

# Scottish Correspondence Chess Association

**Magazine No.94**

**Summer 2006**

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Welcome to the summer edition of the 2006 magazine! If our last issue was cosmopolitan, then this one concentrates on the domestic scene for the most part.

Our recent AGM in Stirling provides a bit of coverage – Alan Brown furnishes us with the minute, and Stuart Mackenzie provides the audited accounts.

There were a couple of extra items on the AGM agenda. The first of these saw us create a new class of member known as ‘associate’. The main reason for this is to provide a non-playing category where (say) 100 Club supporters and magazine subscribers can sit. We expect this will allow us to be exempt from the Lottery Licence fee when legislation is updated in the Scottish Parliament.

The second extra item dealt with our plans to restructure the domestic events for the 2007 season. I’ve provided more details on this inside.

Alan Brown has also been busy annotating a game from the 04-05 Championship. His article concludes the mini-series by the three winners of the event.

I was ‘encouraging’ Geoff Lloyd to submit some material for the magazine when it turned out that he’d authored a book! He’s kindly agreed for this to be serialised here, and you can read it all in forthcoming issues. Primarily aimed at the developing player, its treatment of principles and practice is so lucid that it will appeal to everybody.

Bernard’s contributions on ChessBase CD and DVD products continue as ever, and his Games Column is well stocked once more – the contributions are all from home-based players this time.

Just before publication, we got the clinching half point to allow us to win our friendly match against BCCS – our first victory in some while! We currently lead Australia and are behind Netherlands in other matches.

Jim Anderson reports that sadly, Tom McAinsh passed away suddenly, though peacefully on Friday 28 April. Tom was 81, still very agile mentally, and enjoyed his chess to the full. We’ll miss him.

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## Recent 100 Club Winners

2006	1st	2nd
June	I Mackintosh	J M Armstrong
May	W H Cormack	K B McAlpine
April	G W G Livie	R W M Baxter
March	S R Mannion	K B McAlpine
February	J W Kilgour	G W G Livie
January	I Mackintosh	G Lloyd

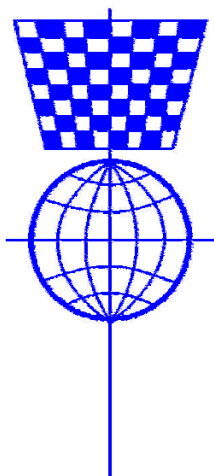
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SCCA Officials				
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## 2006 AGM

By Alan Brown



**Meeting:** The 29<sup>th</sup> AGM of the Scottish Correspondence Chess Association.

**Venue:** Sunday 4<sup>th</sup> June, 4pm, 2005 at BB Headquarters, Dalgleish Court, Stirling.

**Present:** Iain Mackintosh (Chair), Stuart Mackenzie, Jim Anderson, Raymond Baxter, Alan Brown and George Pyrich.

**Apologies:** Alan Borwell, George Livie and Richard Beecham.

### Minutes of Last AGM

On the proposal of Jim Anderson seconded by Stuart Mackenzie the minute of the meeting held on 5<sup>th</sup> June 2005 was accepted as an accurate record and approved. There were no matters arising.

### President's Remarks

Iain Mackintosh spoke of the wide programme of events in the season 2005/06 and to the very respectable level and range of activity of the members. This included webserver friendlies with Sweden, Denmark and Australia as well as BCCS.

Olympiads 16 and 17 and the 7<sup>th</sup> European Championships had commenced with Scottish teams taking part.

The Douglas M. Livie Memorial Tournament had been completed and resulted in a win for Frank Geider of France.

The Scottish Championship had resulted in a three-way tie for first place – only the 2<sup>nd</sup> time in the life of the Association that this result had happened.

The enrolment of members for the 2006 season had been completed very timeously and fees collected promptly- all of which allowed tournaments to commence immediately after the New Year.

In short it had been a busy and entertaining season and the Chairman thanked all of those including Controllers and Officials who had worked to make it a success.

### Secretary's Report

Jim Anderson, Secretary and Alan Brown Assistant Secretary and Membership Officer reported on the current membership and described ongoing work to improve the accuracy of our database. Changes to improve the method by which intending members join the Association especially by email were also described. The numbers of members entered in this year's tournaments were also considered (i.e. Championship - 6; Candidates - 6; Premiers - 9; Majors -6; Minors - 5+5; Challengers - 6; Openings -3) with particular reference to the way ahead to be considered under item 11 of the agenda – "SCCA domestic events- Structure/Promotion."

### Treasurer's Report

The Treasurer indicated that the profit and Loss A/c described a small loss due to:

- The higher than usual costs associated with sending a representative to the annual ICCF Congress held in Argentina.
- The donation made to the Tsunami Appeal.
- The payment of the prize money to the winner of the Douglas M. Livie Memorial Tournament. (The prize money provided having been received in the last financial year). Second and third places were still being contested, and their prize monies were being held over meantime.

It was agreed that unallocated income should in future appear under a separate budget head.

## **International Secretary's Report**

George Pyrich drew attention to the international report prepared for the Executive Committee meeting held immediately prior to the AGM and emphasised the extensive role/ involvement both through play and administration/ management of ICCF by Scottish players.

### **Election of Office Bearers**

On the proposal of George Pyrich seconded by Jim Anderson it was agreed to re-appoint the current Executive Committee en bloc for the following year. Stuart Mackenzie indicated while he was agreeable to continuing as Treasurer meantime he would like to relinquish the post in a year or two to concentrate on his chess.

### **Election of Auditor**

It was reported that Iain Campbell was now standing down as Auditor. It was agreed that the Chairman write to Iain to express our thanks for his work on our behalf and it was remitted to the Executive Committee to arrange for the appointment of a suitable replacement during the year.

### **Subscriptions**

Following comment from the Treasurer it was unanimously agreed to leave the annual subscription at the current rate although it was remitted to the Executive Committee to consider any charges necessary to enter new web server events.

### **Proposed Associate SCCA Membership**

The meeting considered the establishment of a grade of membership (Associate Member) which would allow non-playing supporters of the Association to contribute directly (e.g. through the 100 Club; by subscription to the magazine or through other contributions, etc.) without the requirement to pay an annual membership fee. After discussion and on the proposal of George Pyrich seconded by Stuart Mackenzie this was unanimously agreed.

### **SCCA domestic events-Structure/Promotion**

The meeting considered a report from the Executive Committee which followed a review of the decreasing entries to our tournaments in recent years and the advent of the webserver. This report set out a possible restructuring and reorganisation of events to more accurately reflect the activities of our members and provide more opportunity for new players to be integrated into the Association during a season. After discussion the restructuring was described under the following headings:

**A) Competitive Chess**, which would consist of:

- 1) The **Championship Final** (by the amalgamation of the current Championship/Candidates tournaments);
- 2) Two feeder events – the **Championship level 1** (at a level equivalent to the current Premiers event) and the **Championship level 2** (at a level equivalent to the current Majors event);
- 3) The existing **Leagues**.

**B) Social Chess**, which would be based around a revised Challengers event. Undersubscribed events such as Openings, Endings and Quartets would be discontinued.

All of the above events would be mixed mode (postal, email and webserver) wherever practical. Next season a Webserver Open tournament would be organised for Scottish players.

On the proposal of Iain Mackintosh seconded by Alan Brown these recommendations were approved and it was remitted to the Executive Committee to further consider the most appropriate terminology/titles for the events and finalise the details of the changes in time for issue with membership renewal forms in September. Additionally the Committee was asked to consider any effect on entry fees in light of the use of the webserver.

### **AOCB**

There being no other business the meeting closed with thanks to the Chairman.

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 2005-06

By Stuart Mackenzie

2004-05			Profit & Loss	2005-06		
Income	Expenses	Net		Income	Expenses	Net
<b>General</b>						
265.00			Annual Members (59@£5)	295.00		
80.00			Life Members (0@£80)	0.00		
0.00			Patron Members (0@£100)	0.00		
133.00			Donations	142.00		
540.00			Chess Scotland Grant	540.00		
84.91			Bank Interest	253.31		
6.00			Creditor Written Off	0.00		
	4.50		Committee Expenses		220.15	
	30.00		Chess Scotland Affiliation Fee		30.00	
	242.17		ICCF Affiliation Fee		254.98	
	70.00	<b><u>762.24</u></b>	Auditor's Fee		70.00	<b><u>722.68</u></b>
<b>Domestic Competitions</b>						
224.00			Individual Entry Fees	133.00		
41.00			Team League Fees	0.00		
0.00			Adjudication Fees	0.00		
	50.00		Prizes & Trophies		39.20	
	8.44	<b><u>206.56</u></b>	Controllers' Expenses		0.00	<b><u>93.80</u></b>
<b>International Competitions</b>						
22.00			International Match Fees	26.00		
	0.00		D M Lvie Memorial 1 <sup>st</sup> Prize		250.00	
	0.00	<b><u>22.00</u></b>	Controllers' Expenses		0.00	<b><u>-224.00</u></b>
<b>ICCF Competitions</b>						
276.00			Individual Entry Fees	140.00		
	0.00	<b><u>276.00</u></b>	Individual & Team Fees		95.06	<b><u>44.94</u></b>
<b>Magazine</b>						
159.00			New Magazine Email (59@£3)	177.00		
138.00			New Magazine Printed (37@£5)	185.00		
0.00			Magazine Advertising Revenue	0.00		
	296.24	<b><u>0.76</u></b>	Printing & Postage		273.00	<b><u>129.50</u></b>
<b>Website</b>						
93.41	93.41		ISP Connection Fees (Donation)	93.41	93.41	
6.79	6.79	<b><u>0.00</u></b>	Domain Registration (Donation)	0.00	0.00	<b><u>0.00</u></b>
<b>100 Club</b>						
876.00			Units Bought	962.00		
	540.00		Prizes		540.00	
	0.00	<b><u>336.00</u></b>	Lottery Licence		35.00	<b><u>387.00</u></b>
<b>ICCF Books</b>						
14.99			Sale of Books	0.00		
	0.00	<b><u>14.99</u></b>	Purchase of Books		0.00	<b><u>0.00</u></b>

