

Scottish Correspondence Chess Association

Magazine No.113

Spring 2011

- **ICCF Grading List 2011/2**
 - *George summarises the Q2 statistics*
- **Whither CC?**
 - *Articles by Peter Bennett and Uwe Beckemann*
- **CD Reviews**
 - *Bernard reviews the latest ChessBase DVDs*
- **Games Column**
 - *Bernard supplies more annotated games*
- **Book Review**
 - *Iain looks at Tim Harding's latest volume*
- **International Update**
 - *George covers new events and games*

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Photograph from National Museums Scotland



Spring has finally sprung hereabouts, so a warm welcome to issue 113 which is packed with good articles and games!

George Pyrich analyses the second ICCF rating list of 2011 and has done his spring-cleaning by removing a few inactive entries.

We feature two interesting articles linking correspondence chess and computers. In the first, Peter Bennett takes a hard look at the prospects for CC. In the second, Uwe Beckemann is more relaxed about things over in Germany.

Bernard Milligan's Games Column catches up on contributions he didn't have space for last time and includes well-annotated offerings from Alan Borwell, David Cumming and Richard Beecham.

Bernard's CD/DVD Review Column features the King's Indian, QGD and a couple of tactical trainers.

I've penned a review of Tim Harding's latest publication 'Correspondence Chess in Britain and Ireland, 1824-1987'.

George Pyrich has provided a comprehensive international round-up, including the announcements of Veterans' World Cup 4 and the new European Postal Cup for teams. Also featured are entertaining games from members Ian Marshall and Raymond Burrige.

Following the onset of friendly international matches against Hong Kong, Finland and Cape Verde, we have now started two more with France and Romania. These should keep us busy for the remainder of the year.

Elsewhere, we are represented in the Thor Løvholt Memorial, the ICCF 2011 World Championship, Postal Olympiad 19 and Direct Entry 5th anniversary events. We also expect to enter the 9th European Team Championship, due to start in July.

After a few teething issues in January, all our domestic events are now happily well under way.

We've set our AGM date as 5th June in Perth and hope to see some of you there. As last year, we have a vacancy for secretary, so please let us know if you can help.

SCCA Membership

Annual: £10/year buys you entry to all SCCA domestic events and friendly international matches, plus 4 quarterly e-magazines.

Life: £100 gets you annual membership for the rest of your days (plus a year's worth of printed magazines to try out).

Patron: £125 (+ any further donation you care to make) gets you life membership and your name on something commemorative.

SCCA Webserver Events



<http://www.iccf-webchess.com/>

To view tables and games in the SCCA Webserver Open, Championship Cycle and Leagues, you don't need to register on the ICCF server - go to the website (above), click Tables and Results, then National Federation Events then Scotland Events.

Some games have a time delay, e.g. current position is 5 moves ahead of what you can see.

Recent 100 Club Winners

2011	1st	2nd
March	J Anderson	S G McKenzie
February	I Mackintosh	R W M Baxter
January	G W G Livie	C Dowell

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AGM 2011

This year's AGM will be held on Sunday, 5th June 2011 at 4pm. The venue is once again 7 Tullylumb Terrace, Perth PH1 1BA.

We'll be pleased to see you there if you can manage along. If you'd like to participate, but can't get to the meeting, we can offer the opportunity to participate in a Skype conference call. We've used this technology successfully for our committee meetings, so a link-up is feasible.

Please get in touch with Iain at president@scottishcca.co.uk if you'd like to use this service – he can arrange a test call before the meeting.

Agenda

1. Apologies
2. Minutes of Previous AGM and Matters Arising
3. President's Remarks
4. Secretary's Report
5. Treasurer's Report
6. International Secretary's Report
7. Election of Office Bearers
8. Appointment of Auditor
9. Subscriptions and Fees
10. AOB

Opening Master



Opening Master
Official
Chess Database
Sponsor of
S.C.C.A

Our sponsorship period with OM ended on 31st January, the date having been generously extended by the supplier.

20 of our members received free access to OM platinum products during the preceding 13 months.

The range and quality of the OM databases is extremely good, covering both OTB and CC collections, with top-level and general categorisations.

We'd like to thank Opening Master for their service and support throughout.

SCCA Secretary

Colin Macgregor is unable to continue as secretary this year due to his many commitments, so we are once again looking for someone to fill the vacancy. The main parts of the job are:

1. Primary contact point for outside bodies, queries, etc
2. Organise & minute committee meetings (3 fairly fixed in Jan/Feb; May/Jun and Aug/Sep, with others as needed)
3. Organise domestic events to start in Jan; appoint & liaise with TDs; organise trophies & medals at season-end
4. Other admin as needed

The busy period is Dec/Jan which may appeal to candidates looking to avoid shopping trips and visiting relatives. The remainder of the year is fairly light.

It is possible to share some elements of the job across committee, though we do require a designated secretary to be appointed.

If you can help, please get in touch with Iain at president@scottishcca.co.uk prior to the AGM.

SCCA on Facebook

Your unprincipled editor has now succumbed to the all-pervasive Facebook [*mostly to spy on his children – Ed*] and has created an SCCA page.



Imaginatively entitled 'Scottish Correspondence Chess Association', the page contains news items and general chat. The idea is to complement our website rather than replace it, so lengthier website items are referenced by links.

Facebook is a rich source of chess players at home and abroad, so plenty of opportunity for you to consolidate friendships begun through playing CC.

The SCCA page can't be your friend, but if you visit it, be sure to 'Like' it!



2011/2 Grading List

By George Pyrich

The second ICCF grading list for 2011 has been published and the new grades are based on 3 months' results from 1 December 2010 to 28 February 2011. The grades will apply to internationally graded games starting between 1 April and 30 June 2011.

Several players have been deleted from this list due to inactivity. Full grades have now been obtained by Raymond Burrige, Roland Fraser and Ian Jamieson.

You need to complete 12 ICCF-eligible games to obtain a provisional rating (* below). Provisional ratings apply until 30 games have been processed. Rating changes are denoted by arrows. Email grader@scottishcca.co.uk if you have any queries.

No.	Name	Results	Grade	No.	Name	Results	Grade
318	Almarza Mato, C	511	2016 ↓	503	Livie, G W G (IM)	194	2337 ↓
518	Anderson, G M	188	2328 ↑	264	Lloyd, G	424	2301 ↓
121	Anderson, J	194	1779 ↑	337	Loughran, R	104	1555 ↓
049	Armstrong, A	120	1873 ↓	367	MacDonald, P H	39	1952 ↔
313	Armstrong, J McK	132	1668 ↑	584	MacGregor, C A	275	1907 ↑
511	Beecham, C R (IM)	332	2502 ↓	532	Mackintosh, I (IM)	483	2372 ↓
599	Bell, A D	78	2353 ↑	216	MacMillen, A N	476	1801 ↓
501	Bennett, P G	77	2220 ↑	457	Mahony, J	18	1460 ↔ *
431	Binnie, J	26	1617 ↓ *	566	Marshall, I H	306	2073 ↓
022	Bird, A G E	10	0 ↔ *	434	Matheis, T (IM)	154	2442 ↑
509	Borwell, A P (IM)	747	2205 ↑	083	Maxwell, A	45	2183 ↔
427	Brooksbank, Dr K	56	1860 ↓	591	May, M A	78	2283 ↔
215	Brown, Dr A C (SM)	206	2318 ↔	352	McDonald, G R	79	1921 ↔
424	Burrige, R J	30	1796 ↑	525	McKerracher, D	4	0 ↔ *
458	Burton, C	16	1611 ↔ *	412	McKinstry, J	45	1592 ↓
435	Cairney, J	22	2082 ↔ *	409	Miller, S	28	1720 ↔ *
423	Calder, H	96	2055 ↔	401	Moir, P J	90	1609 ↑
173	Cook, W M	67	1909 ↔	438	Montgomery, J	10	0 ↔ *
364	Coope, D W	455	2095 ↓	598	Montgomery, R S	171	2295 ↑
247	Cormack, W H	47	1965 ↓	338	Morrow, J	10	0 ↔ *
527	Craig, T J (SM)	339	2360 ↑	564	Murray, J S	26	1959 ↔ *
166	Cumming, D R	446	2271 ↓	440	Neil, C	57	1747 ↑
422	Dawson, Prof A G	54	2209 ↓	453	Newton, A	23	1785 ↓ *
422	Dawson, J	8	0 ↔ *	429	O'Neill-McAleenan, C	71	1956 ↔
572	Dempster, D	578	1861 ↑	444	Paine, Dr K A	96	2216 ↑
595	Domnin, M	6	0 ↔ *	1012	Paulin, A	27	2024 ↑ *
371	Edney, D	148	1922 ↓	379	Phillips, G H	211	2110 ↔
372	Flockhart, H	25	2122 ↔ *	432	Price, D	104	2016 ↓
459	Fraser, R A	34	1934 ↑	048	Pyrich, G D (IM)	751	2237 ↓
086	Gillam, S R (SM)	123	2340 ↔	343	Rawlinson, J	10	0 ↔ *
124	Goodwin, B J	125	2007 ↓	136	Reeman, I F	127	2306 ↔
445	Graham, S	268	2309 ↓	437	Roberts, A	140	1747 ↓
399	Grant, J	22	1755 ↓ *	398	Rough, R E	29	1880 ↑ *
327	Hammersley, C R	18	1753 ↑ *	522	Savage, D J	74	1956 ↔
596	Hardwick, M E	144	1370 ↑	449	Scott, A	46	1871 ↔
063	Harvey, D	74	2036 ↔	454	Sheridan, N	12	1535 ↔ *
515	Jack, J P E	26	1772 ↔ *	439	Smith, M J	29	1885 ↔ *
447	Jamieson, I M	32	2025 ↑	1125	Spencer, E A	12	1877 ↔ *
322	Jessing, M	26	2111 ↔ *	448	Sreeves, C	15	1918 ↑ *
1126	Kelly, J	12	1728 ↑	546	Stewart, Dr K W C	126	2098 ↑
415	Kerr, A	10	0 ↔ *	442	Swan, I	55	2394 ↔
548	Kilgour, D A (GM)	291	2354 ↔	1120	Taylor, W	19	2094 ↑ *
260	Knox, A	59	1674 ↔	1121	Thomson, D	4	0 ↔ *
1117	Laing, D	16	2113 ↑ *	452	Toye, D T	44	1699 ↓
419	Lees, J A	83	2055 ↔	065	Young, S M	52	1859 ↓
256	Lennox, C J (SM)	155	2273 ↔				

Statistical Analysis

Total listed	91
New entrants	1
Deletions (inactive, lapsed or non-members)	14
Full grades (30+ games)	62
Provisional grades (<30 games)	29
Grading increases (↑)	26
Grading decreases (↓)	26
Grading static (↔)	39

Top 30 Grades

Beecham, C R (SIM)	2502	May, M A	2283
Matheis, T (IM)	2442	Lennox, C J (SM)	2273
Swan, I	2394	Cumming, D R	2271
Mackintosh, I (IM)	2372	Pyrich, G D (IM)	2237
Craig, T J (SM)	2360	Bennett, P G	2220
Kilgour, D A (GM)	2354	Paine, Dr K A	2216
Bell, A D	2353	Dawson, Prof A G	2209
Gillam, S R (SM)	2340	Borwell, A P (IM)	2205
Livie, G W G (IM)	2337	Maxwell, A	2183
Anderson, G M	2328	Phillips, G H	2110
Brown, Dr A C	2318	Stewart, Dr K W C	2098
Graham, S	2309	Coope, D W	2095
Reeman, I F	2306	Marshall, I	2073
Lloyd, G	2301	Calder, H	2055
Montgomery, R S	2295	Lees, J A	2055

Top 30 Games Played

Pyrich, G D (IM)	751	Phillips, G H	211
Borwell, A P (IM)	747	Brown, Dr A C (SM)	206
Dempster, D	578	Anderson, J	194
Almarza-Mato, C	511	Livie, G W G (IM)	194
Mackintosh, I (IM)	483	Anderson, G M	188
MacMillen, A N	476	Montgomery, R S	171
Coope, D W	455	Lennox, C J (SM)	155
Cumming, D R	446	Matheis, T (IM)	154
Lloyd, G	424	Edney, D	148
Craig, T J (SM)	339	Hardwick, M E	144
Beecham, C R (SIM)	332	Roberts, A	140
Marshall, I H	306	Armstrong, J McK	132
Kilgour, D A (GM)	291	Reeman, I F	127
MacGregor, C A	275	Stewart, Dr K W C	126
Graham, S	268	Goodwin, B J	125

Other Notes

This list includes a number of our members who are registered with other countries, and members who have played <12 games and have yet to receive a provisional rating. Players registered as SCO with ICCF, but who are not SCCA members, have been filtered out.

