Scottish Correspondence Chess Association

Magazine No.86

Summer 2004

4 Printed Issues
Price £5 per annum

Editorial and News

By Iain Mackintosh

This issue is a little later than usual, reflecting some hectic recent times for yours truly, and the now traditional last minute accounts balancing activity. However, I hope you enjoy another packed edition!

Jim Anderson kicks us off with a minute of our recent AGM in Stirling. Stuart Mackenzie wasn't able to make that occasion personally, but he has now provided the audited accounts for 2003-04, and these are included here.

The ICCF webserver is now up and running, and we include in this issue an interview produced originally by Ambar Chatterjee for the AICCF Bulletin in India.

Bernard has supplied another handsomely annotated Games Column and he also looks at all the recent ChessBase CDs, including the very appealing 'fritztrainer' series.

George Pyrich looks at the participants in the Douglas Livie Memorial Tournament, and gives an insight into how title norms are calculated for such an event.

Finally, I've submitted a couple of book reviews, the first being 'Gladiatoren Ante Portas' by Anton & Baumbach, and the second '50 Golden Chess Games' by Tim Harding. Both are excellent publications.

At our AGM, a proposal by David Cumming was accepted unanimously, which means that domestic postal games lasting <1 year will be required to use first class postage from 2005. Championship and Candidates events are exempt, but all other tournaments are included.

The ICCF team has recently won our giant Silver Jubilee friendly international - many congratulations to them, and kind thanks to all participants, including the hard-working team captains Duncan Chambers and George Pyrich!

We will be entering at least one all-Scottish team to the next stage of the ICCF Champions League - Alan Borwell will captain a squad comprising George Pyrich, George Livie and myself. The ICCF World Cup XIV has just been announced - contact George Pyrich if you are interested.

We are still selling copies of the ICCF Gold book (£14.99 inc p&p) - please contact George Pyrich using one of the methods below. It's great value!

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The first phase of development for the in-house ICCF chess webserver has completed on schedule, and the first event (sponsored by Chess Mail) has started, with 90+ players already well into their games.

Gordon Anderson is representing Scotland in section 4, and you can watch his games (and others) online - the public are allowed to view all the games at this stage, though there is a 3-move delay inbuilt (ie the players are three moves ahead).

To have a look, go to the site, then click Tables and Results, then choose a section, then click a cell in the cross-table to see the moves and position in the game(s) of your choice.

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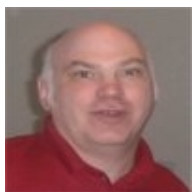
2004 AGM

By Jim Anderson

Venue: Sunday 13th June, 4pm, 2004 at BB Headquarters, Dalgleish Court, Stirling.

Present: Iain Mackintosh (chair), Jim Anderson, Raymond Baxter, Alan Borwell, George Livie and George Pyrich.

Apologies: Stuart Mackenzie.

Minutes of Last AGM

Acceptance proposed by George Livie, seconded by Alan Borwell and accepted by all present.

President's Remarks

Iain Mackintosh said last season was busy as usual. We distributed our Silver Jubilee commemorative badges at home and abroad, and they seemed to be well received. Chess Suppliers agreed to sponsor our Championship, and we welcome their support of our premier domestic event. Last year's champion, Alan Brown, received the SM title, and is involved in a tight finish to the current tournament.

On the ICCF front, Alan Borwell and George Pyrich stood down from their posts at the Ostrava Congress, and both received rousing receptions for their many years of dedicated service. We have been fortunate to have had such fine ambassadors for CC in Scotland. The IM title was presented to George Livie at the Congress, and Iain Mackintosh took up the post of project manager for Webserver software development.

Manuel Jaime Summers of Belgium won the long-running Bernard Partridge Memorial event, and the Douglas Livie Memorial tournament officially starts just after this AGM. The SCCA-ICCF friendly match over 129 boards is nearing its conclusion, and it looks as though the Rest of the World will cross the finishing line first.

Our other domestic and international matches all ran well, and our website now has a Picture Gallery. The committee and controllers are to be warmly thanked yet again for their efforts in continuing to make the SCCA such an active and enjoyable Association.

Secretary's Report

Jim Anderson said the annual membership was about the same as last year. Once again we have had some existing members drop out, but at the same time we have attracted quite a few new members. We enrolled our first Patron member (Michael Domnin) and one further Life member.

Jim was pleased to say the Championship this year had a good entry, more teams had entered the Leagues, and the other tournaments were about the same or slightly down against last year. Some late entries had allowed the Openings event to be restarted again.

Jim was happy with the way things had gone this year even though it has been a hard year for him personally.

Treasurer's Report

Stuart Mackenzie was unable to attend the meeting but had supplied a provisional (unaudited) profit and loss account showing a small surplus. The meeting expressed concern that the accounts had not been finalised prior to the AGM again.

The National Giro account had been written off, and the Clydesdale deposit account had been recovered after a long dialogue with the bank. The committee had decided in principle to operate two funds - a general reserve and a development account. The meeting instructed the treasurer to improve the interest earned on deposits.

International Secretary's Report

George Pyrich echoed the praise for Alan Borwell's service to ICCF, and that he thoroughly deserved his appointment as Honorary President, awarded in Ostrava.   (George himself has agreed to extend his period of service through the ICCF Appeals Commission).

The SCCA-ICCF match was about 85% complete, with the current score 86-122.   Play is nearing completion in the NATT 5 and NSTT 2 events, and also in the XV Olympiad, where Iain Mackintosh achieved an IM norm on board 6.   Friendly matches are currently in progress against Catalonia, Norway, Canada, Finland and Romania. Announcements are awaited about the start dates of the VII European Championships and the new postal Olympiad.

The ICCF Gold book continues to sell slowly, but we recorded an increase in members applying for individual ICCF events. Gordon Anderson intends to play in the inaugural ICCF Webserver tournament. George Livie and George Pyrich are playing in the Stephen Tatlow Memorial which starts later in June. The Douglas Livie Memorial also starts this month, and will be a 13-player category 3 event. This year's ICCF Congress is planned for Mumbai, India, in October-November. Our delegate will be confirmed in August.

Election of Office Bearers

The following individuals were elected to office:

Position	Individual	Proposer	Seconder
President	Iain Mackintosh	George Pyrich	George Livie
Vice President	George Pyrich	Iain Mackintosh	Alan Borwell
Secretary	Jim Anderson	George Pyrich	Raymond Baxter
Treasurer	Stuart Mackenzie	Jim Anderson	George Pyrich
International Secretary	George Pyrich	Iain Mackintosh	Alan Borwell
Grading Officer	Raymond Baxter	Alan Borwell	George Livie
Committee Members	Alan Borwell	Iain Mackintosh	Raymond Baxter
	George Livie	George Pyrich	Jim Anderson

The positions of Assistant Secretary, Assistant International Secretary and Membership & Publicity Officer were held vacant. The new Committee will co-opt assistants as necessary.   George Pyrich will also be ICCF Delegate.

Appointment of Auditor

Iain Campbell was re-appointed auditor. He was proposed by George Pyrich and seconded by George Livie.

Subscriptions

In the absence of the treasurer, Jim Anderson proposed no changes to fees, seconded by George Livie, and accepted by all present.

Postal Matches

David Cumming had proposed that first class post should be used for all matches which started and finished in the same season. This was unanimously accepted by all present. The ruling will apply to all domestic events, except Championship and Candidates, from 2005.

AOB

Alan Borwell proposed a vote of thanks to Iain Mackintosh for all he has done for the SCCA as president, webmaster and magazine editor.   All present thanked Stirling Chess Club for the use of their premises and their hospitality on the day.

If you were unable to attend the AGM, but would like to help in some way, then please get in touch with any of the committee members. You don't have to hold an official position to help - maybe you can do some part-time things like controlling an event, helping with administration or publicity, or backing up somebody who is otherwise very busy!

SCCA Accounts 2003-04

By Stuart Mackenzie

2002-03			Profit & Loss	2003-04		
Income	Expenses	Net		Income	Expenses	Net
			General			
325.00			Annual Members 60@£5	300.00		
80.00			Life Members 0@£80	0.00		
0.00			Patron Members (1@£100)	100.00		
119.00			Donations	103.00		
500.00			Chess Scotland Grant	525.00		
81.22			Bank Interest	65.49		
	19.00		Balances Written Off		0.00	
	149.25		Committee Expenses		99.15	
	30.00		Chess Scotland Affiliation Fee		30.00	
	44.44		ICCF Affiliation Fee		34.37	
	70.00	**792.53**	Auditor's Fee		70.00	**859.97**
			Domestic Competitions			
240.00			Individual Entry Fees	240.00		
34.00			Team League Fees	33.00		
6.00			Adjudication Fees	0.00		
	56.00		Prizes & Trophies		96.42	
	49.71	**174.29**	Controllers' Expenses		14.00	**162.58**
			International Competitions			
0.00			International Match Fees	0.00		
30.00			Individual Entry Fees	31.00		
	0.00		Prizes & Trophies[1]		122.00	
	0.00	**30.00**	Controllers' Expenses		0.00	**-91.00**
			ICCF Competitions			
128.00			Individual Entry Fees	25.00		
	196.45	**-68.45**	Individual & Team Fees		0.00	**25.00**
			Magazine			
198.00			New Magazine Email 60@£3	180.00		
155.00			New Magazine Printed 39@£5	195.00		
25.00			Magazine Advertising Revenue	25.00		
10.00			Old Magazine Sales	0.00		
	364.90	**23.10**	Printing & Postage		344.70	**30.30**
			Website			
117.44	117.44		ISP Connection Fees (Donation)	97.44	97.44	
6.79	6.79	**0.00**	Domain Registration (Donation)	6.79	6.79	**0.00**
			100 Club			
768.00			Units Bought	821.00		
	420.00		Prizes		420.00	
	17.50	**330.50**	Lottery Licence		17.50	**383.50**
			ICCF Books			
134.94			Sale of Books	29.98		
	282.22	**-147.28**	Purchase of Books		0.00	**29.98**

(continued)

2002-03			Profit & Loss	2003-04		
Income	**Expenses**	**Net**		**Income**	**Expenses**	**Net**
			Other			
0.00			Livie Family Donation	500.00		
102.74			Payment for Article	0.00		
	30.00		Funeral Flowers		0.00	
	0.00		Hire of Hall for AGM		18.00	
	530.56	**-457.82**	ICCF Delegate Travel		775.00	**-293.00**
			Silver Jubilee			
780.00			Income	0.00		
	937.35	**-157.35**	Lapel Badges		423.00	**-423.00**
3841.13	3321.61	**519.52**	**Surplus/Deficit**	3252.70	2568.37	**709.33**

