

Scottish Correspondence Chess Association

Magazine No.87

Autumn 2004

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This issue reverts to the normal publication date, and my thanks to all our contributors for providing timely and entertaining pieces for another packed edition!

Richard Beecham has been drumming up contributions via his participation in the John Jordan Memorial event, and has persuaded both Mike Donnelly and Per Söderberg to contribute articles for us.

Mike gives us an insight into how he analyses his CC games, culminating with a practical example of his system. Per gives us two lively games to play over.

Raymond has pored over the autumn ICCF grading list, and notes the resulting changes in Scottish grades.

Bernard has supplied another finely annotated Games Column and he also looks at all the recent ChessBase CDs. ChessBase 9 is due for release round about now, and we'll try to bring you something of that next time round.

George Pyrich provides an international update, featuring the XV Olympiad preliminaries, NSTT2 and friendly international latest scores.

Our 'literary correspondent' divulges what he did on holiday, which included reading and reviewing a thriller with strong chess connections....!

The ICCF webserver occupies some magazine space - we have another interview from Ambar Chatterjee, this time talking to Martin Bennedik, and recent announcements for upcoming events are also included.

We have now entered an all-Scottish team to the next stage of the ICCF Champions League under the soubriquet of the 'Lewis Chessmen'. Jim Anderson is hoping to get enough names for a second team - contact him if you are interested.

We have been busy recently trying to get SCCA funds into an account providing respectable interest rates (money laundering regulations limit the choices for voluntary bodies). We should complete this work soon.

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 a landmark, and great value!

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ICCF is now getting into gear with event organisation on the webserver. Full announcements regarding the various Class Tournaments and the first Webchess Open are reprinted in full later in the magazine.

The Slovenian and Lithuanian Championships are the first events to be organised for national federations, and the Chess Mail inaugural test event continues on its way.

To have a look at any event, go to the site, then click Tables and Results. If the event allows public viewing, 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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A Correspondence Chess System

By Dr Mike Donnelly, IM

Some years ago, back in the late 1970s and early 1980's I had the opportunity to play the occasional postal game on top or high boards in Inter-County matches and the Postal Chess League of "Chess" (Sutton Coldfield), and also in competing for the Northern Counties Individual Championship. This level being roughly the sort of competitions I was playing in as an over-the-board (otb) player at that time. Some twenty years ago postal chess was quite closely related to otb chess and in fact was a sort of extension of that form of the game. This was because of the various systems that existed at that time for supporting otb chess. These included adjourning a game for later resumption and having games adjudicated where analysis could be supplied to the adjudicator to support a result claim. Thus for both these situations and for postal chess itself the ability to carry out a painstaking and systematic analysis of a position was a fundamental requirement.

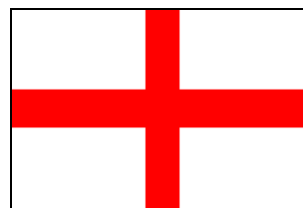
One useful feature of this approach for predominantly otb players playing some postal games was that, without the need to be concerned about the clock, there was a feeling of getting much deeper into the game and of the opportunity to play, in general, a much better quality game. Based on the hints for adjudication and pre-game opening analysis given by Mikhail Botvinnik (*Botvinnik: 100 Selected Games, Dover 1960*) the analysis was written down on paper. An attempt was then made to file the information carefully for the case of a postal game (for reference on the next move) or in order to present the information suitably for the case of an adjudicated game or, finally, to prepare oneself optimally for the resumption of an adjourned game. (In the case of adjudication I have discussed this approach in more detail in an article for CCN (*Correspondence Chess News Number 74, 2002 and 95, 2003- available at <http://ccn.corrspondencechess.com>*). Sorting information in this manner was also useful in making notes if a game was suitable for publication in newspaper chess columns or chess magazines.

Nowadays, of course, the game is very different. For otb chess the need for adjudications and adjournments has largely been replaced by use of quick play finishes in most types of competitions. For correspondence chess adjudications do still occur but seem to be getting quite rare. Both types of chess have been dramatically affected by the growth of computer and internet technology both in terms of the option to play correspondence moves and games much more quickly via use of e-mail (or now even server play) and in obtaining and handling large amounts of game information via databases. Again I have dwelt on the benefits of forming ones own database in a separate article "Building your own database" (*Coventry and District Bulletin Number 1 Season 2001-2002*). This article is also available at: http://www.hometown.aol.co.uk/DrMJDonnelly/opening_reviews_and_other_articl.htm.

The shortcomings of simply writing down ones analysis in a ring-file, looking up opening theory in, for example, paper version of Informator and listing opening ECO codes in a card file system just started to become evident when commencing playing for England in so called "Friendly Internationals" in the late 80s and early 90s but more especially so in playing in the Finals of the British Correspondence Championship in 1990-91. In all cases it started to prove quite a difficult task to get a good feel for the latest/relevant opening theory since this often required many tens of Informator to be open at the same time. In addition, some of the positions were so complex that it required pages of analysis to get sufficiently deep into the position to make what was thought to be the best move.

I have a recollection of some twelve pages of analysis being probably the highest that was "achieved" and it was a time consuming task to get this in some readable order. By the time we reach about 1997-98 the problem finally completely hit home when playing in my first tournament in which a Correspondence Chess International Master Norm might have been obtained. I missed the norm by half a point and following my resignation in my only lost game my opponent kindly sent by return of post a print out in Chessbase format with part of the analysis done by Fritz showing I had:

- (a) Not quite got the opening preparation correct and missed a more up to date and dynamic line than the one chosen.
- (b) Missed one move in a long very complex variation and thereafter the game was hopeless although it took some time to finish (see *Correspondence Chess Number 155 Autumn 2002* for details of this game).



After this salutary lesson I decided a computer and chess database was a must. The morals of using a computer/chess playing software for analysis have raged for a number of years but now seem to have died down as no forceful ruling has been issued against their use by ICCF and more players just openly admit to their use. My personal opinion and proposed reasons against the use of the computer use have been published earlier (*Chess Mail number 4 1997*)

There does not seem to such a moral debate about the use of computers for handling game databases. Chess databases can then be readily used for researching both older and up-to-date opening lines and for examination of opponents playing style and favourite openings. This then readily solves the multiple Informator use problem alluded to earlier.

Entering the game scores and notes directly into the likes of Chessbase helps enormously in terms of time for replaying over analysis for checking purposes and in general terms for having more accurate information compared to hand-written analysis. In the latter case it is all too easy to make errors or get the material in a less than optimum order.

Having set all this hardware and software up the reader may then ask what exactly then is the analytical system that is utilised? This can be summarised as a triple double-checking procedure.

Stage 1: Comprises identifying candidate moves that will be deeply examined at a later stage. Not every move needs to be examined only the ones which have some suitable relevance to the position. For example there are usually only one or a few means of sensibly dealing with a strong threat from an opponent or a capture of say a piece. More candidate moves are usually found when just pawns are captured or when dealing with some subtle positional feature of a position such as control of a key square or colour complex. Generally only brief analysis is required at this stage to eliminate none-candidate moves where refusal to recapture a piece usually just means that a piece is lost or a mate threat ends the game by simply not being dealt with. Further guidance on candidate moves can be found in one of Alexander Kotov's excellent books (*Think like a Grandmaster*, Batsford 1971 p46-56). Once selected the candidate moves are listed and then a review is carried out to ascertain that nothing has been missed in terms speculative or very imaginative ideas where for example a piece can in fact be sacrificed for not immediately obvious compensation.

Stage 2: Each candidate move is then analysed in turn in detail and the results recorded. These are taken to the point where a reasonable preliminary assessment of the position can be made such as white has a slight or large edge or for example a certain player has compensation for some sacrificed material. The assessment in ECO symbols (for example +-) is recorded with each line. All analyses are then rechecked to eliminate obvious mistakes in analysis. Each line is then ranked in order of preference together with their ECO assessments. The process cannot readily be done with pen and paper but is straightforward in the likes of Chessbase. To help this process the actual basis of the assessment is recorded in words. A representative example is "white has a significant advantage due to a better pawn structure (fewer pawn islands) and can afford to transpose into a favourable ending if all heavy pieces are exchanged on the open b-file".

Stage 3: Each line from stage 2 is then very carefully re-checked, any further errors eliminated and the order of preference is re-ranked if required and any ECO symbols changed if required. Again the descriptive wording is changed if required. A brief final review then takes place by just quickly playing over the variations and assessments to get a final feel everything is OK.

From these various analyses it is hoped that errors in analysis can be reduced as far as possible. In this way it is also hoped that the best move in the position can be derived which is then sent off to the opponent.

In this manner not only is an effort made to play at the highest level practical but the procedure could also go some way to being able to compete against players who utilise chess playing programs either directly or as assistants in their play.

The system cannot obviously claim to enable one to play perfect chess but it does allow one to claim that the moves sent are the best a player can make and that they are based entirely on his or her own ideas. The system seems to work reasonably well in practices. For example it raised my rating from about 2200-2300 in 1996-1997 (using the paper Informator /hand written method) to its current level of 2460 and in the course obtained the International Master Title in 2001 (rating performance of 2450). In the 5 international events, mostly against IM standard players or above, since the inception of use of this system has resulted in but 7 losses. It is interesting to note that 6 out of 7 of these have come in extremely complex very tactical positions where the system is less well able to cope with the analytical ability of chess playing software on a powerful computer.

After this system had been utilised for a number of years I was asked to review a chapter of the book entitled "*How to Think In Chess* by Jan Przewoznik and Marek Soszynski (Russell Enterprises, 2001). I now have a full copy of this interesting book which describes and discusses the means by which an otb player analyses. In the chapter on Solo Analysis this is proposed as being best carried out via using the following stages in a process termed as phased problem solving (and I quote directly from the book):

- (a) The orientation phase-the phase of familiarization with the position, with the problem; initial hypothesis generation as to what the solution might be.
- (b) The initial exploration phase-introductory calculation of variations, exploration of possible game plans.
- (c) The main investigative phase.
- (d) The phase of final summing up the arguments for choosing a particular move ahead of others.

More details on these phases are provided in the book in the chapter on solving methods in particular in the section entitled progressive deepening. This phenomenon was observed by De Groot in his researches on players thinking procedures and involves two tendencies in the thought process. Firstly, a general striving to prove the rightness of the move choice. Secondly, an inclination to a progressive deepening and extension of the analysis.

It is also interesting to comparing the two procedures derived from the psychological analysis approach and the chess practice approach. Stage 1 can be equated with the orientation phase (a) described in the next but one paragraph above. Stage 2 can be equated with the initial exploration phase (b) whilst stage 3 equates with both the main investigation stage (c) and the final selection of a move (d) stage. The rechecking at each of Stages 1 to 3 can be equated with the phenomenon of progressive deepening. It can be immediately seen there is considerable overlap between the two approaches supporting the idea that the system is workable one for improving chess results.

Hamann, H (2415) - Donnelly, M (2359) [B07]

EU- FSM- 64- 7, 2000

[M.J.Donnelly]

By way of illustration, I append part of the notes from one of my recently completed games. To avoid "information overload" only the principal notes in selecting Black's 14th move are provided in detail. In practice, of course, it is not possible to decide on a move in complete isolation since the previous moves and notes will influence to a greater or lesser extent the thinking for the current move. In addition to the detailed notes, a few brief comments have been selected from the original game notes, for the moves leading up to move 14. These are provided as a backdrop for the reader. Brief selected notes are also added for some of the moves after 14...Nb4 in an effort to support the justification for this move. In all cases the original notes have been expanded slightly, to make them less fragmentary and abrupt, and hence hopefully now more easily read.

1.e4	d6
2.d4	Nf6
3.Nc3	g6
4.g3	Bg7
5.Bg2	0-0
6.Nge2	Nbd7
7.0-0	c5

An infrequently played line in which Black changes the pawn structure in such a way that the position resembles more closely a Sicilian opening rather than the original Pirc Defence.

8.h3	cxd4
9.Nxd4	a6
10.a4	Ne5!?

Inviting f4 so that the a7- g1 diagonal is weakened and the black knight is transferred to c6 where it frequently resides in the Sicilian. In addition, the diagonal is opened up for Black's queen's bishop. [10...Qc7 is another characteristic Sicilian move often played in a whole series of Black formations. It was played in one of the earliest examples of 10...Ne5. It does, however, invite Nd5 and whilst Black's position is fully satisfactory after 11.Nd5 Nxd5 12.exd5 Nf6 as in Day- Buchholz, Montreal zt 1981. Black has few real winning chances. This is because White can always pressure the e7 pawn along the semi- open e- file since an advance to e6 or e5 is not often practical in such a pawn formation. Black, on the other hand, cannot counter with pressure on c2 due to the knight on d4 or the White option of c3.]