To check your rating online at any time, go to the ICCF webserver site (<http://www.iccf-webchess.com/>), click on the Rating list link then complete the search boxes.

The main ICCF website (<http://www.iccf.com/>) allows you to download a free program which allows you to analyse your previous and future rating performance.

Go to ICCF Ratings on the main menu then click on the Download Eloquery link. Various zip files are available, containing the program, ratings database, historical and tournament data.



Correspondence Chess The Final Challenge

By Peter Bennett

[Ed: In this hard-hitting article, life member **Peter Bennett**, a regular writer for several correspondence chess magazines over the last fifteen years, details his criticisms of the contemporary correspondence game. The article was first published in the Finnish magazine *Kirjeshakki* and we thank editors Heikki Arppi and Martti Mujunen for allowing its reproduction here.]

The days of correspondence chess (affectionately known as “CC”) are numbered. Only CC flat-earthists would deny this. So the “final challenge” to which I refer in the title of this article is whether the CC game can be brought to a colourful and dignified conclusion, like a dying swan, or whether it will collapse in an unholy mess, as I fear it will. Over the years I have had very few scripts rejected by CC magazine editors; but this is one which they would not even consider, because it will be seen as altogether too critical.

I should first explain my background. I started playing OTB in 1952, CC in 1965 and kept a foot in both camps until 1979 when I gave up all forms of chess – for sixteen years, as it turned out. When I restarted, in 1995, I played only correspondence chess; but I am currently embarking on a return to regular OTB in 2011, as a retirement project, after 32 years in the OTB wilderness – a tough challenge indeed.

Yet the challenge now facing the correspondence game is even tougher. In an article entitled “The End of a Wonderful Journey”, published in Correspondence Chess (the BCCA magazine) in 2002, I announced my retirement from competitive correspondence chess, that is, I intended to continue to play but only in what are known as “friendly” tournaments. The reason was the advent of the chess computer, which had created a situation in which those who were willing to invest a great deal of money in the game were, in effect, buying success against those with more modest equipment, irrespective of their fundamental playing abilities. With the loss of the “level playing field”, the game was becoming worthless.

In a second article, submitted to another CC publication, I had argued that CC gradings had effectively become meaningless, because they were actually measuring the performance of player + computer packages, not the players themselves. Predictably, that script was rejected, although I stand by the claims I made in it.

But my 2002 prediction – that the CC game would simply die – has not yet proved correct. What then happened is that strong computer programmes rapidly came down in price, such that we now have an increasing proportion of CC tournaments in which computers are permitted and, inevitably, everyone is using them. So something that at least approximates to a level playing field has been restored. Nor has the advent of the computer completely destroyed our enjoyment of the game. The role of the human brain in “modern” CC is much reduced but still highly significant;

and, on this basis, I returned to competitive CC tournaments in 2007, admittedly with mixed success.

In the long run – probably within ten years, as chess computers improve their mastery of chess strategy – the CC game will die on that account. The computer is like the chronic, untreatable cancer which will kill it off in the end. The current challenge, however, is that CC has two (entirely treatable) acute illnesses, which could finish it off before the cancer does.

The first acute illness is in-fighting. Broadly speaking, there are three groups of active CC players: about 40% who use computers and openly admit it; another 40% who also use computers but who either deny this or refuse to discuss it; and 20% who resolutely refuse to use computers at all and dismiss all those who have them as “cheats”. This has created a very undignified scrap.

The “modern” players (i.e., those who openly embrace the computer), tiring of silly CC club politics, have largely defected to webserver tournaments, and left their diehard colleagues to squabble among themselves in traditional CC clubs, whose memberships and tournament entries are consequently – and rapidly – collapsing. For example, the BCCS, which not long ago had a membership of over 200 and a fine magazine, Chess Post, has already disappeared, ten years earlier than necessary. As a former member and regular contributor to its magazine, I find that tragic. Other CC clubs with an equally proud history, are bound to follow; and little is being done to arrest the decline.

The second acute illness is the total failure of the CC community to find the right “tempo” for the modern CC game; and this is the issue over which I am currently locked in disagreement with the CC powers-that-be. I seem to be virtually alone in my advocacy of “brisk” play.

As in any sport, CC has both its rules and its conventions. The conventions are the unwritten rules, patterns of behaviour which are adopted either because they make sense or because they become habitual, for whatever reason. In the 1970s, when CC was mainly played by post, it was generally accepted that, whenever possible, you played your moves by return and made liberal use of conditional continuations, both to reduce the cost of stamps for both players, and to keep games moving as fast as possible. Thus, when I played in the inaugural postal swiss tournament of the Scottish CCA in 1975-7, we completed four rounds in less than two years, just five months being allowed for each round, with very few adjudications.

Such a format would be unthinkable, today. When I came back to CC in the middle 1990s, I found that these conventions had changed radically, in the interim. In a kind of mimicry of master play, the postal game, even at club level, had become tediously slow.

In this respect, the rules had not changed; but the known inconsistencies in the postal service were being increasingly used as a “cover” for slow play. Players would often claim that most of their moves took four or more days in transit, whereas we all knew that the postal service, although now slower, was not as bad as that.

The advent of electronic mail provided a superb opportunity to accelerate the pace of correspondence play; but the opposite has happened. Postal chess, down the years, has mainly been played with the time allowance of 10 moves in 20 playing days. The organisers of email CC, from the outset and for no very good reason, adopted the convention of 10 moves in 40 playing days, double the conventional allowance for postal play, whereas the typical time allowance for webserver chess is 10 moves in 50 days, in master play even 60 days. Furthermore, the “true” amount of available playing time is much higher than these figures suggest: the time is only counted in complete days used, such that a reply within 24 hours of receipt of a move does not use any playing days at all; pairings notices are often sent out weeks ahead of the official start date, such that players can be well ahead with their games before the clock starts ticking; and most players zip through the opening moves fast, anyway.

In view of these factors, players can use the extremely generous time allowances to build up a huge cushion of unused playing time. For example, in the webserver games I currently have in progress, I have an average of over 100 days of unused playing time in each game.

In spite of the complete lack of any pressure to keep the play moving in webserver chess, there is a lobby from some ICCF member countries to increase these time allowances still further, based on the argument that players need even longer (than in the past) to outplay their opponents’ strong computer programmes.

To my mind, the collective failure of the CC community to retain any sense of urgency about getting both games and tournaments finished detracts greatly from the enjoyment of the game. What we now have is what I would call a discourse of morbid perfectionism, the implicit theory being that, the longer you spend over each move, the higher the standard of your play.

In the end, however, the standard of a game in any form of chess is contingent on the quality of a player’s judgement of chess positions; and this in turn requires practice, a lot of it. So I worked out a long time ago that, given a limited amount of available time for CC analysis, I would develop much faster as a player through a larger number of briskly-played games than a smaller number of tortuously slow ones. In the past, most of my CC opponents would have agreed with that proposition; but, today, the anal-retentive perfectionists are in the ascendant and, in their hands, I predict that the CC game will die out much faster than it really needs to. I once put this point in limerick form in the now defunct Chess Post:

You’re terribly busy, you say
But you mean you’re reluctant to play.
Consequently, I fear,
With four moves a year,
Your games will just wither away.

There is another reason why I advocate brisk CC and this relates to the fundamental nature of the game itself. Inscribed on the box containing my very first chess set was the legend: “Chess: a game of strategy.” As a child I often thought about what this meant and I am glad that I did. If strategy involves formulating a plan and following it through to a conclusion, then a sequence of moves in a chess game needs to show this sense of connectedness. In other words, there needs to be continuity in the play. This is relatively easy to achieve, OTB, because it is not difficult to retain a conscious hold of strategic ideas for a period of just a few hours. But how is this continuity sustained in a correspondence game? In only two ways, is my conclusion from the experience of over 900 CC games: either by playing briskly or by adopting a ‘professional’ approach.

Brisk play is achieved when both players respect the old-fashioned convention of playing their moves by return whenever possible. For example, I recently completed a 65-move game in less than three months, which is eminently possible with electronic communication; and such a pace allows both players to keep actively in mind the strategic ideas they are pursuing for the duration of the game. It is also a very enjoyable way to play ‘friendly’ CC.

The ‘professional’ approach – as used by those of master strength and some stronger club players – is equally effective but much more time-consuming. It involves minutely recording every variation you have analysed, not only to give continuity to your strategic ideas but also to avoid having to duplicate the same analytical work three or four weeks later, by which time you will only have partial recall of your original work on the position. In serious postal tournaments, in the past, I often had a file with up to 200 pages of analysis on a single game.

Perhaps surprisingly, however, fewer than 25% of active CC players today still play briskly; whereas I can equally infer from the discontinuities in their play that as many as 70% of my opponents fail to record very much analysis either. They get away with it because they are using strong computers and they treat each position in which it is their turn to move as a discrete problem position. In other words, slow play without intensive recording of analysis has the effect of undermining continuity and reducing the standard of strategic thinking which goes into the games, the very aspect of modern CC which still gives the human brain a significant function.

The consequence is clear to see: faced with opponents who never make serious tactical errors, given the level of computer support, and lacking a strategic overview of their own game plan because there is no longer any urgency about the speed of play, they become unable to develop winning chances. I recently viewed a couple of CC tournament crosstables in which 90% of the results were draws. To me, that is sheer farce.

In this situation too, in the minds of many players, the near impossibility of winning games against those of comparable playing strength renders each loss a near disaster. This, in turn, leads to some questionable, if not downright unsporting, tactics. In the past, in a typical postal game lasting, say, eight months, if you were going to win in the end, you would actually have reached the point of being confident of victory by about the sixth month. In current webserver games, that is still true of the 50% of opponents who resign when they know that they are losing. The others don't. It is quite common now, in an eight-month game, to know that you are winning by about the second month (which is over half distance, in terms of the number of moves played, given the typically brisk opening play), the final six months simply being spent waiting for your opponent to resign.

At the time of writing I have 22 webserver games in progress. In six, I already have winning positions. I know that; my opponents know that; but will they resign? Some will, some won't. The ones that won't may even take advantage of the very generous time limits to drift their games very slowly into defaulting on time, rather than openly admitting defeat. It is scarcely necessary to add that this kind of tactic takes the fun out of the game.

My solution is to speed the whole thing up: faster play – much faster play - would bring back both the sense of continuity and a feeling of vitality which is currently lacking and, by virtue of that, improve rather than reduce playing standards. OTB chess met the challenge of the pace of modern life, first by dispensing with adjournments and later through the development of allegro tournaments. Cricket invented the one-day game, and later the 20-20 format. CC needs such an injection of pace and energy, if it is to survive at all.

Now I know, if this article ever gets into print, that there will be howls of protest from those who claim that the kinds of speeds of play I am advocating for CC – a return to 10 moves in 20 playing days, for example, or 100 playing days for a whole game – will reduce the quality of the games because move selection, being “hasty”, will also be superficial, the very antithesis of what correspondence play is supposed to be about. My response to this is to say that such an analysis misses the whole point of what “brisk” play is about. The usual reason I can play a CC move by return is that, far from thinking superficially, I have planned that particular response to my opponent's move weeks in advance, evidence in itself that I am thinking strategically. It is my sluggish opponents who can be labelled tacticians rather than strategists; and the reason they cannot respond by return is that they only start thinking about their reply after they receive my latest move. A great many CC players, relying too heavily on computers, deal with all their games on a move-by-move basis, thus rendering their own play chronically disjointed.

Furthermore, in many tournaments, adjudication dates have been abandoned altogether which, in turn, means that a single unfinished game can delay the completion of a tournament by many months. I recently played in a seven-player all-play-all tournament. I concluded the fifth of my six games in March 2010, the sixth and last in June. But the *SCCA Magazine* 113

tournament will go on for another year or more because some of the players are (a) very slow, (b) reluctant to agree results, and (c) taking advantage of the lack of an adjudication date. As a participant who, as it happens, scored 50%, I have already lost interest in the event. By the time it has actually finished I will even have forgotten the names of the other players. The total lack of any kind of drama, which one associates with the participants in any sport sharing a common conclusion (as in a weekend OTB congress), leaves me frequently with a “so what?” feeling when the whole thing finally ends, not with a bang but with the tiniest of whimpers.