Notes

1. Bernard Partridge Memorial prize-money distribution underestimated.

Balance Sheet

Bank Summary	Opening	Payins	Withdrawn	Written Off	Transfers	Closing	2002-03
Clydesdale Deposit[1]	65.76	110.39	0.00	0.00	0.00	176.15	
BoS Current	2113.08	3091.26	3433.43	0.00	0.00	1770.91	
Nationwide	4694.34	58.82	0.00	0.00	0.00	4753.16	
National Giro	0.00	0.00	0.00	0.00	0.00	0.00	
	6873.18	**3260.47**	**3433.43**	**0.00**	**0.00**	**6700.22**	**6873.18**
Net Opening/Closing	**-172.96**						

Liabilities	Creditor	Debtor			
Advertising Income		25.00			
Accrued 100 Club Prizes	35.00				
Uncashed 100 Club Prizes	24.00				
Uncashed Cheque	6.00				
Auditor's Fees	70.00				
Accrued Magazine Costs	344.70				
Prepaid 100 Club Units	126.00				
Accrued Prizes 03-04	82.50				
Provision for Prizes 04-05	130.00				
Subtotals/Net	**818.20**	**25.00**		**-793.20**	**-1675.49**

		2003-04	2002-03
Net Assets at March 31, 2004		**5907.02**	**5197.69**
Capital Account			
Balances b/f		5197.69	4678.17
Surplus/Deficit		709.33	519.52
Balances c/f		**5907.02**	**5197.69**

Notes

1. The Clydesdale Bank Deposit Account has now been recovered.

Gladiatoren Ante Portas Review

By Iain Mackintosh

Introduction

This is a delightful book, co-authored by GMs Volker-Michael Anton and Dr Fritz Baumbach of Germany. Many of our readers will remember that Volker-M qualified for his GM title in the Scottish Centenary Tournament 1984-88, and Dr Fritz of course was the XI ICCF World Champion 1988-90.

The book has as good a pedigree as the authors, being the tournament record for the Hans-Werner von Massow (ICCF President 1960-87) Memorial Invitation. The event coincided with the 50th Jubilee celebrations of the BdF, the German CC Federation. At the time (1996-2001), this was the strongest-ever CC event, featuring World Champions Umansky (1996) and Timmerman (2001), plus 6 other ex-champions.

Contents

The first thing to notice is the superb production quality of the book - it is hardback (15.5 x 21.5mm), stitch bound, and uses heavier weight reflective paper to give a beautiful look and feel. The black and white layout is sharp throughout.

There are 240 pages containing 105 *very* high-class games, with 285 diagrams. The book opens with an introduction by Alan Borwell, then ICCF President, a short biography of Hans-Werner von Massow, and a prologue of the event.

Each of the 15 gladiators is profiled with his photograph, family details and chess career. Then we are into the games, studded with GM brilliancies, but also showing that 'to err is human' applies to top-flight players also.

The games are interspersed with nice anecdotes and cartoons. For example, the authors pose (and answer) questions like 'what has the fable of the fox and the raven to do with chess?', 'why must you be careful with computer help?', 'why do new queens not always bring luck?', and 'what was an ex-champion looking for in a rural shop?', thus adding colour to the serious business of making moves.

A full event cross-table completes the games, and the book concludes with BdF President Fritz Baumbach's presentation speech to the tiebreak winner Volker-Michael Anton, an extended profile of the victor, and player and opening indices.

German Notation

Games in the book are in German algebraic, so you need to know the letters for the pieces as follows:

König (K)	King	King (K)
Dame (D)	Lady	Queen (Q)
Turm (T)	Tower	Rook (R)
Läufer (L)	Runner	Bishop (B)
Springer (S)	Jumper	Knight (N)
Bauer (b)	Peasant	Pawn (p)

German Commentary

As befits the tournament, the authors, and the biggest CC nation, the book is written in German. This might prove daunting for UK residents, who are notoriously bad at languages, but help is at hand!

Rather than thumb through your phrase book or dictionary, I suggest you try Alta Vista's Babel Fish website (go to http://world.altavista.com/) and there you will be able to get approximate translations to and from English into all the major world languages.

To illustrate the point, I've given the original German comment followed by the Babel Fish translation in the sample game below. It's very literal and not good English, but it makes enough sense for you to fully enjoy the game.

Sample Game

Here is the game between the world champions at the start and end of the tournament.

Timmerman, G (2744) - Umansky, M (2633) [C95]
von Massow Memorial, 2001
[Notes by Anton, Baumbach & Babel Fish!]

1.e4	e5		
2.Nf3	Nc6		
3.Bb5	a6		
4.Ba4	Nf6		
5.0-0	Be7		
6.Re1	b5		
7.Bb3	d6		
8.c3	0-0		
9.h3	Nb8		

Wie von Weiß nicht anders erwartet, wählt Umansky die verlässliche Breyer-Variante. In der Folge entwickelt sich das Spiel entlang bekannter Muster.

As does not expect from white differently, Umansky selects the reliable Breyer variant. In the consequence the play develops along well- known samples.

10.d4	Nbd7
11.Nbd2	Bb7
12.Bc2	Re8
13.Nf1	Bf8
14.Ng3	g6
15.a4	c5
16.d5	c4
17.Bg5	h6
18.Be3	Nc5
19.Qd2	h5
20.Bg5	Be7
21.Ra3	Nfd7
22.Be3	

Damals ein neuer Plan und ehrgeiziger als 22.Lxe7, was in der Partie Tatai gegen Dorfmann, Budapest 1988 schnell zum Remis führte. So spielt der Läufer auf e3 eine bessere Rolle als sein Gegenpart auf f6.

At that time a new plan and more ambitiously than 22.Bxe7, which led in the game Tatai against Dorfmann, Budapest 1988 fast to the draw. Thus the runner on e3 plays a better role as its counterpart on f6.

22...	Bf6
23.Rea1	Qc7
24.Qd1	

Weiß beabsichtigt, nach entsprechender Vorbereitung die schwarze Bauernkette mit b2- b3 "anzuknabbern".

White intended, after appropriate preparation the black peasant chain with b2- b3 "nibble at".

24...	Rab8
25.Nd2	Bc8
26.axb5	axb5
27.Ne2	Nb6
28.Ra7	Rb7
29.Rxb7	

29...   **Qxb7?**

Hier steht die Dame nicht gut, was sich bald herausstellt. Stattdessen macht die schwarze Stellung nach 29...Lxb7 durchaus noch einen harmonischen Eindruck und Weiß hätte nur leichten Vorteil.

Here the lady does not stand well, which turns out soon. Instead the black position makes after 29... Bxb7 quite still another a harmonious impression and white would have only light advantage.

30.b3!	cxb3
31.Nxb3	Nca4

Vorzuziehen und wohl das kleinere Übel für Schwarz war 31...Sxb3 32.Lxb3 Ld7.

To prefer and the smaller evil for black was probably 31... Nxb3 32.Bxb3 Bd7.

32.Na5	Qc7
33.Bxa4	Nxa4

Schlecht ist 33...bxa4 34.Tb1 Sc4 35.Sxc4 Dxc4 36.Tb4 mit Gewinn des a- Bauern.

Bad is 33... bxa4 34.Rb1 Nc4 35.Nxc4 Qxc4 36.Rb4 with profit of the a- peasant.

34.Nc6	Bd7

35.c4!!

Dieses kraftvolle Bauernopfer, wonach die weißen Figuren äußerst aktiv werden, dürfte Schwarz nicht auf der Rechnung gehabt haben. Im höheren Sinne ist das schon der Gewinnzug!

This strong peasant sacrifice, after which the white figures become extremely active, might not have had black on the calculation. In the higher sense that is already the winning move!

35...   **Nb2**

Nach 35...Lxc6 36.dxc6 Sb2 (natürlich verliert 36...Dxc6 37.cxb5 Dxb5 38.Txa4 glatt eine Figur.) 37.Dd5 Sxc4 38.Ta7 Sxe3 39.Da2 Sd5 40.Txc7 Sxc7 wird der mächtige c- Bauer über kurz oder lang das Schicksal von Schwarz besiegeln.

After 35... Bxc6 36.dxc6 Nb2 (naturally 36... Qxc6 37.cxb5 Qxb5 38.Rxa4 lose smoothly a figure.) 37.Qd5 Nxc4 38.Ra7 Nxe3 39.Qa2 Nd5 40.Rxc7 Nxc7 the powerful c- peasant will sooner or later seal the fate of black.

36.Qb3	Nxc4
37.Ra7	Qc8

38.Bh6!

Der Läufer entzieht sich dem drohenden Abtausch und beunruhigt durch sein Auftauchen den König. Ein grober Fehler wäre der Rückgewinn des Bauern mit 38.Dxb5? gewesen, denn auf 38...Sxe3 39.fxe3 Lxh3! 40.gxh3 Dxh3 hätte Schwarz nur gewartet. Dann greift nämlich der Lf6

kräftig ins Geschehen ein und das Blatt hat sich total gewendet.

The runner extracts itself from the threatening exchange and worries by its emerging by the king. A gross error would be recovers the peasant with 38.Qxb5? because on 38... Nxe3 39.fxe3 Bxh3! 40.gxh3 Qxh3 would have only waited black. Then the Bf6 intervenes strongly in the happening and the sheet totally turned.

38...   Bd8

Schöne Bilder ergeben sich auch in der Variante 38...Lxc6 39.Df3! Te6 40.Sc3! Kh7 41.Lg5! Kg7 42.dxc6! Dxc6 43.Sd5 und nach Aktivierung der letzten weißen Figur bricht die schwarze Stellung völlig zusammen.

Beautiful pictures result also in the variant 38... Bxc6 39.Qf3! Re6 40.Nc3! Kh7 41.Bg5! Kg7 42.dxc6! Qxc6 43.Nd5 and after activation of the last white figure breaks down the black position completely.

39.Qf3!

Jetzt nehmen die weißen Drohungen am Königflügel ganz konkrete Formen an, während Schwarz nach dem weißen Fehlgriff 39.Dxb5? Sa5! 40.Txa5 Lxa5 41.Dxa5 Lxc6 42.dxc6 Dxc6 plötzlich wieder munter mitspielen würde.