11.f4	Nc6
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[11...Nc4 is yet another characteristic Sicilian move in which Black derives play from hitting a pawn or bishop on b2 and, more frequently, a bishop on e3. The idea worked well in the following game (even though there is no bishop on e3) but White could have played better so the option was not selected. 12.b3 Qb6 13.bxc4 (better is 13.Nce2²) 13...Nxe4 14.Be3 Nxc3+ Javkova Draganova-Chilingrova, Ch BUL Women 2001.]

12.Be3	Bd7
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Continuing with simple development which allows Black's rook to be developed to the c- file again fully in compliance with Sicilian opening strategy. Other candidate moves were rejected as follows: [12...Qc7 works even less well here as White recaptures on d5 with tempo by hitting the c6 knight.

After 13.Nd5 Nxd5 14.exd5 Black must now exchange some key pieces on d4. 14...Bxd4 15.Bxd4 Nxd4 16.Qxd4 and White has an advantage due to control of a greater amount of space and the fact that one of Black's key players, the Bg7, has gone, resulting in black square weaknesses around his king. Again Black cannot grab a pawn on c2 due to his poor development and White gains an edge by 16...Qxc2 17.Rac1 Qf5 18.Rc7²; 12...Nxd4 is also played in some Sicilian lines with the idea of relieving pressure by exchanging pieces or generating tactical chances against the piece that recaptures on d4. However, White can take back with the bishop (which remains guarded by the queen) and, in addition, Black has expended a lot of time getting the knight to c6 only to exchange it. Hence taking on d4 does not seem a valid option in this position. Some lines of analysis indicate White gets an advantage utilising the positional ideas already alluded to in the earlier discussion: 13.Bxd4 Be6 14.Nd5 (14.a5 Rc8 (14...Nd7 15.Bxg7 Kxg7 16.Qd4+±) 15.Re1 Qd7 16.g4 Bc4 17.g5²) 14...Bxd5 15.exd5 Qc7 16.Re1²; 12...Nd7 13.Qd2² After both 12...Nd7 and 12...Nxd4 White has good control over the centre and more space.]

13.Kh2

Candidate moves for White must of course also be considered by Black most frequently several moves before they occur. 13.Kh2 was an expected move (following the invitation for White to play f4) since it gets the king off the sensitive a7- g1 diagonal and moves the king to a safer region if the centre is opened up (although as can be seen later the king is not totally safe here). [Again since inviting f4 then e5 is a constant concern for Black. Here it was deemed to be harmless as follows 13.e5 dxe5 (13...Ne8 14.Nd5 dxe5 15.Nxc6 Bxc6÷) 14.Nxc6 (14.fxe5 Nxe5³) 14...Bxc6 15.fxe5 Nd7 16.e6 Ne5 17.exf7+ Nxf7³ since all White has achieved is the introduction of a number of weaknesses in his position. Other options considered here for White were 13.Nb3 (with idea of a5) and 13.g4 (with the idea of g5) and the consolidating 13.Qd3. However, the full analysis of these lines will not be detailed here other than to say that 13.Nb3 was considered the strongest and "slightly better for White" compared to the "equals" of Kh2.]

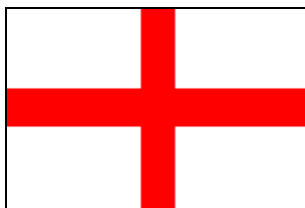
13...	Rc8
14.Nb3	

[Amongst White's option here 14.e5 was again considered harmless due to 14...dxe5 15.fxe5 (15.Nxc6 Bxc6 16.fxe5 Nh5³) 15...Nxe5 16.Bxb7 Nfg4+ 17.hxg4 Nxg4+ 18.Kg1 Nxe3-+]

**14... Nb4!**

The critical point in the end of opening/start of middle-

game phase in which Black must decide on how to proceed. [14...Na5 aiming to come into c4 with gain of tempo but this move puts the knight on a square on which it can be exchanged and the loss of control of the e5 square makes a pawn advance there a powerful reply. 15.e5 Nc4 this fails tactically since Black is a move behind in the captures. (15...Nxb3 also fails tactically for the same reason 16.exf6 Nxa1 17.fxg7 Kxg7 18.Qxa1 is much better for White since he has the two bishops in an relatively open position, is attacking b7 and controls the key square d5. In addition, Black has aligned his king up with the white queen so ideas like b3 and knight checks become an option, and finally, Black must watch out for an attack with f5; 15...dxe5?? 16.fxe5 Ne8 17.Nxa5 Qxa5 18.Qxd7 wins a piece.) 16.exf6 Nxe3 17.fxg7 Nxd1 18.gxf8Q+ Qxf8 19.Raxd1 Bc6 20.a5± as White has a slight material advantage and grip on the centre and the queens-side. In addition, because of the current passive placement of the queen, and limited future opportunities, this is not a position where the superior mobility of the queen can make up for a material deficiency; 14...Nh5 is another common move with this pawn structure that can feature in certain lines of the Kings Indian Defence, Sicilian and Pirc. It aims to exploit the weakness at g3 (and sometimes f4) following the opening up of the diagonal for the Bg7. 15.a5 In this position White can unfortunately ignore the knight and build up his position to show that the move is ineffective.



(15.g4 trying to exploit the knight on the other hand allows Black to play 15...Bxc3 creating a weakness on c3 16.bxc3 Nf6 17.a5 Be6 18.Bb6 Qe8 19.Qd3² and Black has a playable position since the white kingside is also a little draughty.) 15...Be6 16.Bb6 Qd7 17.Nd4 Bc4 18.Rf2 Nf6 19.Qd2± as White has created no weaknesses and controls more of the board so can build up further in the centre or on either flank; 14...Be8 would play a waiting game which has the benefit of overprotecting f7. However although the move liberates the d7 square for another black piece it has the drawback of disconnecting the black rooks. Furthermore after either 15.a5 (or 15.Qd2) 15...Nd7 16.f5 Nde5 17.Bb6 Qd7 18.Nd5² Black is running out of moves that do not create weaknesses such as e6 in the present line or f5 in the Qd2 line; 14...Be6 has the advantage of fighting for control of c4 and putting pressure on d5. If White plays f5 then Black can take on b3, then controls and can occupy with a knight, the key e5 square. The move fails because White can blot out the influence of the bishop by occupying d5 immediately. 15.Nd5 Bxd5 (15...Nd7 attempts to generate play by going for one of the two pawn breaks (b5 or f5) feasible in this pawn structure 16.c3 f5 a) 16...b5 17.axb5 axb5 18.Bd4 Nxd4 19.Nxd4 Bxd5 20.exd5 Bxd4 (a) 20...b4 21.Nc6+-) 21.Qxd4 Rc4 22.Qe3 b4 23.Qe2± for example 23...Qc7 24.Qxe7 bxc3 25.bxc3 Rxc3 26.Ra6+-; b) 16...Bxd5 17.exd5 Na5 18.Nxa5 Qxa5 19.Bd4 Bxd4 20.Qxd4 Rfe8 21.Rae1 Qc5² Black may be able to hold these positions but any winning chances are with White who might, after a queen retreat, be able to

generate a king-side attack with f5 at some point.; 17.Nd4 Bxd4 18.Bxd4 fxe4 19.Bxe4 Bf5 (19...Nxd4 20.Qxd4 Nc5 21.Rae1²) 20.Bg2 e5 21.Be3± since White has complete control of d5 and all Black has generated are holes around his king.) 16.exd5 Na5 (16...Nb4 17.c3+-) 17.Nxa5 Qxa5 18.c3 Rc4 (18...Qc7 19.a5 (19.Bd4 e5 20.dxe6 fxe6 21.a5 e5 22.Bb6 Qe7²) 19...Rfe8± (19...Nd7 20.f5 Ne5 21.Bd4²) 19.Bd4 b5 20.b3 Rcc8 21.axb5 Qxb5±; 14...Qc7 looks quite logical but after 15.a5 Nb4 (15...Be6 16.Nd5 Bxd5 17.Bb6 Qd7 18.exd5 Nb4 (18...Nd8±) 19.c3+-) 16.Bd4² White threatens e5. The reasons 14...Nb4 was chosen after this analyses was that the move achieves several objectives: (a) it fights for control over d5 in a way that does not allow White to immediately gain advantage from its occupation. (b) it fights for control of e5 via tactical means that combines the position of the white king on h2 with the themes discussed with moving Nh5. (c) it pressures c2, a traditional White weakness, and this can lead to some sudden Black wins with this in mind. (d) in the longer term it allows Black to follow with a coherent plan of Be6 to control c4 (displacing the white rook on f1) and to follow with e5 thus ridding Black of the long term backward pawn on e7. These ideas are briefly covered in the notes to the following moves:]

15.Qd2

Alternatives do not trouble Black unduly: [15.e5 dxe5 16.fxe5 Nh5 17.Bxb7 (17.Bd4 Qc7 18.Qe2 Bc6 19.g4 Nf6=) 17...Bxe5 18.Bxc8 Qxc8[©] (18...Bxg3+[©]) 19.Bf4 Bxf4 20.gxf4 Bxh3 21.Rf2 Bf5 22.Nd4 Qc5³; 15.a5 Be6 16.Nd4 (16.Ra4 Bxb3 17.Rxb4 Bc4 18.Re1 Qxa5=; 16.Nd5 Nxc2 μ) 16...Bc4 17.Rf2 (17.Re1 e5 18.Nf3 exf4 19.Bxf4 d5 20.Ra4 Nc6 21.exd5 Bxd5 22.Nxd5 Nxd5 23.Bg5 Nf6=) 17...e5 (17...Qc7 18.Ra4 b5 19.axb6 Qxb6 20.Nf5+-) 18.Nf3 exf4 19.Bxf4 d5²]

15...

Be6

Now the game concludes with a curious repetition.

16.Nd4

[16.Nd5 Bxd5 17.exd5 (17.Qxb4 Rc4 18.Qb6 Bxe4 μ) 17...Nfxd5 18.Bxd5 Rxc2+-]

16...

Bc4

17.Rf2

e5

18.Nde2

Qe7

19.Rd1

[19.a5 d5=]

19...

Rfd8

20.Bb6

Rd7

21.Ba5

Nc6

22.Bb6

Nb4

23.Ba5

Nc6

24.Bb6

Nb4

25.Ba5

1/2-1/2





2004 Grading Update

By Raymond Baxter

A new ICCF grading list has been published. The new grades are based on results up to 30 June 2004, and will apply to internationally graded games starting between 1 October 2004 and 31 March 2005. The following grades have changed. If your name does not appear on this list, then either you do not have an international grade, or it is the same as that previously shown. A provisional grade is marked with an asterisk.

No.	Name	Results	Grade	No.	Name	Results	Grade
317	Almarza-Mato, C	214	1907	256	Lennox, C J	129	2308
518	Anderson, G M	76	2237	503	Livie, G W G	130	2389
121	Anderson, J	58	1833	264	Lloyd, G	64	2333
511	Beecham, C R	244	2501	337	Loughran, R	26	1815 *
509	Borwell, A P	465	2235	367	MacDonald, P H	29	1882 *
215	Brown, Dr A C	99	2411	584	Macgregor, C A	35	1851
096	Campbell, A W I	26	1826 *	391	McIntee, C	55	1811
038	Campbell, I S	204	1896	532	Mackintosh, I	245	2423
173	Cook, W M	37	1995	216	Macmillen, A N	145	1833
364	Coope, D W	263	1601	001	McNab, Dr C A	139	2468
527	Craig, T J	282	2384	566	Marshall, I H	217	1890
166	Cumming, D R	200	1557	083	Maxwell, A	30	2119
316	Dowell, C M	24	1784 *	591	May, M A	48	2235
371	Edney, D	44	2215	593	Milligan, B	154	1933
284	Findlay, J A	36	2221	578	Mitchell, I W S	65	1801
410	Fordham-Hall, C M	151	2344	333	Montgomery, R S	62	2219
551	Giulian, P M	449	2425	225	Norris, Rev A C	163	1955
124	Goodwin, B J	36	2223	379	Phillips, G H	153	2138
556	Hartford, Mrs E A	162	1967	048	Pyrich, G D	583	2381
406	Henderson, B	22	2069 *	136	Reeman, I F	94	2256
116	Hind, A	32	2205	522	Savage, D J	54	1997
515	Jack, J P E	14	1928 *	546	Stewart, Dr K W C	94	2162
514	Jenkins, D M	76	2232	365	Thompson, B	235	1917
419	Lees, J A	28	2067 *	592	Young, S M	25	1943 *

Top 30 Active & Full ICCF Grades

No.	Grade	Name	No.	Grade	Name
1	2548	Finnie, DS (SIM)	16	2325	Stewart, D J (SM)
2	2501	Beecham, C R (IM)	17	2321	Baxter, R W M (SM)
3	2489	Kilgour, D A (GM)	18	2308	Lennox, C J (SM)
4	2468	McNab, Dr C A (SIM)	19	2290	Watson, Joe (IM)
5	2467	Neil, D (SM)	20	2256	Reeman, I F
6	2425	Giulian, P M (SIM)	21	2238	Sneddon, I
7	2423	Mackintosh, I (SM)	22	2237	Anderson, G M
8	2411	Brown, Dr A C (SM)	23	2235	Borwell, A P (IM)
9	2401	Sprott, G R (IM)	24	2235	May, M A
10	2389	Livie, G W G (IM)	25	2232	Jenkins, D M
11	2384	Craig, T J (SIM)	26	2225	Kilpatrick, R
12	2381	Pyrich, G D (IM)	27	2223	Goodwin, B J
13	2376	Aird, I (SM)	28	2221	Findlay, J A
14	2360	Gillam, S R (SM)	29	2219	Montgomery, R S
15	2333	Lloyd, G	30	2215	Edney, D



Whisky and Söder

By Per Soderberg

[Editor's note: Richard Beecham has been playing Per Söderberg in the John Jordan Memorial Invitation, and has managed to persuade him to contribute some material for our magazine. Per is well known to Scottish international secretaries and delegates to the ICCF Congress! The first game has already appeared in Chess Mail.]