Various points made in this article can be illustrated by the following games. The first is an example of both brisk play and the way the human brain still has a role, even when both players have a computer. My opponent is actually better equipped than I am, because not long ago he kindly sent me a discarded chess engine as a hand-me-down.

White: Peter Bennett
Black: Richard Ward
BCCC Candidates 2010-11

1. e4	c5
2. Nf3	Nc6
3. d4	cxd4
4. Nxd4	g6
5. Nc3	Bg7
6. Be3	Nf6
7. Bc4	Qa5
8. O-O	O-O
9. Bb3	d6
10. f3	Bd7
11. Qd2	Rfc8
12. Rad1	Ne5
13. Rfe1	a6
14. f4	Neg4
15. h3	Nxe3
16. Qxe3	e6
17. e5	Ne8
18. Ne4	



18... **d5?!**

Tempting, but strategically wrong here, as it fixes White's strong square on e5, which subsequently becomes a pivot for his king-side attack. Even so, the weakness of this move may not immediately show up in computer analysis.

19. Ng5	Nc7
20. c3	h6

21.Ngf3 Qb6
 22. Rd2 a5
 23. Bc2 a4
 24. a3 Nb5
 25. Bd3 Nxd4
 26. Nxd4 Bf8

Now, White's kingside attack gets underway.

27. g4 Be7
 28. Rg2 Kh7
 29. h4 Bc5
 30.h5 Rg8
 31. Rh2 Kg7
 32. hxg6 fxc6
 33. f5 exf5
 34. Kh1 Bxd4
 35. cxd4 Qe6
 36. Bxf5 gxf5
 37. gxf5 1-0



The other curious thing about this game is that it was completed on 6 October 2010, just 34 hours after the start time for the tournament, on 5 October. The game had actually taken just over three weeks, however, as the pairings notices had been sent out ahead of schedule. Even so, I don't believe that the speed of play detracted in any way from the quality of the game; and I would certainly include it in my "50 best games" collection. My opponent, in 2005, had held an ICCF ELO of 2418 and at no point in this game could any of his moves be described as an obvious tactical error.

The second game is very different. Out of respect for my opponent, who lives in England, I have omitted to give his name.

White: Anon
Black: Peter Bennett

1. d4 Nf6
 2. Nf3 e6
 3. c3 c5
 4. Bg5 h6
 5. Bxf6 Qxf6
 6. e4 Nc6
 7. e5 Qd8
 8. Nbd2 cxd4
 9. cxd4 d5
 10. a3 Qb6
 11. Qb3 Nxd4
 12. Nxd4 Qxd4
 13. Bb5+ Kd8
 14. Nf3 Qb6
 15. Qa4 a6
 16. Bd3 Qxb2
 17. O-O Bd7
 18. Qd1 Qc3
 19. Qe2 Bxa3
 20. Rfb1 b5
 21.Nd2 Ke7
 22. g4 Rhc8
 23. h3 a5

24. Kg2 b4



I showed this game and position to an OTB club colleague and asked him to guess (a) whether this was an OTB or CC game, and (b) in either case, my opponent's grading.

His answers, predictably, were that it was probably OTB (because a CC opponent would have resigned, long since, given that White is three pawns down without any compensation) and, his play being so inept, his ECF grading would be less than 120. In fact, it is a CC webserver game and, while there is the expected disparity in CC grading (ICCF, W – 1793, B – 2172), White's OTB grading is ECF 187. This may astonish some OTB readers, but it supports my theory that CC play is sometimes much poorer in quality than OTB. In fact, each move played by White is superficially plausible; but he was playing slowly, less than one move a week in the middle game. In this, and in a previous game I have played against the same opponent, I have seen no strategic continuity because I don't believe he records his analysis at all. As a barrister might say, I rest my case.



49. vsk — PÄÄTOIMITTAJA HEIKKI ARPPI

Tässä numerossa mm.:

- 187 Pääkirjoitus
- 188 Kuukauden kynä
- 190 Pentti Palmo täytti 75 vuotta
- 191 Ilka Saimen ja menestyskseen
- 196 Panu Laine hallitukseen
- 197 Kipalutominia
- 201 Liikemän osasto
- 209 Kirjeshakkisommeleima
- 211 Panu Laineella Warburton
- Memonalissa loppu läheilla
- 213 Taloustarvio 2011
- 214 Avausteonaa
- 220 ICCF:n Elo-lista
- 225 Sisällysluettelo 2010

Kirje SHAKKI

Itävallan kansalaisuuden saanut turkkilainen Tare Hamarat kantoi päiväsaun ICCF:n kongressista Turkin Kemerisissä. Sivut 188-189. Kuva: Esko Neulainen

Suomen Kirjeshakkiliitto ry —
 Finlands Korrespondenschackförbund iF
 (ICCF:n jäsen)

Kirjeshakkiliiton kotisivu:
www.kirjeshakki.fi



[Ed: I'm grateful to returning member Siegrun Macgilchrist for pointing out this article, and to Uwe Beckemann for giving permission to use it. It was published in *SchachZeitung*, March, 2011, and forms part of a series. This mag is aimed at ordinary players and illustrates the relaxed view taken on computers and consultation in German CC. I hope my translation from the original German maintains the sense of it.]



The article in the previous issue is continued with the following recommendations:

Don't simply make computer moves!

Note: in CC all aids are generally permitted, including engines like Fritz, Shredder & Rybka. Don't let yourself be led astray by letting your engine make all the suggestions and play your moves! Firstly, you'll never learn anything this way; secondly you'll never achieve lasting success because engines don't by a long way find the best moves; thirdly you can guarantee sometime you'll lose your desire to play CC. Or can you put yourself in the "pre-computer" situation of receiving the CC moves of a granny through your letter-box!

If you have neither the time nor desire to occupy yourself with an opponent's move, then take more time over your reply rather than let your engine work it out without your involvement!

Understand how to profit from your aids!

Note: your playing strength will improve most if all your qualified aids work together. In the first place, use your intelligence and understanding, then come books, electronic aids, databases and engines.

How can this understanding be brought into use?

a. Openings. Here (say) you can ask the following question: how would you respond to your opponent's move if you were seated at an OTB game? What does the literature recommend and how is the suggested line justified (and/or how are the alternatives refuted)? Confirm the evaluation of the games database, the book line, or explain the statistics for a different variation.

b. Middlegame. Here an engine is particularly useful because of its calculation capacity. How was it with the simple variations? Analyse the position by yourself after you receive your opponent's move: what are the candidate replies and why? Start an engine, e.g. Rybka. What does it recommend and how does it evaluate your candidates? Play the position against the engine. Return to the initial position and start a second engine, e.g. Stockfish, and run it in parallel. With experience, you can see how suggested moves diverge. Compare the suggested moves against your own assessment, choose a candidate and play it against both engines. Repeat this until you are happy you've reached an understanding. Before too long, you will feel that you are seeing things more clearly. Return to the start position and decide objectively on your reply.

c. Endgame. Here there is the possibility to use tablebases. Include a key position of your own making and see whether the desired outcome can be reached. How can these theoretical positions be brought to the board?

But these are all examples...

Take your CC problem to a club evening!

Note: what do your club friends make of your position? Collective analysis can throw light on the problem!

Analyse your completed games!

Prepare a later commentary while you analyse the current position using notes and computer analysis while things are in your mind. Pull together openings questions, strategic and tactical aspects and the themes from your literature. Answer these questions as a minimum:

- Who stands better after the opening and why?
- What were the decisive turning points and how did they come about?
- Was your evaluation during the game different to the outcome and, if so, why?
- Why did the game end with this or that outcome?

[In the next instalment, this journey provides concrete examples of how to increase your chances against an opponent by preparing against his opening choices. The ability to prepare in a qualified/systematic way for an opponent increases your prospect of success in CC as well as OTB.]



**A Modern Way to Play the King's Indian
by Dejan Bojkov**



The Zürich Interzonal of 1953 and the marvellous annotations of David Bronstein changed our understanding of the KID. From a second-class opening, it became one of the most aggressive and dangerous setups for the second player. Back in those days players tended to develop their queen's knight to d7. Later a more central approach came into fashion and the knight found a good square on c6. Current practice though, has revealed that there is one more good square for that piece - the a6 one. From this new outpost the knight is heading for the centre without obstructing its own bishop. Bulgarian GM Dejan Bojkov is one of the true supporters of such a development. In this DVD you will find a repertoire based on flexible development whenever possible, and an explanation of some strategic nuances of the KID. The author shares with you a lot of novelties that he had prepared throughout his study of the lines. Video running time: 5 hours.

**Chess Expertise Step by Step Vol. 1:
Unexpected Tactics
by Efstratios Grivas**



Tactics in chess are sequences of moves which limit the opponent's options and may result in a tangible gain by force. They are usually contrasted with strategy, in which advantages take longer to be realised and where the opponent is less constrained in his choice of reply. Tactics are an essential part of chess, since even purely positional games may contain certain moments where one cannot do without sharp calculations. The fundamental building blocks of tactics are forks, skewers, batteries, discovered attacks, undermining, overloading, deflection, pins and interference. This DVD covers important sections of this field and helps to understand in depth the proper handling of (unexpected) tactics in certain cases. We will examine how to achieve (or to avoid) mate on the back rank, the strength of the 'dancing' knights, how to sac the queen near the opposing king, how to march with the king,

how to use efficiently the f4-break and finally how to make sacrifices to gain the initiative. As Nigel Short once said, 'Modern chess is too much concerned with things like pawn structure. Forget it - checkmate ends the game!'

**Tactics - from Basics to Brilliance Vol. 1
by Valeri Lilov**



Tactics! This is what you need to become a really good player fast! Using his innovative approach to teaching tactics, FM Valeri Lilov provides a comprehensive review of the most important themes concerning tactics. Tactical motifs, themes, and techniques are among the core concepts explained in the present DVD. Furthermore, this DVD, focusing on tactics theory and combinational thinking, will enhance your tactical vision and abilities by teaching pattern recognition, the assessment of positions, calculation techniques, combinational themes and ideas, as well much more. The over-extended pawn, x-ray, and piece overloading are only a few of the many tactical motifs which FM Valeri Lilov demonstrates through spectacular masterpieces, leaving lasting impression in the viewer's mind. FM Valeri Lilov goes beyond teaching plain theory and will show you his most effective tactical techniques to enable you to master the magical world of chess combinations! Video running time: 5 hours 30 min.

**The Queen's Gambit Declined
by Andrew Martin**



The Queens Gambit Declined, Orthodox Variation is an opening choice for Black which will never be refuted. It perhaps has an unjust reputation of being solid and passive, but this all-new ChessBase DVD will challenge that perception. Basing his Black repertoire on the Cambridge Springs variation, Andrew Martin takes you on a tour of classic games, showing how Black may conveniently sidestep the dangerous lines with Bf4, whilst retaining good chances and providing comprehensive coverage of the lines where White captures early on d5. This is a repertoire which will suit all levels of player. Video running time: 4 hours 23 min.



Games Column

by Bernard Milligan

Hi everyone. With the new season now underway, I hope you are all well and enjoying you're games.

Due to lack of space there was only one game in the last issue. This has meant that for the first time in many years I have a good number of games to choose from for this issue. A couple from Richard Beecham and quite a few from David Cumming. However since we haven't heard from the greatest worker on the Magazine I am starting with a couple of games from Alan Borwell.

At the moment of writing this I don't know how many pages Iain wants so despite the high quality of the other games it will be a last minute choice as to which games follow Alan's. I will be holding back the other games for further issues of the Magazine.