Now do the white threats at the king wing, during black take completely concrete forms after the white mistake 39.Qxb5? Na5! 40.Rxa5 Bxa5 41.Qxa5 Bxc6 42.dxc6 Qxc6 would along- play suddenly again lively.

39...   f6

39...h4 scheitert an 40.Sxd8 Dxd8 41.Txd7! Dxd7 42.Df6 nebst Matt.

39... h4 fails because of 40.Nxd8 Qxd8 41.Rxd7! Qxd7 42.Qf6 together with mate.

40.Ng3!   Kh7

41.Bg5!

Schwarz gab auf keinesfalls zu früh, was z.B. mit 41.Lg5 Kg7 42.Sxh5+ gxh5 43.Dxh5 Th8 (oder 43...fxg5 44.Dxe8!) 44.Lh6+! Txh6 45.Dg4+ Tg6 46.Txd7+ Kf8 47.De6! glänzend bewiesen werden kann.

Black did not give up under any circumstances too early, which e.g. with 41.Bg5 Kg7 42.Nxh5+ gxh5 43.Qxh5 Rh8 (or 43... fxg5 44.Qxe8!) 44.Bh6+! Rxh6 45.Qg4+ Rg6 46.Rxd7+ Kf8 47.Qe6! sparklingly proves.

1-0

Conclusion

It took me a while to review this book, but it was worth the wait. Its historical significance makes it a collector's item, but it is also great entertainment for any CC player.

If you can overcome your apprehension about the language, the book will please in all respects. Note that you can opt to take the games CD along with the book, which has the twin advantages of adding some top-class games to your database, and making the copy and paste operation into Babel Fish much easier!

The superior production quality means that the cover price of 13.80 euros, plus 4.50 euros p&p, is a steal - where else can you get hardback for under £12?! . The accompanying CD database optionally costs a further 5.90 euros.

Further details may be obtained from the special website: www.anton-baumbach.de through which you can order and pay. If you prefer, payment may be made via Paypal at: www.paypal.com

Finally, thanks to Volker-M for his prompt assistance in sending my review copy. He has fond memories of his participation in our Centenary Tournament, and extends good wishes to all his Scottish friends!

On behalf of them, congratulations to you and Fritz (the player, not the computer...) for producing a really excellent publication!

SCCA **100** Club

George Livie writes:

The 100 Club is an important means of income for the SCCA, and units can be bought for £1 per month. Bank mandates are the easiest method of subscribing. Two prizes are awarded each month. To join, or to increase your units, please get in touch with me using one of the methods listed under Officials on the Editorial page. Recent prize-winners are:

2004	1st	2nd
June	A Grant	A P Borwell
May	G D Pyrich	A P Borwell
April	A Grant	G W G Livie

ICCF Webserver

By Ambar Chatterjee

[Editor's note: this article was produced by Dr. Ambar Chatterjee for the AICCF Bulletin in India. Ambar was one of the project team who built the webserver, and he has kindly agreed to allow the interview to be reprinted here.]

We have seen ICCF games played by postal mail and email. Now ICCF has introduced a new way of playing correspondence chess – the Webserver. On the webserver, players can see a picture of any game they are playing on their computer and can enter their next move on the board using the mouse. Record keeping and time accounting are done by the webserver. This means that the players are free from clerical tasks and can concentrate more on the game itself. It also does away with many of the disputes and some of the controversies that can arise in CC play. The tasks of the archiving the game scores, cross tables and calculation of ratings also become automatic, thereby freeing the tournament arbiters of huge amounts of work, eliminating human errors and delays. In this interview, Project Manager Iain Mackintosh talks about ICCF's Webserver Project.

1. Correspondence chess players the world over are delighted with the news about the ICCF Webserver. When was it eventually decided to go ahead with the project? What was the expected date for completion and how far was it possible to keep to the schedule?

   The decision to proceed with the project was made at the ICCF Congress in Ostrava, Czech Republic, held in October 2003. The decision was a unanimous vote by national delegates, and it followed a presentation of a proposed plan, budget and methods of raising finance to do the work.

   Phase 1a of our project was scheduled to complete by end-June 2004, to allow our first live event to start in July - we have finished that work on time. In August we will complete phase 1b, which is mostly to allow team events to be held. We have kept well within our budget.

2. Can you give an overview of the features of the webserver?

   The first thing to notice is that the webserver has been specially built for CC administrators and players. We have received some assistance from ChessBase, but ICCF fully owns the title to the webserver software.

   Administrators should benefit from the automation of many tasks currently done manually. Events can be easily created and edited online, and the system offers many ways to tailor events to suit the organisers (for example, time controls, pairing rules, game viewing rules and player substitutions all offer choices).

   Calculation of norms is automatic for title events, and cross-tables are maintained by the system (and manually) during an event. Some rating features are now automated, and we expect more to follow in subsequent phases.

   Players should enjoy seeing their game positions on screen, and being able to enter their next move using mouse or keyboard (thus avoiding illegal, ambiguous or unreadable moves). The system maintains a list of all current games, showing event and status, and PGN game files may be downloaded at any time for offline analysis.

   There are facilities to book holidays and special leaves, to exchange messages securely with opponents, and to communicate with officials.

3. In your report on the ICCF web page you have mentioned about Phase 2 of the project (starting after August). What are the additional features being planned for this phase?

   Phase 2 will be planned in July and August, but there is no agreed start or end date for it yet - we have to decide on the work priorities first, and the features under consideration include ideas like online entry of players to webserver events, automation of rating system and games archive features, additional language support (probably German and Spanish), and switching of games between playing modes - postal, email and webserver.

   We will also consider any feedback we get from early users of the system in the first event (below).

4. Many people feel that the webserver will revolutionise the way CC is played. In fact ICCF should have introduced the web server even earlier. Your comments?

It is very difficult for a large organisation to be the first to innovate with new technology - much of the energy of ICCF officials is spent running the many existing CC events enjoyed by players round the world. New organisations can usually move faster because they have no existing commitments, but sometimes it can be hard for them to be pioneers, making all the early mistakes!

ICCF has had to spend time examining the commercial offerings available (mostly aimed at OTB players), deciding that they wanted to own and build an in-house system, then looking for skilled people to work on the development, negotiating with a suitable development partner (ChessBase), and finding ways to pay for the work (this project is the largest ever undertaken by ICCF, and some key jobs had to be done by paid professionals because part-time, volunteer workers would not have been able to give the necessary time).

Maybe, with hindsight, the work could have been started earlier, but I hope we have been able to provide a high-quality system in the 8 months since the final decision was made to proceed.

5. Now that we have the web server, will there still be postal and email tournaments still conducted by ICCF?

Yes. ICCF will always organise postal and email events as long as enough of its members want to play in these ways. Webserver is just one more way of playing CC, and we will probably try to find easy ways of switching games between playing modes (Phase 2 above). In years to come, we can expect other new technologies to overtake webserver!

6. We have heard that there are countries like Cuba where there is email access but no web access. Does the web server generate and receive emails so that such players could still use the web server indirectly?

The webserver will send an email to let a player know that his opponent has moved (unless it is specifically asked not to). However, a player has to login to the webserver and play a move before such an email is sent. If a player cannot access the webserver directly, he cannot send it an email to say what move he wants to make. In this case, he would just have to enter and play in email events until webserver access can be provided.

7. When will be the first event on the new server and who all are playing in it?

The first event is being sponsored by Chess Mail, and starts on July 15th. It takes the form of a Test Tournament where players can enjoy the webserver for the first time, and provide feedback on their experiences to ICCF. Over 90 players will take part, selected from those who applied to Chess Mail and to the notice on the ICCF website. We have selected a representative range of countries and players. There will be 13 sections of 7 players initially, with a final in 2005, which is expected to be a title event.

8. Some people have asked about the central clock of the server – will the time stamps be in GMT or some local time zone? Probably it should not matter to the player, except if he tries to read and verify the time stamps.

The server is located in Germany at present, so the time stamps will be in CET (Central European Time). However, it doesn't really matter to the player - the important thing is that there is only *one* clock used. Wherever you live in the world, you have 24 hours from the time of your opponent's last move before the server adds 1 day to your time used. Players can choose whether they see the time stamps or not when they look at the game score on the screen. Time remaining until the next time control is always shown for both players.

9. There has been a lot said on TCCMB about the "phoney" email day. Can you please explain this clearly and concisely for the benefit of our members who have no idea about the "phoney" day?

The phoney day arises from the playing rule for email events allowing a player to receive a move one calendar day after it is sent, even if it arrives on his computer within minutes. So, if you receive a move (say) at 00:05 on day 1, you don't officially have to log it until day 2 and, if you send your reply at (say) 23:55 on day 2, you are charged no time, even though you have had almost 2 days to think about it!

This can be further complicated by local delivery times being used - for example, India is 5.5 hours ahead of GMT, so your opponent in the UK gets an 'extra' 5+ thinking hours before the clock catches up. Some players always send moves at times calculated to get the maximum time advantage, depending on the location of their opponent!

10. Can you explain about sending conditional moves on the server? In what way is this a "limited form of conditional moves" and what is the rationale behind this limitation? Why do you consider two types of tournaments, with and without conditional moves?

When we sat down to define our requirements, we found two very different schools of thought on conditional moves. One school wanted to get rid of them altogether, on the basis that they were only devised to speed up slow delivery times, particularly in postal games. The other school wanted to keep them, on the grounds that they were a distinctive part of CC, and we needed to keep our traditions separate from OTB chess servers. We couldn't get agreement, so we decided to offer a yes/no option for each event, and leave the decision to the organisers. A compromise maybe, but everybody can exercise their choice!

In the events where conditional moves are allowed, we chose a simple system to keep development time to the minimum. So, you can propose a sequence of conditional moves of any length as long as it follows *only one* line; multiple lines are not permitted just now because the branching logic can get very complex. There is detailed documentation on a help page in the webserver to assist players.

11. We noted your statement that the 50-move rule and three-fold repetition are not implemented. Does this mean that a draw claim under these rules has to be looked into by a human arbiter? We would have expected that it would be a simple matter for the server itself to uphold or deny such a claim without human intervention.

Yes. This was another design decision to minimise development work for situations which don't happen very often, and which can be fairly easily verified by a TD or adjudicator playing through the game. If there is enough demand, and, of course, we have the budget and resources, we can revisit this later.