Per Söderberg (2479)-Christian Hansson (2362) [B16] Swedish Championship 2003

[Notes by Per Söderberg]

1.e4	c6
2.d4	d5
3.Nc3	dxe4
4.Nxe4	Nf6
5.Nxf6	gxf6

A sharp variation, which in recent years has lost some popularity.

6.c3	Bf5
7.Nf3	Qc7
8.g3	Nd7
9.Bg2	e6
10.0-0	Bg4

The normal theory moves. White normally plays Re1 and Black gets counter play by playing c5. But really is it that simple? Black's king is in the centre and here I took a lot of thinking on the position. Actually if the Black queen can't run to a5 then there is a possibility to strike in the centre. I found a few games played in the middle of the eighties were players had played b4. In these games the opponent played h5 but White became better. The move have two purposes, first to prevent c5 and the second will soon be obvious.

11.b4	a5
-------	----

Looks logical but...

12.Bf4	e5
13.Re1	Be7

What else?

14.dxe5	fxe5
---------	------



15.Nxe5!!

Leaving the queen en prise, nothing to do for Black than to accept the sacrifice.

15...	Bxd1
16.Raxd1	Nxe5

Or 16...f6 17.Nc4 (also Nxc6 and Nxd7 deserves attention) Ne5 18.Nxe5 fxe5 19.Bxe5 which is similar to the game but

now Black has no f-pawn and thus will be an easier prey on the open rook lines. 16...Qc8 (or Qd8) 17.Nxd7 Qxd7 18.Rxd7 Kxd7 19.Bh3+ f5 (of course not Kd8 20.Rd1+ Ke8 21.Bd7+ Kf8 22.Bh6+ Kg8 23.Rd4 with mate) 20.Bxf5+ Kd8 21.Rd1+ Ke8 22.Be5 and White wins the h-pawn as well. 16...axb4 17.Nxc6 Qxc6 18.Bxc6 bxc6 19.Bd6 and more. However the White plan is not an immediate win but that the rooks and bishops shall use the open lines in the centre to attack the Black king who has no safe haven.

17.Bxe5	Qc8
---------	-----

Little hope leaves Bxe5 with the plan to keep draw with opposite coloured bishops. 18.Rxe5 f6 19.Rxa5 and White should be able to win.

18.Bxh8	Kf8
19.bxa5	

Simple and efficient.

19...	Rxa5
20.Re2	b5
21.Rde1	Ra7
22.Be5	f6
23. Bf4	Kf7

So far, so good. The bishop on g2 is not so active from there; it needs to be on a2 to g8 diagonal.

24.Be4	Kg7
25.Bc2	Bc5
26.Re8	Qb7

Not Qh3 as the Black queen is needed to defend the 7th and 8th rows.

27.Bb3	Ra8
28.R8e6	Bf8

Black has reached a position in which it's not clear for White how to proceed.

29.R1e4?!

Could be a mistake, more correct was probably Bd6 direct, but the idea was to lure Black into play 29...c5 30. Be5! c4 31.Rg4+ Kf7 32.Txf6+ Ke7 33.Bd1 but Black played:

29...	h5
-------	----

And I found nothing better but to exchange the bishops.

30.Bd6	Bxd6
31.Rxd6	Rc8
32. Rde6	Rc7
33.Re8	c5
34.Rg8+	Kh7
35.Ree8	Qf3
36.Bc2+	f5
37.Rg5	Rf7
38.h4!	

It's still not good to play c5.

32. Rde6	Rc7
33.Re8	c5
34.Rg8+	Kh7
35.Ree8	Qf3
36.Bc2+	f5
37.Rg5	Rf7
38.h4!	

Everything is defended; White's king gets a square to avoid eternal checks and its maintaining the pressure. From here Black is lost; material must be given.

38...	Rf6
39.Rb8	Qxc3
40.Bxf5	Rxf5
41.Rxf5	Qe1+
42.Kh2	Qe2
43.Rbf8	Kg7
44.R8f7+	Kg8

45.Rc7 c4
 46.a3 Qc2
 47.Rcc5 Qe2
 48.Rxb5 c3
 49.Rbc5 c2
 50.Kg2 Qe4+
 51.Rf3 Kg7
 52.a4 Qxa4
 53.Rfc3 Qe4+
 54.Kh2 c1Q
 55.Rxc1 1-0

If not, the a-pawn will advance.



Per receives Swedish title certificates from Alan Borwell in Seixal, Portugal, 2002.

**Per Söderberg (2479) - Peter Backe (2384) [C18]
 Swedish CC Championship, 2003**
[Notes by Iain Mackintosh]

1.e4 e6
 2.d4 d5
 3.Nc3 Bb4
 4.e5 c5
 5.a3 Bxc3+
 6.bxc3

The main line of the Winawer.

6... Ne7
 7.Qg4 0-0

[7...Qc7 continues the main line, with a typically combative continuation being: 8.Bd3 cxd4 9.Ne2 dxc3 10.Qxg7 Rg8 11.Qxh7 Nbc6 12.Bf4 Bd7 13.0-0 0-0 14.Bg3 Rdf8 15.Rfe1÷ Krakops- Poldauf, Groningen, 1995.]

8.Bd3 Nbc6
 9.Bg5!?

[9.Qh5 is much more common, for example: 9...Ng6 10.Nf3 Qc7 11.Be3 c4 12.Bxg6 fxg6 13.Qg4 Qf7 14.h4 Qf5 15.Qxf5 Rxf5 16.Ke2 h6 17.g4² Kamsky- Yusupov, Linares, 1993.]

9...Qa5?!

Although played at GM level, this line is double-edged despite boasting a 65% score for White. The Black queen doesn't look best positioned on the q-side.

10.Ne2 Ng6
 11.0-0 Qa4
 12.f4 c4

13.Bxg6 fxg6
 14.Ra2 Bd7
 15.h4 Rf7N

[15...Rf5 16.Ng3 Be8 17.Nxf5 gxf5 18.Qf3 h6 19.g4?! Bg6! 20.Bxh6 gxh6 21.h5 Bf7 22.gxf5 exf5 23.Kh1 Kh7 24.Qh3 Be6 25.Qh4 Rf8 26.Rg1 Qa5 27.Rb2 Qxc3 28.Rg6 Rf7 29.Rb1 Qf3+ 30.Kh2 Nxd4 31.Rbg1 Qe2+ 32.Kh3 Qf3+ 33.Kh2 Qe2+ 34.Kh3 Qf3+ Shaposhnikov- Ivanov, St Petersburg, 2000, drawn.]

16.h5 gxf5
 17.Qxh5 Raf8
 18.Qg4 Kh8?!

[18...Qa5 19.Rb1 b6³]

19.Kf2!

White uses his king to free up his q-rook from defensive duties.

19... Ne7
 20.Rh1 Ng8
 21.Ke3 g6?!

Preparing Qd7 (to strengthen h7) but weakening the nearby black squares.

22.Kd2 Bc8
 23.Raa1 b6
 24.Rh4 Rg7
 25.Qh3 Rff7
 26.Rh1 Qd7



27.Ng1!

The knight plans to get to f6 to unsettle the defensive formation. Black is hypnotised!

27... b5
 28.Nf3 Qc7
 29.Nh2 Rf5
 30.Ng4 Rgf7
 31.Nf6+- Nxf6
 32.Bxf6+ R5xf6
 33.exf6 e5
 34.Qg3 exd4
 35.Qxg6 dxc3+
 36.Kc1

Mate is unavoidable, so:

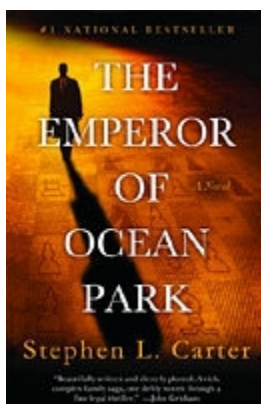
1-0





The Emperor of Ocean Park Review

By our Literary Correspondent



Introduction

I found this substantial American legal thriller in the hotel library this summer and was pleasantly surprised by it. For starters, the main character plays postal chess, which automatically recommends him to all right-thinking people.

The Plot

Talcott Garland is a black law professor in an Ivy League university. His wife, Kimmer, an ambitious lawyer in her own right, is in with a chance of being appointed to the bench. A few years earlier, Talcott's father, Judge Oliver Garland, was destroyed by his humiliation at the hearings to confirm him as a Supreme Court Judge, especially his connection with 'Uncle' Jack Ziegler, an enigmatic chap of distinctly unsavoury background.

Judge Garland has recently died, and suddenly a lot of strange people develop an unhealthy interest in 'the arrangements' information that he is supposed to have bequeathed to Talcott. Most of this interest is concerned with ensuring that information stays in the private domain.

The Chess

So much for the thriller aspect of the novel. The author, himself a professor of law at Yale, uses chess as a leitmotif throughout the book. Sometimes the metaphor is a trifle heavy-handed, particularly in the symbolism of the colour of the pieces. Problem themes, the Nowotny and Excelsior, make an appearance. As well as being, as the late Peter Cook might have remarked, no mean hand at the judging, Judge Garland liked nothing better of an evening than composing chess problems. Cue Sam Lloyd.

Other chess references include the origin of the protagonist's nickname 'Misha'. Not too difficult to work out when we know his christian name is usually shortened to 'Tal'. One chapter is a wonderful description of a chess club, and reminded me why I haven't set foot in one for years.

On a visit to Washington, the hero reads 'I was tortured in the Pasadena Jailhouse' (Fischer's prescient 1981 account of odd goings-on in American-run prisons). Internet chess pops up, and occasional quotes from Tarrasch, *et alia*.

Conclusion

The plot is satisfyingly intricate, and I deliberately avoid over-elaboration for fear of giving the game away. Some of the contemporary American references are a bit of a puzzle. Cookie-cutter apartments anyone? (*I think it means a sterile living space in a uniform block of such flats - all cut from the same baking mould presumably. Ed*)

A knowledge of black radical American history is useful, but not essential. Finally, and praise comes not higher than this, Liz, my wife who has patiently tolerated my ups, downs and tantrums about chess for the past ten years, enjoyed it immensely. Read and enjoy!

Other Reviews

<http://books.guardian.co.uk/reviews/generalfiction/0,6121,725703,00.html> (Guardian)

<http://books.guardian.co.uk/reviews/generalfiction/0,6121,738059,00.html> (Observer)

The Author

An interview with Stephen Carter is on the web at: <http://www.bookbrowse.com/index.cfm?page=author&authorID=773&view=Interview> Here is an excerpt:

Q: Chess plays a role in this novel. Are you a big chess player? How much research into this topic--specifically "chess problems"--did you do? How does the novel parallel an actual game of chess?

A: I love chess, absolutely love it. I am a life member of the United States Chess Federation. I play less chess now than I did when I was younger, except online at the Internet Chess Club, where I try to visit several times a week. Although I have never been anything more than an amateur in playing strength, I remain a great fan of the game, its players, its history, and its endless possibilities.

The integration of chess into the novel required me to learn about a part of the chess world less familiar to me, the world of the chess problemist, where composers work for months or years to set up challenging positions for others to solve. Fortunately, I had some help from a columnist for a leading chess magazine in making sure that I made as few errors as possible in the way I described this world in the book. (Incidentally, the fact the number of chapters in the book is the same as the number of squares on a chessboard is a coincidence.)



The first two CD from ChessBase in this issue cover general training themes.