Gunter Henrich Memorial

White: Hans-Jurgen Isigkeit
Black: - Alan Borwell,
Nimzo-Indian Defence [A00]
[Annotator Alan Borwell]

- 1.d4 Nf6
- 2.c4 e6
- 3.Nc3 Bb4
- 4.e3 b6
- 5.Nge2 Ne4
- 6.Bd2 Nxd2
- 7.Qxd2 O-O
- 8.a3 Be7
- 9.Nf4 d6



{See Chiburnadnitza-Adams 0-1}

- 10. Bd3 c6
- 11. O-O Nd7
- 12. Rfd1 Qc7
- 13. h3 e5
- 14. Nfe2 f5
- 15. b4 Nf6
- 16. a4 a5

16... a5 17. b5 c5 18. dxe5 dxe5 19. e4 f4

- 17. b5 c5
- 18. dxe5 dxe5
- 19. e4 f4
- 20. Nd5 Qd8
- 21. f3 Nh5
- 22. Qc3 Bd6
- 23. Bb1 Ra7
- 24. Qd2 Rd7
- 25. Ra3 Rff7



25... Rff7 26. Rd3 Bb8 27. Bc2 g5
28. Bb3 Ng7 29. Qb2 Ne6 30. Ba2 Nd4
31. Bb1 h5 32. Ba2 g4 is the plan

- 26.Rd3 Bb8
- 27.Nc1
- 27. Nc1 g5 28. Ne2 Ng7 29. Qc3 Ne6 30. R3d2 h5 31. Bd3 Rg7 32. Bc2 Nd4 33. Nxd4 cxd4 34. Qb3 Rdf7 35. c5 bxc5 36. Bd3 g4 37. Bc4 Kf8

27... g5
28. Qb2



28. Qb2 Ng7 29. R3d2 Ne6 30. Nd3 Nd4
31. Ba2 Bb7 32. Nf2 h5 33. Bb3
Bc7 34. Qc3 Qe8 35. Bc2 Qe6 36. Kh1
Rg7 37. Bb3 Rh7 38. Kg1 Rdg7 39. Rc1
g4 40. fxc4 hxg4 41. Nxc4 Rxc4 42. hxg4
Qh6 43. Rxd4 exd4 44. Qh3 Qg5 45. Qf3
Be5 46. Rf1 d3 47. Nxf4 Bd4+

28... Ng7
29. R3d2 Ne6

- 30. Bd3 Nd4
- 31. Be2 Rd6
- 32. Nd3 Qe8
- 33. Qc3 Bc7
- 34. Nf2 Bd8
- 35. Rb1 h5
- 36. Rf1



36. Rf1 Rh7 37. Bd1 Rdh6 38. Qb2 Qg6 39. Nd3 Qg7 40. Nf2 g4 41. hxg4 hxg4 42. fxc4 Bh4 43. Rd3 Bg3 44. Nh3 Bxc4

36... Rh7
37. Bd1

37. Bd1 Rdh6 38. Qb2 Qg6 39. Nd3 Qg7 40. Kh1 g4

37... Rdh6
38. Qa3

38. Qa3 Qg6 39. Nd3 Qg7 40. Nxc5 (40. Nf2 g4 41. fxc4 hxg4 42. Bxc4 Bxc4 43. Nxc4 Qxc4 44. hxg4 Rh1+ 45. Kf2 Bh4+ 46. g3 Bxc3+ 47. Qxc3 fxc3+ 48. Kxc3 Rxf1 +-)
40... Be7 41. Nxe7+ Qxe7 42. Be2 g4±

38... Qg6
39. Qa2



(39. Qa2 {the key moment in the game. Now the decision is either Qg7, g4 or Be6 - not an easy choice. Firstly, to consider} Qg7 {So after 39.....Qg7} (39...

g4 40. fxc4 (40. Rxd4 cxd4 41. c5 Kg7 42. fxc4 hxg4 43. Nxc4 Rxh3 44. gxh3 Rxh3 45. Rxf4 Rg3+ 46. Kh2 ({no better is}) 46. Kf2 Bh4 47. Kf1 exf4 48. Nxf4 Qg5 49. Ne6+ Bxe6 50. Qxe6 Qf4+ 51. Nf2 Qxf2+ 52. Kxf2 Rg6+ 53. Kf3 Rxe6) 46... Rd3 47.Nf2 Qh6+ 48. Kg2 Bh3+ 49. Kh2 Bf5+ 50. Kg2 exf4 51. exf5 Rg3+ 52. Kf1 Qh2 53.Qc4 Qg1+ ({even better maybe is}) 53... Rg1+) 54. Ke2 f3+ 55. Kd3 Qf1+ 56. Kxd4 Qxf2+ 57. Ke5 Qe1+ 58. Kd6 Qxd1 59. cxb6 f2 60. b7 f1=Q 61. Qxf1 Qxf1 62. b8=Q Rd3 63. Ke6 Qe2+ 64. Qe5+ Qxe5+ 65. Kxe5 Kf7 66. Kd6 Rd4 67. Kc6 Rc4+ 68. Kd7 Rxa4 69. Kxd8 Rd4 {wins}) 40... hxg4 41. Rxd4 cxd4

42. c5 42. Nxc4 Bxc4 43.Bxc4 Rf7 44. c5 bxc5 45. Bf5 Qd6 46. Qc4 Bg5 47. Rf2) 42... Kg7 43. Nxc4 Rxh3 44. gxh3 Rxh3 45. Rxf4 Rg3+ 46. Kh2 Rd3 47. Nf2) (39... Be6 {an advantage of playing this before advancing g4, is that if White sacrifices the exchange on d4, Black can recapture with the c-pawn and in White advances to c5, his knight is pinned. Also Blacks e-pawn protects f4 so that the pawn in not loose after g4 advance} 40. Qa3 g4 (40... Qg7 41. Rd3 g4 42. fxc4 hxg4 43. hxg4 Qh8 44. Nh3 Bd7 45. Re1 Qg7 46. Nf2 Bh4 47. Rh3 Bxf2+ 48. Kxf2) 41. fxc4 hxg4 42. Rxd4 cxd4 43. Nxc4 Bxc4 44. Bxc4 Rf7 (44... Qxe4 45. Bf3 Qc2 46. Rc1 Qg6 47. Bg4 d3 48.Rd1 e4 49. Nxf4 Qf6 50. Nd5 Qd4+ 51. Kh1 Rf7 52. Qc1 Kg7 53. Bc8 Bh4 54. Bg4 Bg3 55. Qa1 Qxa1 56. Rxa1 Rhf6 57. Nxf6 Rxf6 58. Kg1 e3 {wins}) 45. Qd3 Qd6 40. Rxd4 exd4 (40... exd4 41. Qe2 Re6 42. Nd3 Re8 43. Qd2 Rh6 44. Kh1 Bb7 45. Kg1 Bc7 46. Qe2 {and although exchange up, it is difficult for Black to achieve a break through} h4 47. Nf2) 41. Re1 Re6 42. Nd3 Rhh6 43. Kh1 Re8 44. Qf2 Bc7 45. Bb3 Bb7 46.Qd2 Rf8)

39... **Be6**
40. **Rd3** **g4**



40... g4 41. fxc4 hxg4 42. Nxc4 Bxc4 43. Nxf4 exf4 44. Rxd4 Bf6 45. Rd8+ Bxd8 46. Bxc4 Qxe4 47. Qd2 Qe3+ 48. Qxe3 fxe3 49.Rd1 Bf6 50. Bf3 Kg7 51. Rd7+ Kf8

41. **fxg4** **hxg4**
42. **Nxc4** **Bxc4**
43. **Bxc4** **Qxc4**

a conclusive Q sacrifice ! (43... Qxc4 44. hxg4 44. Nxf4 exf4 45. Rxd4 Rxh3 46. Rxd8+ Kf7 47. Rd7+ Qxd7 48. gxh3 Qxh3 49. Qg2 Rg7 50. Rxf4+ Kg8 51. Qxc4+ Kxc4 {winning}) 44... Rh1+ 45. Kf2 Bh4+ 46. g3 fxc3+ 47. Kg2 Rh2+ 48. Kg1 Rxa2 49. Nc3 Rc2 50. Rxd4 exd4 51. Nd5 Ra2 52. e5 Rh6 53. Rf5 Rg6 {wins} 0-1



Gunter Henrich Memorial
White: Alan Borwell
Black: Marcio Barbosa de Oliveira
Sicilian Defence [B00]
[Annotator Alan Borwell]

1.e4 **c5**
2.Nf3 **Nc6**
3.d4 **cxd4**
4.Nxd4 **Nf6**
5.Nc3 **e5**
6.Ndb5 **d6**
7.Bg5



See Nakamura-Shirov 2010 1-0

7... **a6**
8.Bxf6
8.Bxf6 gxf6 9.Na3 f5 10.Nc4
8... **gxf6**
9.Na3 **f5**
10.Nc4 **fxe4**
11.Nxe4 **Nd4**



11...Nd4 12.Ne3 Be6 13.c3 d5 14.Qh5 dxe4 15.Qxe5 Rg8 16.Rd1
12.Ne3 **Be6**
13.c3 **d5**
14.Qh5 **dxe4**
15.Qxe5 **Rg8**
16.0-0 **Bg7**
17.Qxe4 **Qa5**
18.Qxb7 **Rc8**
19.Bc4 **Rxc4**
20.Nxc4 **Ne2+**



20...Ne2+ 21.Kb1 Nxc3+ 22.bxc3 Bf5+ 23.Ka1 Bxc3+ 24.Nb2

21.Kc2 **Qa4+**
22.Qb3 **Qxc4**
23.Qxc4 **Bxc4**
24.Rhe1 **Bf6**

The critical moment. Now there are several moves to consider
25. b3, g3, Rd6 or Rd2 [24...Bf6 25.b3 a) or 25.Rd6 Ke7 26.Rc6 Bb5 27.Rc7+ Kd6 (27...Kf8 28.Rc8+ Kg7 29.Rxc8+ Kxc8 30.g3 Kg7 31.f4 Kg6 32.Kd2 Kh5 33.a4 Bc4 34.Rxe2 Bxe2 35.Kxe2 Kg4) 28.Rxf7 Ke6 29.Rxh7 Rd8 30.Rh3 Kf7 31.Rf3 Kg7 32.g3 Bg5 33.Rd1 Rc8 34.Rd5 Bh6 35.Rd6=; b) 25.g3 Kf8 26.Rd2 Nxc3 27.bxc3 Rg7 (27...Kg7 28.Rd6 a5 29.Rb1 Ra8 30.Rdb6 Bd8 31.R6b2 Be6) 28.Rd6 Rg6 29.f4 Rh6 30.h4 Bxa2 31.Rxa6 Be6 32.Ra8+ Kg7 33.Ra5=; 25...Be6 26.Rxe2 Rxc2 27.Rd6 Rxh2 28.Rxa6 h5 29.b4 h4 30.b5 h3 31.b6 Kd7 32.Ra7+ Kc8 33.Kd3 Kb8 34.Rb2 Be5 35.Ra5 Bf5+ 36.Kc4 Be6+ 37.Kd3=]

25.Rd6 **Rg6**
26.Rb6



26.Rb6 a5 27.g3 Ke7 28.a3 h6 29.Kd1 Kd7 30.Rxe2 Kc7

26... a5
 27.g3 Bg7
 28.Rxg6

28.Rxg6 fxg6 29.Kd2 a4 30.Rxe2+ Bxe2
 31.Kxe2 a3 32.bxa3 Bxc3 33.Kd3 Be1
 34.f4 h5 35.Kd4 Bf2+ 36.Ke4 Kf7 37.Kf3
 Bc5 38.h4 Bxa3 39.g4 hxg4+ 40.Kxg4
 Ke6 41.h5 gxh5+ 42.Kxh5=

28... hxg6
 29.Kd2

Offered a draw - declined

29...a4

29...a4 30.Rxe2+ Bxe2 31.Kxe2 a3
 32.bxa3 Bxc3 33.Kd3 Be1 34.f3 Kd7
 35.Ke4 Kd6 36.g4 Kc6 37.f4 Kc5 38.g5
 Bd2 39.f5 Bxg5 40.fxg6 fxg6 41.Kf3 Bd2
 42.Kg4 Kb5 43.h4 Ka4 44.h5 g5 45.h6
 Kxa3 46.h7 Bc3 47.Kxg5=

30.Rxe2+ Bxe2
 31.Kxe2 a3
 32.bxa3 Bxc3

32...Bxc3 33.Kd3 (33.f4 Ke7 34.g4 Bf6
 35.a4 Ke6 36.Ke3 Bd8 37.Ke4 f5+ 38.Kf3
 Kd5 39.Kg3 Ke4 40.h4 Bc7 41.h5 Bxf4+
 42.Kg2 fxg4 43.hxg6=) 33...Be1 34.f4
 Kd7

a) 34...f5 35.Ke2 Ba5 36.Kf3 Kd7 37.g4
 Bd8 38.Kg3 Be7 39.h4 Ke6 40.h5=; b)
 34...Ke7 35.Ke2 Ba5 36.Kf3 Ke6 37.g4
 Bd8 38.Ke4 f5+ 39.gxf5+ (39.Kf3 Kd5
 40.a4 Kc4 41.h3 Kb4 42.Ke3 Bb6+
 43.Kd3 Kxa4 44.Kc4 Be3 45.Kd5 Bxf4
 46.gxf5 gxf5 47.Ke6=) 39...gxf5+ 40.Kd4
 Bc7 41.Ke3 Bd6 42.a4 Bc7 43.h4 Kf6
 44.Kd4 Bxf4 45.a5 Bb8 46.a6 Kg6
 47.Ke3 Kh5 48.Kf3 Ba7 49.Kg3 Kh6
 50.Kf3=; 35.Ke2 (35.Ke4 Ke6 36.g4 f5+
 37.Kf3 Kd5 38.a4 Kc5 39.h3 Kb4 40.Ke2
 Bg3 41.Ke3 Kxa4 42.gxf5 gxf5 43.h4
 Bxh4 44.Kd4 Bf6+ 45.Kd5 Ka3 46.Ke6)
 35...Ba5 36.Kf3 Ke6 37.g4 Bd8 38.a4
 Kd5 39.g5 Ba5 40.h4 Ke6 41.Kg4 Bd2
 42.a5 Bxa5 43.h5 Bc3 44.a4=

33.Kd3 Be1



Normally it is better to place defender to

place pawns on the opposite colour of the bishop. However, the key to this ending is to eliminate the 2 black pawns. As the Black King must be able to look after the White Q-side pawns, White must try to fix the Black pawns on White squares so that they cannot be defended by his bishop and if the Black King goes to Q-side, then White King can capture his remaining pawns to secure the draw. Therefore, the best move here would seem to be f4 (followed by g4/h4 and then h5, when at least one pawn must be exchanged and even h6 etc. could become possible!)