(continued)

2004-05			Profit & Loss	2005-06		
Income	Expenses	Net		Income	Expenses	Net
500.00			<b>Other</b>	0.00		
	18.00		Livie Family Donation		0.00	
	30.00		Bounced Cheque		20.00	
	0.00		Hire of Hall for AGM		120.00	
	800.00	<b><u>-348.00</u></b>	Tsunami Appeal Donation		1300.00	<b><u>-1440.00</u></b>
			ICCF Delegate Travel			
<b><u>3460.10</u></b>	<b><u>2189.55</u></b>	<b><u>1270.55</u></b>	<b>Surplus/Deficit</b>	<b><u>2946.72</u></b>	<b><u>3340.80</u></b>	<b><u>-394.08</u></b>

#### Balance Sheet

Bank Summary	Opening	Payins	Withdrawn	Written Off	Transfers	Closing	2004-05
BoS Current	3304.98	2525.40	3353.76	0.00	0.00	2476.62	
Standard Life	5000.00	212.91	0.00	0.00	0.00	5212.91	
	<b>8304.98</b>	<b>2738.31</b>	<b>3353.76</b>	<b>0.00</b>	<b>0.00</b>	<b><u>7689.53</u></b>	<b><u>8304.98</u></b>

Net Opening/Closing **-615.45**

#### Liabilities

#### Creditor Debtor

Auditor's Fees	70.00	
100 Club Prizes (3 months)	135.00	
ICCF Euro Fees	95.06	
D M Livie Memorial Prizes	250.00	
Accrued Prizes 05-06	114.00	
Uncashed Cheques	254.98	
Cheques not yet in Bank Account		13.00

**Subtotals/Net** **919.04** **13.00** **-906.04** **-1127.41**

**Net Assets at March 31, 2006** **6783.49** **7177.57**

#### Capital Account

Balances b/f	6177.57	5907.02
Surplus/Deficit	-394.08	1270.55
Subtotal	<b><u>5783.49</u></b>	<b><u>7177.57</u></b>
Less Allocation to Development Account	0.00	1000.00
Balances c/f	<b><u>5783.49</u></b>	<b><u>6177.57</u></b>

#### Development Account

Balance b/f	1000.00	0.00
Allocation from Capital Account	0.00	1000.00
	<b><u>1000.00</u></b>	<b><u>1000.00</u></b>

**Account Totals** **6783.49** **7177.57**



## Domestic Events 2007

By Iain Mackintosh

The Executive Committee has been looking at the domestic programme for 2007 for a few months now. Outline proposals were submitted to the AGM in June, and we should finalise things by the time membership renewals go out in September.

This article gives an update of progress to date. There will be one further Committee meeting on August 20, so if you have any comments or suggestions, please speak to a Committee member before then.

### Analysis of Events

Event	2006	2005	2004	2003	2002	2001	2000	Avge
Championship	6	7	9	11	7	11	11	9
Candidates	6	6	9	6	9	16	14	9
Premiers	9	7	9	8	11	12	18	11
Majors	6	8	8	10	10	11	14	10
Minors	10	8	11	4	5	6	6	7
Openings	0	0	4	0	4	0	6	2
Endings	0	0	0	0	0	0	0	0
Quartets	5	4	4	5	4	8	16	7
Challengers	8	6	10	10	12	21	21	12
Leagues (teams)	10	11	11	9	13	12	12	11

The figures show the number of players entering each event for the last 7 years.

Individual entries trend down in all categories apart from the Minors – this is the starter level for most new entrants, and also reflects the grading balance of active members.

Despite some difficulties with organising teams, the League format is still healthy and well supported.

Our discussions have taken these figures into account, as well as the general trends of reduced membership of traditional chess clubs in Scotland; the popularity of internet chess and further recent rises in postal charges.

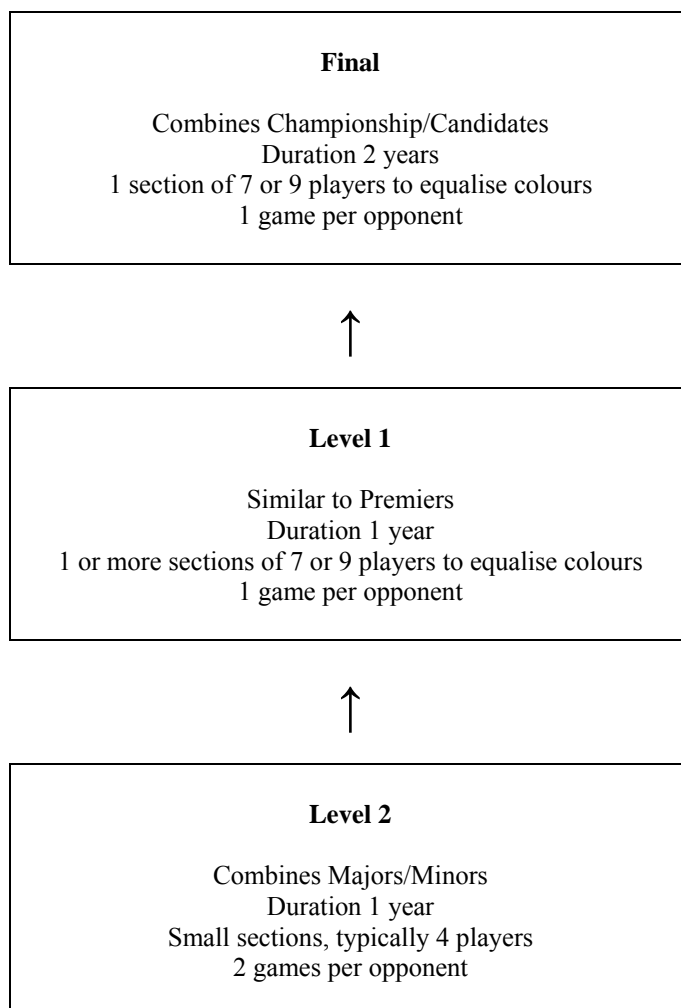
We also looked at how we could make our playing modes more flexible, and take more advantage of the ICCF webserver facilities – recent friendly internationals using this medium have been popular with players, and we have something of a proprietorial interest here – I worked as project manager on the development, and Alan Borwell chairs the current ICCF development group.

Here's where we have got to thus far, dealing with each class of events in turn:

### Championship Cycle

This remains the chief raison d'être of the SCCA, but we currently have too many levels (five) for the numbers entering. We are proposing to cut the cycle to three levels (names to be finalised), as shown opposite. Promotion through the levels would be similar to current rules, with some flexibility to accelerate higher-graded newcomers.

### Proposed Championship Cycle



## Openings and Endings

The consensus of opinion is that these specialised events have no great appeal presently, and we should refer members to (for example) the Thematic events run by ICCF, now available in postal, email and webserver formats (refer to the ICCF page in this magazine for details).

## Quartets

Over the last 5 years, we have managed only to run a single section of the Quartets, and the old trophies (Postal Rook, Knight and Shield) are in abeyance at present.

This is a great shame – most of us played our initial games in a Quartet after joining the SCCA, and they were a nice balance of social and competitive play.

However, tempest fugit and, providing we can reach a satisfactory structure for the Challengers (below), the current view is that the Quartets should be discontinued.

## Challengers

This is the area where we still have most work to do. There are a number of things that we think players need, including:

- ❑ For new joiners, access to games regardless of time of the time of year they enrol
- ❑ For existing members, access to games at any time (if, for example, Championship cycle games finish early)
- ❑ Somewhere to play social chess
- ❑ Low cost (ideally free)

The existing Challengers format provides most of these, but its grading bands are not really suitable for a small number of entrants. The issue is to see if the event can be tuned to fit all the perceived needs – perhaps using a ladder system or similar.

It would be helpful to hear from players in recent and present Minors and Quartets events, plus new joiners to the Association, to see whether a revised Challengers format would cover all their playing needs.

## Leagues

This form of competitive chess continues to be very popular. We get the odd hiccup when a team organiser can't manage to do the admin in a given season, but someone else usually turns up and we have been able to support two Divisions throughout the period under analysis.

We propose to continue this event unchanged.

## Playing Modes

Our general philosophy is to be as flexible as possible in **all** events (including the Championship Final), and to make webserver play available wherever possible.

Clearly we don't have sufficient entries in any event to justify different versions of the event each with its own discrete playing mode.

We also appreciate that not everybody has access to email or the internet, but equally, postal prices are nearing prohibitive levels now.

So, we want to allow players to agree the playing mode for their games by themselves, and either have a 'lowest common denominator' of postal, or leave the event controller to decide the mode where the players can't agree.

