, there is always someone faster. You may think the sky is high, but there is always something higher than the sky. I want to do my very best to keep my title, but I want to stay like I am.

It is to be hoped that Xie Jun will keep her approach to Chess and Life. Bob Wade said of her that she was 'a totally unspoilt young lady', (BCM Dec 1991).

Koichi Masukawa

OLDEST SHOGI MEN DISCOVERED

Following the publication of 'A Brief Introduction to the History of Japanese Chess' in VC9, I have had a letter from Mr. Masukawa with interesting information. Because his English is not good I shall summarise points he has made.

1) He has written many books on the history of board games, gambling, dice, Go-games, including 'A History of Shogi' (1 and 2) published by Hosei-University Press in Tokyo. And now he is preparing a history of Goose-games and Tric-trac in the world and Japan. Up to the present none of his books have been translated. In January this year he received a letter from Italy that there were plans to translate all of his books into English, but so far nothing has come of this, so his books are not translated into English or other languages.

2) Two months ago in Japan there was discovered 'oldest Shogi men' at an old temple in Nara-city, which was the old capital city of the Emperor, (A.D. 710-784).

Also a friend of his, Assistant Professor of Japanese-Language Institute, has found some short writing about great-Shogi in Buddhist document, (end of 13th century). It has shown that great-Shogi was played in the Middle Ages in Japan.

Both these new pieces of information are very important about Shogi history and the journal, (he says 'our journal' in his letter), 'Study of History of Games No. 5', (perhaps published in October, but in Japanese), will show these two discovered 'informations'.

3) He has of course read 'A History of Chess' by H.J.R.Murray and other books, but since Murray the study of Shogi history has developed; also since the Second World War study about disparity between Chinese culture and Japanese culture has developed.

If Japanese Shogi came from Chinese Chess, Shogi should 'nearly equal' Chinese Chess. In fact it is 'not so equal'. 'Japanese chess had approximately to South-Asien include South China', (*sic*). Of course details about this have been written in his books.

4) In his opinion Europeans do not understand about old Chinese board game(s) and their relation with Chinese Chess. If possible he will speak about this problem in English. He hopes to speak about this in Amsterdam on 27th and 28th November 1993. But beforehand he must 'spend very long time and hard work.'

ITALIAN PROGRESSIVE CHESS OPENINGS

In issue number 55 of "Eteroscacco", (September 1991), there is list of progressive chess openings by M. Leoncini. I give these below. I have corrected obvious mistakes and included a few extra lines which have appeared subsequent to the article - these are in italics. Obviously because of lack of space only some main variations are shown, but I hope the list will be useful in providing a framework for further analysis. This is a very analysed variant and new lines are constantly being brought forward.

1.d4

The difference between 1.d4 and the King's pawn opening is that White is not threatening mate, and in that case it would appear that Black has an abundant choice of defensive systems. In reality White's threat of capturing the Queen after (3.Bf4 Bxc7 Bxd8) much reduces the number of playable options.

2.Nc6 Nf6 (Canosina Defence)

3.Nf3 e4 Bg5, (3.Nc3 Bg5 Bxf6 4.exf6 Bb4 Ke7 Bxc3+).

A) 4.d5 dxe4 Qxd4 Qxd1+ 5.Kxd1 Bxf6 Bxg7 Bxh8 Ng5

B) 4.Nxe4 Nxe5 d5 Qd6 5.Nxe5 Ne4 Nbc3 Kd2 Nxd6+.

2.Nc6 d5 (Campana Defence)

3.Bf4 Bxc7 Bxd8

A) 4.Kxd8 a5 e5 Bb4+ 5.Qd2 Qxb4 Qxb7 Qxa8 Kd1.

B) 4.Kxd8 e5 Nf6 Bb4+ 5.c3 cxb4 dxe5 exf6 f4

C) 4.Kxd8 e5 Nh6 Bb4+ 5.c3 Qd3 Qxh7 Kd2 Qxh8+ (5.c3 cxb4 Na3 dxe5 Qxd5+ 6.!Ke7 Nxb4 Nxd5 Bg4 f5 f4!) 6.!Ke7 Bf5 Rxh8 Ng4 Ne3 Nxf1+

D) 4.!?Kxd8 e6 h5 Bb4+ (A novelty from Cesaro).

3.!c4 cxd5 Nc3 (Introduced in 1991 by Buccoliero) 4.Qxd5 Qxd4 e5 Qxd1+ 5.Kxd1 e4 Bh6 Bxg7 Bxh8.

2.c5 cxd4 (Pseudo-Roman Defence)

One of the most interesting defences in Italian Progressive. Black seeks to seize the initiative.

3.Na3 e4 e5 (3.Bf4 Bc7 Bxd8 4.Kxd8 d3 dxc2 cxd1(Q)+ ; 3.Qxd4 Qb6 Qxd8+ 4.Kxd8 d5 e5 h5).

A) 4.d6 dxe5 Bg4 Kd7 5.Bd2 Ba5 Bxd8 Be2 Bxg4+

B) 4.e6 Qg5 Qxc1 Qxd1+ 5.Rxd1 Bb5 f4 f5 Ke2 (6.exf5 Bxa3 Be7 b6 Ba6 Bxb5+ - Salvadori).

2.c6 d5 (Trapanese Defence)

3.Bf4 Bc7 Bxd8 4.Kxd8 Bf5 Bxc2 Bxd1 5.Kxd1 e4 Ba6 Bxb7 Bxa8.

2.c5 d5 (Trincia (Sicilian) Defence)

3.Bf4 Bc7 Bxd8 4.Kxd8 Bf5 Bxc2 Bxd1 5.dxc5 c6 cxb7 bxa8(Q).

(Meriting attention is the Castelli Attack: 3.e4 exd5 Bb5+).

2.d5 e5 (Mediterranean Defence)

3.Bg5 Bxd8 Bxc7 4.Bf5 Bxc2 Bxd1 Kd7 5.e4 Ba6 Bxb7 Bxa8 Kxd1.

2.d6 f6

3.Bh6 Bxg7 Bxh8.

2.c5 Nf6 (Benoni Defence)

A) 3.e4 e5 exf6

B) 3.Nc3 Bg5 Bxf6.

2.d6 Nf6 (Semi-Orthodox Defence)

3.Nc3 Bg5 Bxf6.

(To be considered is 3.g4 g5 gxf6).

2.d5 Nf6 (Orthodox Defence)

3.e4 e5 Bb5+ (3.Bf4 Bxc7 Bxd8 4.Kxd8 Ne4 Nxf2 Nxd1)

A) 4.c6 cxb5 Ne4 Kd7 (4.Nc6 Bg4 Bxd1 Qc8 5.exf6 fxe7 gxh8(Q) Nc3 Bxc6+) 5.Nc3 Nxe4 f4 Ke2 Nc5+

B) 4.c6 Bg4 Ne4 Kd7 5.Bd3 Bxe4 Bf3 Qe2 Bxg4+ (5.Bd2 Ba5 Bxd8 Be2 Bxg4+ 6.e6 Nc3 Nxd1 Nxb2 h5 Bb4+).

2.e5 exd4 (Nord Barese Defence)

A) 3.Bg5 Bxd8 f4 4.Bc5 d3 dxc2 cxd1(Q)+ (4.Nc6 Kxd8 Nf6 Bb4+

5.Kf2 e4 Bb5 Qxd4 Qxf6+) 5.Kxd1 Bg5 Nc3 Nb5 Nxc7+

B) 3.Bg5 Bxd8 Bg5 4.f6 d3 dxc2 cxd1(Q)+ 5.Kxd1 e4 Bxf6 Bxg7 Bxh8

C) 3.e3 exd4 Qe2+ 4.Qe7 a5 Nf6 Qxe2+ 5.Kxe2 Bh6 Bxg7 Bxh8 Bxf6.

2.g5 g4 (Turin Defence)

3.Nc3 h3 hxg4.

2.Nc6 Nxd4

A new defence from M.Leoncini.

A) 3.e3 exd4 Nh3

B) 3.Qxd4 Qd1 Nf3

C) 3.Qxd4 Nf3 Kd2

D) 3.Bf4 Bxc7 Bxd8

E) 3.Na3 Nf3 Bg5 (Very interesting - Leoncini).