34.f4

Maybe another simpler idea is 34.f4 Bf2
 35.Ke4 Bg1 36.h4 Bf2 37.Kf3 Be1 38.f5
 gxf5 39.h5 Kf8 40.h6 Kg8 41.Kf4 Kh7
 42.Kxf5 Bxg3 43.Kf6 Kg8 44.h7+ Kxh7
 45.Kxf7=

34... Kd7
 35.Ke2 Ba5



Draw offer received and accepted
 [35...Ba5 36.Kf3 Ke6 37.g4 Bd8 38.Ke4
 f5+ (38...Be7 39.h3 Bh4 40.a4 Be1 41.a5
 Bxa5 42.h4 Bd8 43.h5 gxh5 44.gxh5 f5+
 45.Kd4 Bc7 46.h6 Bxf4 47.h7 Be5+
 48.Kc4 Kd6 49.a4 Kd7 50.a5 Kc7 51.a6
 Bg7 52.a7 Kb7 53.a8Q+ Kxa8 54.Kd3
 Kb7 55.Ke3 Be5 56.h8Q Bxh8 57.Kf4=)
 39.Kf3 Kd5 40.a4 Bh4 41.a5 Kc6 42.h3
 Kb5 43.Ke3 Bf6 44.Kf3 Kxa5 45.Kg3
 Kb6 46.h4 Kc5 47.h5= both Black pawns
 are liquidated] 1/2-1/2



WS/M/279, 2010

White: Jozef De Meye (1934)
 Black: David R Cumming, (2276)
 Sicilian Defence [B97]
 [Annotator D R Cumming]

1.e4 c5
 2.Nf3 d6
 3.d4 cxd4
 4.Nxd4 Nf6
 5.Nc3 a6
 6.Bg5 e6

7.f4 Qb6
 8.Qd2 Nc6
 9.0-0 Qxd4
 10.Qxd4 Nxd4
 11.Rxd4 Be7
 12.Na4 Bd7
 13.Nb6 Rd8
 14.Nxd7 Nxd7

14...Rxd7 15.Be2 h6 16.Bh4 Nh5
 17.Bxh5 Bxh4 18.Rhd1 Bf2 19.R4d3 Ke7
 20.Kb1 Rc8 21.Bg4 Rc4 22.Bf3 g6 23.b3
 Rcc7 24.Be2 Rd8 25.g4 Bc5 26.Rh3 Rh8
 27.Kb2 Rcc8 28.a3 Rcd8 29.b4
 Kramnik,V (2777)-Svidler,P (2747)/Wijk
 aan Zee 2004/OM 2.02/1-0

15.Bxe7 Kxe7
 16.Be2N

16.g3 h6 17.Be2 g5 18.Rhd1 gxf4 19.gxf4
 Nf6 20.Rb4 Rd7 21.Bf3 Rb8 22.Rb6 Kd8
 23.Rbx6 Rxd6 24.Rxd6+ Kc7 25.e5 Nd7
 26.Kd2 Rg8 27.Ke3 Rg1 28.Bxb7 Nxe5
 29.fxe5 Kxb7 30.Rd7+ Kc6 Reutsky,S
 (2302)-Kostopoulos,E (2152)/Plovdiv
 BUL 2008/OM 2.02/1/2-1/2

16... e5
 17.fxex5 Nxe5
 18.Rhd1 g5



19.g4?! Rhg8
 20.h3 Rg6

Now I plan to pressurise the h-file with my Rook, assisted by my Knight, and White is forced onto the defensive.

21.Kd2 Rh6
 22.Rh1 Rd7
 23.Rb4 Rh4!

This blockades the h-pawn, "fixing" the weakness on h3, as White is weak on the dark squares, his light-squared Bishop is not of any help there.

24.Rb3 Ke6
 25.Ke3 Rc7
 26.c3?!

Advancing the c-pawn one square to

defend it, but wouldn't the move 26/Kd2 be more in keeping with the position? Defending the c-prawn with his King and leaving the 3rd rank open for his Rook's protection of h3 from his Rb3.

26... Ng6
27.Bf3 b5
28.Ra3 Rc6



Notice that White's Rook on a3 is cut off from the action in the centre and Kingside, isolated, contained, and nullified where it is on a3!

29.Kf2 Ne5
30.Be2 h5!

Opening up Black's 5th rank for his Rh4, and initiating the process of dissolving White's pawn phalanx on h3/g4.

31.gxh5 Rf4+
32.Ke3 Rc4!
33.Kd2

33.Bxc4+ Nxc4+ 34.Kd3 Nxa3 35.bxa3 Ke5 And White's pawns are all isolated, rich pickings for the endgame!!

33... Rxe4
34.Kd1 Rf2
35.Re1 Rh2
36.Bg4+ Kd5
37.Bc8 Rf4
38.h6?! Nc4!+



39.Bb7+?

White HAD to protect his h3 pawn with his Bishop, and possibly play 39/Bg4 to

try to make a serious effort to lock my Rooks out of the h-file and promote his advanced h-pawn! Having said that, Black has a winning combination in that case. 39.Bg4 Nxb2+ 40.Kc1 Nd3+ 41.Kd1 Rb2 42.Be2 Nxe1 43.Kxe1 Rh4 44.Rxa6 Rxb6+

39... Kc5
40.h7 Rh4
41.Re8 Nxa3
42.h8Q Rxb6
43.Rxb8 Nc4
44.b4+ Kb6
45.Bf3 f5!
46.Rh7 a5
47.a4 d5
48.Rh6+ Kc7
49.axb5 Ne3+
50.Ke1 a4
51.c4 g4
52.Rh7+ Kd6
53.c5+ Ke6
54.Bd1 Rxb3
55.Rc7 f4
56.Bxg4+ Nxg4
57.Rg7 Rh1+



0-1



Scotland vs. Sweden, 2010
White: David R Cumming (2276)
Black: Leif Karlsson (2390)
Queen's Gambit Declined [D52]
[Annotator D R Cumming]

1.d4 d5
2.c4 c6
3.Nc3 Nf6
4.Nf3 e6
5.Bg5 Nbd7
6.e3 Qa5
7.Nd2 Bb4
8.Qc2 0-0
9.Be2 e5
10.0-0 exd4
11.Nb3 Qb6
12.Na4

18.Bxf6 Nxc4 19.Ne4 Bh2+ 20.Kh1 Nd6 21.Kxh2 Nxe4+ 22.Be5 Nd6 23.Qc5 Rd8 24.d5 Qd7 25.Nd4 Nf5 26.dxc6 bxc6 Carlsen,M (2484)-Kasparov,G (2831)/Reykjavik 2004/OM 2.02/1/2-1/2 (52); RR 12.Nxd4 dxc4 13.Bxf6 Nxf6 14.Bxc4 Bg4 15.h3 Bh5 16.Bd3 Rad8 17.a3 Bxc3 18.Qxc3 Bg6 19.Bxg6 hxg6 20.Rfd1 Rd7 21.Rdc1 Rd5 22.b4 Re8 23.a4 Ne4 24.Qc4 Qd8 25.Rd1 a5 26.Rdc1 axb4 Bulmaga,E (1654)-Baciu,D (2139)/Vratsa 2009/OM 2.02/1/2-1/2

12... Qc7
13.Bf4N

13.Nxd4 dxc4 14.Bxc4 Bd6 15.h3 b5 16.Bxb5 cxb5 17.Qxc7 Bxc7 18.Nxb5 Bb8 19.Rac1 Ba6 20.Nc7 Bxc7 21.Rxc7 Rfc8 22.Rfc1 Nd5 23.Rxc8+ Rxc8 24.Rxc8+ Bxc8 25.e4 N7b6 26.Nxb6 Nxb6 27.Be3 Kf8 Matosec Thomas (AUT) (2045)-Gruenstaedle Wolfgang/ Graz (Austria) 1995/OM 2.02/0-1 (60)]

13... Bd6
14.Bxd6 Qxd6
15.Nxd4 Ne5 [15...dxc4 16.Rfd1 Nb6 17.Nxb6 axb6 18.Qxc4 Re8 19.Nf3?]

16.cxd5



16... Nxd5
17.Rfd1 Bg4

Black clears his back rank and exchanges his inactive light squared Bishop in the hope of weakening me on the light squares.

18.Rac1

18.Bxg4?! Nxg4 19.Nf3= and Black has pressure on the Kingside.

18... Rfe8
19.h3

Forcing the exchange of light-squared Bishops, so relieving the tension on the Kingside, and also preventing Black from planting a Knight on g4.

RR 12.exd4 dxc4 13.Bxc4 a5 14.a4 Qc7 15.Rae1 h6 16.Bh4 Bd6 17.h3 Nb6

19... Bxe2
 20.Nxe2 Qf6
 21.Rd4 Qg5
 22.Ng3 h6
 23.Kh2 Rad8
 24.Rcd1 Qf6
 25.Nc5!



63.Kd4 Rc6
 64.Ke5 a6
 65.Rd4+ Ke7
 66.e4 Re6+
 67.Kf4 g5+
 68.Ke3 b5
 69.axb5 axb5
 70.Rd5 Rb6
 71.b4 Ke6
 72.Rc5 Ke7
 73.e5 Ke6
 74.Ke4 Ke7
 75.Kf5

This blunders away the exchange and grants White the full advantage in the endgame, following mass exchanges on d5! [39...Rd6 40.Re4+ Kf7 41.Nxd5 cxd5 42.Re5 d4 43.Rxd4 Rc2+ 44.Kd3 Rxd4+ 45.Kxc2 Rxa4 46.Rd5 Ke6 47.Rd8 Ra1 48.e4 Ke7 and Black has almost equalised.

And the White King penetrates and wins the endgame as follows... 75.Kf5 Kd7 76.e6+! Rxe6 77.Rc7+ Kxc7 78.Kxe6 1-0



Probing the Black Queenside pawn formation, seeking to weaken the pawn on c6 and Black's Queenside light-squared pawn set up.

25... b6
 26.Na6 Rc8
 27.a3 Qg6
 28.Qxg6 fxg6

40.Nxd5+
 41.Rxd5
 42.Rxd5
 43.Rd2
 44.Kd3
 45.Rc2
 46.Rd2
 47.Rc2
 48.Kc4
 49.Kb5
 50.Kb4
 51.b3
 52.Rd2+
 53.Rd4

Rxd5
 cxd5
 Ke6
 Rc1
 Ke5
 Rd1+
 Rc1
 Rd1+
 Kd6
 Rd5+
 Rd1
 Re1
 Ke6
 Rb1

Russian CC Association Gold, 2010
White: Wolfgang Schneider (2506)
Black: C Richard Beecham (2508)
 Sicilian Defence[B97]
 [Annotator C R Beecham]

A necessary concession from Black. The alternate Knight capture concedes the full advantage to White, as follows... [28...Nxc6?! 29.Nf5 Re5 30.e4 Nde7 31.Nd6 Rf8 32.Nc4 Re6 33.Nc7 Rf6 34.f3 b5 35.Ne3 Ne5 36.Ng4 Nxc6+ 37.hxc6 Ng6±

29.Ne4 Nf7
 30.Kg1

Not 53...Rxe3?? 54.Re4+!! Rxe4+ 55.fxe4 Ke5 56.Kb5 Kxe4 57.Ka6 Kd4 58.Kxa7 Kc5 59.Ka6 with a winning endgame for White!!