For *any* event then, we could have games being played by any combination of postal, email *and* webserver, by mutual consent. That's the theory anyway, but there are still some issues to resolve regarding webserver play, including:

- ❑ If we are to include webserver as an option, then the event (and cross-table) needs to be set up on the ICCF webserver. The format of 'rolling' events such as the Challengers may not fit the currently available webserver event types, and may limit flexibility.
- ❑ Eligible events using mixed playing modes should be ok, but we need to check that we can enter results from postal and email play directly (i.e. manually) into the webserver cross-table as well the results of webserver games which are captured there automatically.
- ❑ The fee structure for webserver events is not yet fully clear – for example, proposals to allow national associations like the SCCA to take out patron membership, and thus qualify for discounted fees, have yet to be implemented by ICCF.

We will do some budgeting based on best and worst cases at our August meeting before we set entry fees for 2007. At this stage, we expect fees to remain unchanged per Stuart Mackenzie's proposal to the AGM.

## Promotional Events

We plan to run a free open event on the ICCF webserver later this year. Our target audience will definitely include our own members and home-based OTB players. We still have to decide whether ex-pats and other 'Friends of Scotland' should be included and by what means.

We'll have to agree a TD for the event, and whether it will become an annual occurrence. We will subsidise costs from our recently defined Development fund.

## International Events

These were excluded from our remit on this occasion, but we will continue to promote and support individual and team participation in the full range of ICCF events, plus our usual programme of friendly internationals.







## Triple Crown Part 3

By Alan Brown

[Editor's note: the Championship of 2004-05 resulted in an unusual three-way tie – the first since 1979. This article is the last of a series where the joint winners each give us an insight into their games. Alan Brown's brief biography was published in issue 82 (Summer 2003), so it's straight into the chess!]



**Edney, David (2193) – Brown, Alan (2381) [B12]**

SCCA Championship 04-05

[Notes by Alan Brown]

Until recently when facing 1.e4 I often turned to the Caro-Kann as a rather safe and dependable defence. This game against David Edney in the 04/05 Championship was no exception:–

<b>1.e4</b>	<b>c6</b>
<b>2.d4</b>	<b>d5</b>
<b>3.e5</b>	<b>Bf5</b>

It is often important in this opening to prevent Black's bishops from becoming problematic clerics. Hence the prompt Bf5 before playing an early e6 to challenge the centre and provide a long diagonal for Black's bishop on f8.

<b>4.Nf3</b>	<b>e6</b>
<b>5.Be2</b>	<b>Ne7</b>
<b>6.0-0</b>	<b>Nd7</b>



6... c5 is often played but I prefer to prepare for that move with 6... Nd7 which also allows an early Rc8 putting pressure on the c file.

<b>7.Nh4</b>	<b>c5</b>
<b>8.c3</b>	<b>Be4</b>
<b>9.Nd2</b>	<b>Nc6</b>

Pressing upon the centre and beginning to open the long diagonal for the black bishop.

<b>10.Nhf3</b>	<b>Be7</b>
<b>11.Qb3</b>	<b>Qc7</b>
<b>12.Qd1</b>	

I expected either 12.Ne4 followed by regrouping with 13.Nd2 or 12. Re1 to provide long-term support to e5 which is beginning to come under heavy pressure from the black knights.

<b>12...</b>	<b>0-0</b>
<b>13.Nxe4</b>	<b>dxex4</b>
<b>14.Ng5</b>	<b>cxex4</b>
<b>15.cxd4</b>	<b>Qxb6</b>

What a difference a few moves make! White has the bishop pair with good long lines of action into the white King's position supported by the queen and the knight.

<b>16.Nxe4</b>	<b>Qxd4</b>
<b>17.Be3</b>	<b>Qxe4</b>



I thought for a few days about this move and concluded that it was best even though David would capture on d7 with his next move. I thought that I could handle this by developing my rooks to b8 and d8 although his bishops still presented serious threats.

<b>18.Qxd7</b>	<b>Rab8</b>
<b>19.Rac1</b>	<b>Rfd8</b>
<b>20.Qc7</b>	<b>Qb4</b>
<b>21.Ba6</b>	

Trying to bring the rook on c1 into the fray.

<b>21...</b>	<b>Rdc8</b>
--------------	-------------

[If 21...bxa6 then 22.Rxc6 with expectations of counterplay.]

<b>22.Qd7</b>	<b>Qa5</b>
<b>23.Bxb7</b>	



[I had expected 23.Rxc6 Rxc6 24.Bd3 Rc7 25.Qd4 Qxa2 when I thought Black would be winning.]

23... Rc7  
 24.Qxc7 Qxc7  
 25.Bxc6 Qxe5  
 26.Bxa7 Rxb2

Breaking up White's queen side pawn majority.

27.a4 h6

The bolthole!

28.Bb5 Bg5  
 29.Rfe1 Qf4  
 30.Rc8+

It may have been better to delay this move as it now simply allows Black to tuck his king away.

30... Kh7  
 31.g3 Qd2

Freeing the White bishop.

32... Qd5  
 33.Bc6 Qe5



34.Rf1

The "heat" having gone off the a-pawn the rook returns to f1 - I had been preparing myself for 34.h4.

34... Bd2  
 35.Bb5 Qf5  
 36.Rc7 e5  
 37.Bc4 Qe4  
 38.Bb5 Qf5

39.Bb6 Bg5  
 40.Bc5 e4  
 41.Bd4 Rd2  
 42.Rc5 Qg4  
 43.Bc3 Rd1  
 44.Rc7 Qf3  
 45.Rxd1 Qxd1+



46.Kg2

[46.Bf1 e3 47.Rxf7 Kg8 48.Kg2 Qc2 and the threats soon become overpowering.]

46... Qf3+  
 47.Kg1 h5

With e3 to follow...

0-1



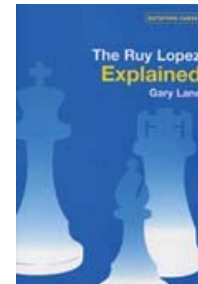
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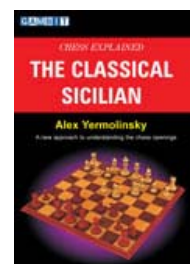
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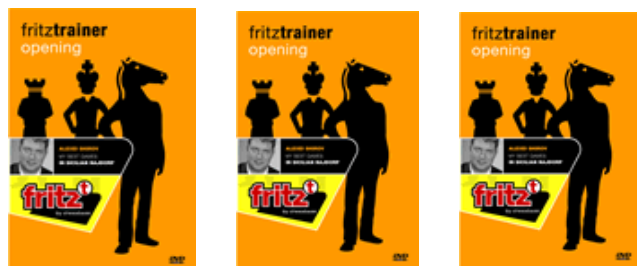


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My Best Games In The Sicilian - DVD  
My Best Games In The Spanish - DVD  
By Alexei Shirov**



Alexei Shirov is one of the great talents of the modern chess era reaching 2700 level before he was 20. ChessBase have done well in getting Alexei to do these DVDs which give a first class insight into the handling of these openings at the highest level.

This series comes on 3 separate DVDs covering the Spanish, the Sicilian and a separate one on the Najdorf. Each uses ChessBase's Chess Media System. Each DVD has a separate program to allow you to use the multimedia format but you can also view them in one of the newer playing programs or ChessBase 9. The media comprises of a video showing the lectures by Alexei alongside seeing the positions played through on the board. All in all an excellent teaching and learning system for chess. The variations covered on each DVD are as follow:-

**My Games in the Spanish:-**

Introduction (09:04), Steinitz Variation (41:10), Berlin Defence (37:04), Open Spanish (42:08), Moeller and Archangelsk Defence (26:22), Anti-Marshall- System 1 (32:05), Anti-Marshall-System 2 (15:50), Marshall Gambit (20:42), Modern Chigorin Defence (34:55), Flohr / Saitzev Variation (34:06). More than 4.5 hours private tuition.

**My Best Games in the Sicilian:-**

Introduction & Kan Variation (40:33), Taimanov Variation (34:51), Paulsen System (30:03), Sveshnikov Variation (23:10), Rossolimo Variation 1 (31:04), Rossolimo Variation 2 (30:48), Richter-Rauzer Attack 1 (16:38), Richter-Rauzer Attack 2 (23:19). Total playing time: 3h 50 min.

**My Best Games in the Sicilian:-**

Introduction (01:58), Najdorf with 6.Be2 (29:56), Najdorf deviations 1 (21:52), Najdorf deviations 2 (15:09), Scheveningen System (45:45), Keres Attack 1 (14:03), Keres Attack 2 (20:45), Keres Attack 3 (23:01), Keres Attack 4 (29:46), giving more than 3 hours entertainment and enlightenment.

Each of the DVDs are full of insightful stuff so you should get plenty of tips to help you improve your handling of the variations under investigation. They should also prove useful for Correspondence play as a thorough understanding of plans and strategies in lines is essential if you are to find the best moves.

System requirements: Pentium-Processor at 300 Mhz or higher, 64 MB RAM, Windows 98 SE, Windows 2000, Windows XP, Windows Media Player 9.0, DVD drive.

**Chess Endgames 1 - DVD  
By Karsten Müller**



This is a very refreshing DVD from one of the worlds best endgame experts. Quite a few Correspondence Chess players tend to not pay much attention to endgame knowledge as they assume they can always look up the basic technique when they come to the endgame. This is a big mistake as you should be steering your game towards a winnable endgame right from the start. As such there are a lot of CC players out there who will benefit from gaining a thorough grounding on endgames which you will get from this DVD. Know what wins at the end will have a big input on how you progress your game in the openings and middlegame.