1.e4

With this first thrust White already threatens checkmate, (3.Bc4 Qf3 Qxf7#). Black has various methods of defending himself: pushing the 'd' pawn, the 'f' pawn, the 'e' pawn to e6, the Knight to h6. A combination of these moves, or one of these four with another move, are source of all the defences, (Ed. Except the Trieste Defence).

2.a5 f5

3.Bb5 exf5 Nh3.

2.b6 e6

3.d4 Bg5 Bxd8 4.Ba6 Be2 Bxd1 Bb4+ 5 Kxd1 a3 axb4 Rxa7 Rxa8.

2.d5 d4 (Roman Defence)

3.Qg4 Qxc8 Qxd8+ (4.Kxd8 Kc8! c5 h5 - a novelty from Gadzinskij).

2.Nc6 d5 (Sienna Defence)

Introduced into practice in 1976, this defence is today perfectly playable. The rapid Queenside development seems to compensate for material.

A) 3.Qg4 Qxc8 Qxd8+ (Coming into consideration is: 3.Bb5 f3 Bxc6+

4.Qd7 Qxc6 Qxc2 Qxd1+{ Not 3.Bb5 e5 f3, because Black has the strong reply 4.Bd7 Nxe5 Bxb5 Kd7})
4.Kxd8 dxe4 h5 Cf6 (*The Italians scored 4-0 against UK using this variation. Theory condemns 4.Kxd8 dxe4 h5 Rb8, because of 5.Nf3 Ne5 Nd7 Nxb8 Nxc6+*) **5.Bb5 Bxc6 Nc3 Nxe4 Nxf6** (*6.exf6 bxc6 h4 h3 hxg2 gxh1(Q) - was played by Leoncini in the UK-Italy match.*)

B) 3.Ba6 Bxb7 Bxc6+ 4.Qd7 Qxc6 Qxc2 Qxd1+.

C) 3.f4 exd5 Ke2 (*An interesting novelty introduced by Salvadori*)
4.Qxd5 Qxd4 e5 Qxd1+ (4.!Qxd5 Bf5 Bxc2 Bxd1+; 4.Bf5 Bxc2 Kd7 Bxd1+)
5.Kxd1 Bh6 Bxg7 Bxh8 Nd2.

2.d5 Bd7

3.Bb5 Ke2 Nf3, (3.d4 Bb5 Ke2 - played by Salvadori).

2.d5 dxe4 (Lunga (Long) Defence)

One of the most outward-going methods of reply to the Kings pawn opening. Black defends himself from mate, captures a pawn, and brings his own pawn into an advanced position.

A) 3.d3 dxe4 Qxd8+ (A continuation apparently modest, but in fact venomous. After Kxd8 there is no clear way that Black can develop his pieces), 4.Kxd8 c5 e5 h5 (4.Kxd8 e5 Nf6 Bb4+ 5.c3 Bh6 Bxg7 Kd2 Bxf6+; 4.Kxd8 Bh3 Bxg2 Bxh1 5. a4 e5 e6 Bg2 Bxh1; 4.Kxd8 Nc6 Nf6 e6 seems solid enough) 5.Bf4 Bxe5 Bxg7 Bxh8 Kd2

B) 3.Qg4 Qxc8 Qxd8+ 4.Kxd8 e3 e2 exf1(Q)+ 5.Kxf1 Ke2 Nf3 d4 d5 (5.Kxf1 Ke2 Nf3 h4 h5 6.a5 a4 Ra5 Rxh5 Rxh1 Kd7).

2.d5 e5 (Aperta Defence)

A violent method of grasping the initiative.

A) 3.d4 Bg5 Bxd8 4.Kxd8 Bg4 Bxd1 exd4 (4,4.Bxc2 5.Kd2 Kxc2 Ba6 Bxb7 Bxa8; 4,4.dxe4 5.Nc3 Rxd1 Nxe4 Bb5 dxe5+) 5.Kxd1 exd5 Bd3 Ke2 h4 (5.Ba6 Bxb7 Bxa8 Kxd1 Ke2 6.Ke7 dxe4 e3 exf2 fxg1(Q) Qe3+)

B) 3.Nc3 d4 Bb5+ 4.Qd7 Qxb5 Qd3 Qxd1+ (4.c6 Bg4 Bxd1 Kd7 5.Bg5 Bxd8 Rxd1 Ke2 Nxd5).

C) 3.Qg4 Qxc8 Qxd8+ 4.Kxd8 a5 h5 Nf6 (4,4.dxe4 5.Ba6 Bxb7 Bxa8 d4 Bg5+; 4.Kxd8 Ba3 Bxb2 Bxa1 5.Ba6 Bxb7 Bxa8 exd5 Ba3; 4.Kxd8 dxe4 Bb4 Ke7 5.Ba6 Bxb7 Bxa8 Nc3 Nd5+ 6.Ke6 Nf6 Nxd5 Na6 Rxa8 f5 7.f4 Kf2 a3 axb4 Ra5 Rxd5 Re5+) 5.Ba6 Bxb7 Bxa8 a4 h4.

2.d6 f5

3.e5 Nf3 Bb5+.

2.d5 f5 (Bull's Horns Defence)

3.e5 Nf3 Bb5+.

2.e5 Nh6

3.d4 Bg5 Bxd8 4.Ng4 Nxf2 Nxd1 Kxd8 5.Ba6 Brb7 Bxa8 Kxd1 Ke2.

2.e5 Qe7 (Trieste Defence)

3.d4 Bg5 Bxe7 4.d5 Bg4 Bxd1 Bxe7 5.Nc3 Rxd1 dxe5 Nxd5 Nxc7+.

2.e5 f5 (Classical Defence)

3.d4 Bg5 Bxd8

A) 4.d5 fxe4 Bg4 Bxd1 5.Kxd1 Bf6 Bxg7 Bxh8 Nh3

B) 4.d5 f4 Bg4 Bxd1.

2.e5 f6 (Areto-Barlettana Defence)

An opening more often played than any other today. There is rich vitality in the play.

A) 3.Nc3 d4 Bb5 (3.Bb5 Nh3 a4 4.a6 axb5 b4 Qe7; 3.Bb5 Nh3 d4 4.Nc6 d5 Bg4 Bxd1) 4.Nh6 exd4 Bb4 Bxc3+ (4.c6 d5 Bg4 Bxd1 5 Kxd1 Nf3 Nxe5 Nxc6 Nxd8+; 4.exd4 d3 dxc2 cxd1(Q)+ 5.Kxd1 Bg5 Bxf6 Bxd8 Nf3; 4.Bb4 a6 axb5 Kf7 5.Qd2 Nd5 Nxb4 Nc6 Nxd8+; 4.Qe7 Qd6 Qxd4 Qxd1+ 5.Kxd1 Ke2 Bh6 Bxg7 Bxh8) 5.bxc3 cxd4 Bf4 Bxc7 Bxd8 (5.Bd2 Bxc3 Bxd4 Bxf6 Bxd8 - played by Rallo, led to the strong reply 6.!Kxd8 d5 Bg4 Bxd1 Be2 Bxb5. from Horne).

B) 3.f4 f5 Nf3 4.Nh6 d5 dxe4 exf3

C) 3.Bc4 Bb3 f3 4.d5 Bb4 Ke7 Nh6 (4.a5 Bb4 Ke7 Nh6 5.a3 axb4 Rxa5 Rxa8 Kf2).

2.e6 Bb4

3.a3 axb4 Nh3 (4.?a5 axb4 Rxa1 Qe7 5.Nf4 Nxe6 Nc3 Nb5 Nbxc7#).

2.e6 Be7

3.d4 Bd2 Nh3, (Also good is the simple 3.Nc3 Nd5 Nxe7).

2.g5 Nh6

3.d4 Bb5 Nf3.

1.Nh3

A) 2.Nc6 Nf6 3.b4 b5 bxc6 (? 3.e4 e5 exf6 4.exf6 Ne5 Qe7 Nf3#) 4.dxc6 Bxh3 Bg4 Kd7

B) 2.d5 Brh3 3.gxh3 e4 Bb5+.

1.Nf3

2.e5 Bb4 3.a3 axb4 g3 (3.e4 Bb5 Ke2 4.Qg5 Qxg2 Qxh1 Qxd1+) 4.e4 exf3 fxe2 exd1(Q)+.