There are other instances where human intervention is required - for example, the server will not automatically award a game defaulted on time (though it will highlight it). A player must claim a win, and the TD must be satisfied that all the circumstances are correct before awarding a result. Note that TDs can award defaults to both players (0-0) in some cases, which can be hard for a server to do!

12. A few words about the ICCF Webserver team, their goals and functions…

A steering group, chaired initially by ICCF President Josef Mrkvicka (CZE), and now by Grayling Hill (USA), has governed the project. Other members have included Alan Borwell (SCO), Nol van 't Riet (NLD), Max Zavanelli (USA), Pedro Hegoburu (ARG), Chris Lüers (GER) and Raymond Boger (NOR). The job of the steering group has been to approve the requirements, find resources to work on the project, draft the first webserver playing rules, negotiate with the sponsor for the first webserver event, and generally resolve any issues the project team couldn't handle.

The project manager has been Iain Mackintosh (SCO), who has produced the functional specification (requirements), controlled the project plan and budget, created the help facilities, and provided decision support to the development team.

The lead developer has been Martin Bennedik (GER), who has produced the technical design, administered the project workspace, done the technical research, and provided most of the server programming. Martin has been assisted by Ambar Chatterjee (IND), who has provided the browser (Javascript) programming - every time you drag and drop a piece on the board, you are using Ambar's software!

The test team leader has been Jens Lieberum (GER), who has been responsible for defining the test plan, and organising the work of the test team, as well as performing many tests himself. The test team has included valuable contributions from Luz Marina Tinjaca (ITA), Virginijus Grabliauskas (LIT), Jonathan O'Connor (IRE), Carlos Cranbourne (ARG), Franklin Campbell (USA) and Chris Lüers (GER).

We have also received very helpful advice from Matthias Wüllenweber of ChessBase, and Gerhard Binder (GER), the ICCF Ratings Commissioner.

13. Is there anything else you would like to add?

Just that it has been very nice to combine business and pleasure on this project, and I would like to thank very much everybody who has made a contribution! The standard of work has been very professional from all concerned, and I hope that you will agree when you get the chance to see and use the webserver for yourself.

I am certain that the system will make a really big difference to the way in which ICCF works, and I look forward to seeing many CC games being played on it in future.

ChessBase CD Reviews

by Bernard Milligan
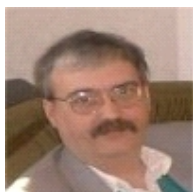
Sicilian Dragon 1 & Sicilian Dragon 2
By Dorian Rogozenko

Both these CDs are separate products dealing with different variations of the Sicilian Dragon. The Sicilian Dragon 1 deals with variations in the ELO Code range B70-B74, whilst The Sicilian Dragon 2 deals with variations in the ELO Code range B75-B79 (Rauzer (or Yugoslav) Attack,). In layman's terms Dragon 1 covers variation where White castles Kingside and Dragon 2 covers variation where White castles Queenside.

Dragon 1 has 29 texts and 113 annotated model games, a database with over 24,000 games, a training database and an opening tree containing all the games from the CD.

Dragon 2 has 95 texts and 500 annotated model games, a database with over 26,000 games, two training databases (one aimed from the Black perspective and one aimed from the White perspective) and an opening tree containing all the games from the CD.

The database surveys on both CDs are excellent, as are the annotations by the author. There is more than enough material on each of the CDs to satisfy the research and learning needs of the most dedicated Correspondence player. In fact any player thinking of adding the Dragon to their repertoire or who expects to be faced with it can benefit from both of these CDs.

Both CDs include the ChessBase-Reader so there is no need to own a copy of ChessBase or any of the other playing programs.

System requirements Pentium 166,32 MB RAM, Windows 98, ME, 2000, or XP. ChessBase Reader included!

Here are some games from our players from the CDs.
From Dragon 1 CD.
A P Borwell - B Green [B71] BCF-ch Sunderland (9), 1966
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.f4 Nfd7 7. Bc4 Bg7 8.Be3 0-0 9.0-0 Nc6 10.a4 a6 11.Qd2 Na5 12.Bxf7+ Rxf7 13.Ne6 Qe8 14.Nc7 Qd8 15.Nxa8 Nc4 16.Qe2 Nxe3 17. Qxe3 b6 18.Nd5 e6 19.Ndxb6 Bb7 20.Nxd7 Qxd7 21.Nb6 Qc6 22.c3 a5 23.Rfd1 Bf6 24.b3 Qxc3 25.Qxc3 Bxc3 26.Rac1 Bb4 27.e5 d5 28.g3 Ba3 29.Rc2 Bb4 30.Nc8 Rd7 31.Rd4 Kg7 32. Nd6 Ba3 33.Nxb7 Rxb7 34.Rd3 Rb6 35.Rc7+ Kh6 36.g4 g5 37.f5 exf5 38.gxf5 g4 39.e6 Kg5 40.e7 Rb8 41.Rxd5 Kf4 42. Rc4+ 1-0

From Dragon 2 CD.
D Kilgour - M Lecroq [B78] W-ch sf corr, 1995
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7. f3 0-0 8.Qd2 Nc6 9.Bc4 Bd7 10.0-0-0 Rc8 11.Bb3 Ne5 12.h4 h5 13.Bh6 Qa5 14.Bxg7 Kxg7 15.Kb1 Rc5 16.Nde2 Rfc8 17. Rhe1 b5 18.Nf4 Qd8 19.Nd3 Nxd3 20.cxd3 b4 21.Ne2 Qb6 22. d4 Ra5 23.Rc1 Rxc1+ 24.Nxc1 Qb8 25.Nd3 Rb5 26.Ka1 e5 27. Bc4 Rb6 28.dxe5 dxe5 29.Rc1 Bc6 30.Qg5 Nd7 31.g4 f6 32. Qe3 hxg4 33.fxg4 Qd6 34.g5 Bb7 35.h5 gxh5 36.Rf1 Kf8 37. gxf6 Nxf6 38.Qg5 Bxe4 39.Nxe5 Ke8 40.Bb3 1-0

fritztrainer middlegame vol 1 & vol 2
By Jacob Aagaard

Attention: Please note that the courses on these CDs are a supplementary program for Fritz8 and can only be run if the chess program "Fritz8" or "Fritz8-WCh Edition" is installed on the PC. Neither Fritz8 nor Fritz8 WCh-Edition is supplied with this training course.

These CDs are based on the new instructional Fritz8-Chess Media System: all the lectures are presented in their entirety with video pictures and synchronised chess graphics. Basically when you run Fritz 8 you open the files for the Introduction or lectures from the CD and are presented with two windows to view. The first is the standard board window where you can see the moves being played and any highlighted points such as attacked squares or pieces. The second window presents a video in which the author gives a lecture on the subject under discussion. As he explains the ideas and moves you get to see these moves on the board simultaneously. This has to be one of the best tutorial systems on the market.

The subjects of the lectures on Vol 1 are as follows:
01 Introduction 22:23
02 Include all pieces in the attack 1a 15:35
03 Include all pieces in the attack 1b 13:41
04 Include all pieces in the attack 2a 22:23
05 Include all pieces in the attack 2b 13:55
06 Development and pace in the attack 1a 15:51
07 Development and pace in the attack 1b 13:04
08 Development and pace in the attack 2a 13:30
09 Development and pace in the attack 2b 29:19
10 Colour Schemes 1 16 :57
11 Colour Schemes 2 17:50

The subjects of the lectures on Vol 2 are as follows:
12 The indifference of the value of the pieces in the attack 1 23:37
13 The indifference of the value of the pieces in the attack 2 18:28
14 Evolution – Revolution 1 17:49
15 Evolution – Revolution 2 14:29
16 Drawing the king out into the open 13:05
17 Destruction of the king's position 1 15:33
18 Destruction of the king's position 2 11:41
19 Destruction of the king's position 3 13:37
20 Destruction of the king's position 4 15:16
21 Opening lines to the King 1 18:49
22 Opening lines to the King 2 11:45

23 Attack the weakest point in your opponent's position 16:18

System requirements: PC 233, 64 MB RAM, CD-ROM drive, sound card, mouse, Windows 98, ME, 2000 or XP, Windows Media Player 9.

Catalan
By Mihail Marin

This CD covers the Catalan Opening (1.d4 Nf6 2.c4 e6 3.g3). It contains a large collection of 27756 games of which 1438 games are annotated. 538 of these are annotated by the author who is the Romanian chess champion who just has made a jump above the magic 2600 rating barrier.

With great precision and clarity, GM Marin has examined the individual variations. Once again, as was the case with the author's first offering "English 1.c4 e5", one comes across a large number of indications of possible transpositions and related variations, sometimes from quite different openings. In this fashion, the learner obtains insights into a genuine grandmaster's opening. The CD also has the usual training database and an opening tree.

System requirements Pentium 166,32 MB RAM, Windows 98, ME, 2000, or XP. ChessBase Reader included so once again there is no need to own a copy of ChessBase or any of the other playing programs.

fritztrainer middlegame
Strategy and Tactics
By Peter Wells
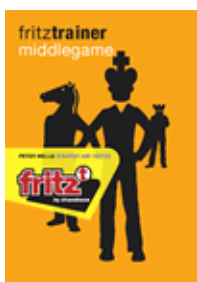
Attention: Please note that the courses on these CDs are a supplementary program for Fritz8 and can only be run if the chess program "Fritz8" or "Fritz8-WCh Edition" is installed on the PC. Neither Fritz8 nor Fritz8 WCh-Edition is supplied with this training course.

This CD also uses the system described in the text for the previous two CDs. If ChessBase continue to produce such excellent tutorials in this format I would thoroughly recommend that players give serious thought to purchasing Fritz 8 so that they can benefit from these CDs.

The following subjects are part of the lectures on this CD:
Introduction 5:34 min
Calculation 29:23 min
Commitment and Defence 17:02 min
Zwischenzug 16:56 min
Anatomy of Blunders I 19:49 min
Anatomy of Blunders II 15:44 min
Positional Pawn Sacrifice I 8:35 min
Positional Pawn
Sacrifice II 20:08 min
Bad Pieces I 20:25 min
Bad Pieces II 22:14 min
Blockade 20:00 min

Another useful tip is to start your favourite analysis engine running in Fritz 8 as you watch each lecture. This will allow you to compare what the author suggests against the engine analysis. All in all an excellent learning tool.