The topics range from elementary endings such as mating with the Queen, with Rook and with two Bishops and mating with Bishop and Knight. The DVD also teaches the fundamentals of pawn endings, Knight vs. pawns endings, Bishop vs. Knight endings, Queen vs. pawns endings plus Knight and Bishop endings, including endings with Bishop of the same and of opposite colour. Those who have always felt that studying the endgame from textbooks is too uninspiring and too arduous, will enjoy this DVD and certainly profit from it. Video running time: 5.5 hours.

You will probably use this DVD again and again over the years. Included on the DVD is a ChessBase 9.0 Reader.

**Opening Repertoire For Black - CD  
By Alexander Bangiev**



This CD begins after the openings moves 1.e4 g6 2.d4 Bg7 3.Nc3 c5 from which the play easy can head into the Sicilian, Benoni or English openings. IM Bangiev uses his methodology of the squares strategy. The unified system which he advocates is based on a setup with g6, Bg7 and c5, which can easily be applied as a reply to the main white openings.

The author uses five instructional texts and 149 games to cover each of these variations. The CD includes a huge database of 103419 games with 1254 of them containing annotations and a test file with 66 exercises to test your

## ChessBase CD Reviews

by Bernard Milligan

understanding of the various openings. The ChessBase Reader is also included so you don't need the full version of ChessBase. All in all the advice given will give the reader a sound understanding of the various possibilities available from these opening variations.

### Sicilian Alapin System - CD By Dorian Rogozenko



I used 2.c3 against the Sicilian in quite a few of my CC games with reasonable success but as time went on it became more difficult to spring a surprise on an opponent.

The CD has 54 database texts, 500 games annotated by the author, a large database with 75,000 games, a training database and the ChessBase Reader.

This CD by Dorian Rogozenko's can help you construct a strong repertoire against the Sicilian because this is a major new work, which reflects the latest state of theory and even goes beyond it. A lot of the theory of this opening has been progressed by CC players and you will find their games here. 1.e4 and Sicilian CC players should definitely get this CD as a one point reference to the variations they are likely to meet in their games.

### Corr DataBase 2006 By ChessBase



Personally I think this a must for serious correspondence chess players and I also think a lot of OTB players could learn a lot from the games contained on this CD.

You can get CDs with more CC games or download databases from the internet which include a lot of rubbish such as games which were played over 5 minutes on the net. You pay your money (or not) and make your choice. I think the quality of the games is worth the money.

Corr Database 2006 is an extensive collection of correspondence games, featuring classical correspondence games played by mail as well as email games. The CD contains 588,000 games from 1804 until 2006 including all games of the correspondence chess world championships 1-18,

correspondence chess olympics 1-15, correspondence chess european championships, national championships (AUS, CSR, DEN, GER, NED, USA) and memorials (1965 SUI jub75, 1991 FIN jub30, NED jub 25, NBC Millennium Email, ICCF 50th Jubilee Elite and ICCF 50th Jubilee World Champions). Corr 2006 also features a correspondence chess playerbase, which includes about 63,000 names.

### Zap!Chess By Anthony Cozzie



I found this a very interesting chess program to play against but was soundly thrashed on each occasion. No surprise there as Zap!Chess did win the 2005 World Computer Chess Championship beating a number of top world champion programs from previous years.

This CD contains two versions: "Paderborn" and "Reykjavik". Reykjavik is the version that won the World Championship; Paderborn includes some ideas from the authors (is that the right way to refer to someone who writes computer programs) work at Illinois. He himself is uncertain which one is better; you'll have to find that out for yourself.

The author says "The style of the program reflects my background as a computer engineer. Rather than developing clever search tricks that may or may not work, I concentrated on getting the most out of modern hardware. Zap!Chess contains one of the best parallel implementations in the world to run efficiently on multiple CPU systems, and it also uses 64-bit machines to their full potential. The program contains large amounts of chess knowledge, and like most modern programs it is tuned fairly aggressively – it knows where the opponent's king lives. This gives it an exciting style without being unsound. While the program is optimized for long time controls and big hardware, don't despair if you own a smaller system. Both versions come with an implementation of Singular Extensions, the famous Deep Blue search algorithm. They are disabled by default, but they increase the tactical strength of the program at the cost of positional strength."

### Shredder

I'm currently having a good look at the latest versions of Shredder and rather than publish a quick review now I will leave it for a few weeks. That review will appear on our web site in a few weeks time and the next magazine, but first impressions look good to me.



## Games Column

by Bernard Milligan

This is the second games column of the year and I think you will find a few games to give you some thought. Once again you will recognise regular contributors to this column. This is not a preference on my part but simply the fact that a good number of our members lack the confidence to annotate and send in their games. Some of the most interesting games of previous issues have been sent in by first time contributors so have a go. If you want I can even get more experienced players to add to your comments. I won't generally do this unless you ask and time permitting would prefer to check back with you first on any additional annotations.

I'm kicking off with a game from Richard Beecham. To be perfectly honest I never thought I would have one of Richards games which I could publish on one page but if you take away my introduction you will find it is possible. To be perfectly honest if you read between the comments at move 1 for White and 1 for Black you will realise how early you have to plan your game at Richard's level!

John Jordan Memorial Tournament  
**White :-** Yann Lemieux-  
**Black :-** C R Beecham  
Birds Opening [A03]  
[Annotator C R Beecham]

John Jordan was an English I.M. and like me a Yorkshireman by birth, he had lived in southern France for many years, and worked as a freelance technical translator. John was also a very effective chess database compiler and supplied excellent research to England's Olympiad teams.

### 1.f4

Yann opens up with a surprise! What to play? If I go for the From Gambit with 1...e5 we could get a King's Gambit by 2.e4 and as I know very little about the K.G. I decided to play my favourite "Trompovsky" with colours reversed. BM. So not the Bird Opening as first suggested by ChessBase.

**1...** d5  
**2.b3** Bg4  
**3.b2** c6  
**4.Nf3**

In a game between 2 Russian Heavyweights Kupreichik - Yusupov,



Erevan Zonal 1982 4.g3 was played and things went very wrong for Victor K!  
[4.g3 e5 5.fxe5 f6 6.Bh3 Bxh3 7.exf6 Nxf6 8.Nxh3 Bc5 9.e3 d4 10.e4 0-0 11.d3 Bb4+ 12.Nd2 Nd5 13.Qh5 Ne3 14.Ke2 g6 15.Qh6 Qd7 16.Qh4 Bxd2 17.Kxd2 Ne5 18.Ng5 Rf2+ 19.Kc1 Nxd3+ 20.Kb1 Nxb2 (0-1) Great play by Artur J

**4...** Bxf3  
**5.exf3** Qd6  
**6.Bb5** 0-0-0

Taking the f pawn turns out ok for White viz... 6...Qxf4 7.Bxc6+ bxc6 8.Qe2 e6 9.Qa6 Ne7 10.Qb7 Rd8 11.0-0

### 7.Qe2



**7...** e6  
**8.Be5**

This looks like a computer move to me. [I expected 8.Bxc6 Qxc6 9.Qd3 Ne7 10.Nc3 h5 11.0-0-0 with only a slightly better game for Black.

**8...** Qc5  
**9.c3**

Once again 9.Bxc6 Qxc6 10.Nc3 looks

better.

**9...** a6  
**10.Bxc6** Qxc6  
**11.a4** Ne7  
**12.b4** Nf5  
**3.b5** Qb6  
**14.g4**



This is best as after 14.bxa6 Qxa6 15.Qxa6 bxa6 16.g4 Nh4 17.Ke2 Ng6 18.g5 h6 19.d4 hxg5 20.fxg5 Nxe5 21.dxe5 Be7 22.f4 Rh3 White's "h" and "c" pawns are very weak; or even 14.Na3 f6 15.Bd4 Nxd4 16.cxd4 Qxd4 17.Qxe6+ Kb8 18.Nc2 Qxf4 19.bxa6 Bb4 20.0-0 Rhe8 21.Qh3 Bc5+ when Black dominates the position.

**14...** Nh4  
**15.Na3**



This move allows Black to close the position on the Queen's side with a forced sequence of moves.

**15...** Bxa3  
**16.Rxa3** f6  
**17.Bd4** Qd6  
**18.Rb3** a5

This slams the door shut on any counter-play by White.

19.0-0 Ng6  
 20.Be3 Rhe8  
 21.Qf2



21... d4!  
 22.cxd4 Nxf4  
 23.Kh1

Another idea was 23.Bxf4 Qxf4 24.Rd3 Rd5 25.Rc1 Red8 26.Rc4 Qd6 27.Qg3 e5 28.Kh1 (28.dxe5 Qb6+) 28...Qb6 but even then Black's position is dominant.

23... Kb8  
 24.b6 cxb6  
 25.d5 Nxd5  
 26.Rfb1

White's pressure is an illusion viz...  
 26.Bxb6 Nxb6 27.Rxb6 Qd4 28.Qe3 (28.Qxd4 Rxd4 29.Ra1 Rxd2 30.Rab1 Re7) 28...Qxa4 and Black has an easy win.

26... Re7  
 27.R3b2 e5  
 28.g5 Rf7  
 0-1

White is 2 pawns down and the endgame after 29.gxf6 gxf6 30.Bxb6 Nxb6 31.Rxb6 Qxd2 32.Qxd2 Rxd2 is hopeless.



Following on from the excellent games Alistair Dawson annotated from his Candidates campaign I am delighted to follow up with some of his games from his Championship matches. These are the first two but I have more to follow in future editions. The second of the games in this issue was jointly annotated by Alastair and Iain Mackintosh giving a refreshing view of the game from both players.