1.f4

2.Nc6 d5 3.e4 Bb5 Bxc6+ 4.bxc6 dxe4 Bg4 Bxd1.

1.e3

(Jelliss Opening? English Opening?)

This opening is played a lot by the English.

A) 2.e5 Nh6 3.a4 Bb5 Nh3.

B) 2.e5 d5.

WARNING

From George Walker out of the May 1838 issue of 'The Philidorian':

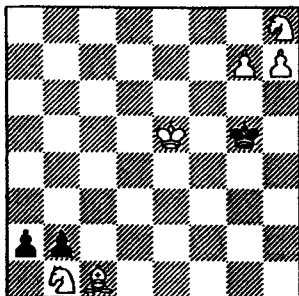
"We are no great admirers, in general, of new varieties of Chess, believing the ordinary mode of playing the game to be morally unimprovable..." (GW's emphasis).

Well well! However 4-handed Chess met with his 'heartiest approbation'.

PROBLEM PAGES

By G.P. Jelliss

14. Erich Bartel

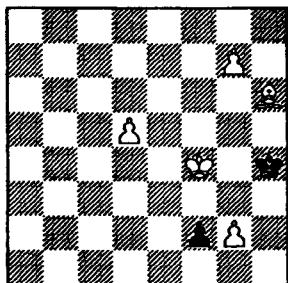


Anticirce. Helpstalemate in 2.

ANTICIRCE: The captured piece disappears and the capturing piece is reborn. Capture is illegal if the capturing piece cannot be reborn. A pawn capturing on its promotion rank promotes before being reborn.

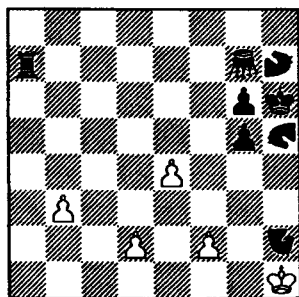
HELPSTALEMATE in 2: Each side plays two moves. Black moves first and helps white to stalemate him.

15. Erich Bartel



Anticirce. (a) Helpmate in 2. (b) Helpstalemate in 2.

16. Erich Bartel



Nightrider h2, Grasshopper g7, Zebra h7, Camelrider h5. Platzwechsel Circe. Helpmate in 2.

PLATZWECHSEL CIRCE: a captured piece reappears on the square vacated by its capturer (not really "capture" since nothing disappears, nor "circe" since nothing returns home) but checks on the king are normal.

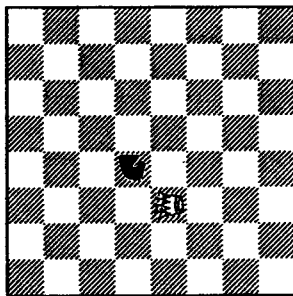
CAMELRIDER: makes a series of {1,3} moves in one go in a straight line.

GRASSHOPPER: moves along queen lines to the first square beyond one man.

NIGHTRIDER: makes one or more knight {1,2} moves in a straight line in one go.

ZEBRA: {2,3}leaper.

17. Peter Wong



Lion + Jaguar e3 Maorider d4 Helpstalemate in 2 1/2 (2 ways each with 2 variations).

JAGUAR: moves on queen-lines towards another piece and stops on any of the intermediate squares.

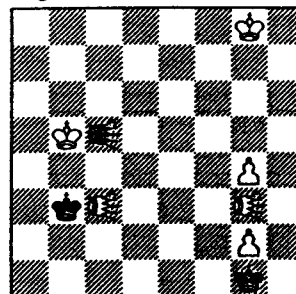
LION: moves on queen lines towards and over another piece and stops on any of the squares beyond it.

MAORIDER: makes a series of Mao moves in one go in a straight line. (Mao move is a knight move made as an orthogonal step followed by a diagonal step, and is blocked if the first part of the move is blocked.)

HELPSTALEMATE in 2 1/2: white makes 3 moves and black 2 moves.

2 WAYS with 2 **VARIATIONS:** there are two choices for white's first move, and following each of these black has a choice of two first moves (this is shown by the pattern 0.2.2.1.1.1).

18. George Jelliss



Overhoppers.

Two problems, whole board for each. Left: Helpmate in 4 (a) diagram,

(b) b5>f5, c5 >e5 Right: Helpmate in 5.

OVERHOPPER. Hops in straight lines, in any direction, over occupied squares only.

Please continue to send your Solutions/Comments/Originals to G.P.Jelliss, 99 Bohemia Rd. St. Leonard's on Sea, TN37 6RJ.

SOLUTIONS TO VC9

1. I.G.Richardson. (a) 1.Qf2 1...Ra2 2.Qg2 Rh-a8 3.Qxh1# 1...Rh2 2.Qb2 Ra-h8 3.Qxal# 1...Qh7+ 2.Qf5 Qa7 3.Qf1# (b) 1.e4 1...Qa2 2.e5 Qa2-h2 3.Qxal# 1...Qh2 2.Qh8 Qh2-a2 3.Qxh1# 1...Ra7 2.Qb2 Ra7-h7 3.Qd2# or Qb1#
2. I.G.Richardson. (a) 1.Nd8 h8=B 2.Rb8 axb8=Q (R>Q^) 3.Nf7 Qf8 4.Ne5 Bxe5 (N >B^) (b) 1.Rg8 hxg8=Q (+BPg7) 2.Nd8 Qxd8 3.g5 Qd6 4.g4 Qg3.

3. I.G.Richardson. (a) 1.Qb8 axb8=Q 2.Kb4 h8=B 3.BxB(Ral) QxB 4.Kb5 Qd4. (b) 1.Qb8 axb8=Q(+Pb7) 2.Kb4 f8=B(or Q)+ 3.Kb5 KxB 4.b6 Qa8.

4. V.Nebotov. (a) 1.Kd3 Gd2 2.Kd4 Gd3# (b) 1.Kf5 Qf7 2.Ke6 Gd5:: [G over K activates Q! K cannot capture because not backed up by any other black piece.] [E.B. finds multiple cooks: (a) 1.Kd5 Kc/e2 2.Kc4 Qb3. 1.Kf3/d3 Qf7 2.Ke2/c2 Qf5. 1.Kd3 Gd7 2.Kd4/c2 Qd5. (b) 1.bl=N/R G6f4 2.Kd3 Qc2. 1.bl=N Gd7 2.Kd3/4 Qd5. 1.bl=N Qf7/Qe6 2.Na3/Pc2 Qf5. 1.bl=N Qc4 2.Kd3 Ge2.]

5. V.Nebotov. (a) 1.Ka6 Rxc2 2.Ka5 Ra2# [E.B. finds cooks: 1.Ka6 Kc6 2.Q- Ra4 or 1.Q ... 2.Ka6.] (b) 1.Ka6 Kb5 2.Ka5 Rc5# [but Kb5 is selfcheck, so no solution.] (c) set: 0...*d3! 1.Kb6?(*c5!) sol: 1.Ka6! Kb5 2.Ka5 Rb4# (2...Rc5#??*c5!). [* indicates mated piece to be removed.]

6. V.Nebotov. tries: 1.Qe4? (2.Qbl#,Qb2#) c2! 1.Qa3+? (2.Qb2#, Qcl#) b2! 1.Qe3+? 1...Kbl 2.Qcl#

1...Kdl! Key: 1.Qxa7! (2.Qal#) [2.Qgl#? Rxc4(Bf1)!] 1...Be4 2.Qgl.

7.Er.Bartel. [Misprint: the Ph4 should be white.] 1.f8=N! Nc/exd7 2.Nxd7 all other N-moves answered by RxN. Try 1.Ra7? Ng6! [Three complete knight-wheels!]

8. Er.Bartel. 1.Ka4 Bc7 2.Rb3 e8=G. 1.Kc4 Ba7 2.Rb3 e8=NR. 1.Kc2 e8=C 2.b3 Cd5. 1.Ka2 e8=Z 2.b3 Zc5. [Star-flights by black K, fairy promotions by white.]