The Russian Chess Association hold Russian Gold (cat 11), Silver (cat 7) and Bronze (cat 5) events annually. I received an invitation to play in the Gold event from George Pyrich in September 2010 with the start date in early November. Some games like the one below are finished, while I have 2 games at move 14 at the time of writing. My opponent Wolfgang Schneider is from Germany, a S.I.M. who recently finished mid-table in the World Championship 24 Final.

With Black's Queen and dark-squared Bishop off the board, and the centre still relatively sheltered for White, it was time that his King headed there for the forthcoming endgame.

30... g5
 31.a4 Kh7
 32.Kf1 Kg6
 33.Nd2 Ne5
 34.Nc4 Nxc4
 35.Rxc4 Kf6
 36.Rcd4 Ke7
 37.Ke2 Red8
 38.f3 Ke6
 39.Nb4 Ke7?±

54.h4
 55.Rxh4
 56.Re4+
 57.Rf4+
 58.g4
 59.Rc4
 60.Re4!+-

gxh4
 Rb2
 Kf6
 Ke7
 Rb1
 Kd7

1.e4 c5
 2.Nf3 d6
 3.d4 cxd4
 4.Nxd4 Nf6
 5.Nc3 a6
 6.Bg5 e6
 7.f4 Qb6!?



Cutting the Black King off from his Kingside, winning!

60... g6
 61.Kc4 Rc1+
 62.Kd5 Rc5+

The accepted "tournament strategy" at this level is to play not to lose. In this event I decided to gamble. Playing Black against 1.e4 Sicilians and 1.d4 engineered Dutch games.



8.Qd2

Qxb2

12.fxe5

g5

22.Re4

A little history. I first played this move back in the mid 1980's at Cummnock Academy Chess Club and its soundness was debated to such an extent that our Board 1 Alistair Geddes (a great loss to correspondence chess) and I wrote to Leonard Barden at the "Huardian" newspaper, who had recently published a game in his column on the poisoned pawn. We based our analysis on the famous game Tal - Tolush from the USSR Championship 1956 and concluded that it was a "win for White".

At the time I thought this was a TN, how wrong can you be: I found about half a dozen games all leading to draws! Against the strong Portuguese G.M. Antonio Augusto M.C. Silva (2553) in the same event I played 12...Nd5 now 13.Nxd5 exd5 14.e6 Bxe6 15.Nxe6 fxe6 16.Bd3 Be7 17.Bg6+ Kd8 18.Bxe7+ Qxe7 19.0-0 Nd7!? 20.Rf7 (A.Motylev - E.Sutovsky, Russia 2 v Israel from the Olympiad 2010 went (20.Rxb7 Qc5+ 21.Kh1 Ra7 22.Rb3 Rf8 23.Rxf8+ Nxf8 24.Rb8+ Ke7 25.Bh5 g6 26.Qxh6 Qf2! (threatening mate and gxh5 White is forced into a bad Rook and pawn ending)) 20...Qc5+ 21.Kh1 Rc8 and the game is drawn.

In a game from the Internet Chess Club between the wonderfully named Kreuzfahrtschiff and Flyingfatman White played 22.Bg4 Bxf4 23.Bxd7 Bxd7 24.Qb6+ Kc8 25.Qb4 Kd8 26.Qb6+ with a perpetual check (draw)

22... Bc5
23.Qc3 b6
24.Nxb6

The move 24.Re7 leads to a draw viz... 24...Ra7 25.Bf3 Re8!? 26.Nxb6 Rxe7 27.fxe7+ Qxe7 28.Qh8+

24... Bxb6
25.Qc6 Rb8
26.Re7

It looks as though Black needs a miracle and one turns up!



9.Rb1
10.e5

Qa3

Another way to play is 10.f5 as in Ivanchuk - Grischuk from the Russian ch. of 2010. After 10.f5 10.f5 ; 10.f5 Nc6 11.fxe6 fxe6 12.Nxc6 bxc6 13.Be2 Be7 14.0-0 0-0 15.Rb3 Qc5+ 16.Kh1 d5N and White went on to win.

13.exf6 gxh4
14.Be2 Qa5
In the E.T.C. 7 Final, board 1 the game between Oleg Saenko - Yoav Dothan continued 14...h3 15.0-0 Qa5 16.Qe3 Rg8 17.g3 Rg5 18.Ne4 Re5 19.Bf3 Nd7 20.Qf4 Rd5 21.Rfd1 Re5 draw] 15.0-0 Nd7

10...

h6

The historical game Tal - Tolush mentioned above continued 10...dxe5 11.fxe5 Nfd7 12.Ne4 Qxa2 13.Rb3 Qa1+ 14.Kf2 Qa4 15.Bb5 axb5 16.Nxb5 f6 17.exf6

16.Kh1 Qg5
17.Rf4!? e5
18.Nd5 exd4

If 18...exf4 19.Nc7+ Kd8 20.Nde6+!! wins.



19.Qxd4 Kd8
20.Rd1

26... Bd4!!
27.Rxd4 Rb1+
28.Bd1 Qg4!!
29.Rexd7+ Bxd7
30.Qa8+ Kc7

The following game came from my good c.c. friend Bjorn Fagerstram (2540) from Sweden in Grandmaster Norm 20 against B.Fajs, it went 20.Ne7 Qc5 21.Qb2 h3 22.Bf3 Rh7 23.Re1 Qf2 24.Rfe4 with (1-0)(51)

(draw) A draw by perpetual Check! The final position deserves a diagram. 1/2-1/2

Now Tolush played. This and 17...Nxf6? are not the best choice. 17...gxf6? (It seems to me that 17...Qxe4!? is best with the idea of eliminating White's centralized Knight. Now after 18.fxf6 Bc5+ 19.Kg3 Qe5+ 20.Kh3 Qxg7 21.Nc7+ Kf7 22.Rf1+ Kg8 23.Bh6 Qg6 24.Rg3 Ra3 25.c3 Nc6 all of which is unavoidable, White's best is 26.Nd5 Black is on a knife edge but now 26...Ra4!! is nearly winning for example 27.Rg5 Rd4! 28.Rxg6+ hxg6 29.Qg5 Nce5 30.Qd8+ Kh7 31.Nf6+ Nxf6 32.Qxf6 Rg8 33.Bf4 Rf8 and White's attack is finished. All this home analysis persuaded me that the poisoned pawn Najdorf was a viable option in c.c. Back to the game.)

20... h3
21.g3



The computer programs Hiarc - Cluster Toga from Paderborn 2007 came up with 21.gxh3 ending in a draw.



11.Bh4

dx5

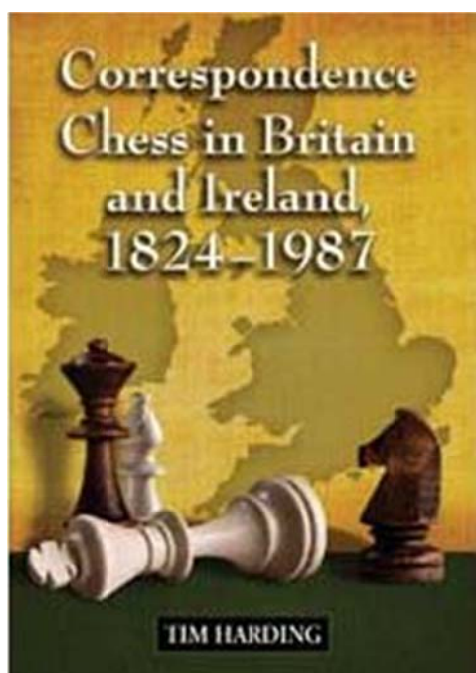
21...

Bd6



Book Review

By Iain Mackintosh



3. Penny Post and Private Matches
4. Moves Over the Wires: Chess Adopts Technology
5. The Earliest Postal Tournaments 1853 – 1870
6. Changing Times: The 1870s and 1880s
7. “A Battle at Long Range”: The United Kingdom versus the United States, 1877- 1881
8. The Growth of Tournaments, 1870 to 1897
9. Scottish Correspondence Chess to 1918
10. Irish and Welsh Correspondence Chess to 1918
11. The English Scene, 1890 to 1918
12. From One War to the Next, 1918 to 1939
13. Correspondence Chess During World War II
14. International Revival, 1946 to 1951
15. Domestic Competitions, 1946 to 1970
16. Crisis and Resolution: Britain and the International Correspondence Chess Federation, 1951 to 1971
17. The Home Front: The 1970s and 1980s
18. Growth and Success, 1972 to 1982
19. Becoming World Champions

Chapter footnotes are supplemented by numerous appendices, indices, notes and a bibliography – 70+ pages worth in all.

Introduction

It's been a while since I've reviewed one of Tim's publications (*The Write Move*, an anthology of CC writing, featured in edition 90 of this magazine, published in Summer 2005).

The principal reason for the gap was Tim's decision to discontinue *Chess Mail* and concentrate on researching CC history at university. This turned out to be a fruitful period and his doctoral thesis on Correspondence Chess in Britain & Ireland, 1824-1914, was accepted in 2009.

In July that year, Tim was formally conferred with a PhD degree in History by Dr Mary Robinson (former President of Ireland), the Chancellor of the University of Dublin. The picture opposite shows him in the front square of Trinity College Dublin. (The statue is of Dr George Salmon, mathematician and theologian, who played against both Morphy and Steinitz in simultaneous displays and once beat Harrwitz playing level. He was later Provost of the university.)

A further year of research saw Tim extend the scope of his doctoral work up to 1987, and this book is the outcome.

Content

Tim's story begins in 1824 with the landmark Edinburgh-London match, stagecoaches and all, and concludes in 1987 when Great Britain became Olympiad champions. There are 19 main chapters, viz:

1. Capital Letters: Edinburgh versus London, 1824-1828
2. Heyday of the Inter-club Matches



Dr Timothy in a remake of *The Robe*.

Review

Tim's style is a marvellous blend of assiduous research and the journalist's eye for a story.

His subject matter is diverse and organic and this has meant long hours of delving through newspaper and periodical archives, library reference sections, club records and individual accounts. All of that followed by copious tabulation, corroboration, organising, cross-referencing and game analysis. The Labours of Heracles indeed...!

However, the mass of accumulated data has thrown up many remarkable stories of individual players and organisational talents. (Anecdotally, I remain convinced that chess has the highest ratio of nutters to organisers in any walk of life - even the organisers are benignly insane.)

Over the 153-year timespan of the book, changes in lifestyle and culture plus the impact of major wars and new technology are woven into the story. This is a pre-celeb, pre-spin world where the individual initiatives and common causes of amateur players and volunteer organisers made for worldwide progress. No dull history here; every chapter is full of fascinating personalities and happenings!

You can savour new research covering Staunton's forays into CC and admire the prowess of women players in Victorian times (e.g. Mrs Gilbert of the USA, who was worth avoiding in international pairings).

Post-war, there are some revealing insights into the politics and shaping of ICCA/ICCF and closer to home, wrangles over which of BCF/BCCA/BCCS/BPCF ran the show.

Scottish Connections

Chapter 9 covers Scottish CC to 1918. We have chronicled the efforts of George Brunton Fraser of Dundee previously in this magazine, so here is a game by the itinerant John Dillon Chambers (1842-1930), the first Scottish CC champion. Chambers was a commercial traveller who sent his moves below from 44 different locations!

SCA Tourney 1885-87

White: Galloway, GP

Black: Chambers, JD

Phildor's Defence [C62]

[Notes by John Chambers]

Chambers wrote in the Dublin Evening Mail in 1887: Black's adoption of a bad defence gave him a very cramped game for the first 20 moves. The latter part of the game turned out very interesting. White's pawn was temptingly near becoming a queen; but Black always had a move to spare and White, notwithstanding excellent play, could do nothing.

1.e4	e5
2.Nf3	d6
3.d4	exd4
4.Qxd4	Nc6
5.Bb5	Bd7
6.Bxc6	Bxc6
7.Bg5	Nf6
8.Nc3	Be7
9.0-0-0	0-0
10.Nd2	Nd7
11.Bxe7	Qxe7
12.f4	f5
13.g3	Qf7
14.Rhg1	fxe4
15.Ndxe4	h6
16.Rdf1	Bxe4
17.Qxe4	c6
18.g4	d5
19.Qd4	b6

20.Ne2	Rae8
21.Ng3	Nc5
22.f5	Ne4

Black is struggling out of the restrictions of his Philidorian defence, which always cramps the second player.