System requirements: PC 233, 64 MB RAM, CD-ROM drive, sound card, mouse, Windows 98, ME, 2000 or XP, Windows Media Player 9.

CORR DATABASE 2004
By ChessBase

Corr Database 2004 is an extensive collection of correspondence games, featuring classical correspondence games played by mail as well as email games. The CD contains 500,000 games from 1804 until 2004 including all games of the correspondence chess world championships 1-16, correspondence chess Olympics 1-14, correspondence chess European championships 1-6, national championships (AUS, CSR, DEN, GER, NED, USA) and memorials (1965 SUI jub75, 1991 FIN jub30, NED jub 25, NBC Millennium Email und ICCF 50th Jubilee Elite). For the second time, corr 2004 also features a correspondence chess playerbase, which includes about 60,000 names. A must for every player of correspondence chess! Requires ChessBase or Fritz Program.

System requirements Pentium 166,32 MB RAM, Windows 98, ME, 2000, or XP.
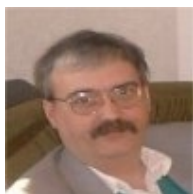
Games Column

by Bernard Milligan

Judging by the number of games I have received recently it looks like things are pretty quiet at the moment. Games are always welcome and as the season progresses, and more games are completed, I hope you will take the time to annotate a few for the Magazine.

The quality of the contributions remains high so you should all enjoy this quarter's games column. We kick off with a very instructive French Defence from George Pyrich in our friendly match against ICCF.

SCCA v. ICCF, 2002
White: G Pyrich
Black: J Mrkvicka
French Defence [C11]
[Annotator George Pyrich]

1.e4	e6
2.d4	d5
3.Nc3	Nf6

The Classical French, a popular line nowadays.

4.e5	Nfd7
5.f4	c5
6.Nf3	Nc6
7.Be3	a6
8.Qd2	cxd4

8...b5 is playable when White should reply with 9.Be2 (rather than 9.0–0–0? White is quickly crushed after 9...c4 10.Kb1 Nb6 11.g4 b4 12.Ne2 c3 13.bxc3 Nc4–+).

9.Nxd4	Bc5
10.0–0–0	0–0

11.h4

11.Qf2! is the big improvement here as in Kramnik - Radjabov, Linares 2003

(after the start of this game!) when the World Champion won brilliantly after 11...Nxd4 12.Bxd4 Qc7 13.Bd3 b5?! (13...Bxd4 14.Qxd4²) 14.Qh4! and White crashed through on the K side.

11...	Nxd4
12.Bxd4	b5
13.h5	

In preference to fashionable 13.Rh3 giving lateral defence to the Q side - an example being Wells - Glek, Vienna, 1998 13...b4 14.Na4 Bxd4 15.Qxd4 a5 16.Bb5 Rb8 with chances for both sides.

13...	b4
14.Na4	

Preferable, I think, to 14.Ne2 which seems to give Black more leeway on the Q side 14...a5 15.h6 (15.Qe3 Qc7 16.Kb1 Ba6 17.Bxc5 Nxc5 18.Ng3 Rfc8 19.Rc1 a4 with good chances for Black in Topalov - Morozevich, Sarajevo, 1999) 15...g6 16.g4 Qc7 17.Bxc5 Nxc5 18.Nd4 Ne4 19.Qh2 a4 and Black is certainly not worse.

14...	Bxd4
15.Qxd4	Qa5

15...a5 to play Ba6 next is the other idea here.

16.b3	Bb7
17.Kb1	Bc6
18.Nb2	

18.h6 g6 19.g4? is disastrous for White after 19...Bxa4 20.bxa4 Nc5 21.f5 Nxa4 22.Qd2 Nc3+.

18...	Bb5

18...Nc5?! looks good for White after

19.Nd3 Nxd3 20.Bxd3 Qa3 21.f5; and 18...h6 doesn't look much better e.g. 19.g4 Bb5 20.g5 hxg5 21.h6 g6 22.fxg5 Kh7±; However 18...Qc5 looks fine for Black to me after say 19.h6 (19.Qd2 a5 20.h6 g6 21.g4 f6 22.Nd3 Qd4 looks fine for Black; as does 19.Be2 a5 20.Rh3 f6 21.exf6 Rxf6 22.c3 Qd6 23.h6 g6 24.Re3 Qf8) 19...g6 20.Qxc5 Nxc5 21.Bd3 a5=.

19.h6

19.Nd3 comes to nothing much after 19...Bxd3 20.Bxd3 Qc5 21.Qxc5 Nxc5 22.Kb2 f6 23.exf6 gxf6 24.Rhe1=.

19...	g6

19...Bxf1 20.hxg7! is very good for White

20.g4

I preferred this to [20.Bd3 Rfc8 21.f5 Bxd3 22.Nxd3 Qc7 when I don't see much for White.

20...	Rfc8

20...Bxf1?! 21.Rhxf1 Rfc8 22.f5 Qc7 23.Rf2 Qxe5 24.fxe6 fxe6 25.Qxb4 is clearly better for White.

21.Bd3

I chose this over 21.f5 Qc7=; and 21.Nd3 Rab8 but I'm still not sure what's best - overall, both sides have chances

21...	Rc3?!

An odd choice [I expected 21...Nc5 22.f5 Nxd3 23.Nxd3 Bxd3 24.Qxd3 Rc3 25.Qe2 Qc5 which is about equal; but, with hindsight, 21...Qc7! 22.Rh2 Qc3

looks good.

22.f5

22.Rd2 Rac8 23.Bxb5 Qxb5 24.Nc4!? Qc5 25.Nd6 Rc7 is a strange line and probably about equal.

22…	Rac8
23.Rhf1	R3c7?!

Another surprise 23...Nc5?! is dubious as after 24.fxg6 fxg6 25.Qf4 Qc7 26.Qf6 White is on top; and 23...Qc7 allows the surprising 24.Bxb5 axb5 25.Nd3 Rxc2 26.Nxb4 Rc3 27.fxe6 fxe6 28.Nxd5 exd5 29.Qxd5+ Kh8 30.Qf7+-; but 23...Bxd3 looks dead equal after 24.Nxd3 Rxc2 25.Nxb4 R2c3 26.fxg6 fxg6 27.Qf2 Rf8.

24.fxg6

Maybe 24.Qf4 first was better 24...Bxd3 25.Rxd3 Rxc2?? (he has to play 25...Rf8) 26.fxe6+-.

24…	fxg6
25.Qf4	Rf8

forced as both 25...Nc5 26.Qf6 Bxd3 27.cxd3; and 25...Nf8 26.Qf6 are simply crushing for White.

26.Qg5	Bxd3
27.Nxd3	Re8

Again forced as 27...Rfc8 allows a winning attack after 28.Rd2 Nc5 29.Qf6! Ne4 30.Qxe6+ Kh8 31.Rdf2!

Nxf2 32.Rxf2.

28.Qf4

A major change of plan - I couldn't see any forced win but did manage to foresee that the coming endgame was good for White and decided for the safe option [over the careless 28.Nf4?? allowing 28...Rxc2!; and 28.Rf2 which doesn't seem to give anything after 28...Nc5 29.Nxc5 Qxc5 30.Qf6 Qf8!

28…	Rf8
29.Qxb4	Qxb4
30.Nxb4	Rxf1
31.Rxf1	Nxe5
32.Re1	Nxg4
33.Rxe6	

It seems to me that this ending is almost a forced win for White, Black having paid a high price for the lost tempo at moves 21/23.

33…	Nxh6

33...Rd7 was no better after 34.Rxa6

Nxh6 35.a4 Nf5 36.a5 Kg7 37.Rb6 h5 38.a6 when the White pawns seem much quicker than Black's.

34.Nxd5

Not 34.Rxa6?! d4 and, with Nf5 to come, things aren't so clear.

34…	Ra7

34...Rc5 35.c4 a5 36.Kc2 Nf5 37.Ra6 g5 38.Kd3 is hopeless for Black.

35.c4	Kf7
36.Rf6+	

36…	Kg7

If 36...Ke8 37.c5! (better than 37.Rxa6?! Rxa6 38.Nc7+ Kd8 39.Nxa6 g5 which is far from clear) 37...Ng4

38.Re6+ Kd8 39.c6+-.

37.Rb6

White has to prepare the advance of the c pawn as [37.c5? is only a draw (at best) after 37...Rd7 38.Rd6 Rxd6 39.cxd6 Nf7 40.d7 Nd8.

37…	Nf5
38.c5	Rd7

38...g5 39.c6 Nd6 40.c7 Nc8 41.Rb8 Ne7 42.Re8+-.

39.Nf4

39.Nc3 allows 39...h5.

39…	Kf7

39...a5 was likely better as White has to then find 40.c6 Rd1+ 41.Kb2 Rd2+ 42.Ka3 Ne7 43.c7 Kf7 44.Rb7!+- h5 (44...Nc8 45.Rb8!) 45.c8Q!

40.Rxa6

40.c6 didn't seem so clear after the likes of 40...Rd1+ 41.Kb2 Ne7 42.c7 Rd2+ 43.Kb1 Rd7 44.Ne6 Nc8 45.Rxa6 Re7 46.Nd8+ Ke8 when White is still better but there's no clear win.

40…	Rd4

40...g5 41.Nh5+-

41.Ne2	Rd5

41...Rd2 doesn't help as White has clear line with 42.Nc3 h5 43.c6 Rd8 44.c7 Rc8 45.Nb5 h4 46.Rc6 h3 47.Rc1 h2 48.Rh1 winning.

42.b4	h5

42...g5 43.Kc2 h5 44.a4 comes to much the same thing - the White pawns are always ahead in the race.

43.c6	Rd1+

43...Rb5 also leads to a loss after the likes of 44.Ra7+ Ne7 45.Rb7 Rxb7 46.cxb7 Nc6 47.a4 Ke7 48.b5 Nb8 49.a5 Kd7 50.a6 Kc7 51.Nf4 Kb6 52.Nxg6+-.

44.Kc2	**Ne3+**
45.Kc3	**Ke6**

45...h4 is no better 46.b5 h3 47.Ra7+ Kf6 48.Rh7+-.

46.b5	**Nd5+**
47.Kc4	**Kd6**

Instead 47...g5 allows 48.Kc5+-; another try 47...h4 also loses after 48.Kc5 g5 49.b6 Nxb6 50.Kxb6 h3 51.Kb7+-.