9. C.Poisson. 1.Kc2 threat f8=Q mate (A) Qd4 2.f8=R mate (B). Set play: 1...Qal 2.f8=Q and 1...Qdl 2.f8=R. Tries: 1.f8=R+?/Bc2? Qal! 1.f8=Q+?/Ba2? Qdl! 1.Na2? Bd4! [C.P. describes themes as: Banny (set play and promotion tries) Dombrovskis (set play and bishop tries), Le Grand (knight try and actual play) plus Urania.]

10. P.Roesler. 1-5.b8=B 6-7.Bgl 8-12.b8=B 13.Bh2 14-18.a8=R 19-20.Rg2 21-24.c8=B 25.Bh3

26-29.e8=N 30-31.Ng4 32-36.c8=N 37-39.Nf2 40-44.Kg3 45-49.e8=Q 50.Qe2+ for KxQ stalemate.

11. L.Salai. 1.Kb2 ba6(Pa2)/fg6(Pg2) 2.Rgl/Ral mate or 1.Rf4 threat Rfl gf6(Pf2)/Kh2 2.Rh4 mate. Tries 1.Rb4? cb6(Pb2) 1.Rc4? bc6(Pc2) 1.Rd4? cd6(Pd2) 1.Re4? fe6(Pe2) 1.Rg4? fg6(Pg2) 1.Rh4? gh6(Ph2). [E.B. notes dual: 1.Kb2 gf6(Pf2) 2.Rgl or Rh4 mate.]

12. M.Olausson. 1.bl=B Kf6 2.el=B++ Kg5 3.Bh8 Bg2(Pg7) 4.Bf2 Ba8(Ke8) 5.f3 Bf3(Pf7) 6.f5 Bg4 7.fg4(Bfl) Bd3(Pd7) 8.Kf7 Bb5(Pb7) 9.Bg6 Kg6(Bc8) 10.hg6(Kel)+ Kxf2 11.g5 Bxa6 12.Kg6 Bxb7 13.Kh5 Bxc8 14.g6 Bxd7 15.Qh6 Be8 16.Rh7 Kg3(Pg7) stalemate!

13. M.Olausson. 1-7.Kh8(Ral) 8-12.Kc4(Pc2) 13.Kc3 14.c4 for 000 stalemate. (b) 1-3.Kc4(Pc2) 4-8.Kh8 (B >Ral) 9-14.Kb2 for Kd2 stalemate.

THE 1st TOURNAMENT IN CHESS, CHINESE CHESS, SHOGI AND GO

Patrick Donovan writes:

On Sunday 18/ 1/ 93 there was an unusual sort of tournament held in Eastbourne. The three competitors were P. Donovan, D. Murphy, and L. Wooldridge. Each had to play 4 consecutive games against each of the other competitors, 1 each at:

- 1) Chinese Chess
- 2) Shogi
- 3) Go
- 4) Chess, (with Randomised Back Ranks).

Handicaps were used where appropriate. The games were played without clocks. A few games had to have a blitz finish and one game was not finished.

The overall results over 8 games each with the unfinished Shogi game between David and Patrick being notionally called a draw are....

D. Murphy 7/ 8
P. Donovan 5/ 8
L. Wooldridge 0/ 8

Editor: *Despite the haphazard organisation the tournament was interesting because all competitors are potentially strong players at all the games. It was agreed that the best game in the tournament was the*

Randomised Back Rank Chess game which was given in VC9. Here is another Randomised Chess game from the same event with notes by P.Donovan.

White: L.Wooldridge
RQNBBRNK
Black: P.Donovan
KNBRRBQN

The black rooks placed in the centre are strong whereas the white bishops are awkward there. White's trump is his rook facing the opposing king.

1.e3 d5 2.a4 e5 3.d3 Bd6 4.Nce2 g5 5.b4 f5 6.b5 f4?!

David Murphy suggested 6...Ng6 rather than this committal move.

7.e4 dxe4 8.dxe4 Ng6 9.a5 Nh4 10.f3

Rather better seems 10.Nec3.

10...Nxc2! 11.Kxc2 g4

David said that Black's sacrifice was strong, and White should seek to return the piece by Ng3 though Black would still be better.

12.Kh1 Qg6

David was very impressed by this obvious "quiet move" planning to double up on the "g" file.

13.Rf2?

This does not help White's plight at all. Look at the sorry disposition of his forces!

13...gxf3 14.Nc3?

A feeble move. Much better is 14.Nxf4 when 14...exf4 15.Bxf3 holds.

14...Rg8 15.Nxf3 Bh3

White's position is utterly hopeless so he resigned.

Vinciperdi

History

The modern rules of Vinciperdi were given in VC9. According to Major G.H. Verney in "*Chess Eccentricities*" the inventor of the game was Walter Campbell, and it was played at Boynton Lodge, Wiltshire in 1876. The game was known as "Take Me" Chess. There are two important differences in the rules compared to the modern game. The first is, that a pawn can only promote to a piece that has already been lost, (maybe Mr. Campbell had only one set). The second difference is, I quote, "if a player places one of his pieces in such a position that his opponent can take it, he can insist on his antagonist taking it by saying the words "Take me"; and the antagonist is bound to take the piece in the manner the player desires"; this appears to mean that if more than one piece is *en prise*, the player can choose which piece he wants taken; and presumably if for some reason he does not want any piece taken, he does not say "Take Me". There is no information about what happens when a position is stalemate.

Professor J. Boyer in "*Les Jeux D'Echecs Non Orthodoxes*" (1951) surmises that the game is much older, but gives no evidence in support. Mr. Ken Whyld in the second edition of his book '*The Oxford Companion to Chess*' says it was played much earlier and known as 'alla ganapierde'. In a letter to me he says the term may have been used more widely than just chess.

Philidor

In C.M. Carroll's book '*The Great Chess Automaton*' he reports a game between the machine and Philidor at the Academie des Sciences in Paris in 1783, I quote, "The day before the game Kempelen approached Philidor with a remarkable proposal: '.....It is....my only means of earning my living at present. Imagine then, what

it would be worth to me to be able to announce and publish in the newspapers that my automaton had defeated you.' Philidor..... acquiesced to this presumptuous proposal to the extent that he would allow the Turk to win if he played a strong game against him, for otherwise it would be obvious that he was not playing up to his usual strength. But the Turk did not play a strong game, and Philidor defeated it." In a footnote on page 97 of George Allen's book '*The Life of Philidor*', (kindly pointed out by Mr. Whyld), it states: "It was in like manner reported, (Twiss, *Chess*, vol.(1), p.188,) that Philidor had been beaten by Kempelen's Automaton, in 1783..... for Philidor, to favour the good baron's interests, played *alla ganapierde* - he tried to get beaten and could not."

But what was Twiss, (or Philidor), here referring to by the term *alla ganapierde*? The term literally means "in the manner of 'who wins loses'" in Spanish. This is given in the glossary of Christopher Becker's 1984 edition of Ercole de Rio's book '*The War of the Chessmen*'. This book was written around 1800, but not in fact published until this 1984 edition. Ercole de Rio was a contemporary of Philidor and in his book quite clearly in my opinion used *ganapierde* in the meaning of self-mate as applied to chess problems. For example on page 158 he says: "*Queste due Gana-pierde sono le piu semplici, e meno involute di Pezzi, che far si possano,*" which is translated from the Italian as "These two self-mates are the simplest and most economical possible." Two self-mate positions are given. So Twiss's report that Philidor had played *alla ganapierde* against Kempelen seems to mean only that he had played in the manner of 'a self-mate' problem.

Whyld disagrees

I would point out however that when I put this to Ken Whyld he did not agree with me. He said: "The del Rio (extract) is most interesting, but I have to say that I do not concur with

your assessment. I think he, (del Rio) was applying a game term to problems although the definition (given by Christopher Becker) does describe it as a self-mate rather than loss of all material."

To sum up

To sum up, here is my hypothesis. I believe that odd people may well have sat down and played a form of Losing Chess over the centuries, but the aim of the game could well have been to be self-mated. This no doubt led to unsatisfactory play so the game, (if played at all), would have been soon set aside. The object of the modern game of 'Losing Chess' is to lose all ones pieces, and *pieces en prise have to be taken*. Despite Professor Boyer and *alla ganapierde* Walter Campbell might well have invented the first form of *playable* Losing Chess, with his Take Me rule. (Again I must point out that Ken Whyld does not agree with this. His belief is 'that if Campbell did originate anything, it was the optional element').