23.Nh5

23.Nxe4 would have been better now.

23...	c5
24.Qd1	d4
25.Kb1	Qc4
26.a3	Qb5
27.Ka1	Qa5
28.Rg2	b5
29.Qd3	Qb6
30.Rf4	Ng5



31.f6?

Premature, but the game now becomes somewhat interesting. 31.Rg1 would have been better.

31...	Re1+
32.Ka2	Qe6+
33.Qb3	c4
34.Qxb5	

34.Qg3? b4!

34...	c3+
35.Qb3	Rb8
36.fxg7	

Well played - the only move to prolong the game. The position here is very interesting and critical.

36... Nf7

Here, Tim gives 36...Rxb3?? 37.Rf8+ Kh7 38.Nf6+ perhaps assuming 38...Qxf6 39.g8Q# (However, 38...Kxg7 wins easily for Black.)

37.Rxf7	Qxb3+
38.cxb3	Kxf7
39.bxc3	dxg3
40.b4	Rc8
41.Kb3	Rb1+
42.Ka2	Rc1
43.Rf2+	Kg8
44.Rf6	c2

White might have prolonged the game by 44...c2 45.Rf8+ Rxf8 46.gxf8Q+ Kxf8 but Black's rook would ultimately force off the pawns and win.

0-1



Chapters 15-17 cover British CC in the post-war years, including the exploits of Douglas Bryson, Scotland's first

CC GM, and three times winner of the BCCC 1982-85. This game against Christopher Williams was originally published in the SCCA News Bulletin of November 1985.

BCCC 1984-85

White: Bryson, DM

Black: Williams, CC

French Defence, McCutcheon Variation [C12]

[Notes by Douglas Bryson]

1.e4	e6
2.d4	d5
3.Nc3	Nf6
4.Bg5	Bb4
5.e5	

I considered 5.exd5 to avoid theory since it is not clear to me that the recommended lines are to White's advantage.

5...	h6
6.Bd2	Bxc3
7.bxc3	Ne4
8.Qg4	g6
9.Bd3	Nxd2
10.Kxd2	c5
11.Nf3	

8...Kf8 is the alternative, e.g. 9.Bd3 Nxd2 10.Kxd2 c5 11.h4 Qa5 12.Rh3 cxd4 13.Rg3 Qxc3+ 14.Ke2 Rg8 15.Re1

11...	Nc6
12.Qf4	cxd4

12...Qa5 was suggested by Fischer in his 60 Memorable Games, then 13.Rab1 b6 14.dxc5 with equality.(I'd intended 14.Rb5 Qxa2 15.dxc5 Ba6 16.cxb6!)

13.cxd4	Bd7
14.h4	Rc8
15.h5!?	

A novelty by virtue of necessity! 15.Qf6 Qa5+ was suggested as good for Black in Tim's 1979 book but 16.Ke2 Rg8 17.a3 looks ok.

15...	gxh5
--------------	-------------

15...g5 was interesting. 16.Qf6 Qxf6 17.exf6 g4 18.Ne5 Nxe5 19.dxe5 and White can pressure the g-pawn.

16.Rxh5	Qa5+
17.Ke2	Nb4
18.Kf1	Bb5

Black has managed to generate play on the q-side. White decides to evacuate the area with his king before undertaking operations on the k-side.

19.Bxb5+	Qxb5+
20.Kg1	Rxc2
21.Rxh6	Rf8
22.Qf6	Nd3
23.Rf1	Rc1
24.Rxc1	Nxc1
25.g3	Ne2+
26.Kg2	Qd3

27.Rh8



27...	Qa3?
--------------	-------------

It is only here that Black goes wrong. 27...Qf5! is much better, e.g. 28.Rxf8+ (28.Qxf5 exf5 29.Rh7 Nc3 30.a3 also with a likely draw.) 28...Kxf8 29.Qh8+ Ke7 30.Qb8 Nf4+!=

28.Ng5	Qe7
29.Rxf8+	Qxf8

29...Kxf8 30.Qh8#

30.Nxe6	Qe7
----------------	------------

30...fxe6 31.Qxe6+ Qe7 32.Qg6+ Qf7 33.Qd3 winning back the knight and a pawn to the good, but this would be a harder line to win than in the game.

31.Qh8+	Kd7
32.Nc5+	Kc7
33.e6	f6
34.Qa8	Nxd4
35.Qxa7	Kd6

35...Kc6 36.Nxb7! Nxe6 (36...Qxb7 37.Qxb7+ Kxb7 38.e7) 37.Na5+ Kd6 38.Qb6+ Kd7 39.Qc6+ Kd8 40.Nb7+

36.Qb6+	
----------------	--

36.Qb6+ Ke5 (36...Nc6 37.Nxb7+ winning the knight.) 37.f4+ forcing mate.

1-0



Conclusions

This is a richly enjoyable book covering a wide canvas of time, people and events. You'll enjoy it on many levels on the way through and it's a must-keep as a reference volume.

The odd detail might be suspect (e.g. I think I may have supplied Graham Morrison as 'Graeme' – *mea culpa*), but that's inevitable in such a huge undertaking. American English isn't really appropriate either, but I'll speak no further lest they call up an air-strike.

Don't dither until Osborne introduces VAT on books – buy this one now!

Correspondence Chess in Britain and Ireland, 1824-1987 is published by McFarland & Company, Inc., of Jefferson, North Carolina. It's distributed in Europe by Eurospan (www.eurospanbookstore.com). The US book dimensions (25.1x17.5x2.8 cm) make it slightly larger than B5. The book is softback, 433 pages (439 if you count the title and contents), and the ISBN is 978-0-7864-4553-0. RRP is £46.95, but discounts can be had if you order online.



International Update

By George Pyrich

Thor Løvholt Memorial

MT-Løvholt /sf1		Thor Løvholt Memorial U-2300 Team Tournament SF1										TD Pheby, Ian M.													
Nr.	Team	ELO	1	2	3	4	5	6	7	8	9	10	Score	%	+/-	Team results	FG	RG	B1	B2	B3	B4	B5	B6	Place
1	Austria	2235	1.5	1.5	1	1.5	1.5	1	1	1	2	2	13	54	2	0	24	30	3.5	1.5	2	3.5	0	2.5	1
2	France	2183	1.5	1	0	2	1.5	1.5	0.5	0.5	0.5	0.5	9	52	1	0	17	37	1.5	0	3	1	0.5	3	2
3	Poland	2216	1.5	1	1.5	1.5	1	0.5	0.5	0	1	8.5	53	1	0	16	38	1.5	2.5	3	0	0	1.5	3	
4	Czech Republic	2203	1	0	1.5	1.5	1.5	0	1.5	0.5	0.5	8	61	3	0	13	41	1	2	1	0	0.5	3.5	4	
5	Scotland	2124	1.5	1	0.5	0.5	0.5	1	1	0.5	0.5	7	38	-4	0	18	36	2.5	3	0.5	0	0	1	5	
6	Bulgaria	2184	1.5	1.5	1	0.5	0.5	0.5	0	0.5	0	6	46	-1	0	13	41	4	0	1.5	0	0	0.5	6	
7	Latvia	2211	1	1.5	0.5	0	1	0.5	0	0	1	5.5	55	1	0	10	44	1.5	0.5	1	2	0.5	0	7	
8	Spain	2239	1	0.5	0.5	0.5	2	0	0	0.5	0	5	50	0	0	10	44	1.5	2	0	0.5	0	1	8	
9	Belarus	2166	1	0.5	0	0.5	0.5	0.5	0	0.5	0.5	4	44	-1	0	9	45	1.5	1	0.5	0.5	0.5	0	9	
10	Cape Verde	1935	1	0.5	1	0.5	0.5	0	0	0	0.5	4	40	-2	0	10	44	0.5	1.5	1.5	0.5	0	0	10	

The Scotland team is 1. David Cumming, 2. Geoff Lloyd, 3. Prof Alastair Dawson, 4. Dr Kevin Paine, 5. Andrew Macmillen, 6. Alan Armstrong.

Current Friendly Internationals

Start	Boards	Opponents	Mode	For	Against	Void	Result
Mar 2011	20	Romania	Server				
Mar 2011	32	France	Server/Post				
Jan 2011	10	Hong Kong	Server				
Nov 2010	15	Cape Verde	Server	9½	3½		
Nov 2010	30	Finland	Server/Post	6½	7½		
Sep 2010	32	Sweden	Server/Post	7	16		
Apr 2010	10	Lithuania	Server	7	11		loss
Mar 2010	20	Scheming Mind	Server	10½	26½		loss
Feb 2010	20	Ecuador	Server	27½	10½		win
May 2009	25	Australia	Server/Post	13½	32½	2	loss
Oct 2008	21	USA	Server/Post	19	21		

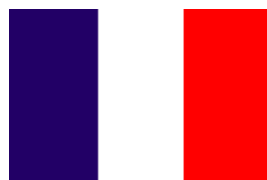
Team v Romania



1 Mackintosh, I / Horvath, M
 2 Anderson, GM / Necula, I
 3 Lloyd, G / Enescu, C
 4 Graham, S / Chitescu, I
 5 Montgomery, RS / Rotaru, I
 6 Cumming, DR / Uifalean, A
 7 Pyrich, GD / Becsenescu, F
 8 Dawson, Prof AG / Florea, VM
 9 Bennett, PG / Mathe, I
 10 Paine, Dr KA / Bobarnac, D
 11 Coope, DW / Moisa, L
 12 Stewart, Dr KWC / Voiculescu, F
 13 Price, D / Vasile, C
 14 Cormack, WH / Fetcu, M
 15 Edney, D / Dumitrescu, F

16 Fraser, RA / Mihai, P
 17 Armstrong, A / Nita, C
 18 Brooksbank, Dr K / Craciun, G
 19 Longden, RA / Afloarei, Ms J
 20 Toye, DT / Mihai, Ms E

Team v France



W1 Mackintosh, I / Tinture, L
 W2 Anderson, GM / Ould Ahmed, S
 W3 Lloyd, G / Girard, E
 W4 Graham, / S Le Page, C
 W5 Montgomery, RS / Fister, B
 W6 Cumming, DR / Roubaud, D
 W7 Pyrich, GD / Daenen, S
 W8 Dawson, Prof AG / Burnet, L
 W9 Bennet, PG / Danzanvilliers, P

W10 Paine, Dr KA / Gilbert, C
 W11 Borwell, AP / Brisson, P
 W12 Stewart, Dr KWC / Calvo, R
 W13 Price, D / Lafranchise, L
 W14 Cormack, WH / Laurent, C
 W15 Edney, D / Aberlenc, T
 W16 Fraser, RA / Robert, G
 W17 Macgregor, CA / Bonterns, C
 W18 Armstrong, A / Moret, F
 W19 Brooksbank, Dr K / Pierron, P
 W20 Macmillen, AN / Lefebvre, P
 W21 Anderson, J / Boulet, B
 W22 Longden, RA / Fermen, G
 W23 Toye, DT / Le Feuvre, B
 W24 Armstrong, JMcK / Gérard, A
 W25 McKinstry, J / Dumont, G
 W26 Moir, P J / Cousteix, T
 P1 Mackintosh, I / Herbin, J
 P2 Armstrong, A / Bajoue, C
 P3 Jack, JPE / Bédu, J-P
 P4 Toye, DT / Babugeon, J-P
 P5 Armstrong, JMcK / Delahaye, M
 P6 Hardwick, M E / Henry, P

Fourth ICCF Veterans' World Cup



The ICCF Congress in Bulgaria in 2008 decided that, following the great popularity of the first tournament amongst older players, new Veteran's World Cups would be started in every year.

The Scottish CCA offered to organise the second, third and fourth VWC tournaments on behalf of ICCF working in collaboration with ICCF. Special cup trophies will be provided by the Scottish CCA to ICCF for winners of each tournament. The Semi-final stage of the Second Veterans World Cup will start on 1st June 2011, with qualifiers having already been notified.

The first stage of the Fourth ICCF Veteran's World Cup will start on 1st September 2011.

As with the 2nd and 3rd VWCs, the event will be organised in three stages, which will allow several players from each group stage to advance to the Semi-finals and Final. The number of promotions will depend on total entries received, but groups at each stage will comprise of 13 players (12 games) played by webserver with a rate of play of 10 moves in 40 days. Playing time in each stage will be 18 months, with a fixed closing date specified at the outset.