48.Ra7	**Nb6+**
49.Kb4	**Rb1+**

If 49...g5 then simply 50.Nc3

50.Ka5	**Kc5**
51.Nc3	**Re1**
52.Rb7	**Nc4+**

52...Re3 53.Rxb6 Rxc3 54.a4 Kd6 55.Rb8 h4 56.Kb6 g5 57.Rd8++-.

53.Ka6	**h4**

White is winning easily now - for example 53...g5 54.Rg7 Re5 55.Rxg5!+-; and 53...Re3 54.c7 Re6+ 55.Ka7 Nd6 56.Rb8 Re7 57.b6 Kc6 58.Rg8 g5 59.Rg6+-.

54.Rd7	

and, faced with 54.... Re6 55.Na4+, Black resigned. Winning against ICCF Presidents is becoming a habit! **1–0**

♕♕♕♕

Iain Mackintosh kicks in next with couple of contributions, one in the French Defence and one in the Nimzo-Indian Defence. Iain has rocked his way up the charts to become the highest

contributor to the games column since I became its editor.

EU/FSM/65–11, 2003
White: I Mackintosh (2240)
Black: C Wolff (2405)
French Defence [C05]
[Annotator Iain Mackintosh]

1.e4	

I managed to get a place in this Euro Semi on the strength of each country being awarded an unconditional spot, and nobody coming forward to take ours.

1…	**e6**
2.d4	**d5**
3.Nd2	

The Tarrasch Variation, which avoids the MacCutcheon and Winawer lines of the French.

3…	**c5**
4.Ngf3	

4.dxc5 Bxc5 5.Nb3 Bb6 6.exd5 exd5 7.Nf3 Nc6 8.Bb5 Nge7 9.0–0 0–0 10.Nfd4 a6= as in Haag-Korchnoi, Gyula, 1965, doesn't give Black any real problems.

4…	**Nf6**
5.e5	

5.exd5 Nxd5 6.Nb3 cxd4 7.Nbxd4 Be7 8.Bd3 0–0 9.0–0 Nd7 10.c4 Nb4 11.Bb1 Bf6 12.Qe2² Buljovcic-Planinc, Yugoslav Championship, 1965.

5…	**Nfd7**
6.c4!?	

Unusual. Much more frequent is 6.c3 Nc6 7.Bd3 Qb6 8.0–0 cxd4 9.cxd4 Nxd4 10.Nxd4 Qxd4 11.Nf3 Qb6 12.Qa4± giving White a good initiative for the pawn, as in Shaw-Grant, Marymass, 1999, 1–0.

6…	**Be7!?**

Equally unusual! 6...Nc6 7.cxd5 exd5 8.Bb5 Be7 9.0–0 0–0 10.Re1± was good for White in Kuzmin-Bykhovsky, Russian Winter Open, 1991, 1–0.

7.cxd5	**exd5**
8.Bd3	**Nc6**
9.0–0	**cxd4**
10.Re1	**Nc5**
11.Nb3	**Nxd3**

11...Nxb3!? 12.Qxb3 0–0 13.h3= is also ok for Black.

12.Qxd3	**Nb4!**

Not content with the Bishop pair, Black also makes it hard for White to equalise on material.

13.Qd1	**d3**
14.Nfd4	**Qb6!N**

An interesting new idea. 14...0–0 15.a3 Nc2 16.Nxc2 dxc2 17.Qxc2= has been known to theory since Penrose-Bouwmeester, Clare Benedict Cup, 1963, drawn in 27.

15.Bf4	

15.a3 Nc2 16.Nxc2 Qxb3 17.Nd4 Qxd1 18.Rxd1 Bd7 19.Rxd3=

15…	**Qg6³**

White has difficulty contesting the light-coloured squares.

16.Qd2	**0–0**

16...Bh3 17.Bg3 Bd7³

17.Re3	**Qb6**
18.a3	

White decides to simplify!

18…	**Nc2**
19.Nxc2	**dxc2**

20.Rc1

20.Qxc2?! allows 20...d4³

20...Bd7
20...Bf5 21.Nd4 Be4 22.Rb3 (22.f3? Bc5!–+) 22...Qa6 23.f3 Bg6 24.Nxc2 Rac8=

21.Rxc2   **Rac8**
22.Rec3=

White has clawed back to equality, and from here on in, both sides seem happy with a share of the spoils.

22...	Qg6
23.Be3	Rxc3
24.Rxc3	Rc8
25.Rxc8+	Bxc8
26.h3	Bf5

26...Bxh3 looks interesting, but after 27.Qxd5 Bc8 28.Bc5 Bxc5 29.Nxc5 Qg5 30.Ne4 Qc1+ 31.Kh2 Qh6+ 32.Kg3 Qg6+ 33.Kf3 Qg4+ 34.Ke3² it is White who, if anything, is better.

27.Kh2

27.Bxa7?! Be4 28.g4 h5 29.Qf4 b6 30.Bb8 hxg4 31.hxg4 Bg5 32.Qg3 Qh6³ just seems to open up the play for Black.

27...	b6
28.Nd4	Bd7
29.Qc3	Bd8
30.Bf4	h6

And, just before Christmas, Carsten suggested we end hostilities. I didn't think too long before accepting! ½–½

♛♛♛♛♛

EU/FSM/65–11, 2004
White: I Mackintosh (2240)
Black: L Mauro (2300)
Nimzo-Indian Defence [E55]
[Annotator Iain Mackintosh]

1.d4

The Euro Semi was a strong event, so I decided to mix up my opening repertoire to minimise the benefits of any advance preparation on the part of my opponents.

1...	Nf6
2.c4	e6
3.Nc3	Bb4

The Nimzo-Indian.

4.e3

The Orthodox system. The main alternatives are the Capablanca 4.Qc2 which is designed to avoid the doubling of White's c-pawns; and the Saemisch 4.a3 which puts the question to the bishop immediately, trading the doubled c-pawns for a central initiative and possible k-side attack.

4...	0–0
5.Bd3	d5
6.Nf3	c5
7.0–0	dxc4

7...cxd4 8.exd4 dxc4 9.Bxc4 b6 10.Bg5 Bb7= is a solid system employed a lot by Karpov in his heyday; 7...Nc6 8.a3 Bxc3 9.bxc3 dxc4 10.Bxc4 Qc7 11.Ba2 e5 12.h3 e4 13.Nh2 Bf5 14.Ng4 Nxg4 15.hxg4 Bg6 16.a4 Rfd8 17.f4 exf3 18.Qxf3 Rd7 19.Ba3 cxd4 20.exd4 Na5 21.Rae1 h6 22.Re5² was Markauss-Harlamov, Correspondence, 1988-90, 1–0.

8.Bxc4	Nbd7
9.Qe2	

Around here, we decided to give up the very erratic postal service and switch to email.

9...	b6

9...cxd4!? seems to score quite well for Black, eg 10.exd4 Nb6 11.Bd3 Bd7 Reinderman-van der Sterren, Rotterdam, 2000, 0–1.

10.Rd1	cxd4

11.exd4   **Bb7**
12.Bd2

12.Bg5?! Bxc3 13.bxc3 Qc7³

12...	Rc8

12...Bxc3 13.bxc3 Qc7 14.Bd3±

13.Bd3	Bxc3
14.bxc3	Qc7
15.Rac1	Rfe8
16.Re1=	

Up to here, we had been following a line known to theory, with a lot of games ending in draws.

16...	Qd6!?

This was the one line to offer any encouragement to Black in the database, so I thought it was time to do something a little bit different.

17.Ne5N	Nxe5
18.Qxe5	Qxe5
19.Rxe5	Re7=

Different maybe, but the exchanges still left the position looking pretty equal.

20.f3	Bd5
21.Ba6	Bb7
22.Bb5	Rec7
23.Kf2	h6
24.a4	Nd5=
25.c4!?	

Played to somehow destabilise the position.

25...	a6
26.cxd5	Rxc1

 26...axb5? 27.Rxc7 Rxc7 28.dxe6 fxe6 29.Rxb5+-

27.dxe6!

Played to seriously destabilise the position! 27.Bxc1? Bxd5 28.Bxa6

Rxc1=.

27…   **R1c2**
28.Bd7!

28.e7? axb5 29.e8Q+ Rxe8 30.Rxe8+ Kh7 31.Ke3 bxa4μ

28…   **Rxd2+**
29.Ke3   **Rxg2**
30.Bxc8   **Bxc8**
31.e7   **Bd7**
32.e8Q+   **Bxe8**
33.Rxe8+   **Kh7**

The last sequence was more or less forced, and after it, White is slightly down on material, but has a monster d-pawn!

34.d5   **Rc2**

34...Rxh2?? 35.d6 and Black can't stop the pawn without giving up his rook.

35.d6   **Rc3+**
36.Ke4

With both King and Rook in support, the White d-pawn is now lethal. Black's thinking times now increase dramatically as realisation dawns.

36…   **Rc4+**
37.Kf5!

Maintains the forward momentum better than the alternatives.

37…   **Rd4**

37...g6+ 38.Kf6 Rc6 39.Ke7+-

38.Ke5   **Rd2**
About here, Lucio had some special leave for a thyroidectomy.

39.Rb8   **b5**
40.axb5   **axb5**
41.Rxb5   **Kg6**
42.Rd5   **f6+**
43.Ke4

43.Ke6? Re2+ 44.Kd7 Kf7 and Black can rekindle some hope.

43…   **Re2+**
44.Kd3   **Re8**
45.Kd4   **Kf7**
46.d7

46.d7 Rd8 47.Kc5 was given as a conditional, but Lucio saw that 47...Ke7 48.Kc6 g5 49.Kc7 h5 50.Rd3 had only one outcome, so: **1–0**

We round off this selection with a couple of contributions from Mark May who always produces good fighting games. His tussle against Jonathan in the Championship was yet another fine game by both players.

SCCA Championship 2003–04,
White: C J Lennox (2342)
Black: M May (2293)
Symmetrical English [A30]
[Annotator M May]

1.Nf3   **Nf6**
2.c4   **b6**
3.g3   **c5**
4.Bg2   **Bb7**
5.0–0   **g6**
6.Nc3   **Bg7**
7.Re1

Several moves here are open for black to try, 7...d5 opening up the centre. this was the move favoured by Gulko against Motwani (1–0) and in which Jonathan half hoped I'd follow,7... O-O just asks white to play e4 strong defence the order of the day, 7...d6 looks good as it allows the knight on b8 to be developed to d7 in support of the black defence and an advance of the pawn on e7 to e5 thus preventing the white e pawns advance. 7...Nc6 can't be much wrong with developing a piece. And finally the text move, 7...Ne4, this looks a little strange at first going against basic chess principles of not moving the same piece

twice in the opening etc but it does have a sound footing and has given rise to many a good result for black.