According to an article by H. Kluever, (who championed the game in Germany), in *Schachspiegel* no. 9 1948, it had been studied in the *Dresdner Schachkalender* in 1901, and later in the *Deutsches Wochenschach* in 1924; and after this date in the *Chess Amateur*, and the *Fairy Chess Review* of T.R. Dawson.

A correspondence tournament was organised by H. Kniest of Frankfurt am Main to commence on the 30th November 1948. Two versions of the Rules of the game are given in the American publication "*The New Complete Hoyle*" (1947), although both differ from the rules of the game that was played in Germany, which are identical to those of today.

(The information in the last two paragraphs have been taken from Professor Boyer's book mentioned above).

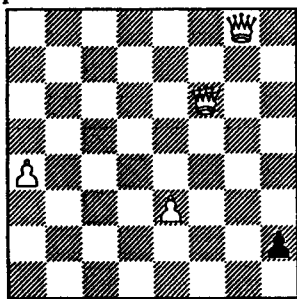
When the great upsurge in Italy in chess variants came in the 70s and thereafter, Vinciperdi, together with

(Italian) Progressive Chess were the two most popular games. The first Italian, (AISE), Championship was started in 1975, and won by R. Magari.

The Endgame in Vinciperdi

The endgame seems to be a neglected area in chess variants in general. In Vinciperdi there have been several problems published most of which have few pieces on the board; there have also been quite a few theoretical articles in "Eteroscacco" some of which touch on the endgame. I consider the endgame stage of Vinciperdi to be possibly the most interesting part of the whole game.

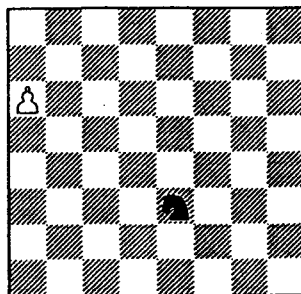
Captain Verney in "Chess Eccentricities" says: A curious feature in this game is that not until almost the last move can it be guessed which player will win; for it often occurs that when a player has only one Piece left on the board, his antagonist may by careful play cause this one Piece to take all his own Pieces which may be left." How true that is. Let us first look at the end of a game between Roberto Magari and Aldo Kustrin which was played in the 9th AISE Vinciperdi Final:



White's last move was 35.g8(Q), whereupon Black resigned. I follow the notes of the winner from "Eteroscacco".

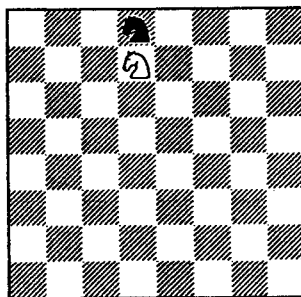
If 35....h1(Q) or (R), then 36.Qh4, (eg. 36....Qxh4, 37.e4 Qxe4, 38.Qf7 Qxa4, 39.Qa7 Qxa7#). If 35....h1(B), then 36.e4 Bxe4, 37.Qc6 and wins. If 35....h1(N), 36.Qg3 Nxc3 37.Qf1 Nxf1 38.a5 Nxe3 39.a6, the pawn promotes to a Knight, and White

wins.



Why does this win? Let us consider a few facts. When the white "a" pawn reaches the 8th rank and promotes to a Knight, the black Knight must be on a black square; as it is Black's turn to move, if one of those black squares is b6 or c7 then Black is forced to play Nxa8 and White wins. If it is some other black square, then Black's next move will place his Knight on a white square, the same colour square as the White Knight is on, squares that the White Knight cannot move to. Therefore Black can never win this position; or to put it another way, the only one who can win this position is White.

When the "a" pawn promotes to a Knight at a8 Black's Knight has the opportunity to be on many of the black squares. One line of play could be: 39....Nc4 40.a7 Na5 41.a8(N) Nb7, and after 42.Nb6 Black is forced to play 42....Nd8 when 43.Nd7 wins, because wherever Black plays White can place his Knight where it can be taken. This is a KEY POSITION.



It can be easily verified that wherever Black chooses to place his Knight prior to 41.a8(N) White can force the key position. For example, 39.a6 Nc2 40.a7 Ne1 41.a8(N) Nf3 42.Nb6 Nd4 42.Nd5 Nf3 43.Nf4 Nd2 44.Nd3 Nf1 45.Nf2 and wins. White would still win if the

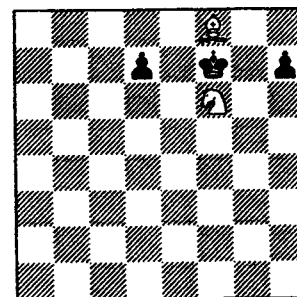
pawn were promoted to a Knight on c8, e8 or g8.

A general rule can be formulated thus: In the ending Knight versus Knight: if both the Knights are on the same coloured squares the player whose Knight is to move wins; if the Knights are on different coloured squares the player whose Knight is to move loses.

Let us return to the second diagram. White can reach a8 and promote in two moves. An interesting point is that when this happens if the black Knight were to be anywhere in the area bounded by the square "d1,d5,h1,h5", White could win by promoting his pawn to a Rook as well as a Knight. For example, 38....Nc4 39.a7 Ne5 40.a8(R) Nf3 41.Rf8, attacking the Knight, (note there must be at least two intervening squares between the pieces), and when the Knight moves the Rook takes its place and wins, (eg. 41....Nd4 42.Rf3). (In this example White could also win if his pawn were promoted to a King).

Finally at diagram 1 Black can also promote to a King. There would follow 36.Qg2 Kxg2 37.Qf2 Kxf2 38.a5 Kxc3 39.a6 and White wins by promoting to a Rook. For example, 39....Kd4 40.a7 Kc5 41.a8(R) Kd4, when the standard winning method is 42.Ra6 Ke4 43.Rc6 Ke3 44.Rc5 Kf3 45.Rd5 Kf2 46.Rd4 Kg2 47.Re4 Kg1 48.Re3 Kh1 49.Rf3 Kg1 50.Rf1 Kxf1#.

Here now is an instructive endgame study:



Dr. E.T.O.Slater - The Problemist, Fairy Chess Supplement, 1935

Black has a choice of two captures. One wins and one does not win. Let us try 1.Nxd7 first. There follows 1....Kxf8 2.Nxf8. Black now has a

choice. After 2....h5 3.Ne6 h4 4.Nd4 h3 5.Ne2 h2, White wins by 6.Ng1. After 2....h6 3.Ne6 h5 4.Ng5 h4, White can draw by 5.Nh3. Has he anything better than a draw? 5.Ne4, (instead of Nh3), h3 6.Nf2 h2 7.Ng4. Now it can be easily seen that if the pawn is promoted to a Q,R,N,or K, Black loses. So 7....h1(B) 8.Nh6 Bc6 9.Nf5 Bd5, and Black wins. White's Knight at move 7 can be placed on any white square on the board, (except h1!), and they all lose to a correct promotion by Black.

Let us now try the other capture - 1.Nxh7. There again follows 1...Kxf8 2.Nxf8, and once more Black has two choices. If he plays 2....d5, White wins in the same fashion as after 2....h5 previously, by sacrificing his Knight at e1. So Black plays 2....d6. There then follows 3.Ne6 d5 4.Ng5 d4 5.Ne6 d3 6.Ng5 d2 7.Ne4! d1(B), (everything else loses too), 8.Nd6! and wherever the Bishop moves the white Knight can sacrifice itself.

General Rules

Now for a few general rules in the endgame Piece versus Piece. Karl Fabel expounds these very well in his 1955 book "Rund um das Schachbrett". I would emphasise that these are general rules; obviously in many positions a player on the move could force the sacrifice of his piece whatever the two pieces were.

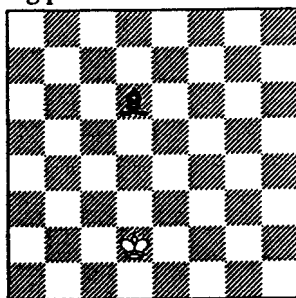
"The King wins against the Knight, makes a draw against a King or Bishop, and loses against Queen or Rook....The Rook and the Queen win by forcing the King into the corner until he runs out of moves.