SCCA Championship 0506  
**White:** Ian Reeman  
**Black:** Alastair Dawson  
**[B09]**  
 [Annotator Alastair Dawson]

1.d4 d6  
 2.e4 Nf6  
 3.Nc3 g6  
 4.f4 Bg7  
 5.Nf3 c5

This line of the Austrian is especially interesting since it represents an attempt by Black to directly confront the White centre.

6.Bb5+ Bd7  
 7.e5 Ng4  
 8.e6

But it is extremely wild stuff, if you think this is spectacular, wait a couple of moves!

8... Bxb5  
 9.exf7+ Kd7



All standard stuff - although Black has the option to play 8..fe6 which leads into another subvariation of hair-raising chess. The latter move can lead to a surprise draw involving a Queen sacrifice. It is a well-known line first played by Seirewan. I tried it with success at Hawick a few years ago against Graeme Kafka - 8.fe6 9.Ng5 Bb5 10. Ne6 Bd4!! Since 11. Nd8 bf2+ 12. Kd2 Be3+ 13. Ke1 is dead draw. But there is no point in being led into this line if one is trying to win the game.

10.Nxb5 Qa5+  
 11.Nc3 cxd4  
 12.Nxd4 h5

Still in book, the idea being to get the very maximum from the Black pieces. At this point the f5 square starts to become crucial. By breaking up the White pawn centre, White has left himself a weakness on f5. With no White-squared bishop on the board, the Ng4 can be rerouted via h6 to the f5 square - in fact sometimes the Black Queen can use this square also. The other issue concerned with the f5 square is that top of Black's priorities is to hem in the Bc1 - this can be done if Black can paralyse the f4 pawn making it unable to advance.

13.Qd3 Nc6

So, amazingly, despite the Kd7 Black has cleared his lines. With the King closer to the centre, Black is seeking to exchange Queens and enter a better endgame. On White's part the objective is to keep the Queens on and pile on the pressure through the middle of the board making use of e6 on the way.

14.Nxc6 bxc6  
 15.Bd2 Qf5  
 16.Ne4 Rhb8  
 17.0-0 Rxb2  
 18.Bc3

It is around here that White starts to go wrong. Already pressure has started to build up on the a1-h8 diagonal culminating in the arrival of a Rook on b2.

18... Bxc3  
 19.Qxc3 Rab8  
 20.Qd4 Nh6

The f5 square is assuming greater and greater importance, everything that Black does revolves around this square. White tries to ease the pressure with an f8 advance.

21.f8Q Qxf8  
 22.Nc5+ Ke8  
 23.Nb3 Qf6



The Black King is on his travels. With the b-file open, the a-pawn about to vanish, and the Queens still on, home for the King has to be on the Kingside.

24.Qxa7 Rb4  
 25.Qa8+ Kf7  
 26.Qxc6 Kg7  
 27.g3 Nf5

Here we go again, the Nf5 anchors Black's position keeping a firm grip on the defence of e7.

28.c3 Qe6

This is the move that seals Black a lasting advantage allowing him to enter the endgame with an clear edge.

**29.Rfe1 Rc4**



And this is the follow up that bolts the door firmly shut.

**30.Qf3 Qc8**  
**31.Qd5 Rxc3**  
**32.Nd4 Rcc2**

I don't think Ian expected this one, the point being that the set of mate threats after Nc2 and ..Qc2 wins outright since there is no perpetual check available to White.

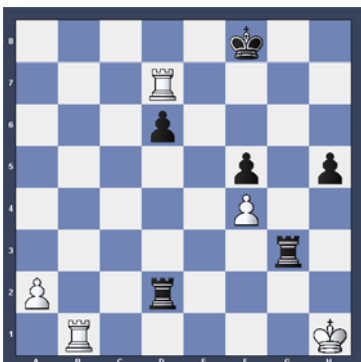
**33.Nxf5+ Qxf5**  
**34.Rxe7+**

Sad to see the Nf5 go but it has done its job.

**34... Kf8**  
**35.Qxf5+ gxf5**  
**36.Rd7**

At this point, Black has the advantage but it is not altogether clear how he forces home the win -if in fact the win is there in the first place

**36... Rg2+**  
**37.Kf1 Rxh2**  
**38.Kg1 Rbg2+**  
**39.Kf1 Rd2**  
**40.Kg1 Rhg2+**  
**41.Kh1 Rxc3**  
**42.Rb1**

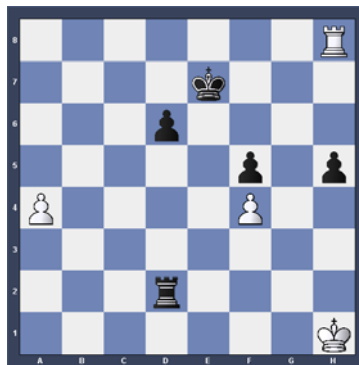


It is around here that I think White loses the game. I spent a lot of time trying to figure out how to secure the win here. Eventually I came to the conclusion that 42. Rb1 was the wrong plan for White and may in fact be the losing move. Instead 42.a4 might secure the draw. The point is that in the following moves, White loses control of the a-file and the a5 pawn falls. White's best hope has to be to keep his Rook behind the a-pawn and help its advance. If White does this and, say, one pair of Rooks come off, the Black King will be tied to the a- and b-files to stop the a-pawn advancing. Under such circumstances, the isolated Black pawns cannot both be protected by the Black Rook- allowing White to draw. So- in my view, this is the point where White goes wrong.

**42... Re3**  
**43.a4 Re7**  
**44.Rb8+**

And here it starts to become clearer. With a mate threat hanging in the air, one pair of Rooks has to come off leaving to other Black Rook freedom to attack the a-pawn from behind.

**44... Kf7**  
**45.Rxe7+ Kxe7**  
**46.Rh8**



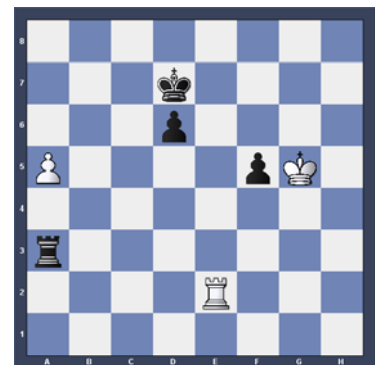
Somewhere around here I mentioned with to good chess friend of mine that I might be heading towards a Lucena position in a R and P endgame. I checked through my well-worn "Rook and Pawn Endgames" by Smyslov to ready myself for just how to push through the win. The general plan is fairly straightforward. For this position, most of the pawns will fall except the d- and f-pawns of Black. Black then jettisons the f-pawn. It will take some time for the Rh5 to return to active file play and the White King may have to bite the bullet and step forward to capture (instead of the Rook) the f-pawn. While all this is going on, Black shepherds the d-pawn through with the King while the Black Rook will be used to keep the White King a file

apart from the d-pawn so...

**46... Ke6**  
**47.a5 Kd5**  
**48.Rxh5 Ke4**  
**49.Rh2 Rd1+**  
**50.Kg2 Ra1**  
**51.Kg3 Ra3+**  
**52.Kh4 Kxf4**  
**53.Rf2+ Ke4**

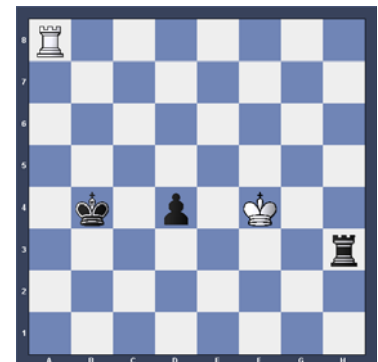
Now the Black King has first to head back behind the d-pawn to shelter from checks.

**54.Re2+ Kd4**  
**55.Rd2+ Ke5**  
**56.Re2+ Kf6**  
**57.Rd2 Ke6**  
**58.Re2+ Kd7**  
**59.Kg5**



Now the picture becomes clearer. Black has achieved everything needed in readiness for the d-pawn advance.

**59... Rxa5**  
**60.Kf4 Rc5**  
**61.Re3 Kc6**  
**62.Re1 Rc3**  
**63.Kxf5 d5**  
**64.Kf4 Kc5**  
**65.Ra1 d4**  
**66.Ra5+ Kb4**  
**67.Ra8 Rh3**



This is a interesting little switch that uses the 3rd rank instead of the e-file to keep the King away from the d-pawn.

**68.Rd8 Kc3**  
**69.Rc8+ Kd2**  
**70.Rg8 d3**

71.Kg4 Re3 9.Qd2 0-0  
 72.Kf4 Re7 10.Bh6 Bb7  
 73.Kf3 11.Rad1 Rad8

Thankfully the Lucena manoeuvre is not needed - the pawn cannot be stopped.

73... Kd1  
 0-1



SCCA Championship 05-06, 2006  
**White:** I Mackintosh (2423)  
**Black:** A Dawson  
 [B07]

[Annotator Alastair Dawson and Iain Mackintosh]

1.e4 d6  
 2.d4 Nf6  
 3.Nc3 g6  
 4.Be3

4.f4 IM - This is the most frequent continuation, but I decided to stay away from heavily analysed lines.

4... c6  
 5.Nf3 Nbd7  
 6.a4

6.Qd2 IM - as on move 4, I opted for a less frequent alternative to Qd2.