Intensive Course Tactics 2 By George Renko



The first of these is the latest CD from George Renko and it is not a lightweight work. There are almost 3000 training positions and over 6300 training questions. The theme of the CD is Forced Variations. Such variations are known to be an important part of combinations.

After the initial introduction there are six databases covering the themes: mate, mate or material, material, perpetual check, stalemate and special cases. These databases have between 26 and 64 examples and explain, still without training questions, important motifs. The number of such motifs is limited which makes it easier to learn them.

Once you can recognise them your scope on the board should be improved.

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

Squares Strategy 1 By Alexander Bangiev



The second of these CDs is from another highly respected author Alexander Bangiev. ChessBase's introduction to the CD says :-

The Bangiev way of thinking is a strategy based on squares. This means that before every move, the piece set-up is checked out against quite specific pre-defined criteria. The method does not develop your memory, but rather your thought processes: you learn to understand the logic of the game by means of a few rules! In each phase of the game, you have to ask yourself the same restricted number of questions and then answer them. Once you have grasped the principle you can always find the best move yourself.

In this respect it is clear that the aim of the CD is to develop in players the ability to develop a thinking process

whereby they can logically work out the best moves in any given position. With so much emphasis given these days on learning long lines in standard openings I think that many players would benefit from this approach. It certainly has the potential to make your games more rewarding if you can work out for yourself why a particular move may be good or bad.

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

Queen's Gambit Orthodox Defence By Thomas Henrichs



The final new CD in this issue is a traditional openings CD and these are always useful for correspondence players.

This is the first published work by IM Thomas Henrichs and covers ECO codes D31, D35 and D36 involving early exchanges on d5 (1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.Nf3 c6 6.cxd5) where White avoids the Cambridge Springs Variation.

The CD contains over 31,000 games of which about 800 are annotated. 155 of these are annotated by the author. The main database begins with 16 text files where the author introduces the reader to the opening and covers the themes Minority attack, Attack in the centre, Castling on opposite sides and Setting up an outpost with Ne5 and f2-f4. Variations are also indexed in the text files and this gives easy access to the annotated games.

There is also an excellent training database with about 100 questions to test your skill and knowledge of the opening. I sometimes find it useful to look through these training questions first to get an idea which areas I might want to concentrate on in the main lessons.

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

ChessBase 9

By the time you receive this Magazine ChessBase 9 will have been released as it is coming out on the 8th of October 2004. I will cover it in the next issue. **New in ChessBase 9.0:** new database browser, hyperthreading support, integrated player index, tournament index, source index, annotator index and team Index, new opening key layout, automatic opening reference, new HEUMAS (Heuristic Move Assistant), game history, fast real 3D, board supported, threat animation, improved search, Chess Media System (teaching videos with synchronized chess boards) integrated, improved correspondence chess features and much, much more...



Games Column

by Bernard Milligan

As we reach the penultimate magazine of the season many games will be drawing to a conclusion or ended. Hopefully this will mean that all of you are going to be busy annotating some games for the Magazine. Reaching the final week before Iain Mackintosh's deadline for copy I had received only one game for publication. Fortunately a last minute flurry by Iain, who sent me a game after I contacted him, and George Pyrich sending me three games this meant that I had sufficient games for this issue. Even if it did mean a last minute rush of work for me.

Please make an effort to annotate some games for the next Magazine. You can E-mail them directly to me at bernie@milliganb.freemove.co.uk or post them to 15 Bothwell Court, Hawick. TD9 7EP, UK.

Anyway we kick off this issue with a nice game provided by Geoff Lloyd. Geoff is rapidly becoming some sort of expert in the King's Indian attack.

SCCA v ICCF, 2004

White:- G Lloyd (2323)

Black:- E Addis (2088)

Kings Indian Attack [A04]

[Annotator G Lloyd]

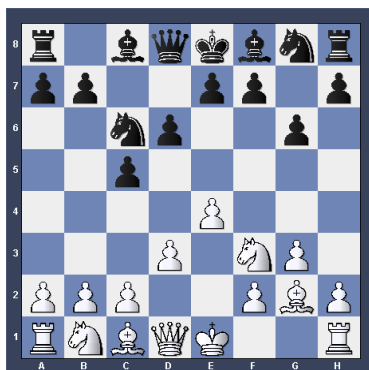
I am hoping that my chess thinking is going to become more positional and more strategic, following many long hours of study to date and a great deal more still ongoing.

1.e4 **c5**
2.Nf3 **d6**
3.g3 **Nc6**

3...g6 This is the strongest book move.

4.Bg2 **g6**
5.d3

Yet again I can put myself on familiar territory using the flexible King's Indian Attack! Bobby Fisher used this opening many times against the Sicilian Defence, however only following Black's ...e6 a lesson there I think. Any, would be K I A students are well advised to find out why. the diagram position is on the decline since reaching its peak in 1996.

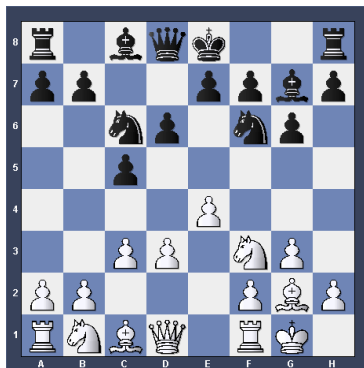


One of the problems in chess, is assuming what my opponent will play next? We all know, that assume makes, an ASS, out of me, out of U and ME, and yet it is still a flaw in my make up. Here we go, I assume 5...Bg7. From here I have the usual plan of Nbd2, a4 controlling [b5] and allowing the Knight to reach [c4], 0-0, Nc4, not always in the same move order, then I can take it from there. I try to remember, to assess not to assume. Since posting my last move 5.d3. I have looked at many positions similar to the present one and discovered that a great deal depends upon where Black plays the c8 Bishop, as it can determine to a large extent, Whites choice of plans.

5... **Bg7**
6.0-0 **Nf6**

The more often played and possibly stronger is 6...e5.

7.c3



This seems to be very popular at G M levels, not a line I have chosen before. I usually stick to 7.Nbd2. never the less the pawn on (c3) can have a great effect of limiting the scope of the Bishop on (g7).

7... **0-0**

7...Bg4 8.Nbd2 0-0 9.Qb3 Qc8 10.Re1 Nd7 11.Nc4 Nde5 12.Nfxe5 Nxe5 13.Nxe5 Bxe5 14.Bh6 Rd8 15.Qc2 Bh3 16.Bh1 Qg4 17.Qd2 Kh8 18.Rad1 Rd7 19.d4 cxd4 20.cxd4 Bf6 21.Qe3 g5 22.Bf3 Kemmler M v Moeller S, Baunatal 2001, 1 0.

8.Re1 **Bg4**

8...e5 9.Nbd2 Re8 10.a3 b5 11.a4 b4 12.Nc4 Rb8 13.h3 bxc3 14.bxc3 d5 15.exd5 Nxd5 16.Qc2 Nxc3 17.Bb2 e4 18.dxe4 Nd4 19.Nxd4 cxd4 20.Bxc3 dxc3 21.Rad1 Qe7 22.e5 Qb4 23.Bd5 Yudasin v Mascarinas, Manila 1990, 1 0.8...Ne8 is well worth a try. Well statistics look good so far, yet I must not forget that people play chess not statistics.

9.h3

I have a new book and a c/d relating to an early [h3]. It looks good for next season [2005] "beware".

9... **Bxf3**
10.Qxf3

10.Bxf3 Nd7 11.Bg2 Rb8 12.a4 (12.Be3 Qc7 13.Na3 b5 14.Nc2 b4 15.d4 a5 16.Qd2 a4 17.Bf1 bxc3 18.bxc3 Qa5 19.Qd3 Rb2 20.Na3 cxd4 21.cxd4 Nde5 22.dxe5 Nxe5 23.Nc4 Nxd3 24.Nxa5 Nxe1 25.Rxe1 Rxa2 26.Nc6 Re8 27.Bb5 a3 28.Nb4 Rb2 29.Bxe8 Rxb4 30.Bg5 a2 0-1 Ljubojevic, L—Anand, V, Monte Carlo, 1994.) 12...a6 13.Be3 Qb6 Miljanic B v Ostojic N, Niksic, 1997, drawn.

10... **b5**

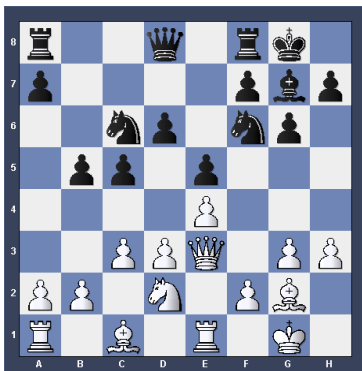
This advance is usually played in conjunction with the [a] pawn and or Rook on [b8] with the idea of exchanging Whites [c] pawn. 10...Qc7 11.Na3 a6 12.Nc2 Ne5 13.Qe2 c4 14.dxc4 Nxc4 15.Ne3 Nxe3 16.Bxe3 Nd7 17.Rad1 Rac8 18.f4 Rfd8 19.Bd4 Bxd4+ 20.cxd4 e6 21.e5 d5 22.g4 Qc4 23.Qe3 Qb4 24.f5 Rc2 25.fxe6 fxe6 26.Bxd5 exd5 27.e6 Qd6 28.Rd2 Rxd2 29.Qxd2 Qg3+ 0-1 petitpas, F v Herbrechtsmeier, C, France 2002. I cant

see anything wrong with 10...Nd7.

11.Qe3

Now we say goodbye to most opening book assistance, the trouble with most modern day play is the depth that the lines can reach using good quality openings books, often resulting in having to play 25 or even 30 moves before a slight advantage can be achieved. Long gone are the days when all you had was a copy of M C O. 11.e5 Nxe5 12.Qxa8 Qxa8 13.Bxa8 Nxd3 14.Rd1 Nxc1 15.Bg2 Bh6 16.f4 Ne2+ 17.Kf2 Nxc3 18.Kxg3 Nh5+ 19.Kf2 Nxf4 20.Bf1 d5 21.Na3 a6 22.Nc2 e5 23.a4 d4 24.axb5 axb5 25.Ra5 Rd8 Sebastian,D v Eichner,S, Bonn Roettgen 1999, 1-0.

**11... e5
12.Nd2**



The [b5] pawn prevents the immediate (a4) and Nc4 plan, the flexibility of the K I A is still not compromised!. Black at this stage does not have a great choice of moves.

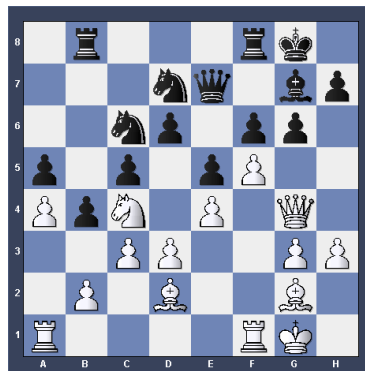
12... a5

I have played the K I A many times over the past few years, and I should expect this type of Queenside activity. I think I can get my Knight on the c4 square as previously planned. Where it has more scope.

- 13.a4 b4
- 14.Nc4 Qe7
- 15.Bd2 Qe6
- 16.f4 Nd7
- 17.f5 Qe7
- 18.Rf1 f6
- 19.Qe2

I think it would have been more prudent to have removed the Rook off the [h1]/[a8] diagonal by now, the strength of the K I A Bishop is too much, especially when the [c6] Knight is unprotected as in some variations of the Kings Indian Defence.

**19... Rab8
20.Qg4**



Black at last removes his Rook from possible danger along the diagonal, however if the centre did become open following preparation on Blacks part, I think that a later occupation of the [a2/g8] diagonal would be in Whites favour. Here's a line that I carelessly missed. 20.fxg6 hxg6 21.Qg4 g5 22.Ne3 bxc3 23.Nf5 Qd8 24.bxc3 Rb2 25.Qh5 Ne7 26.Bc1 Rb3 27.Nxd6 Rxc3 28.Ra3 Rxa3 29.Bxa3+- with advantage to White.

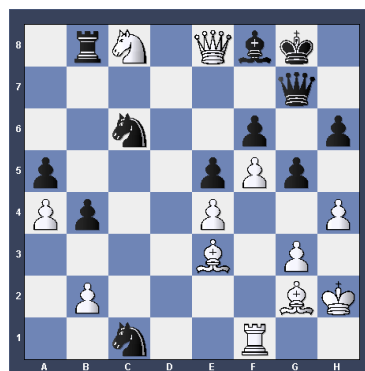
- 20... g5
- 21.cxb4 cxb4
- 22.Be3 Rfc8
- 23.Rac1 Bf8
- 24.h4 h6
- 25.Qh5 Qf7
- 26.Qg6+ Qg7
- 27.Kh2

I played the waiting game here? During later analysis I found that 27.hxg5 seems to have been the better move.