ICCF Veteran's World Cups are open to all players who are 60 years old or more at the start date of the tournament. Although the number of preliminary groups which each player may enter is unlimited, no player will qualify for more than two Semi-final groups or more than one place in the Final.

Players may enter through their National Federations (our fee is £11, payable to SCCA via George Pyrich) or, where eligible, via the ICCF Direct Entry system (for which the fee chargeable is 19€). All entries should be received by 1st July 2011.

All veteran chess players are heartily invited to enter this tournament, both for the enjoyment of games and friendly contact/communication with senior players round the world.

ICCF Postal Olympiad 19

Our team of Geoff Lloyd, Stuart Graham, Robert Montgomery and David Cumming started play recently in Section 1 of this event competing against opponents from Spain, Argentina, Italy, Poland, Austria, England & Canada. (Late news: David Cumming has recently withdrawn from the team.)



European Postal Cup

ICCF-Europa invites entries to this new team tournament, to be played by post.

The event will be played by teams of 4 players, regardless to their nationality.

Each player will play one game against each of his opponents on the same board. Any team must have a Captain, who is the only one authorised to have contact with the Tournament Director.

Entries have to be sent throughout ICCF-Europa Member Federations. If a team is made up of players from different countries, its entry has to be sent throughout its Captain's Federation.

When it is not possible to arrange a full team, individual players can send their entry (always throughout their National Federation), specifying whether they are willing to act as captain. The Zonal Director will try to arrange teams with such "isolated players".

It's also possible to recruit players from those countries who are not members of ICCF-Europa. Nevertheless, it will be allowed to insert just one not-European player (who cannot act as Captain) in each team.

The tournament will be held over two stages with both Preliminary and Final sections having not less than 7 and not more than 9 teams. If the number of teams will be too high, it would be possible to have a third stage (Preliminary – Semi-final – Final).

Play is scheduled to commence at the end of June 2011. The games will be rated. Unrated players will be listed with an ELO of 1800.

Entries should be submitted not later than 25 May 2011 to the Zonal Director Gian-Maria Tani, g.m.tani@iccf-europa.com.

All entries should include the following details: names, ICCF codes, postal addresses of the players in the team; board order; name and e-mail address (if available) of the Team Captain; name of the team.

There is no entry fee for this tournament.

Currently we have two indications of interest, so please contact George Pyrich on international@scottishcca.co.uk in the near future to help us raise at least one team.

9th European Team Championship

An official announcement is expected shortly for this server event which is anticipated to start July/August 2011. We plan to field one 8-board team, so please contact George Pyrich on international@scottishcca.co.uk if you are interested in participating.

BCCA Handicap Tournament

Postal diehard Ian Marshall provides a game from last year's BCCA Handicap competition which was entered for the annual BCCA Best Game Prize – judge its merits for yourself as Ian impressively maintains control throughout:

BCCA Handicap Tourney, 2010

White: Marshall, Ian

Black: Dixon, A. N.

Robatsch (Modern) Defence [B06]

[Notes by George Pyrich]

1.e4	d6
2.d4	g6
3.Nc3	Bg7
4.f4	Nc6
5.Nf3	

5. Be3 is more common here but there's nothing wrong with the text.

5...	Bg4
6.d5	Nd4

6... Nb8 was better.

7.Be3	Nxf3+ ?!
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7... c5 is better when 8. dxc6 Bxf3 9. gxf3 Nxc6 10. Qd2 Nf6 (10... Qa5 looks better) 11. O-O-O O-O 12. h4 Qa5 13. Bc4 when White stood very well in Coralles v.

Vandenbusse, Olympiad 2010 (1-0, 36)

7... Bxf3 8. gxf3 c5 9. dxc6 Nxc6 comes to the same.

8.gxf3	Bd7
9.Qd2	e6
10.O-O-O	Ne7
11.Rg1	

Black's position is already pretty horrible.

11...	exd5
12.Nxd5	Nxd5
13.Qxd5	Bc6
14.Bb5!	Qd7
15.Bxc6	Qxc6
16.Qb3	a5
17.a4	Rb8
18.Rd5	Ra8
19.Kb1	b6
20.h4	



20...	Bf6
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20... O-O walks into an immediate attack with either h5 or f5 but his choice here is hardly any better.

21.h5	Rd8
22.hxg6	hxg6

23.f5	Rg8
24.fxg6	Rxg6
25.Rxg6	fxg6
26.Rxa5!	Ke7

26... bxa5 loses quickly after 27. Qe6+ Kf8 (27... Be7 28. Bg5 Qd7 29. Qxg6+ Kf8 30. Bh6#) 28. Qxf6+ Kg8 (28... Ke8 29. Qe6+ Kf8 30. Bh6#) 29. Qxd8+

27.Ra7	Ra8
28.Bxb6	Rxa7
29.Bxa7	Qa6
30.Be3	Qf1+
31.Ka2	Qxf3



32.e5!

A neat finish - if the bishop or d6 pawn moves, a check on either g5 or c5 picks up the queen. So, Black resigned.

1-0



ICCF EU Open

Another postal regular, Raymond Burrige, recently achieved a creditable second place in ICCF/EU Open Tournament 115 and offers light comments on one of his games from the event:

ICCF EU/O/115, 2009

White: Molinuevo, Miguel A (ESP),

Black: Burrige Raymond J (SCO)

King's Indian [E97]

[Notes by Raymond Burrige]

1.d4	Nf6
2.c4	g6
3.Nf3	Bg7
4.Nc3	0-0
5.e4	d6
6.Be2	e5
7.0-0	Nc6
8.d5	Ne7
9.b4	

The Bayonet Attack

9...	Nh5
10.Re1	Nf4
11.Bf1	a5
12.Qb3	

I wasn't expecting this which was new to me and only having seen 12.bxa5 and 12.Ba3

12... axb4
 13.Qxb4 b6
 14.a4 f5
 15.Ra2 fxe4
 16.Rxe4 Bf5
 17.Re1 Bg4
 18.Nd2 g5
 19.Nce4 Kh8
 20.Qb3 Nf5
 21.Bb2 Nd4!?
 22.Bxd4 exd4



23.h3?!

I believe that this only gives an "object" of attack.

23... Bd7
 24.Nf3 g4
 25.hxg4 Bxg4

I offered a draw here which was declined

26.Nh2 Bd7
 27.Nf3 Bg4
 28.Nfd2 Be5
 29.g3 Rg8
 30.Nf3 Qf8

Here I was quite happy with my position with the build-up of my pieces on the king-side, even if a bit slow as I didn't think that White was achieving much on the queen-side.

31.Bg2 Nxc2
 32.Kxc2 Qf5
 33.Nh4 Qh5
 34.Rh1 Raf8
 35.Nd2 Be2
 36.Qb1 Rf4
 37.Qe1 Rxc4
 38.Rxc4 Qxc4
 39.Qxe2



39... Bxc3

40.Qf3 Bxf2+

And here, faced with 41. Kf1 Rg1+ 42.Ke2 Re1+ 43.Kd3 Re3+ losing material and facing a strong central passed pawn, White resigned.

0-1



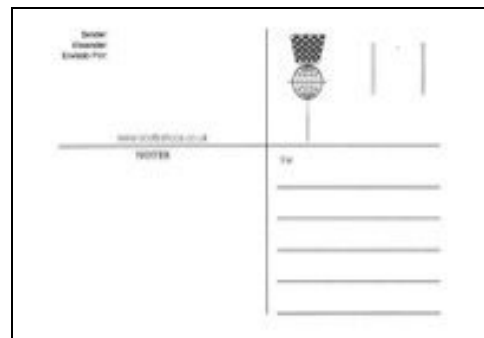
ICCF World Championship Cycle 2011



Stuart Graham and Alan Borwell have recently entered Preliminary Sections of the 35th World Championships and presently we have one unused place available to anyone who wishes a place in a Semi-Final Section. Anyone interested should contact George Pyrich on

international@scottishcca.co.uk without delay as nominations close on 30 April – however, only those with ratings above 2400 need apply!

CC Postcards



The SCCA has a stock of cc postcards showing the SCCA logo and website address. They are suitable for domestic and international use (English, German and Spanish used). Orders in units of 100. The cards are supplied at their production cost (£2.50/100) and p&p is also required. As a guideline, 200 cards delivered in late 2010 cost £7.36 - £5 for the cards, and £2.36 UK second class postage. Orders to Iain Mackintosh please.



General Information

Members of the Scottish CCA are eligible to play in ICCF postal, email and webserver tournaments, which cover European and World, Open (O - under 1900), Higher (H - 1900-2100) and Master (M - over 2100) classes. Entries to H or M class events for the first time require evidence of grading strength, or promotion from a lower class. O and H classes have 7 players/section, with M class having 11. It is usually possible to interchange between playing modes when promotion from a class has been obtained.

New World Cup tournaments start every 2-3 years, with 11-player sections of all grading strengths, and promotion to 1/2 finals and final. Winners proceed to the Semi-Finals, and winners of these qualify for a World Cup Final. The entry fee covers all stages, and multiple entries are allowed, though Semi-Finals are restricted to 2 places per individual.

Master and GM Norm tournaments with 13-player sections are available for strong players. Master entry level is fixed ICCF rating of 2300+, (2000 ladies); non-fixed ICCF 2350+ (2050 ladies); or FIDE 2350+ (2050 ladies); while medal winners (outright winners ladies) in national championships are also eligible. GM entry levels are 150 rating points higher. A player can enter only one section per playing mode per year. Section winners who do not achieve norms receive entry to a World Championship Semi-Final.

International numeric notation is the standard for postal events, while PGN is normal for email and webserver play. Playing rules and time limits are provided for each event, and the usual postal limit is 30 days per 10 moves, with 60 days for 10 moves in email and webserver. Players may take up to 30 days leave per calendar year.

Use air mail stickers to all destinations to speed postal play, and be aware that some patience is required, as games may take up to 3 years against opponents in countries with poor mail services. Silent withdrawal is bad etiquette! International CC postcards are recommended, and can be obtained from the SCCA. Email and webserver have speeded up many events, and made it cheaper to play. Generally, you play less email/webserver games simultaneously than postal because of the faster play.

A prerequisite for entry via the SCCA is that the player remains a full member of the SCCA for the duration of the tournament. We wish you great enjoyment from your overseas games, and from making new chess friendships!

Current tournament fees are shown on the Fees page of the SCCA website, and all Scottish players competing in ICCF events have bookmarks from the SCCA site to the relevant ICCF cross-table for easy checking of results. The SCCA international secretary can advise on all aspects of play, how to enter, current entry fees, etc.

Thematic Tournaments

Postal Events 2011

Theme 3/11: Colle System, A46

1.d4 Nf6 2.Nf3 e6 3.e3

Entries by 15 April; play starts 1 May

Theme 3/11: Queen's Gambit Tarrasch Variation, D32-4

1.d4 d5 2.c4 e6 3.Nc3 c5

Entries by 15 September; play starts 1 October

Webserver Events 2011

Theme 4/11: Trompowsky, A45

1.d4 Nf6 2.Bg5

Entries by 15 May; play starts 1 June

Theme 5/11: Metz Attack, C31

1.e4 e5 2.f4 d5 3.exd5 c6 4.Qe2

Entries by 1 September; play starts 15 September

Note there are no Email Events in 2011.

News

- ❑ Veterans' World Cup 2 preliminary sections have completed on schedule and the semi-final round will commence on 1st June.
- ❑ Direct Entry 5th Anniversary entries have completed with 485 players from 50 countries taking part.
- ❑ Pertti Lehtikainen from Finland is the 20th World Champion, with top places decided by tie-break:
1. Pertti Lehtikainen (Fin) 9 (SB 58.75); 2. Stefan Winge (SWE) 9 (SB 58.25); 3. Miloš Kratochvíl (CZE) 8,5; 4. Horst Broß (GER) 8,5.
- ❑ Hansjürgen Baum (GER) is the new ICCF Marketing Director, joining the Executive Board from Oct 2010.
- ❑ Jean-Christophe Chazalotte (FRA) has announced the appointment of Ian Pheby (ENG) as deputy Direct Entry Commissioner.
- ❑ The strongest team match ever on the webserver has now started with Russia vs Germany on 200+ boards!
- ❑ The 2011 ICCF Congress will be held in Järvenpää, Finland, from 31 July – 5 August.

Further details of all ICCF activities and events; entries to events, and orders for ICCF publications may be obtained via George Pyrich at: international@scottishcca.co.uk

The SCCA Magazine is sponsored by Mackintosh Independent.