6... Qc7

AD - For a Pirc player this is an awkward line to play against. Whenever a4 is played the Black Knight can occupy a useful square on b4 coupled with an attack on the e4 pawn. This is usually done by Na6-b4 - here, however, the N is already committed to d7.

7.Be2 b6N



IM - This move sequence was new to me. I'd expected Bg7 here, but we quickly transposed back into the book.

8.0-0 Bg7

AD - Still main line stuff. Both White and Black have cleared their back ranks and now manoeuvring for the middle-game takes place.

12.Rfe1 e5  
 13.Bg5 a6  
 14.dxe5N



AD - Black has staked a claim for the centre with ..e5. The key question for Black is how the q-side should develop. For me at this point in the game, a ..c5 advance is out of the question since it cedes White squares to the Be2 (c4 looks a great place for the Be2). So I elected to restrict White's play on the White squares with a ..b5 pawn advance. [ IM - White's 14th departs from the book line 14.Bf1 Rfe8 15.Qc1 Rc8 16.dxe5 dxe5 17.g3 Short-Shirov, Novgorod, 1994, drawn. Having played in fairly contained fashion so far, I didn't see much immediate prospect in k-side operations, so started to look at the q-side (just as Alastair was doing) for opportunities. Exchanging on e5 limits the scope of the Bg7 and creates a little room on the d-file.

14... dxe5  
 15.Qd6

IM - Aiming for Qb4 before Black plays Nc5. I'm also happy with an exchange of queens as White has a bit more freedom.

15... Qc8  
 16.Qb4 h6  
 17.Be3 b5

IM - As Alastair's notes to move 14 reflect, Black is restricting activity on the white squares, but at the same time is creating interesting possibilities for White on the black variety...

18.Nd2

IM - Primarily to stop Black playing Ng4

and neutralising White's Be3. The Nd2 can also get to some key black squares via b3.

18... Rfe8

AD - planning to bring the Bg7 to life on f8.

19.Qa5!?



AD - A remarkable move. On the face of it, it looks like Black might be able to trap the Queen after ..Bf8. However, despite long searches I could find no way to exploit this awkward placing of the White Queen. IM - Bf8 is threatened, so the queen must move anyway. Of the available options, a5 is the best combination of safety and not getting in the way of other plays.

19... Bf8  
 20.b4

AD - Audacious - the Queen seems to trap itself but Black cannot take advantage. Maybe the reader will find a way? After a long puzzle I figured that Black would have the edge if he was able to keep the White c-pawn paralysed. I also thought that even if this pawn was able to advance, I could set up a blockade in front of it. In coming to this conclusion, I kept imagining what the position would look like if the White c-pawn was off the board. Then White has a huge space advantage. So the conclusion was to go for a blockade in front of the c-pawn. IM - b4 stops Nc5, and continues the bind on the Black position. It will take Black 2 or 3 moves to attack the White queen directly, so I wasn't too worried about the seeming 'trap'.

20... Re6  
 21.f3 Nh5  
 22.Bf1 Rd6  
 23.Ne2 c5

AD - in playing this move I sacrifice a pawn. I also contradict the opinion I held earlier - but has the game position



changed significantly to warrant this? At the time I played it I thought that my piece play would lead to a sizeable advantage, particularly considered alongside the placing of the Qa5. In retrospect, playing a pawn sacrifice like this one would have probably succeeded in an over the board match. But in correspondence play my experienced opponent has plenty of time to find the best response. A valuable lesson for anyone, like me, a beginner in correspondence play. IM - with hindsight, White's last few moves are indifferent - I can't remember why Nb3 wasn't played for example - so c5 actually came as something of a relief in a complex position.

- 24.bxc5           Nxc5  
 25.axb5           axb5  
 26.Qxb5           Ba6  
 27.Qa5            Nb7  
 28.Qa1



AD - A fine move. When it arrived in the post, I thought that all was well in the world. After all, the White pieces seem rather congested, the c-pawn can advance of course but the plan is a blockade on c5. The problem is, however, that Black must waste a move defending the e5 pawn. IM - White has gained the pawn, and now has to find a clear plan of mobilising and supporting it. This was easier to do than the manoeuvring which preceded this stage. [ 28.Qxe5? Bg7! and this time the queen is trapped!]

- 28...            Re6  
 29.c4            Bc5  
 30.Nc3

IM - This protects the Be3, but more importantly heads for d5 (a great outpost) and starts to disentangle the White pieces at last.

- 30...            Rc6  
 31.Nd5           Qe6  
 32.Qc3

IM - this clears the path for the White

rooks to operate down the a- and b-files.

- 32...            Bf8  
 33.Ra1

AD - and imperceptibly Black loses the plot. The c5 blockade is still on but White is starting to threaten c5.

- 33...            Nc5  
 34.Reb1          Nd7



AD - Played in the knowledge that Ra6 is on the cards - the problem is that Black doesn't have any better moves - or to express it more accurately I could not find anything better! [ IM - one alternative was 34...Bc8 35.Rb5 Bd7 36.Raa5 Rdc8 37.Nb3 Nxb3 38.Rxb3+- and White starts to remove the blockading pieces one by one.]

35.Rxa6

IM - this tactic relies on the knight fork on c7, and exchanges two blockading pieces.

- 35...            Rxa6  
 36.Nc7           Qc6  
 37.Nxa6          Qxa6  
 38.c5            Qc6

AD - Now the timid pawn on c2 has developed into a monster.

- 39.Bb5           Qc7  
 40.c6            Nf4  
 41.Bc4



IM - Threat Rb7.

- 41...            Nc5  
 42.g3            Nfe6

IM - With the c-pawn unprotected, the idea of g3 was to allow 42...Nfd3 43.Bd5 and then maybe 43...Qd6 44.Nc4 Qe7 45.Rd1+-

- 43.Bxe6          Nxe6

IM - This variation allows a quicker finish.

- 44.Bb6           Qc8  
 45.Bxd8          Qxd8  
 46.Rb7           Qd6  
 47.c7

AD - A horrible crushing finale - well played Iain. IM - Thanks! I think White played ok when a clear objective developed, but the middle game was complex and neither player was really sure how to break the tension in a tough encounter. 1-0



I round of this issue with two fine games from regular contributor David Cumming who continues to the business for us on a regular basis in the internationals.

Scotland v Denmark, 2006

- White:           A Krag-Jacobsen,  
 Black:           D R Cumming,

[C17]

[Annotator D R Cumming]

- 1.e4            e6  
 2.d4            d5  
 3.Nc3           Bb4  
 4.e5            c5  
 5.Qg4

"An interesting try. The Black Bishop has left the Kingside and White immediately attempts to exert concentrated pressure there" - Lev Psakhis.

- 5...            Ne7  
 6.dxc5



6.Qxg7 Rg8 7.Qh6 ( Of course not 7.Qxh7 winning the Queen.  
 cxd4 8.a3 Qa5! 9.axb4 Qxa1 10.Nce2 Nbc6 7...cxd4 8.a3 Bxc3+!? 9.bxc3 Qc7 10.Ne2 dxc3 11.f4 Bd7 12.Rb1 Nbc6 13.Ng3!? 0-0-0 14.Bd3 Nd4 and Black's chances are not at all worse; Sigurjonsson-Uhlmann, Hastings 1975.

6... Nbc6  
 7.Bd2 0-0

7...Bxc5 is quite a good alternative.

8.Nf3 f5!?  
 9.exf6 Rxf6  
 10.Bg5? e5  
 11.Qh4 Bxc3+!  
 12.bxc3 Qa5  
 13.Bd2?



13.Bxf6 Qxc3+ 14.Ke2 Nf5 77 - Al Sayed - Filippov, Dubai Open 2002.

13... Rf4!  
 14.Bxf4

14.c4 Rxh4 15.Bxa5 Re4+ 16.Be2 Nxa5! 77

14... Qxc3+  
 15.Bd2

This Bishop certainly appears to be seriously overworked!

15... Qxa1+  
 16.Ke2 e4!!  
 17.g3



The Knight cannot move. 17.Ng5?? Nd4+! 18.Ke3 Nef5+ 19.Kf4 Nxh4

17... exf3+  
 18.Kd3??



18.Kxf3 Ng6 19.Qa4 ( 19.Qh5? Bg4+!  
 20.Qxg4 ( 20.Kxg4 Qd1+ 21.Kg5 h6+  
 22.Kxg6 Ne7#) 20...Nge5+ 19...Bh3  
 20.Bg2 Qf6+ 21.Ke2 Bxg2 22.Rb1 Qf3+  
 23.Ke1 Re8+ 24.Be3 d4 77

18... Ne5+

The end would have been 19.Ke3 Nf5+!  
 20.Kf4 Qd4+! 21.Kg5 Qxd2+!! 22.Qf4 h6+!  
 23.Kh5 g6+ mate! Plenty of blood on the carpet there for you! 0-1



Scotland v Netherlands

White: B Mews  
 Black: D R Cumming  
 [C18]  
 [Annotator D R Cumming]

1.e4 e6  
 2.d4 d5  
 3.Nc3 Bb4  
 4.e5 c5  
 5.a3 Bxc3+  
 6.bxc3 Qa5!  
 7.Bd2 Qa4  
 8.Qb1 c4  
 9.Nh3 Nc6  
 10.Be2 f6!?



10...Bd7 11.0-0 0-0-0 12.Nf4 Nge7 ÷ - Lev Psakhis.

11.exf6?!

This seems to be just a little bit too cooperative with Black's "vision" for my liking. Preferable was 11.f4.