**27... Nc5?
28.Nxd6 Nxd3**

28...Bxd6, was the better option.

**29.Nxc8 Nxc1
30.Qe8**



I spent days analysing 30...gxh4 for Black before posting my move and to my surprise he missed it. {See notes below}.

This is a typical position that if encountered O T B, it could "do your head in", sorry about the expression.

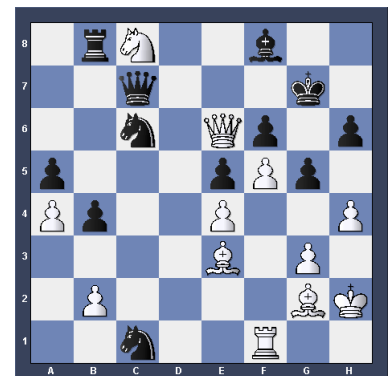
30... Qc7

As I mentioned earlier, this came as a surprise. I had expected the move [30...gxh4 with the following analysis 31.Rxc1 Qxg3+ 32.Kh1 (not 32.Kg1 for then 32...Qxe3+ 33.Kh1 Qxc1+ 34.Kh2 when Black is winning.) 32...Qxe3 33.Rg1 Rxc8 34.Qxc8 when White has the better game.

31.Qe6+

While it is true that many pieces still remain actively on the board, I think the position is all but lost for Black. He simply has too many undefended pieces and pawns. His position is almost zugzwang.

31... Kg7



31...Qf7 loses to 32.Qxc6 and if now 32...Nd3 (32...Nb3 33.Rd1 Nd4 34.Bxd4 exd4 35.Rxd4) 33.Nd6 Qe7 34.Qc4+ Kh7 35.Qxd3 ...1-0.

**32.Rxc1 Rxc8
33.Bf1**

**Threatening to attack the pinned Knight.
33... Qb7
34.Bc4 1-0**

And now a threat of mate on g8.



Since I took over the Games Column Iain mackintosh has been the highest contributor. This is the 20th game he has sent in and it just goes to prove that even with an extremely busy workload that time can be found.

His opponent, or should I say victim, on this occasion is another of those people who have contributed much to Correspondence Chess over the years

and the game played shows much of the talents of both players.

Douglas Livie Memorial, 2004
White:- I Mackintosh (2328)
Black:- A Rawlings (2254)
 Grunfeld Defence [D80]
 [Annotator Iain Mackintosh]

1.d4 **Nf6**
2.c4 **g6**
3.Nc3 **d5**
4.h4!?

A move popularised by Zaitsev after his 1963 game with Smyslov. Jonathan Rowson reckons Black is ok in this line, after a short analysis in his 1999 Grunfeld book. The move was played in the spirit of the event, to get some open play.

4... **c5**
5.dxc5 **d4**
6.Nb5 **e5!?!N**



Also in the general spirit of things!
 6...Nc6 7.e3 e5 8.exd4 Nxd4 9.Nf3 Bxc5
 10.Nbxd4 exd4 11.Bd3 Bg4 12.Bg5
 Qe7+ 13.Kf1 h6 14.Bf4 Nh5 15.Bd2 Kf8
 16.Qa4 Bxf3 17.gxf3 Qf6 18.Be4 Re8
 19.Qb5 b6 20.Qc6 Re6 21.Qb7 Kg7
 22.Bd5 Re7 23.Qc6 was Porat-Jerez
 Perez, Andorra, 2001, drawn after 60.

7.b4

Partly to retain the extra c-pawn, but mostly to stir up some tactics.

7... **a6**
8.Qa4 **Nc6**
9.Bg5 **Be6**
10.Nc7+!?

Nothing else is much good for White.

10... **Qxc7**
11.Bxf6 **Rg8**
12.Nf3 **Bg7!**

Best.

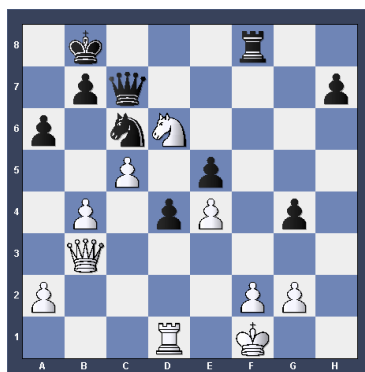
13.Bxg7 **Rxg7**
14.Rd1 **Bxc4=**
15.e4 **Bxf1**
16.Kxf1

That recurring Gurtovoi theme...

16... **0-0-0**
17.Qb3 **Kb8**
18.h5 **gxf5**
19.Rxh5 **f6**
20.Nh4!

Eyeing f5 and d6.

20... **Rg5**
21.Rxg5 **fxg5**
22.Nf5 **Rf8**
23.Nd6 **g4**



Alan reckoned afterwards that this move leads to Black over-pressing, but I think the idea of some k-side counterplay is quite understandable giving the growing influence of White's strong Q and N. If Black tries to dislodge the knight, then 23...Nd8 24.Qg3 Nf7 25.Nxf7 Rxf7 26.Qxg5 and White emerges a pawn up.

24.Kg1 **Qg7?!?**

Both sides now go king-hunting, but White manages to stay a vital tempo ahead. [24...h5 25.b5 axb5 26.Qxb5 Na7 27.Qb3 Nc8 28.Qd5 Nxd6 29.cxd6 Qf7² and Black looks a bit more solid.

25.b5 **axb5**
26.Qxb5 **Na7**
27.Qb4 **Nc6**
28.Qb2 **g3**
29.fxg3 **Na5±**

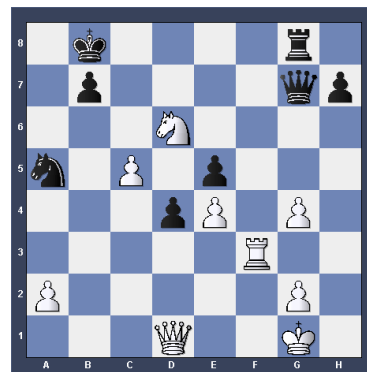
White's queen manoeuvres lead to the marginalizing of the Black knight, which has to defend b7 so the Black Q can get mobile.

30.Rd3 **Qg5**
31.Qc2 **Rf6**
32.g4 **Rg6**

32...Qxg4? 33.Qa4! and Black loses

material.

33.Rf3 **Rg8**
34.Qd1 **Qg7**



34...Qxg4? 35.Rf8+!

35.Qf1+- **d3**
36.Qxd3 **Qxg4**
37.Qe2 **Qg5**
38.Qb2 **h5**

One last tilt at the White K.

39.Ra3 **h4**
40.Rxa5 **Qe3+**
41.Qf2 **Qc3**
42.Rb5 **h3**
43.Rxb7+ **Ka8**
44.Rf7 **Qc1+**
45.Qf1 **1-0**

45.Qf1 Rxg2+ 46.Kh1 Qxf1+ 47.Rxf1
 Rxa2 48.Rf8+ Ka7 49.Rf7+ Kb8 50.c6
 Rc2 51.Rb7+ Ka8 52.c7



Now for the first of three first class games from George Pyrich against strong and renowned opponents. The first John Knudsen is well known for his excellent work in promoting Correspondence Chess worldwide. He has strong views at times and these enhance our sport. John runs a message board (TCCMB) on the web for discussions on CC. It can be found at: <http://pub11.bravenet.com/forum/924995304>

I would recommend visiting it for some interesting discussions and snippets of new.

TCCMB 5 , 2003
White:- G Pyrich
Black:- J Knudsen (USA)
 French Defence [E41]
 [Annotator G Pyrich]

1.d4 **e6**
2.c4

John is a expert in the French Winawer hence my choice here.

2... Nf6
 3.Nc3 Bb4
 4.e3 c5
 5.Bd3 Nc6
 6.Nf3 Bxc3+
 7.bxc3 d6
 8.0-0 e5

The Huebner variation, for some reason not so popular nowadays.

9.Qc2 0-0
 10.Rb1 Qe7

The alternative 10...Re8 was seen in Gerber - Zenklusen, Belgium 2000 when White had a nice position after 11.Nd2 (11.Ng5 is a similar idea - White seeks an open position with attacking chances for the 2 B's and doesn't mind giving up a pawn 11...h6 12.Ne4 exd4 13.exd4 cxd4) 11...exd4 12.cxd4 cxd4 13.Ne4.

11.Ng5

Not 11.d5 when 11...e4! is immediately good for Black; The insipid 11.dxe5 was played in a game Yurtaev - Kovalev, USSR 1988 when after 11...Nxe5 12.Nxe5 dxe5 13.Be4 Nxe4 14.Qxe4 Rb8 Black had no problems.

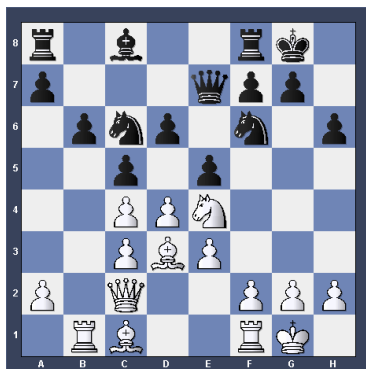
11... h6

11...g6 gives White what he's looking for after 12.d5 Nd8 13.f4!

12.Ne4

It's hard to believe that 12.Nh7 can be good.

12... b6!



All the alternatives look comfortable for White 12...Nxe4 13.Bxe4 exd4 14.exd4; or 12...cxd4 13.Nxf6+ Qxf6 14.cxd4; or 12...exd4 13.exd4 cxd4 14.cxd4 Kh8 15.Be3 d5.

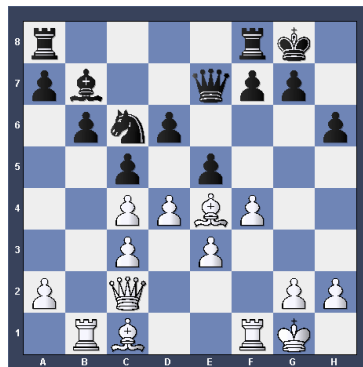
13.f4

13.Nxf6+?! Qxf6 14.f4 exd4 15.exd4 (15.cxd4 Nb4) 15...cxd4 and Black has no problems.

13... Nxe4

Exchanging pawns with 13...exd4 opens lines for White's B pair 14.exd4 cxd4 (14...Bb7 is interesting when White has several promising lines 15.Nxf6+ (alternately (i) 15.d5 Nxe4 16.Bxe4 Na5 17.f5 is unclear; (ii) 15.Bd2 cxd4 16.Rbe1 Rfe8 17.Nc5!? dxc5 18.Rxe7 Rxe7 is interesting but probably good for Black; (iii) 15.Ng3 plans Nf5 and looks good) 15...Qxf6 16.d5) 15.Ba3! Nxe4 16.Bxe4 Bb7 17.Qd3 Rae8 (17...dxc3 18.Bxd6 Qf6 19.Bxf8 Rxf8 20.Bd5 is good for White) 18.Rbe1±

14.Bxe4 Bb7



Much better than 14...Bd7 when after 15.fxe5 dxe5 16.Ba3 Qg5 (16...exd4 17.exd4 Rae8 18.Rbe1 is excellent for White) 17.dxc5! Qxe3+ 18.Kh1 is almost winning for White.

15.f5

After a long think, I went for this - the obvious idea is to advance the pawn to f6. There were numerous alternatives but in every line Black's resources seemed more than adequate. Already I felt quite pessimistic. (i) 15.Bd5 looks plausible but turns out badly after the likes of 15...exd4 16.exd4 cxd4 17.f5?! Qf6 18.Bd2 Rae8 19.Rf3?! Re2 20.Rg3 Rfe8 21.Rg6 Qh4 and Black is winning!; (ii) 15.fxe5 also looks promising but after 15...dxe5 16.d5 Na5 17.Bh7+ Kh8 18.Bd3 Ba6 19.Qa4 e4! Black stands well; (iii) 15.Qd3 supports the centre but doesn't present Black any problems - for example 15...exd4 16.exd4 Rae8 17.Re1 Kh8 18.dxc5 (Not 18.Bd2 when 18...Nb4! wins for Black. He couldn't play this a move earlier as White had Bh7+) 18...f5 19.cxd6 Qd7 20.Ba3 fxe4 21.Rxe4 Rxe4 22.Qxe4 Na5 is almost

winning for Black; (iv) 15.dxc5 dxc5 16.Bd5 looks attractive but Black's resources are adequate. After 16...exf4 17.exf4 Na5 18.f5 Qf6 19.Bf4 Rad8 20.Rbd1 Ba6 21.Rfe1?! Bxc4 22.Be5 Qg5 Black is clearly better; (v) 15.Bd2 achieves nothing after 15...Na5 16.Bd5 Bxd5 17.cxd5 exd4 18.cxd4 cxd4; (vi) 15.d5 Na5 16.Bh7+ Kh8 17.Bd3 Ba6 is nothing for White.