7…   **Ne4**
8.Nxe4   **Bxe4**
9.d4   **0–0**
10.d5   **b5**
11.cxb5   **a6**
12.bxa6   **Nxa6N**

This one surprised Jonathan, the question I ask is where do I want my knight to go. c5 or b4, or maybe play the pawn to d6 allowing the knight access to d7 and f6/e5 as Adams played? Each to their own but I think the quicker development of the knight to a more active roll coupled with the open lines provided with the pawn sac look good for black. RR 12...Rxa6 13.Nd2 Bxg2 14.Kxg2 d6 15.Nc4 Nd7 16.e4 Qa8 17.a3 Ra4 18.Qc2 Qa6 19.Ne3 Ne5 20.Rd1 Rd4 21.Ra2 Rb8 22.b4 Rxd1 23.Nxd1 Rc8 (RR 23...Rc8 24.bxc5 Rxc5 25.Qb1 Nd3 26.Be3 Rc8 27.f3 h5 28.g4 Nb2 29.Rxb2 Bxb2 ½–½ Summerscale,A-Adams,M/Hove 1997/EXT 99 (29)) 24.bxc5 Rxc5 25.Qb1 Nd3 26.Be3 Rc8 27.f3 h5 28.g4 Nb2 29.Rxb2 Bxb2 ½–½ Summerscale,A-Adams,M/Hove 1997/EXT 99

13.Nh4   **Bxg2**
14.Nxg2   **Qb8**
15.e4   **c4**
16.Re2   **Nc5**
17.a3   **Rc8**
18.Ne1   **Qb5**

With all the Black pieces active it is only a matter of time before the pawn will be regained.

| 19.f3 | c3 |
| 20.Rb1 | |

Ra2 also playable.

| 20… | Rxa3 |
| 21.bxa3 | |

White is desperately looking for play here, his pawn on a3 is vulnerable and has no counterplay at all.

21…	Qxb1
22.Nc2	Qb5
23.Nb4	Nb3
24.Be3	Na5
25.Kg2	Nc4
26.Bc1	Ra8
27.Nc2	e6

27...Nb2 is possibly better.

| 28.dxe6 | dxe6 |

I don't think White has any good moves now, it is all damage limitation.

29.Re1	Rc8
30.Qe2	Rd8
31.Kh1	Qb3
32.Na1	Qa4
33.Qc2	

Exchanging Queens can only be good for White.

| 33… | Qa7 |
| 34.Qe2 | Nxa3 |

Now Black is a very strong pawn to the good.

35.Nc2	Nxc2
36.Qxc2	Qa6
37.Kg2	Qc4
38.Re2	Ra8
39.Be3	Ra1

With the final winning post still several moves (and stamps!) away White resigned. **0–1**

♛♛♛♛♛

SCCA Championship 2003–04
White: M May (2293)
Black: B Norris (1928)
French Defence [C17]
[Annotator M May]

1.e4	e6
2.d4	d5
3.Nc3	Bb4
4.e5	c5
5.Bd2	cxd4
6.Nb5	Bf8
7.Nf3	

RR 7.Qg4 h5 8.Qf4 Bd7 9.Nf3 Qb6 10.a4 a6 11.a5 axb5 12.axb6 Rxa1+ 13.Ke2 Ne7 14.Nxd4 Ng6 15.Qe3 Bc5 16.Qc3 Bxb6 17.Nb3 Ra4 18.Be3 Bxe3 19.Kxe3 0–0 20.f3 Rc8 21.Qd2 Nxe5 22.Kf2 Ra2 23.c3 Nc4 24.Bxc4 bxc4 25.Nc1 Ra6 26.Ne2 f6 27.Nf4 Be8 28.g4 hxg4 29.Rg1 Nd7 30.Rxg4 Ne5 31.Rg3 Rd6 32.h4 Rc7 33.h5 d4 34.cxd4 Nd3+ 35.Nxd3 cxd3 36.Qxd3 Bxh5 37.Rh3 Rd5 38.Qe4 Re7 39.f4 Kf7 40.Rg3 Bg4 41.Qh7 f5 Grefe,J-Kortschnoj,V/Lone Pine 1979/MCL/0–1

| 7… | Nc6 |
| 8.Nbxd4 | Qb6 |

RR 8...Nge7 9.Bd3 Bd7 10.0–0 Nc8 11.Qe2 Nb4 12.Bb5 a6 13.Bxd7+ Qxd7 14.a4 Be7 15.Rfd1 0–0 16.b3 Nc6 17.Be3 Qc7 18.c4 dxc4 19.Nxc6 Qxc6 20.Rac1 Nb6 21.Bxb6 Qxb6 22.Qxc4 Rfd8 23.g3 Al Sayed,M-Alzaim,T/Doha 2002/CBM 87 ext/1/2–1/2

| 9.Nb3 | a6N |

RR 9...Nge7 10.Qe2 Ng6 11.0–0–0 Bd7 12.h4 Qc7 13.Bc3 h5 14.Kb1 Be7 15.Qe3 0–0 16.Bd3 Rh6 17.g3 Kb8 18.Rhe1 Bb4 19.Bxb4 Nxb4 20.Ng5 Nxd3 21.cxd3 Bc6 22.Rc1 Qe7 23.Rc3 Rhh8 24.Nd4 Bd7 25.Qf3 Nxe5 26.Rxe5 f6 27.Rxe6 Bxe6 28.Ngxe6 Rc8 29.Qf4+ Ka8 30.Nc7+ Kb8 31.Nc6+ bxc6 32.Rb3+ Qb4 33.Rxb4# 1–0 Zupe,M-Burger,A/Werfen 1995/EXT 97
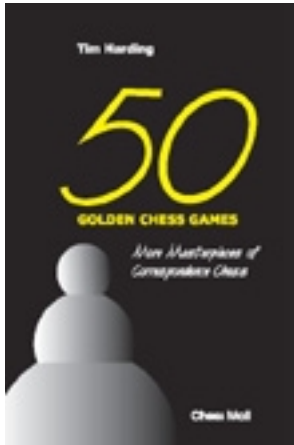
10.Bd3	Qc7
11.Qe2	Nge7
12.0–0	Ng6
13.Bxg6	hxg6
14.c4	dxc4
15.Qxc4	b6
16.Rac1	Bb7
17.Rfd1	Rd8
18.Re1	Rd5
19.Be3	Qd8
20.Qa4	b5

21.Qf4	Nb4
22.Ng5	Rd7
23.Rcd1	Qc7
24.Nd4	Nd5
25.Qg3	Nxe3
26.fxe3	Bd5
27.Rc1	Qb7
28.Rf1	Bc4
29.Rf4	Rh6
30.h3	Rh8
31.b3	Bd3
32.Rd1	Bf5
33.e4	Bxh3
34.Rf2	Bc5
35.Rfd2	f6
36.Ngf3	Qxe4
37.gxh3	fxe5
38.Qxe5	Rxd4

Draw agreed ½–½

♛♛♛♛♛

Introduction

Tim Harding has recently released *50 Golden Chess Games*, a sequel to *64 Great Chess Games*, published in 2002, and reviewed here in issue 79. The book is the same size as Harding's most recent *Red Letters* (B5 format, 16x24cm), and, happily, is again stitch-bound. It has 272 pages covering a wide variety of CC games played from the 19th to the 21st centuries. The presentation format is similar to *64 Great Chess Games*, but worth noting is the greater depth of analysis, particularly the opening phases, where previous annotations have often been critically re-visited.

Sample Game

Here is a game from the book, featuring George Brunton Fraser, a Scot who organised the first UK Correspondence Team Tournament from 1887-89. The annotations reproduced here are but a fraction of those you will find in the volume itself.

The Players

G B Fraser (1831-1905), from Fife, was a major figure in 19th century Scottish chess. From as early as 1851, he was involved in CC games played by Dundee. He helped to organise, and played in, the international tournament organised in 1867 by Dundee Chess Club (Scotland's third oldest). By that date, an attack in the Evans Gambit was already named after him.

From 1887-1896, Fraser organised several tournaments, including the one described below. In 1896, he published a book recording 200 games from these events, although unfortunately he did not include result lists or state specifically to which event and year each game belonged. *[Editor's note: the copy of* 200 Correspondence Games *loaned to Tim for his research, was provided by Roald Berthelsen of Norway, currently playing in the Douglas Livie Memorial Invitation tournament.]* The culmination of Fraser's career came when he won the Scottish Championship in 1898: his 67th year!

G F Barry, a founder member of the City and County of Dublin Chess Club in 1867, was one of the strongest Irish players up to the time of his death in 1891. His *British*

Chess Magazine obituary says that he was also a noted cricketer.

About the Opening

Fraser loved laying in gambit style; soundness seems to have been a secondary consideration to excitement for him. Probably he was so much stronger than the majority of his opponents that he could usually recover from mistakes and extravagant innovations.

Steinitz had introduced his outrageous gambit, with its bold king march, at the Dundee 1867 tournament, and Fraser was clearly fascinated with it from then onwards. White's 8th move was inferior, but Black missed his opportunity.

About this Game

The *BCM* for November 1889 reported the finish of the event and it gave the scores of the leaders. The event was a round robin, with six representatives of each country (though some games were unfinished). Fraser himself was the winner, with Barry half a point behind, well ahead of masters J H Blake and W H Gunston.

Ireland scored the most points (47/94), but England had the best percentage (45/84), while Scotland scored 45/94. Conclusive evidence is lacking, but it seems probable that Barry played in no other Fraser tourneys, and that this therefore was the decisive game for individual honours in the triangular team tournament.

Fraser, G B - Barry, G F [C25]
UK Correspondence Tourney, 1887- 89
[Abbreviated Notes by Fraser and Harding]

1.e4	**e5**
2.Nc3	**Nc6**

[Black can avoid the gambit by 2...Nf6]

3.f4	**exf4**
4.d4	**Qh4+**
5.Ke2	

Several books mention the Steinitz Gambit, but only give a partial view of it. Readers may wish to consult the CD 'The Collected Works of Wilhelm Steinitz', edited and published by Sid Pickard.