11... Nxf6  
 12.Ng5 h6  
 13.Nf3 Ne4!  
 14.Qc1 Qa5!  
 15.Qb2 0-0  
 16.Rd1? Nxd4!!  
 17.Nxd4



17.cxd4?? c3! 77

17... Nxf2! 77  
 18.0-0 Nxd1  
 19.Rxf8+ Kxf8  
 20.Bxd1 e5  
 21.Nf3 Qc5+  
 22.Kf1 Qc7  
 23.Kg1 Bd7  
 24.Be1 Kg8!  
 25.Bg3 Re8  
 26.Qb1 b6!  
 27.Qc1 Qc5+  
 28.Bf2 Qd6  
 29.Bg3 Bf5!  
 30.h3 Be4!  
 31.Bxe5??

31.Nxe5! Rxe5?? 32.Qf4! Re6 33.Qxd6 Rxd6 34.Bxd6±

31... Rxe5  
 32.Nxe5 Qxe5  
 33.Qd2 Kf7  
 34.Bf3?

This allows Black to bale out to a won endgame.

34... Bxf3!  
 35.gxf3 Qg3+  
 0-1



That's it for another few months so plenty of time for you all to put pen to paper and send in some more games.



# How to See Ahead in Chess Part 1

By Geoff Lloyd

## The Author

Geoff Lloyd has an ICCF rating of 2333; two SCCA Master norms, 30 years of playing competitive chess, and seventeen years combined teaching and coaching experience.

This series offers a method of study that is designed along a structured learning curve, from the basic mates, elements of the pieces and combinations, up to sacrificial attacks against the king. It uses a methodical step-by-step approach, incorporating almost 200 diagrams and over 50 exercises, plus many useful hints and tips on improving vision and calculation.

## Introduction

How many moves ahead do you see? This question is so often put to the grandmaster and the answer is always the same. It depends on the position, and that is the very same approach you should adopt to study in reverse, for how can you consider attempting to see 8/9 moves ahead when you can't yet see a simple 2/3 moves ahead in a basic mating position? And even more so, it would be absolute folly to attempt to see 8/9 moves ahead until you can see 2/3 moves ahead in any position. There exists a learning curve you must move along.

Many players rush into chess, making the mistake of learning opening tricks and traps, and reach a reasonable standard of play very quickly. However their improvement then becomes slow and they make little or no further progress at all. If you really wish to become a strong player, be in no hurry and follow a methodical path, mastering the elements, and developing your chess vision and ability to calculate at the same time, at a sensible pace that suites your needs, always taking enough time to absorb the material in hand.

The diagrams and exercises in this series are presented for you in just such a manner. To put it simply: "you always learn to walk before you learn to run." From here onwards I rest my case and will let the series speak for itself - it's up to you.

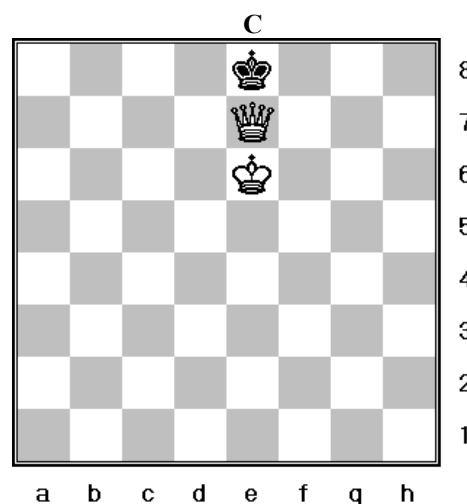
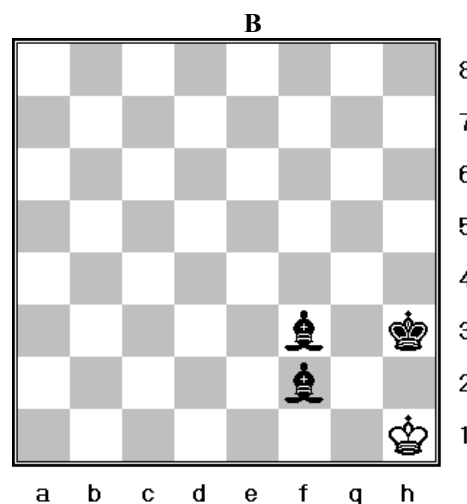
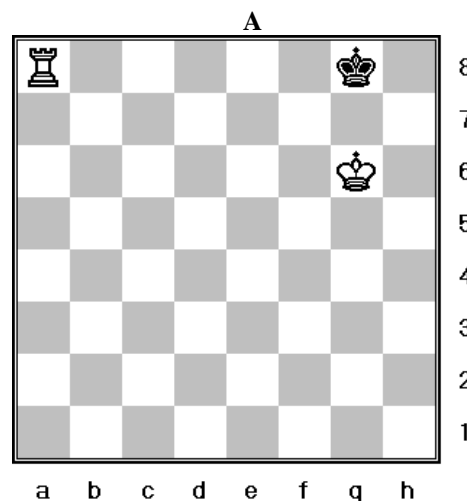
Regarding vision and calculation you need a study method, I strongly suggest the following approach. Set up each diagram position and play through the moves from the text. Then set up the position again and attempt to visualise the moves without touching the pieces as you read the text. Then finally attempt to play through the moves while moving the pieces from memory.

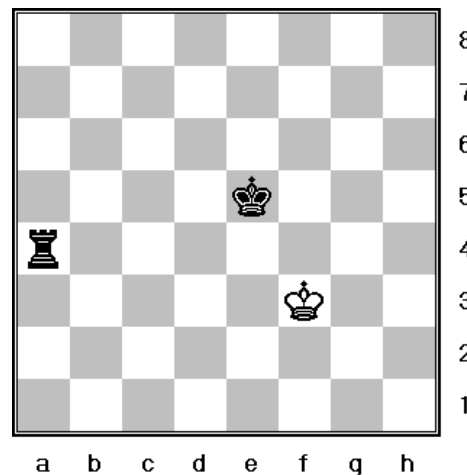
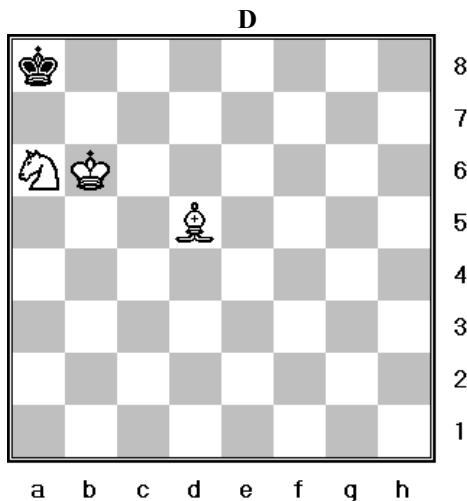
Let's be honest, if thousands of people take 40/50 hours, to learn to drive a car. It will take hard work and time for anyone wishing to become a strong chess player.

**BE PATIENT**

## 1. Basic Mating Patterns

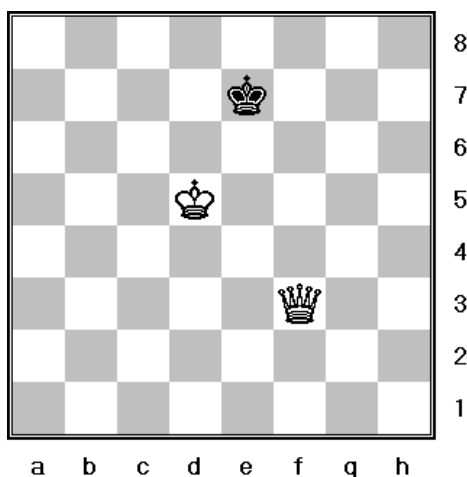
There are four basic mating patterns to be mastered:





Remembering moves is not the correct approach to chess; remember the ideas behind them and the moves come naturally.

**IDEA:** A good method of learning is at first try to visualise the moves [including any variations] while reading the text, then set up the position on your board and play through the moves from memory, using the idea to guide you.



We begin with King and Queen against a lone King. From the diagram above; the idea is to drive the enemy King to the last rank.

**1.Ke5**

This gives white the 'opposition' forcing the black King to retreat.

If 1... Kd7 2.Qb7+ Ke8 3.Ke6 Kd8 4.Qd7 mate.

**2.Ke6 Kd8**  
**3.Qb7**

The Queen cuts off the enemy King from the seventh rank.

**3... Ke8**  
**4.Qe7 mate**



Now we examine King and Rook v King.

From the diagram position the idea of driving the enemy King to edge of the board remains the same. However, a Rook not having the diagonal power of the Queen makes it a little more difficult. I suggest you concentrate on the main line at first and deal with any variations later. Black to play:

**1... Re4**

Supported by his King the white Rook prevents the enemy King from occupying the e-file.

**2.Kg3 Rf4**

Restricting the King further.

**3.Kh3 Ke4**

**4.Kg3 Ke3**

**5.Kg2 Rg4+**

Now white must move to the edge of the board one way or the other.

**6.Kh2 Kf2**

**7.Kh3 Re4**

We call this a waiting move and it is a common idea in chess. Take a good look at this position: the squares, g2, g3, g4 and h4 are all denied to the enemy King.

**8.Kh2 Rh4 mate**

We can now study a couple of variations after the moves from the diagram position,

**1... Re4**

**2.Kg3 Rf4**

White may try:

**3.Kg2 Ke4**

**4.Kg3 Ke3**

**5.Kg2**

If 5.Kh2 Kf3 6.Kh3 Kf2 7.Kh2 Rh4 mate.