15... Qf6

The ugly 15...f6?! cannot be good - the following line was easy to work out 16.Bd5+ Kh8 17.Qe4 Na5 18.dxc5 dxc5 19.Qg4 Rad8 20.e4 Ba6 21.Rf3 Bxc4 22.Rh3 Bxd5 23.Bxh6 Kg8 24.exd5 Rxd5 25.Bxg7 Qxg7 26.Qh5 and Rg3 can't be stopped; and 15...exd4? gives White what he wants after the likes of 16.f6 Qe5 17.cxd4 Nxd4 18.Bh7+

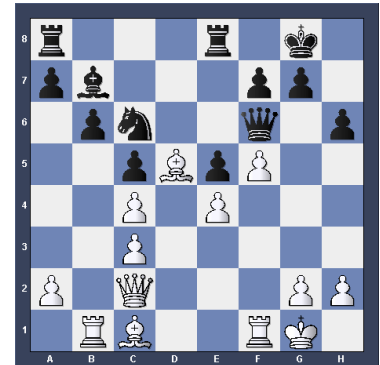
16.Bd5

Instead 16.Qf2!? is hard to evaluate - after say 16...exd4 17.exd4 cxd4 18.cxd4 Rfe8 19.Bxc6 Bxc6 20.d5 Bd7 21.Bb2 Qg5 22.f6 g6 23.Rbe1 it's still unclear; and exchanging pawns first with 16.dxc5 dxc5 17.Bd5 Na5 18.e4 Bxd5 19.cxd5 Nc4 20.Qe2 Nd6 21.g3 (not 21.g4? Qh4!) 21...b5 is likely only equal.

16... Rfe8

16...Na5 doesn't trouble White 17.Bxb7 Nxb7 18.Qe4 Na5 19.d5 Rae8 20.Bd2 with options of Be1-h4 or a pawn advance starting with h4 which both look promising for White; and 16...exd4!? is really unclear after 17.cxd4 Nb4 18.Rxb4 Bxd5 19.Rb3 Bc6 20.Bb2.

17.dxc5 dxc5
 18.e4



With hindsight 18.Qe4 is interesting 18...Rad8 19.Ba3 (Not 19.Bd2? Ne7!) 19...Ba8 20.Rbd1 and things are about equal.

18... Na5

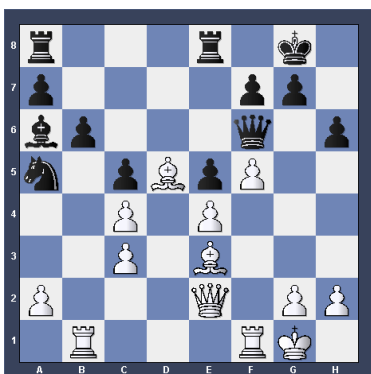
19.Qe2?!

Played to stop the N coming to c4 but 19.Be3 was a better choice. After 19...Bxd5 20.cxd5 Nc4 21.Qe2 Nd6 22.Bf2 White has good prospects of advancing on the K side.

19... Ba6!

This came as a rude awakening! - I'd been dreaming of the likes of 19...Bxd5 20.cxd5 Nb7 21.g4 Nd6 22.g5 hxg5 23.Qg2 Qe7 24.f6! Qd7?! 25.fxg7 Qa4? 26.Qh3 winning easily.

20.Be3

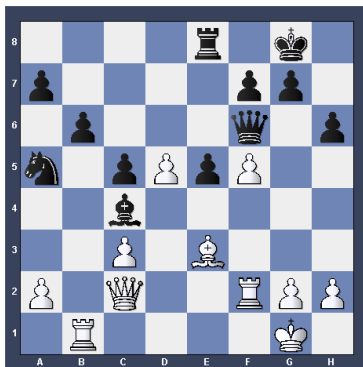


I suppose that a natural developing move can't be bad but it doesn't do anything much here. Instead, as John correctly pointed out afterwards, White really has to go for it with 20.g4! Qh4! (20...Rad8? 21.g5! is crushing for White after 21...hxg5 22.Qh5 Rxd5 23.Bxg5 Qd6 24.cxd5 Bxf1 25.Rxf1 g6 26.Qh4) 21.f6! there are 3 alternatives, all of which have some merit (i) 21.Be3 Rad8 22.Bf2 Qh3 23.Bg3 Rxd5 24.exd5 Bxc4 25.Qe4 Bxf1 26.Rxf1 Nb7 27.d6 Nxd6 28.Qc6 unclear but White does have compensation for the 2 pawns; (ii) 21.Rf2 Rad8 22.g5 Rxd5 23.exd5 hxg5 again, hard to assess; (iii) 21.g5 hxg5 22.f6 Rad8 promising for Black) 21...Rad8 22.Bd2 Rxd5 23.exd5 Bxc4 24.Qf3 Bxf1 25.Rxf1 Nc4 26.fxg7 Re7 27.Bc1 e4 when anything could still happen although Black should be a little better.

20... Rad8 21.Rf2!?

The other options didn't look at all good (i) 21.Rfd1 Rxd5 22.exd5 Nxc4 (22...Bxc4 23.Qg4 e4 is unclear) 23.Qf2 (23.g4 h5! 24.d6 (24.h3 Qh4) 24...hxg4 (24...Rd8) 25.d7 Rd8 26.Qd3 Qc6) 23...Rd8 is a bit better for Black; whilst (ii) 21.Rbd1 Rxd5 22.exd5 Bxc4 is clearly better for Black.

21... Rxd5 22.exd5 Bxc4 23.Qc2



Taking the long route to g4. However both (i) 23.Qf3 e4 24.Qg3 Bd3 (Obviously not 24...Bxd5? 25.Rd2 Bc6 26.Rd6 when White is better) 25.Rd1 Nc4; and the direct (ii) 23.Qg4 Bd3 24.Re1 e4 25.Qg3 Nc4 are clearly better for Black.

23... Bxd5

23...e4 allows White to return the exchange with 24.Rd1 Bd3 25.Rxd3 exd3 26.Qxd3 when he should be okay.

24.Rd1 Rd8

Defending the B and preparing Nc4 Clearly 24...Nc4 is good only for White after 25.Qa4 Rd8 26.Rxd5 Nxe3 (26...Rxd5 27.Qxc4) 27.Rd7; but, in view of what develops, maybe 24...Bc6 was preferable. After 25.Qe2 e4 26.c4 Ba4 27.Rc1 (27.Rd2) 27...Nc6 Black's positional advantage is clear.

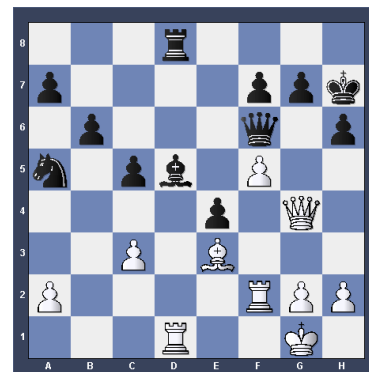
25.Qa4 Kh7

Bb3 is now a threat as White's Rxd8 is no longer check - however, with hindsight (!), h7 is not a happy square for the K However, the alternative 25...e4!? was unclear After 26.Bf4 (26.Bxc5!? is also possible. After 26...Nc4 (26...Bb3?? 27.Rxd8+!) 27.Bd4 Qg5 28.Re2 e3 29.Rde1 White should just about survive) 26...Bc6 27.Rxd8+ Qxd8 28.Qc2 Nc4 29.Qe2 Black is probably slightly better but things are still unclear.

26.Qg4

26.Rfd2 is no good after 26...Bc6 27.Qg4 Rxd2 28.Rxd2 e4.

26... e4



26...Nc4 looks strong. However, White's position proves resilient after 27.Qe2 Qh4 (27...Qc6?! allows 28.f6! when White is better 28...g6? Instead a) 28...Nxe3?? is disastrous after 29.Qxe3 gxf6 30.c4; b) 28...gxf6 29.Bc1 is fine for White after 29...Rd6 (b) 29...Rg8 30.Qd3+) 30.Qh5; c) 28...Rd6 29.Qg4 Rxf6 30.Rxf6 Qxf6 31.Rxd5 Qf1+ 32.Kxf1 Nxe3+ when the endgame is very good for White; 29.Bxh6! Rd6 (29...Kxh6 loses after 30.Qg4 g5 31.Qh3+ Kg6 32.Qf5+ Kh6 33.Rd3) 30.Bf8! winning for White) 28.Bc1 b5 29.f6! when in fact White has good attacking prospects.

27.h4!?

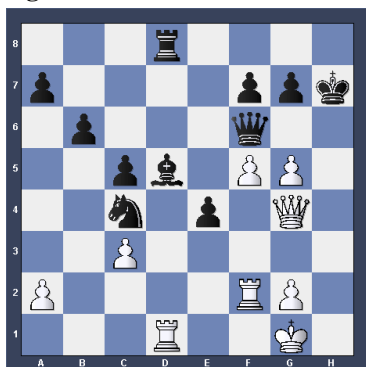
Played with an idea in mind - in any case the alternatives were not at all inspiring as, in every case, Black has either Bc4 or Nc4 with almost decisive effect as in the following examples [(i) 27.h3 a flight square for the K might be useful 27...Nc4 28.Qe2 Qxc3+; (ii) 27.Qe2 Bc4+; (iii) 27.Bf4 Nc4 (27...Qxc3?? 28.f6 Qxf6 29.Bc7! wins for White!) 28.Re2 e3 29.Bxe3 Bf3!+; (iv) 27.Re2 Bc4 28.Red2 Bd3 and Nc4 next move wins; (v) 27.Rfd2 Nc4 when 28.Bg5 is insufficient. However, this alerted me to the Bg5 idea 28...Qxc3 29.Rxd5 Rxd5 and suddenly White's back rank is vulnerable.

27... Nc4

27...Nc6?! also looks good but surprisingly White now has 28.Rfd2! (Instead 28.Bg5? now doesn't work after 28...hxg5 29.hxg5 Qxc3 30.g6+ Kg8 31.f6 e3 32.gxf7+ Kxf7 33.Qxg7+ Ke6 when the N at c6 covers e7) 28...Ne5 (28...Qxc3 walks into 29.Bxh6! gxh6 30.f6! Qxf6 31.Rxd5 Rxd5 32.Rxd5 Qe6 (32...Qg6? 33.Qxg6+ fxg6 34.Rd6 Nd4 35.Rd7+ Kg8 36.Kf2 is a good endgame for White) 33.Qxe6 fxe6 34.Rd6 when White shouldn't lose) 29.Qh3 now Bg5 is a real threat 29...Qc6 30.f6! Nd3 31.fxg7 Kxg7 32.Rf1 when White still has real

attacking chances.

28.Bg5!! **Hxg5**
29.hxg5



29... **Qd6**

Best - Black's alternatives don't stand up - (i) 29...Qxc3!? 30.g6+ Kg8 31.Qxe4 when White is certainly not worse; (ii) 29...Qe5 30.g6+ Kg8 31.f6 gxf6 32.Rf5 Qxc3 33.Qh5 again White is more than okay; (iii) 29...Qc6 looks strong but White has 30.g6+ Kg8 31.gxf7+! (31.f6 now doesn't work after 31...gxf6 32.gxf7+ Kxf7 33.Rdf1 Rd6) 31...Kxf7 32.Qh5+ Ke7 33.f6+! gxf6 34.Qh7+ Bf7 35.Rxd8 e3 36.Rf4 when White is very clearly better!

30.g6+ **Kg8**
31.f6! **Rd7**

Forced as 31...gxf6 32.Qh4 is winning for White.

32.gxf7+ **Rxf7**
33.Qc8+ **Rf8**

Again forced as 33...Qf8 loses after 34.Qxf8+ Kxf8 35.fxg7+ Kxg7 36.Rxd5; as does 33...Kh7 following 34.Qf5+ Kg8 35.Rxd5.

34.Qg4 **Rf7**

Forced again as 34...Rxf6 loses to 35.Rxf6 Qxf6 36.Rxd5 So, White now plays 35.Qc8+ and it's a draw by repetition! Quite some game! ½-½



Friendly International SCO v. ROM, 2004

White:- C Vasile
Black:- G Pyrich
 Queen's Gambit Accepted [D20]
 [Annotator G Pyrich]

1.d4 **d5**
2.c4 **dxc4**
3.e4 **Nc6**

An interesting alternative to the more common alternatives 3...e5 and 3... Nf6. Play now develops along lines similar to the Tchigorin Defence 1.d4 d5 2.c4 Nc6.