The Knight is the weakest piece in the endgame; it loses against all the other pieces. If two Knights battle against each other, the one that is to move and is on the same coloured square as his opponent, wins.

The endgame 2 Pieces versus 1 Piece - as a rule the great majority of these are drawn; for example, King and Queen against King, and equally King with any other piece against King, also Queen and Knight against King, as well as Rook and Knight against King. Especially interesting is

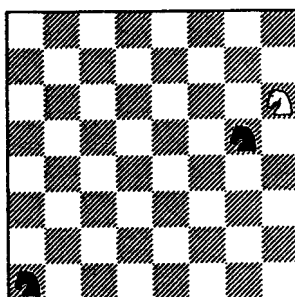
the play of 2 Knights against 1 Knight; in most cases it being drawn. But in Vinciperdi, "There is no rule without an exception."

I wish to add a few words to what Karl Fabel has written. The ending King versus Bishop is drawn, but the player with the King has to be careful. Mr. Fabel said the draw results from distant opposition. Consider the following position:



If White plays 1.Ke1, then Black wins by 1....Be5! But after 1.Kd1 he is alright, for after 1....Be5, White can play 2.Ke1. There could follow 2....Bb2 3.Kf2 Bf6 4.Kg2 Bg5, when White must play the King to either h2 or g1; 5.Kh1 loses after 5....Bh4.

Mr. Fabel stated that the ending 2 Knights against 1 Knight is mostly drawn. He gives the following study by F.Hansson. Black is to move and to win:



F.Hansson
- Fairy Chess Review, 1948

If 1....Nf7 2.Nxf7 and wins. Remember the rule! The solution is 1....Ne4 2.Ng4, (he is forced into a capture no matter where he moves), 2....Nf6 3.Nxf6 and it is Black who now wins because the Knights are on the same coloured squares and it is Black to move.

It is certainly difficult for the player with the two Knights to win this

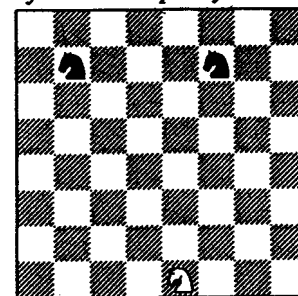
ending as a little experimentation shows. In practical play it is probably best for the player with the 1 Knight to keep it as near the other Knights as possible so as to hinder his opponent's plans, and of course only having the one piece to sacrifice he has winning chances of his own.

There is an interesting article by Geogi Evseev and Christian Poisson in the current issue of the French problem magazine 'Rex Multiplex' which covers this very endgame. The following rules are given - I quote:

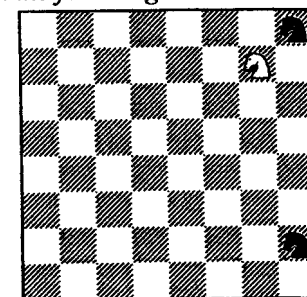
The side having the two Knights wins if he can offer up one of his pieces and after the capture the 'parity' is favourable. (That is to say both the opposing Knights are on the same-coloured squares. Our rule given earlier.)

The side possessing a lone Knight wins in one of the following cases:

- a) *He can deliver a fork.*
- For example in the following diagram White wins by 1.Nd3! threatening 2.Nc5 and 2.Ne5. After 1....Nc5\Ne5 2.Nxc5\Nxe5 White wins because he has the favourable 'parity'.*

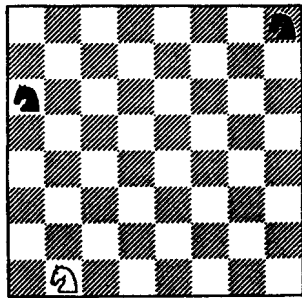


- b) *He is able to 'dominate' the two opposing Knights. In the following diagram, after 1.Nf5! whatever Black plays, the white Knight can offer itself up on the following move.*



In other cases the position is drawn.

Of course these rules are rather broad, and they can be difficult to apply to particular positions. For example, consider the following position.



G. Evseev - Bonn 1992

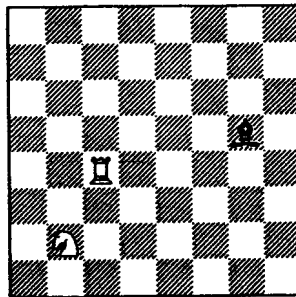
Is one of the sides winning, or is it one of the 'other cases'?

In fact this is a position that was found by a computer and White can force a win in 11 moves, (22 half-moves). This is given in the article from 'Rex Multiplex' mentioned above where it mentions that the complete analysis takes several pages. For that reason only the best moves of Black are given. I reproduce the analysis below:

- 1.Nc3! Nb8!
- All other moves lose immediately:
- 1....Nb4 2.Nd5 (or Na2) NxN
- 1....Nc5 2.Ne4 (or Na4) NxN
- 1....Nc7 2.Nb5 (or Nd5) NxN
- 1....Nf7 2.Ne4 (or Nb5) - fork
- 1....Ng6 2.Nd5 - fork
- 2.Nd1!!
- 2.Nd5? Nf7 =
- 2....Na6
- If 2....Nf7 3.Nf2 Nd8, then 4.Nd3 'dominates' the Black Knights.
- 3.Nf2 (or Nb2) Nc7
- 4.Nd3 Nb5
- Black is not able to play the Knight at h8.
- 5.Nc5 Na3
- 6.Ne6! Nc4
- 7.Nd4 Nb6
- 8.Nc6 Na4
- 9.Nb4
- Forcing Black to play the Knight at h8.
- 9....Nf7
- 10.Nd3 (fork)
- 10....Nc3
- 11.Ne5 Nxe5

White wins. It was certainly difficult to envisage that at move 1 conditions a) and b) applied, and led to a win for White, the possessor of the single Knight.

Other combinations of 2 pieces versus 1 piece can also lead to difficult play, and there have been several studies in this field. Here is one by Dr. J.Niemann. White is to move and win:

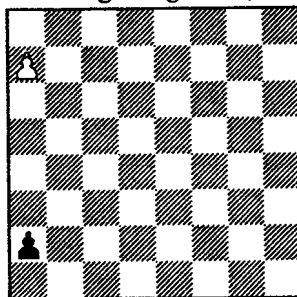


Dr. J. Niemann - Schachmatt, 1948

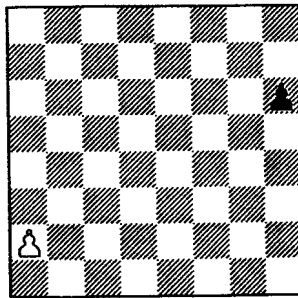
The solution is: 1.Rh4 Bxh4 2.Nc4! and wins.

* * *

Here following are two positions which bring in many of the points relating to endgames in this article. In the first position White is to move. Who is winning this game? (WP on a7).

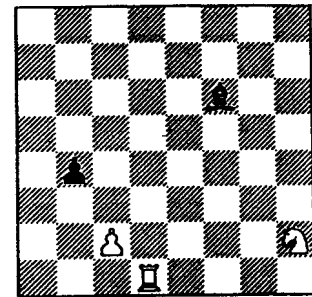


In the next position White is to move. What should his move be, and why?

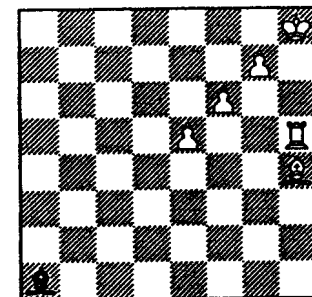


The full analysis of these positions will be given next time.

Finally here are two studies - White to play and win, solutions are at the bottom of this page.



W. Roese - 1923



I. Richardson - 1993

Correction. In VC9 it was stated that the first Vinciperdi study was taken from an article in "64" by E.Gik. This is no doubt true, but the actual study was composed by Fabel and Kluever in 1947.

The answer to this problem should read 1.Ke4! (If 1.Kg4 or Kf4, then 1....Qa6!) 1....Qd8! 2.Kd4!

Original articles, letters, and comments will always be welcomed from readers. It would be helpful if anything submitted for publication could be printed.

Vinciperdi Problem Solutions

1) 1.Ra1 Bxal
2.c4 bxc (ep)
3.Nf3! and wins.