That includes a survey and database of the gambit compiled by R Leininger, which has much new analysis and obscure games, although it doesn't take account of some of the books written on the Vienna.

5... d5?!

It is natural to want to open the centre and get at the White king, but this proves not so easy to do; sacrificing the d-pawn usually plays into White's hands. Nowadays players tend to prefer [5...d6 or; 5...b6]

6.Nf3

[This is a move order trick; the usual line is 6.exd5 Bg4+ 7.Nf3 0-0-0 The text just amounts to a transposition, but Fraser probably wanted to see if Black would try something else at move 6 or 7.]

6...	Bg4
7.exd5	0-0-0

Black offers a knight for rapid development and open lines; he is committed to this by his 5th move. White should accept the material; then Black will at best get a draw.

8.Bxf4	Bxf3+
9.Kxf3	Qf6
10.g3	Nxd4+
11.Kg2	h5
12.Bd3	g6?!

Black already faces a crisis. This move creates two retreat squares: one for the queen at g7 and another for the knight at f5.

13.Rf1	Qg7
14.Be3?!	

[14.Qe1 (idea Be5) is much stronger, and after 14...f6 15.Rd1 White has all his pieces in play with a huge lead in development.]

14...	Nh6?
15.Bxg6	c5

[Fraser did not explain why he thought that this was much better than taking the bishop. Maybe he intended to meet 15...Qxg6!? by 16.Bxd4 (*16.Qxd4 h4!?* and Black has plenty of tactical play.*)*]

16.Bxh5

White is now two pawns up, but Barry fought hard for another 45 moves.

16...	Bd6
17.Bxd4	cxd4
18.Ne4	Be5
19.c4	f5

Black decides to stir up kingside complications and keep his passed pawn rather than take en passant on c3.

20.Nc5	Rdg8
21.Qf3	Qh7
22.Rae1	Bd6
23.b4?	

White should be trying to consolidate into an endgame. 22.Nd3 looks strong, but who knew about blockading knights in 1888?

23... f4?

Fraser obviously wanted his knight on e4 so Black should have found a constructive waiting move like 23... Kb8!

24.Ne4	Be5
25.h4!?	

Shields h2-h3 and plans his 28th move.

25...	Nf5
26.Bg4	Kb8
27.Bxf5	Qxf5

28.Ng5!

'White has now got comparative freedom' - Fraser.

28...Bc7

This is objectively best, but: [28...Rxg5?! might have pulled off a swindle.]

29.Rf2	Qd7?!
30.Rfe2	fxg3
31.Qf7	Qc8
32.Re6	Rf8
33.Qg7	d3!

Black keeps the game alive, but Fraser manages to retain control. He plans to roll his queenside pawns and stifle the Black bishop. White will pick up the d-pawn when he can, but leave the g-pawn as shelter for his king.

34.Nf3	Bf4
35.Qd4	d2
36.Rh1	Rh5
37.Rf1	Rhf5
38.Qe4	

'Enabling him to take the advanced pawn with safety' - Fraser.

38...	Bc7
39.Nxd2	Rxf1
40.Nxf1	Rf2+
41.Kg1	Rf4
42.Qg6	Rf8
43.Ne3	Rg8
44.Qe4	Qf8
45.Nf5	Bd8
46.d6	Qf7

47.Re7!

'The play all through is very instructive' - Fraser.

47...	Bxe7
48.dxe7	Re8
49.Qe5+	Ka8
50.Qd5	Qf6

51.h5

Black's rook is totally passive, the passed pawns are very dangerous, and White controls enough key squares to ensure victory.

51...	a6	
52.h6		

52...	Qc3	

'A promising move for perpetual check, but White has provided for this eventuality' - Fraser.

53.Kg2	Qe1	
54.Qd8+	Ka7	
55.Qd4+	Ka8	
56.h7	Qe2+	
57.Kxg3	Qe1+	
58.Kf4	Qf1+	
59.Kg5	Qg2+	
60.Kf6	Rc8	
61.Qd8	1-0	

Conclusion

I am always favourably impressed by the sheer diligence by which Tim assembles his material - he manages to combine being prolific with thorough research - and this publication continues his very high standards.

As ever, Tim has done well to persuade some of the best-known CC luminaries to add their wisdom, and the book contains annotations by Hamarat, Timmerman, Baumbach, Berliner, Umansky, Maliangkay, Zilberberg, Rause, Geenen, and Estrin, to name but a few!

Linking the in-depth analysis of variations (particularly in the openings), there is a lucid writing style that clearly explains the motivations of the players at key stages, and relates some nice anecdotes in the passing.

It doesn't matter if your rating is high, low or somewhere in between, you will derive great pleasure from playing through this cleverly chosen collection.

50 Golden Chess Games sells at £16.99, or 25 euros. With UK p&p, this becomes £18.99 or 28 euros. I thoroughly recommend you go for gold and invest your money!

You can find out more at http://www.chessmail.com/ or write to Chess Mail at 26 Coolamber Park, Dublin 16, Ireland. Other stockists are also selling the book - you should quote ISBN 0-9538536-7-5.

Douglas Livie Memorial

By George Pyrich

Category III, SIM Norm 9½, IM Norm 8½				1	2	3	4	5	6	7	8	9	10	11	12	13	Pts
	1	Maxwell, A	2081	SCO	■												
	2	Pyrich, G D	2373	SCO		■											
	3	Mackintosh, I	2328	SCO			■										
	4	Borwell, A P	2229	SCO				■									
	5	Brown, Dr A C	2393	SCO					■								
	6	Berthelsen, R	2180	NOR						■							
	7	Halme, O	2240	FIN							■						
	8	Rawlings, A J C	2254	ENG								■					
	9	Craig, T J	2403	SCO									■				
	10	Starke, H	2401	GER										■			
	11	Geider, F	2412	FRA											■		
	12	Lambert, G R	2386	AUS												■	
	13	Martin Molinero, R	2356	ESP													■

This is the starting line-up for the Douglas M Livie Memorial, an email event where play started on 14 June. Entries were by invitation, and we are grateful to all for their kind participation. Memorials are often just friendly events, but the Livie family has generously offered prize money for the first three places, and a best game prize. George Livie is acting as TD.

How Categories and Norms Are Calculated

This is another in what is now a long series of international events organised by the SCCA.   It offers the participants a chance to gain norms towards IM and SIM titkes. The calculations are done as follows:

The ICCF rating system is the numerical basis, and itself derives from statistical probability theory.

The rating difference between two players converts to the percentage chance each has of beating the other.

First, the average rating for the event is calculated. In this event, it works out as 2310.

The category of the event is then lifted from a table of average ratings - so we have category III.

Category	Average Rating
I	2251-2275
II	2276-2300
III	2301-2325
IV	2326-2350
V	2351-2375
VI	2376-2400
VII	2401-2425
VII	2426-2450
IX	2451-2475
X	2476-2500
etc.	

To find out the title norm scores, a further table is used (extract below). The number of players and event category are the main determinants of the norm scores, which can be read off as follows (note that category III events are too low for GM norms):

A	B	C	D	E	Title	I	II	III	IV	V	VI	VII	VIII	IX	X	etc.
etc.																
11	10	4	9	7	GM							8	7½	7	7	
					SIM			8	7½	7	7	6½	6	6	5½	
					IM	8	7½	7	7	6½	6	6	5½	5	5	
12	11	4	9	8	GM							8½	8	8	7½	
					SIM			8½	8	8	7½	7	7	6½	6	
					IM	8½	8	8	7½	7	7	6½	6	5½	5½	
13	12	5	10	8	GM							9½	9	8½	8	
					SIM			9½	9	8½	8	8	7½	7	6½	
					IM	9½	9	8½	8	8	7½	7	6½	6	6	
etc.																

A = number of players; B = games per player; C = minimum number of players not belonging to the same federation; D = minimum number of rated players; E = minimum number of players with a fixed rating.

The ICCF tables allow for I-XVIII (18) rating categories at present, and a range of 9-20 players per event.   The new webserver helps to calculate norm scores automatically, and should allow the ranges to be extended in future.

ICCF Page

General Information

Members of the Scottish CCA are eligible to play in ICCF postal and email 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 possible to interchange between postal and email events 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, using airmail or email. 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 postal and one email section 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 recommended for email play. Playing rules and time limits are provided for each event, and the usual postal limit is 30 days per 10 moves, with up to 30 days leave per calendar year. To speed progress, air mail stickers should be used to Europe as well as international destinations, as the postal rates are not increased as a result. Please 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 Chess Suppliers (Scotland). The introduction of email has speeded up many events, and made it cheaper to play. Generally, you should play less email games simultaneously than postal because of the faster play.

A prerequisite for entry via the SCCA is that the player is, and continues to be, 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 ICCF Index 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 2004

Theme 7 - Pirc Defence Czech Variation, B07
1.e4 d6 2.d4 Nf6 3.Nc3 c6
Entries by 15 July; play starts 1 September

Theme 8 - Italian Game, C53
1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3
Entries by 15 August; play starts 1 October

Email Events 2004

Theme 8 - **Trompowski Opening, A45**
1.d4 Nf6 2.Bg5 Ne4
Entries by 1 June; play starts 1 July

Theme 9 - Göring Gambit, C44
1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.c3
Entries by 1 August; play starts 1 September

Theme 10 - Sicilian Defence - Moscow Variation, B51
1.e4 c5 2.Nf3 d6 3.Bb5+
Entries by 1 September; play starts 1 October

ICCF Gold

ICCF GOLD is the definitive reference book for all CC players. The 376-page book is a celebration of the first 50 years of ICCF and looks forward to a very interesting future. The UK price of ICCF Gold is £14.99, which includes p&p, and a full review of the book is included in Magazine 80.
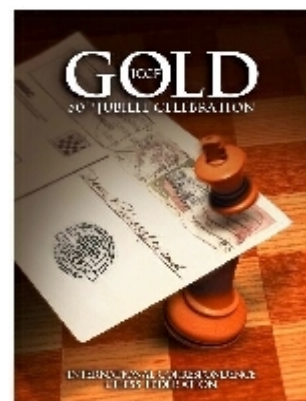
Further details of all ICCF activities and events; entries to events, and orders for ICCF publications, may be obtained via George Pyrich at: international@scottishcca.co.uk

The SCCA Magazine is sponsored by Mackintosh Independent Ltd.