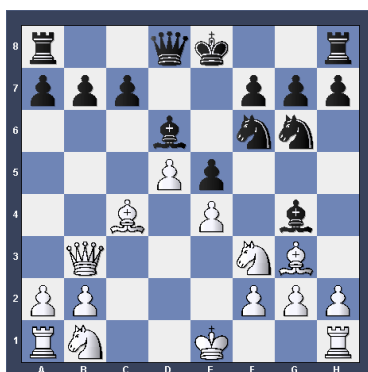
4.Nf3

4.Be3 is the main line and was played by John Mackie (AUS) against me in our SCCA Bulletin 21st Anniversary event and continued with 4...Nf6 5.Nc3 e5 6.d5 Na5 7.Nf3 Bd6 8.Qa4+ Bd7 9.Qxa5 a6 10.Na4 (10.Nb1? Nxe4 11.Kd1 c3! 0-1 was the dramatic game Illescas - Sadler, 1995 (the White Q is trapped at a5)) 10...Qe7?! (10...Nxe4 11.Bxc4 b5 12.Bd3 Qe7 13.a3 is given as unclear in Nunn's Chess Openings but(13.0-0! is surely better and White has a clear advantage)) 11.a3 Nxe4 12.Rc1?! (12.Bxc4 b5 13.Bd3 Nf6 14.Nc3 e4 is unclear) 12...f5 (12...b6?! is likely better for White after 13.Nxb6 cxb6 14.Bxb6 c3 15.bxc3 Bxa3) 13.Bxc4 b5 14.Bd3 bxa4 15.Bxe4 fxe4 16.Ng5 with an unclear position - Black won a fluctuating game at move 56; 4.d5 Ne5 5.f4!? Nd3+ is largely untried.

4... **Bg4**
5.d5 **Nc5**
6.Bf4 **Ng6**
7.Bg3 **e5**
8.Bxc4 **Bd6**
9.Qb3

9.Bb5+ Bd7 10.Qb3 Nf6 11.Nbd2 was slightly better for White in Wells - Baburin, 4NCL 2000.

9... **Nf6**



10.Nbd2

If 10.Nc3 I expected something like 10...0-0 11.Qxb7 Rb8 12.Qxa7 Rxb2 13.0-0 Bxf3 14.gxf3 Nh5 when Black seems to have good play for the pawn; Instead 10.Bb5+ was seen in Mikhailchishin - Vorotnikov, Lvov 1994 and continued rather strangely with 10...Kf8 11.Nfd2?! Nh5 12.Nc3 Nhf4

when Black's position looks preferable.

10... **0-0**

Played in preference to 10...Rb8 which also involves a pawn sac after 11.Qa4+ c6 12.Qxa7 Bxf3 13.Nxf3 Bb4+ and an unclear position.

11.Qxb7?!

I suppose that he was committed to this but safer was 11.h3 when 11...Bxf3 12.Qxf3 Qe7 is about equal.

11... **Rb8**

11...Bxf3 first seemed unclear after 12.gxf3 Rb8 13.Qxa7 h5 14.h4 Rxb2 15.Bb3.

12.Qxa7 **Rxb2**
13.Qe3

I expected 13.Bb3 when after 13...Bb4 (maybe 13...Qe7 is stronger) 14.0-0 Rxd2 15.Rxd2 Bxd2+ (15...Nxe4 16.Rc2 Qf6 17.Rc6 Qf5 is unclear) 16.Nxd2 I'm not sure if Black has much for the pawn; Instead 13.0-0? is simply good for Black after 13...Bxf3 14.Nxf3 Nxe4.

13... **Bxf3**

13...Qe7?! allows 14.0-0 when White is fine.

14.Nxf3?

Better surely was 14.gxf3 when Black still has to prove he has enough for the pawn after 14...Qe7 15.0-0 Bc5.

14... **Bb4+**
15.Kf1 **Qe7**



16.Rd1

Another strange move - I'd expected 16.a4 when 16...Bc5 looks good for Black after 17.Qc3 Rfb8 18.Bb5 Rb4.

16... **Ng4**

Simply chasing the Q.

17.Qc1

Both 17.Qg5 Qc5; and 17.Qd3 Nf4 are very good for Black.

17... Ba3
18.Rd2

Similarly Q moves with either 18.Qg5 Qc5 19.Be2 Qc2; or 18.Qc3 Qc5 19.Nd2 Rxa2 lose quickly.

18... Rfb8
19.Qe1

If 19.Bd3 Rxa2! wins quickly.

19... Qc5

Attacking the B with tempo seemed better than 19...Nf4.

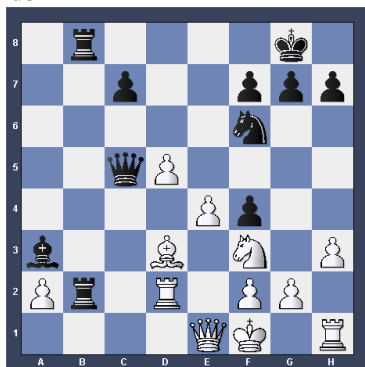
20.Be2

Forced as both 20.Bb3 Bb4; and 20.Bd3 Rxd2 21.Nxd2 Qd4 lose quickly.

20... Nf4
21.h3

21.Bxf4 comes to the same.

21... Nf6
22.Bxf4 exf4
23.Bd3



23... Rxd2

And here he resigned as both 24.Nxd2 Qc3 and 24.Qxd2 Rb2 are crushing for Black.



Bernard Partridge Final, 2000
White:- M Summers (2408)
Black:- R Boger (2477)
Sicilian Defence [B92]
[Annotator G Pyrich]

Raymond Boger from Norway was a

newcomer to correspondence when he started out in Preliminary Section 12 of the Bernard Partridge Memorial Tournament in October 1995. To say that he has progressed quickly through the ranks is very much an understatement and, during my last ICCF Congress as ICCF Qualifications Commissioner, I was very pleased to witness him being awarded the GM title at last year's Congress in Ostrava, Czech Republic. Raymond maintains an excellent chess website at www.mychessweb.com where he provides live updates of his numerous chess games as well some interesting biographical details. Recently Raymond, who was very unfortunate to finish in second place, kindly forwarded me one of his games from the Final of the Bernard Partridge Memorial in which he comprehensively outplays the tournament winner. Annotations are based upon Raymond's comments in the Norwegian magazine "Postsjakk".

1.e4 c5
2.Nf3 d6
3.d4 cxd4
4.Nxd4 Nf6
5.Nc3 a6
6.f4 Qc7
7.Be2

A line seldom played nowadays.

7... e5
8.Nb3 b5
9.Bf3 Bb7
10.0-0 Nbd7
11.a3 Be7

Also playable is 11...exf4 12.Bxf4 Ne5 13.Nd4 g6 14.Kh1 Rd8 15.Bg5 Be7 16.Bh6 Qc5÷ Tsheshkovsky v. Tukmakov, 1978.

12.g4



Likely better than 12.Qe2 played in Schimmer v. Hablitzel, 1999 12...Rd8 13.g3 0-0 14.Be3 Nb6 15.Bf2 Nc4 16.Nd1 Rfe8 17.a4 Bc6 18.a5 Bb7 19.c3 d5! with good play for Black.

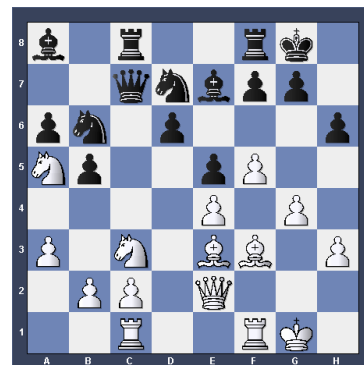
12... h6

12...Nc5?! 13.g5 Nfd7 14.f5 g6 15.Bg2 f6 16.Be3 d5 17.Nxd5 Bxd5 18.exd5 is better for White.

13.Be3 Rc8
14.h3 Nb6
15.Na5?!

The N is badly placed here.

15... Ba8
16.Qe2 Nfd7
17.f5 0-0
18.Rac1



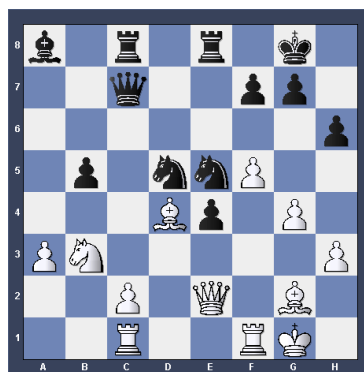
18...d5!

The thematic break for Black in the Najdorf - when he achieves this, he invariably has a good game.

19.exd5 Bxa3
20.Nxb5 axb5
21.bxa3 e4
22.Bg2

If 22.Bxe4 Nxd5 threatens Nc3 and obliges White to play 23.Bxd5 (23.Bd2 Rfe8 is very strong for Black) 23...Bxd5 when White is surely lost.

22... Nxd5
23.Nb3 Ne5
24.Bd4 Rfe8



25.Rce1

The N's reign supreme after the alternatives 25.Qxe4 Nc3; or 25.Qxb5 Nf3+; or 25.Bxe4 Nc3.

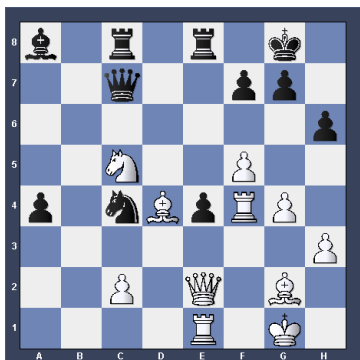
25... Nc4

25...Qxc2? spoils everything after 26.Qxc2 Rxc2 27.Bxe4 when White is slightly better.

26.a4

If 26.Bxe4? then 26...Nf6 27.Bxf6 Rxe4 with a crushing position.

26... bxa4
27.Nc5 Nf4
28.Rxf4!



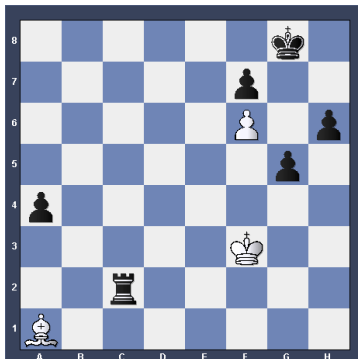
Instead 28.Qxc4 loses after 28...Nxc2 29.Re2 (29.Kxg2 e3+ 30.Rf3 Qf4! is no better) 29...Nh4 when the threats of Nf3+ and Qg3+ are decisive.

28... Qxf4
29.Qxc4 e3

30.Rf1 Qd6
31.Qd3

If 31.Bxa8 e2! 32.Bg2 exf1Q+ 33.Bxf1 Qg3+ is crushing.

31... Rxc5
32.Bxa8 Rxa8
33.Bxc5



33... Qg3+

33...Qxc5 34.Kg2 a3 is also winning for Black.

34.Kh1 Qxh3+
35.Kg1 Qxg4+
36.Kh2 e2
37.Ra1

If 37.Rg1 simply 37...Qxg1+.

37... Qh4+
38.Kg2 e1N+
39.Rxe1 Qxe1
40.Bf2 Qb4
41.Qd4 Qxd4
42.Bxd4 Rc8
43.f6 Rxc2+
44.Kf3 g5
45.Ba1

DIAGRAM

45... a3

Astonishingly White plays on to the very end - perhaps he was hoping for a clerical error.

46.Ke3 Rc1
47.Bd4 a2
48.Kf2 a1Q
49.Bxa1 Rxa1
50.Kf3 Ra6
51.Kg4 Rxf6
52.Kh5 Rf4
53.Kxh6 f6
54.Kg6 Kf8
55.Kh5 Kf7
56.Kh6 Rh4#
0-1



One of many attractive images from our website Picture Gallery, supplied by the Egoart Club in Italy. This is 'Killing' by Guido Coppola. For those of you viewing in black and white, there's a trickle of blood on the mouth of the knight!



[Editor's note: in our last edition, we published an interview between Dr. Ambar Chatterjee and Iain Mackintosh, originally conducted for the AICCF Bulletin in India. Ambar has also interviewed Martin Bennedik, the German designer of the webserver system, and they have kindly agreed to allow the interview to be reprinted here.]



The development of a web server for ICCF was a challenging project.

There are already many chess servers on the internet, even chess servers for correspondence chess, but the requirements for ICCF's chess server were much more involved.

In this short, non-technical interview, Martin Bennedik, the main developer of the server talks to Ambar Chatterjee who also assisted in the project.

1. Can you tell our readers a little bit about your professional qualifications and the kind of work you do?

I studied mathematics and computer science. I have seven years of professional experience in the IT business, where I worked in many different positions and companies. I am now an independent system architect and developer. The website for my business is <http://www.benedik.com/>.