2) 1.Bg5 Bxe5
2.Bh6 Bxf6
3.g8(N)! and wins.

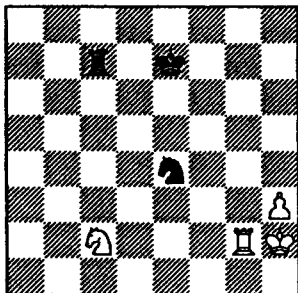
GAMES WORKSHOP

CHESS IN ORBIT

"100 Other Games to play on a chessboard", by Stephen Addison does not appear in the bibliography of Michael Keller's special issue of "World Game Review" on chess variations, nor in Alessandro Castelli's "Manual of Chess Variants".

An unusual variant from this book is "Quarter-Turn Chess" said to be devised by A.E.Farebrother.

Normal chess rules apply except that when a piece moves to one of the four central squares of the board either from one of the three other central squares or from elsewhere, the contents of these four squares make a quarter-turn clockwise. Therefore in the following diagram, White can fork his opponent's King and Rook by playing 1.Nd4.

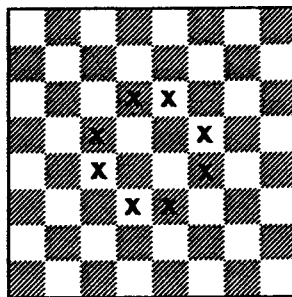


Michael Keller in WGR calls this variant 'Actuated Revolving Centre Chess', (ARC), and describes it as the oldest of the rotation chesses. He also mentions a variant where the area c3-c6-f3-f6 rotates, (4x4).

The idea of certain areas of the board being rotated is most interesting. In the science-fiction game "Buck Rogers, Battle for the 25th Century", the counters representing the planets are moved one space round their orbits at each game turn. Because each orbit, (circles), has a different number of spaces depending on how far the planets are from the sun, (eg. Mercury has 2, Venus has 4, Earth has 8, etc.), the connections between

the planets on the board are constantly changing. Let us transfer this concept to the chessboard.

Instead of the squares being 'turned' as in "Quarter-Turn Chess" when a piece-movement ends on one of the squares, the alternative is that certain squares are in constant orbit, so that at the end of each move those squares, (and the pieces on those squares), automatically shift around. The orbiting squares could be the 4, (or 16), central squares, but there can be other choices, so long as the orbiting pattern is symmetrical. Here is one I put forward; (I would suggest the movement be clockwise).



The orbiting squares could be marked in some way on the board. Any pieces 'in orbit' would shift around to the next square in the orbit at the end of a turn, when the move would be completed. This means, for example, that a piece on the orbit could only deliver mate *after* it has orbited. A player's King should be out of check when a turn, (including the rotation), is completed; the player's King could be placed or left in check, if the immediate rotation removes that check, (*these rules apply equally to Quarter-Turn Chess*).

I would point out that this variant is very much experimental. As Mr. Keller says, the number of possible variants of rotation chess is almost unlimited.

GAY CHESS

Here is a variant that comes out of the pages of "Eteroscacco" from 1982. The rules are as follows:

1) Normal chess rules apply, including Castling and e.p. capture, except:

2) King, Bishop, Knight, and Pawn are MALE.

Queens are FEMALE.

Rooks are HERMAPHRODITE.

3) The object is the capture of one King by the opposite King. Only a King may capture a King; but all pieces may check a King.

If the King cannot move out of check, the result is a Draw.

The two Kings may stand on adjacent squares because Kings do not check, but they may capture any piece that is not female, and they may remain adjacent indefinitely while other moves are being made.

A guarded King may not be captured.

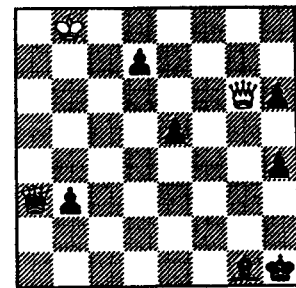
4) MALES may only capture or be captured by MALES or HERMAPHRODITES.

FEMALES may only capture or be captured by FEMALES or HERMAPHRODITES.

HERMAPHRODITES may capture or be captured by MALES or FEMALES only.

"Eteroscacco" reports that the first game of Gay Chess took place between Anthony Dickins and Markus Ott on 29th September 1981 and was a draw after 47 moves.

Here is a "Gay" mate in 10 moves by A.S.M.Dickins.



Solution:

Not 1.Qc6+? e4! or 1.Qg2+? draw.
1.Qe4+! Kh2 2.Qh1+ Kg3 3.Qg2+ Kf4 4.Qf3+ Kg5 5.Qg4+ Kf6 6.Qg6+ Ke7 7.Qf6+ Ke8 8.Qf7+ Kd8 9.Qe8+ Kc7 10.KxK and wins.

MARSEILLAIS CHESS

In VC9 in the obituary of Guiseppe Dipilato it was stated that he had topped his section at the First Heterodox Chess Olympics at Marseillais Chess. He also did well in other events in the same variation. Here is a selection of games.

Each player makes 2 moves. However if a player gives check on the 1st of his 2 moves he loses the 2nd move. A player in check must parry the check on his 1st move. A player may not put his King in check on the 1st move of his pair. If a King moves into a stalemate position on the 1st of his 2 moves the game is a draw. Capture on passant is possible if the pawn has moved 2 squares with the 2nd move of the series and the capture is made with the 1st move of the following series.

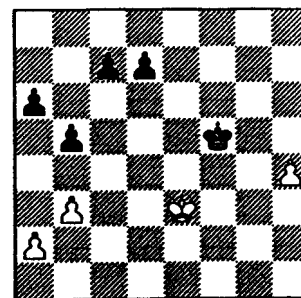
1st Olympiad
G.Dipilato-A.Castelli 1-0
Two Knights Opening

1.Nc3 Nf3; Nf6 d5 2.e4 e5; Bf5 Ng4 3.Ng5 Bb5+!; c6 cxb5 4.e6 exf7+; Kd7 Nc6 5.Ne6 Nxd8; Bxc2 Bxd1, (GD. Perhaps preferable is Nxf2 Nxd1), 6.Nxc6 Kxd1; bxc6 Nh6? 7.d4 Bxh6; b4 bxc3! 8.Bd2 Bxc3; Ke6 Kxf7 9.Re1 Re5; Ke8 Kd7 10.Rc1 Ba5; e6 Bd6 11.Rg5 Rxg7+; Resigns. (GD.Loss of material is inevitable.)

1st Olympiad
G.Dipilato-A.Pane 1-0
Two Knights Opening
1.Nc3 Nf3; b6 Bb7 2.d4 e4; Bxe4 Bg6 3.Ne5 Nxc6!?, (In an earlier game between the same players White played 3.Bd3 Bxc6), fxc6 d5; 4.Bg5 Bb5+!; c6 Nf6 5.Bxf6 Be5; Nd7 Nxe5 6.dxe5 Bxc6+; Kf7 Rb8 7.Ne4 Ng5+!; Resigns.

1st Olympiad
A.Pane-G.Dipilato
1.Nf3 e4; b6 g6? 2.Ng5 Bc4; Ba6 Bxc4 3.Nxf7 Nxd8; Be2 Bxd1 4.Ne6 Nxf8; Bxc2 Bxe4 5.f3 fxe4; Kxf8 e5 6.d4 0-0+; Ke8 Ne7 7.dxe5 Nc3; Rf8

Rxf1+ 8.Kxf1 Bd2; Nbc6 Nxe5 9.Ke2 Rf1; Nc4 Nxd2 10.Kxd2 Kd3; Nd5 Nxc3 11.Kxc3 Rf3; Ke7 Re8 12.Rh3 Rxh7+!; Kd6 Re5 13.Rh3 Rd3+; Ke6 Rc5+ 14.Kd4 h4; b5 Rc4+ 15.Ke3 b3; Ke5 Rxe4++ 16.Kf3 g3; Rd4 Rxd3+ 17.Ke2 Kxd3; g5 gxh4 18.gxh4 Ke3; a6 Kf5!