2. What about your chess experience and playing strength? Are you active in playing CC or OTB?

I am still playing OTB for a local club. I am currently playing an email master class event, and for the Chess Mail team in the Rochade jubilee. Because of the project I think I play rather bad at the moment, it is somehow too much chess right now. My best success was place 5 in the IECG world championship final 2000. I also co-authored The Total Marshall, and got place 11 in Informant for my theoretical novelty in the Dragon (Gary got place 12).

3. When did you start working on the ICCF Webserver Project?

I started working in January 2004.

4. How did you go about planning for the project? Were the specifications provided to you by ICCF clear enough or were there any uncertain areas?

The steering group provided the spec. I first made a detailed design to clarify any uncertainties and to work out the details.

5. The decision to use Microsoft .NET and Javascript as the main software technologies ... was it your choice? Could you explain in simple terms what are the advantages of using these tools, what could have been other possibilities and with hindsight, was it the best way to go about it?

Yes, I recommended using .NET. One of the advantages is that you can encapsulate and reuse user interface components, such as the chessboard and notation that you use to make your moves. Javascript is the de-facto standard today for dynamic browser-based user interfaces and is supported by all modern browsers. I don't think the same level of productivity could have been achieved had we used a different set of technology.

6. Broadly speaking, and in comparison to other chess servers, what were the main design goals of the ICCF web server?

ICCF is the most established correspondence chess organisation and already has a long history. In comparison with other servers we were not able to start from scratch, but the server has to model the way chess is played and organized the ICCF-way very closely.



7. ICCF has announced that member countries will also be allowed to conduct their tournaments on the ICCF server. This is in addition to the large number of tournaments conducted by ICCF. Are there any issues regarding the slowing down of the system when a huge number of players login simultaneously?

We are with a host that allows us to move to bigger servers if the demand increases. We won't start all of the events at the same time but will increase the load gradually, so we can move to a bigger server if this is necessary.

8. A project of this magnitude must have meant a lot of hard work. You became a father during the course of your work on the project, but we saw you taking only a few days off from work ...

I started working in January and had two breaks for moving house and for becoming father. I am working from home and have flexible working-hours. So I was able to start with a few hours and slowly move back to fulltime.

9. Can you tell our readers your experience in working with Dr. Ambar Chatterjee who helped you in the development?

The internet enables us to work in a project with people sitting all around the globe, or to play chess with them. I think the cooperation and communication with you and with everybody involved in the project was very good.

10. Were you already familiar and experienced with .NET or did you have to read up about it during the development?

I already did several other .NET projects and I am also Microsoft Certified Application Developer for .NET. Of course in every IT project there are some new tricks to learn, so I also did the usual share of reading during this one.

11. What part of the project did you find the most difficult or tricky? Which parts of the code gave you the most satisfaction when completed?

I think the user interface for the page where you make your moves is actually quite complex. You can do so many things on this one page, and they depend also on the settings of the event and on who you are. The player sees his game different than a visitor or the TD, and can interact with the game in different ways.

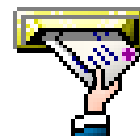
12. You have published a white paper, Xfcc – XML Web Services for Correspondence Chess where you express an idea of some standards that should evolve for CC webservers. Can you explain briefly about it and your idea about the future of CC webservers.

My personal hope is that this will help to bridge some of the gaps between different chess software and organizations, similar to what the PGN standard did a few years ago. The standard is now implemented on iccf-webchess, and Chessbase is going to support Xfcc as well. So you will be able to submit moves from within Chessbase. I certainly hope that other servers and software will support it in the future.





Letters to the Editor



Geoff Lloyd writes:

Following several unnecessary letters, e-mails and telephone calls, it may be a good idea to publish the contents of this e-mail on the SCCA website. We are all aware of the falling membership numbers playing postal chess. I have played for over 30 years and have no desire to stop now or in the future. However many new comers to postal chess could very easily become discouraged and fail to re-apply for membership if flaunting of the rules is common practice.

I make specific reference to "Playing Rules" 10 and 11 respectively, I shudder to think that any player with a material advantage and not hearing from his opponent would simply sit on the game assuming that he/she would be awarded a win come adjudication time.

I strongly recommend at the onset of each season players are either reminded or informed of the playing rules and that within reason they should be adhered to.

Winning is the name of the game for many. However, playing is the most important aspect of postal chess, where over the years I have made many friends not through victory or defeat, but good old-fashioned correspondence.

And the editor replies:

Wise words from Geoff! Here are the rules referred to:

10. Notification of Delay

A player shall notify their opponent immediately if a reply cannot be made within 10 days.

11. No Reply from Opponent

Should there be no reply to any move by the 14th day from the send date, and no warning communication is received in accordance with Rule 10, the player thereof shall immediately repeat the latest move (including details required under Rules 6 and 8) by normal means. Should there again be no reply, the latest move should be repeated once more, as above, using recorded delivery or registered letter (postal) or via standard transmission, but with copy to the Team Captain or Tournament Director (other methods).

Jim Anderson will shortly be issuing renewal notices for 2005, so perhaps we can include an appropriate reference in there to playing the game in the correct spirit!

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International Update

By George Pyrich

Olympiad XV Preliminaries Section 1				Hong Kong	Lithuania	Ireland	Netherlands	Greece	South Africa	Brazil	Romania	Mexico	Iceland	Italy	Total Points	Percentage
1	Philip Giulian	2511	SIM	½	0	1	0	½	0	½	½	½	½	½	4½	40.9
2	George Pyrich	2426	IM	½	½	0	0	0	½	0	½	0	½	½	3	27.3
3	Tom Craig	2414	SIM	½	0	0	0	1	0		½		0	½	2½	27.8
4	George Livie	2323	IM	½	0	0	½	½	1	0	½	½	1	½	5	45.5
5	Alan Borwell	2283	IM	1	0	0	0	1	½	1	0	1	½	0	5	45.5
6	Iain Mackintosh	2240		1	½	1	½	½	1	½	½	1	1	1	8½	77.3
Team Total				4	1	2	1	3½	3	2	2½	3	3½	3	28½	44.5

Leaders at the beginning of October are Netherlands (75.9%), followed by Lithuania (70.3%), Brazil (63.0%), Ireland (60.3%), Italy (59.2%), then Scotland in 9th place with 43.4%.

2nd North Sea Team Tournament			Netherlands	Norway II	Sweden	Iceland	Germany	England	Norway I	Denmark	France	Belgium	Total Points	Percentage
1	Dr Alan Brown		½	½	0		1	1	0	1	0		4	50.0
2	Robert Montgomery		½		0	0		0	½	1	0		2	28.6
3	Dr Ken Stewart		0	½	1	0	0	½	½	½	0	0	3	30.0
4	John Findlay		½	½	0	½	0	½		0	0		2	25.0
5	Gordon Anderson		½	1	1		0	½	0	½	½	½	4½	50.0
6	David Edney		½	0	½	1	½	½	½	½	½	1	5½	55.0
Team Total			2½	2½	2½	1½	1½	3	1½	3½	1	1½	21	40.4

Joint leaders at the beginning of October are France and Norway I (61%), followed by Germany (55%), England (53%), Netherlands (52%), then Scotland in joint 9th place alongside Norway II with 40%.

Current Friendly Internationals						
Start	Boards	Opponents	Mode	For	Against	Void
Jan 2004	20	Romania	Email	3	7	
Jul 2003	23	Finland	Mixed	13	23	
Jun 2003	24	Canada	Mixed	11	20	
Dec 2002	129	ICCF	Mixed	92	134	10
Jun 2002	20	Catalonia	Mixed	6	23	2
Feb 2002	21	Norway	Mixed	11	31	

Full details of all competitions can be found on the SCCA website: <http://www.scottishcca.co.uk>



ICCF Webchess Announcements



Webchess Open

Chris Lüers writes: ICCF is delighted to announce its first WebChess Open tournament to be played on the ICCF dedicated Webserver www.iccf-webchess.com. This tournament is open to all correspondence chess players worldwide, also for those without any previous ICCF experience. Multiple entries are allowed.

The tournament will be played in three stages: preliminaries, semi-final and final. For this tournament, ICCF Playing Rules for Individual tournament games played normally by Webserver will apply. The interim version of these rules is available on the Webchess site (click on: Online Help/ Interim Playing Rules). The final version of rules will be approved by the ICCF Congress in Mumbai, November 2004.

The preliminary stage will be started in January-February, 2005 in sections of 7 (seven) players each. Only the section winner will qualify for the semifinal stage. Ties to be broken according to the ICCF Tournament Rules, Article 5. The sections will be started in batches of approx. 25 sections, with one-week distance. The exact size of batches will depend on the total number of entries / sections.

The responsible ICCF Officer for this tournament is Valer-Eugen Demian (CAN), ICCF Non-Title Tournaments Commissioner (NTTC). He has appointed Guido Bresadola (ITA) as the Central Tournament Leader (CTL). The Tournament Directors will be appointed by the NTTC / CTL to take care of the particular preliminary sections.

This tournament will be sponsored by ICCF by a prize fund, which will amount to 10 percent of the collected entry fees, however, not less than CHF 2000. Cash prizes only to be paid in the final stage.

The entry fee for entries submitted via National Federations is CHF 12 per each section. The National Federations may set fees in local currencies as needed to cover this amount on entries they receive. The entry fee for Direct Entry via the facility is USD 15 per one section.

The deadline for entries is 31st December, 2004. Entries to be sent via National Federations by Email to the Central Tournament Leader Guido Bresadola (ITA), Email: asigc@galactica.it

Those players who are not yet members of any of our national CC federations, or who are members of national CC federations but have not played in ICCF tournaments previously, may enter this tournament via the Direct Entry facility available on: www.correspondencechess.com/de/webform.html. The participation of these players is, however, limited to 2 (two) preliminary sections. For each direct entry subject to an

entry fee, the appropriate ICCF member federation (where any) will receive a credit of CHF 3, and for all direct entries, it will be provided with the player's details, for national contact follow up.

Special provisions: any prior ICCF player who according to the Eloquery database has not entered an ICCF tournament (Open Class, Higher Class, Master Class, Jubilee, World Cup, Semifinal, etc.) within the last five years (i.e. 2000 till 2004), will be entitled to enter one preliminary section of this tournament for free.

We hope that this first big ICCF WebChess event not only will attract our loyal players who will be eager to test this new modern way of moves transmission, but also many new players who still have had no previous ICCF experience.

Class Tournaments

Chris Lüers writes: ICCF is delighted to announce the start of regular class tournaments on the ICCF Webserver. With immediate effect, ICCF is accepting entries for the Open Class, Higher Class and Master Class tournament sections to be played on the new ICCF Webserver located at www.iccf-webchess.com.

Entries should reach the ICCF World Tournament Director Chris Lüers <clueers@iccf.com> by email sent in by the national federation.

Webchess Open and Higher Class groups will consist of 7 players while Webchess Master Class sections will have 11 players. The entry fee for each tournament is the same as for email tournament of the same level and of course all qualifications are fully valid.

New players have the option to use the ICCF Direct Entry facility located at: www.correspondencechess.com/de/webform.html

Other tournament offers will follow soon; the next types of tournaments to be offered on our Webserver are groups of the ICCF Champions League, the regular ICCF Norm tournaments and soon after sections of the ICCF World Championship cycle.

We hope that ICCF Webchess tournaments will find a good response from all chess players worldwide. As a personal remark I want to assure you that this kind of CC playing is not only worth a try, but that you will be amazed by the development compared with email play. Playing on the ICCF Webserver means fun and comfort! Have a try!

To find out more about these events, or to enter any of them, please email George Pyrich at: international@scottishcca.co.uk



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 2004-05

Theme 10/04: King's Gambit van Walthoffen Variation, C30

1.e4 e5 2.f4 Bc5 3.Qh5

Entries by 15 October; play starts 1 December

Theme 1/05: Bird's Opening, A02-3

1.f4

Entries by 15 December; play starts 1 February

Email Events 2004-05

Theme 11/04: Lisitsin Opening, A04

1.Nf3 f5 2.e4 fxe4 3.Ng5 d5

Entries by 1 October; play starts 1 November

Theme 12/04: Grob Opening, A00

1.g4

Entries by 1 November; play starts 1 December

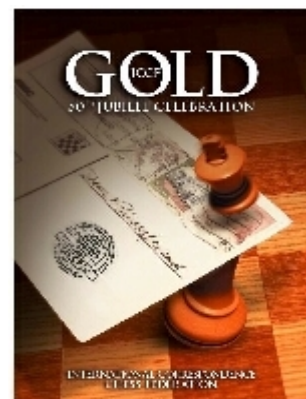
Theme 1/05 - Chigorin Defence, D07

1.d4 d5 2.c4 Nc6

Entries by 1 December; play starts 1 January

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