19.Kd4 Kc5; Kg4 Kxh4 20.a4 axb5; axb5 Kg5 21.Kxb5 Ka6; c6 Kf5 22.Kb6 Kc5; Ke6 Ke5 23.Kc4 b4; Ke4 d5+ 24.Kc5 Kxc6; d4 d3 25.b5 b6; d2 d1(Q) 26.Kb7 Ka8!; Kd5 Qa4+! 27.Kb8 b7; Kc6 Qa6 and wins.

NOTES FROM READERS

Malcolm Horne writes to say that the second Vinciperdi problem in VC9, (page 12), is solved in 5 moves not 6; 'Victories All the Way', (page 15), was reviewed in VC7 not by G.Jelliss but by M.Horne!

He also pointed out that there were a few notation errors in the Tsang-Hann Chinese Chess game on page 14. Move 19....Nxg3, (not Nxf3); 22.Rc9, (not Rc7); in the note after move 17 it is 17.Nxi4, (not Nxh4).

He thought that the 2 pages of problems was more appropriate than the previous half dozen or more.

Ian Richardson - I personally welcome the greater emphasis on Chinese Chess.

George Hodges - I read the Masukawa article with some interest. He is a very old friend of mine and we have spent many an interesting hour

here, in Europe and in Japan together. He is a most important Shogi historian and can be relied upon fully. P.Wong, (Australia) - More problems!

Mr.L.Richardson and Mr.M.Horne have both pointed out that sometimes I am unnecessarily formal with names.

In the Italy-UK Progressive Chess games, Malcolm Horne pointed out that in the game Buccoliero-Novak there was no need for pyrotechnics, as 5.Nf3 Ne5 Bd3 Bg6 Bxf7# is a very simple mate. He also spotted a slightly simpler end to Donovan-Rallo; Rook to c1 via h3, Knight to d4, then Bxf4#.

In the game Figura-Richardson, Patrick Donovan points out that White could have mated by 9.f4 f5 fxc6 g7 g6 Nf3 Nh4 Nf5 Bd5#.

Note: In the Stop Press on page 15 it is Simon Li, not as written.

USEFUL ADDRESSES

British Shogi Association -
N.P.Bobbin (Membership
Secretary)
83 High Street, Woudham,
Rochester, Kent, ME1 3KG.

Chinese Chess Newsletter C.K.Lai
12 Lagan House, Sumner Rd.,
London, SE15 5RB.

Chinese Chess News - etc! -
Malcolm Horne
10B Windsor Square, Exmouth,
EX8 1JU.

Eteroscacco A.Castelli
62010 Villa Potenza, Macerata,
Italy.

N.O.S.T. (Knights of the Square
Table) - Les Roselle
111 Amber Street, Buffalo, NY
14220 USA.

NEWS

SHOGI EVENTS

12 - 15th August 1993 - European Championships.

Contact: Oude Groenwoudseweg 162, 6524 WD Nijmegen, Holland

11th September 1993 - Royston Shogi Congress, (Shogi and Tori Shogi).

Contact: Phil Holland, 94 Green Drift, Royston, Herts SG8 5BT.

4 - 5th December 1993 - Kent Shogi - 10 Year Anniversary.

Contact Steve Campbell, 9 Ian's Walk, Seabrook, Hythe CT21 5TT.

CHINESE CHESS NEWS

'The Chinese Chess Newsletter' is a valuable source of information about future events. I pick the following items:

A continuous tournament has been started at the Community Centre, Gerrard Street, London, attracting many top players. Meet on Sunday afternoons - new players are always welcome.

Chinese Chess workshop and competitions etc. will be held on Saturday 21st and Sunday 29th of August 1993, (both in the afternoon), at the Victoria and Albert Museum. For more information contact Ms. Alice Wong, 071-938 8638 or 8636.

Malcolm Horne's Chinese Chess Postal Tournament, begun in late 1989, is closing down through lack of support. He will still help persons who want opponents for friendly games though.

A small telephone tournament, running from about October to December, will be organised if there is enough support.

Other items of interest:

The 'World Xiangqi Federation' has been founded. Mr. Henry Fok has been elected as President. Among the 8 Vice-Presidents are two from Europe: Dr. M.Naegler, (Germany), and Mr. Li Hongdai, (France).

Malcolm Horne may be producing a 4-page A5-size leaflet introducing Chinese Chess to Westerners. This should only cost about 10p - for the photo-copy.

U K Chinese Chess Championship 1993

This will take place on Saturday 4th September at 'Poons', Minster Pavement, Minster Court, Mincing Lane, London, (5 minutes from Monument LT Station).

The tournament will be a 5 round 'Swiss'. The rate of play will be 40

minutes per player to complete all his moves. Play starts at noon, (registration 11.45), and the finish will be around 7.50 pm. The prizes are generous, (eg. £40 first prize + trophy). Prizes and playing arrangements may have to be adjusted in the light of entries received.

Entry fee £5, (send to C.K.Lai - address elsewhere in magazine). Closing date for entries 31st August.

MIDDLE SHOGI MANUAL

by George Hodges

(An 88 page A4-sized booklet together with an 8 page supplement.)

After more than twelve months' of painstaking preparation this comprehensive survey contains all that is currently known about the greatest of all Shogi variants. It includes material for beginners and experts with sections covering the rules of the game, the handicap system, (including examples of how to play each handicap), the full scores of the six historical games dating from 1778 and hints on strategy. There are no less than 224 Middle Shogi mating problems dating from the seventeenth and eighteenth centuries and ALL are brought together here for the first time in one publication. All the given solutions, together with additional analyses are included: in addition the supplement contains suggested solutions to a number of hitherto unsolved problems.

This absolute mine of vital information will be a MUST for all Middle Shogi enthusiasts. This is a limited edition - only 250 copies will be produced.

Price including postage & packing:
Inland £22.50 Overseas £25.00
Make remittance payable to: George Hodges, P.O. Box 77, BROMLEY, Kent BR1 2WT, UK.

The above information was sent to me by George Hodges. The supplement sounds intriguing. If the solutions are only 'suggested' could it mean that the problems are still...well,... unsolved. The material sounds marvellous, however the price seems a bit steep for only 88 pages!

Mr. Hodges has also sent me his latest Shogi equipment catalogue, which as it is dated August 1992 means that the prices have not been increased despite the fall in the exchange rate of the pound following Black Wednesday, (or Golden, or whatever), last Autumn. It is an interesting publication in its own right

and there is background information on the goods he has for sale.

As well as selling conventional Shogi equipment, Mr. Hodges claims he is the only supplier in the world for the major Shogi Variants, and rule leaflets are also available. An interesting point is that because many of the pieces in the variants are the same, the extra pieces to complete the set of a further variant can be supplied separately. For example a Middle Shogi set has 92 pieces; to complete a Dai Shogi set, (which uses 130 pieces), means only purchasing another 38 pieces. Of course a new board must also be bought. Pieces can also be specially stamped which means I suppose one could invent an even bigger variant than the 354-piece Tai Shogi, or more usefully create piece designs one could understand if there is difficulty in visualisation of the oriental-style originals.

For a catalogue write to GEORGE HODGES - Address as above.

3RD CHINESE CHESS (XIANQI) WORLD CHAMPIONSHIPS Beijing 3-11th April 1993

The main results of this event were given in VC9. Here are a few more snippets of information.

The men's event had 76 participants and was run on the Swiss System over 9 rounds. The individual results of the English representatives were:

Liu Si Hinh	44=	4 points
C.K. Lai	71=	2 1/2 points

Germany had 12 participants, the highest scoring being Robert Huebner with 4 1/2 points in equal 35th position. The Italians had 5 participants, all westerners, the highest scoring Guberti Agostino in 60th position. The highest rated player on the European Elo Rating List, Dang Thanh Trung of France, was equal 13th with the good score of 6 points.

In the women's event, following the first-placed Hu Ming of China were second, Huang Yuying of Canada and third, Chang Hong of Australia.

MIND SPORTS OLYMPIAD

A full-page advertisement for the above was inserted in February's 'Chess'. This was to take place in London over two weeks in August. Among the 35 games featured were Chinese Chess and Shogi. To be put on the mailing list one had to write to a P.O. box number in London. Everyone I know who has written has received no reply. It might be termed a 'dead duck'. I have confirmed that the above 'event' has no connection with the London Chess Festival which is being held at the same time as 'The Times' World Chess Championship in September.