**5... Rg4+**

**6.Kh3 Kf3**

**7.Kh2 Rh4+**

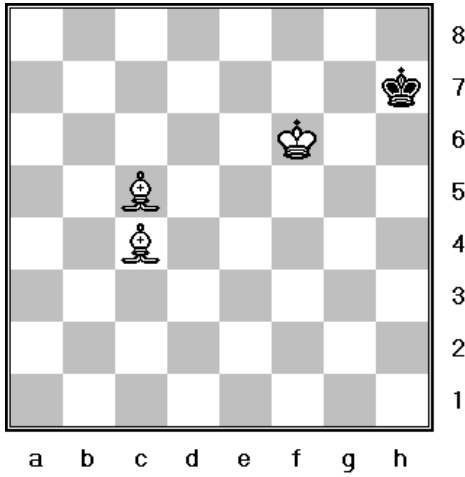
**8.Kg1 Rh3**

**9.Kf1 Rh1mate**

**IDEA:** When making a study of any position that includes variations it's a good idea to highlight them, using different coloured markers for each variation - it makes it easier to follow them.



We now examine a slightly more difficult ending - King and two Bishops against King.



The enemy King is already on the edge of the board and from this position it can soon be trapped.

**1.Be3**

Cutting of the Kings escape at h6.

**1... Kh8**

**2.Kf7**

Placing the King a Knights move away from the enemy King.

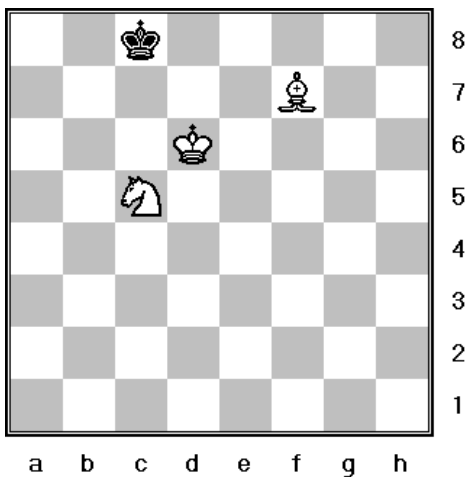
**2... Kh7**

**3Bd3+ Kh8**

**4Bd4 mate**



We now consider the last of our four basic mating patterns, King, Knight, and Bishop against King.



The winning idea of driving the enemy King to the edge remains the same. However the King must also be forced into a corner to bring about mate. This position is a great help in developing chess vision. (Use the method of learning from the notes to diagram one). White to play:

**1.Bg6**

White makes a waiting move.

**1... Kd8**

If 1... Kb8 2.Bf5 Ka8 [2...Ka7 3.Kc7 Ka8 4.Kb6 Kb8 5.Na6+ Ka8 6.Be4mate.

**2.Nb7+**

Look how the pieces cooperate together controlling all but one flight square of the enemy king.

**2... Kc8**

**3.Kc6 Kb8**

**4.Be4**

Remember again the idea of placing your king a "Knights move" away from the enemy King and also the idea of a "waiting move".

**4... Ka7**

**5.Bf5 Ka6**

**6.Bd3+ Ka7**

**7.Kc7**

Now all the flight squares are controlled except a7 and a8.

**7... Ka8**

**8.Nd6 Ka7**

**9.Nc8+ Ka8**

**10.Be4 mate**

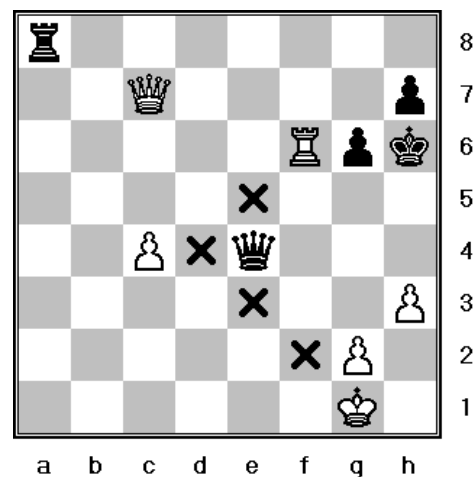
You may have noticed I miss out a variation from time to time, I suggest you calculate these on your own as a form of exercise - they will be of benefit.



With the four basic mating patterns fully understood we now begin our journey step by step into the art of visualising and calculating combinations.

## 2. Multiple Attack

Multiple attack is the basis of all combinations and is therefore where we begin our studies. A threat to one piece and an indirect threat to another piece or square is in fact a relative to all ideas in combinations. Many examples can be found even at the highest levels of the game, we begin with an example taken from the game between, Taimanov v Fischer, Candidates 1971. It is black to play:



I have included crosses indicating the connection between the King and Rook and forming the basis of a multiple attack. Play continued:

**1... Qd4+**

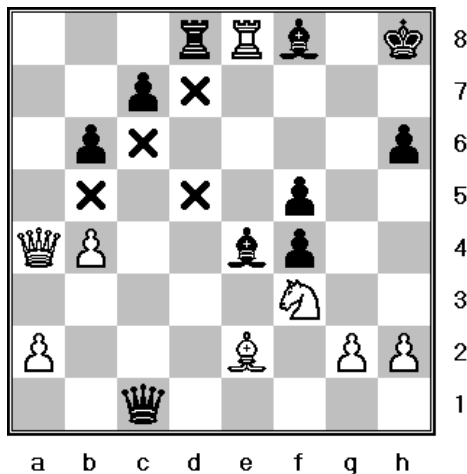
**2.Kh2 Qxf6**

winning.



I can't stress enough the importance of studying the elements of combinations, until they become second nature to you. The above position, even though very basic, was found at the highest levels of the game.

We now take another position played between the above two grandmasters a few rounds later. This time the Bishop is the piece performing the multiple attack.



Black to play. His move is based on the geometrical connection between the a4-d8 diagonal at c6:

1... **Bc6**

2.Qxc6

If 2.Rxd8 Bxa4 3.Raf8+ Kg7 and black has Queen for Rook and Knight.

2... **Qxc6**

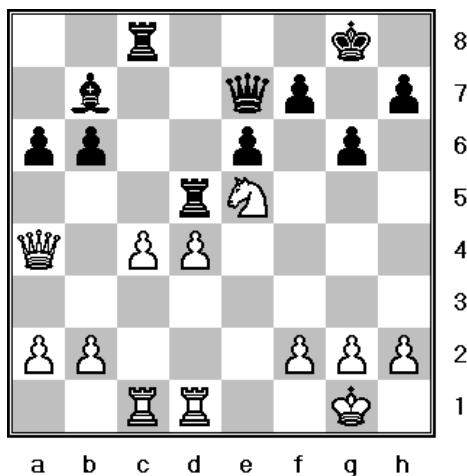
3.Rxd8

**Qf6**

And again black has a Queen for a Rook and a Knight.



The following position is taken from the game, J Barton v G Lloyd, Macclesfield, 1999. White had just played 1.c4 attacking my Rook and I found the winning combination using a multiple attack. It is black to play:

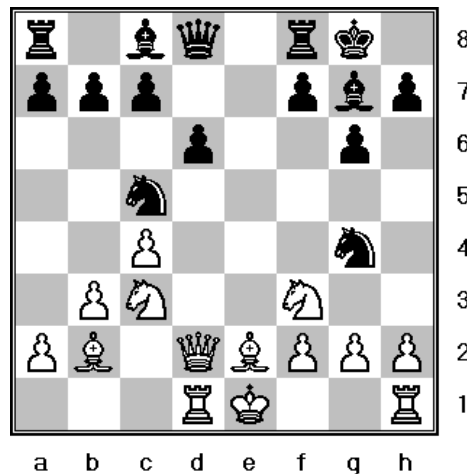


1... **Rxd4**  
 2.Rxd4 **Qg5**  
 3.g3 **Qxc1+**  
 4.Qd1 **Qxb2**

When black has the better game no matter how white continues. It is important to recognise the linear connections between diagonals when making observations at the board.



A piece that is commonly used in multiple attack is the Knight, forking two or three pieces at the same time. This is taken from the game Ljubojevic v Stein. Black to play:



Black can fork the white Rooks with:

1... **Nxf2**

2.O-O

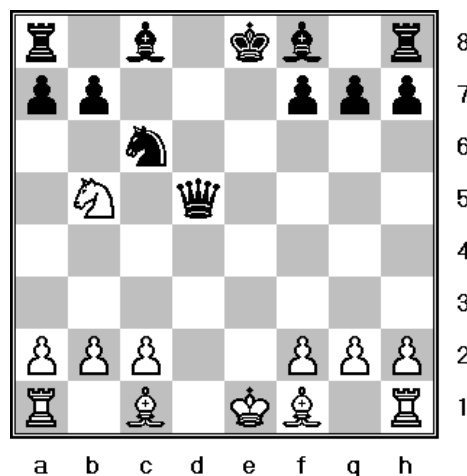
2.Kxf2 Bxc3 3.Qxc3 or Bxc3 then Ne4+ wins the Queen.

2... **Nxd1**

3.Bxd1



Multiple attacks can often be found early in the game. The following example is a direct result of an opening plan. After the moves 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Ndb5 d5? 7.exd5 exd5 8.Nxd5 Nxd5 9.Qxd5 Qxd5:



Here the Knight can administer a family check attacking King, Rook and Queen in one move:

10.Nc7+ **Kd8**

11.Nxd5

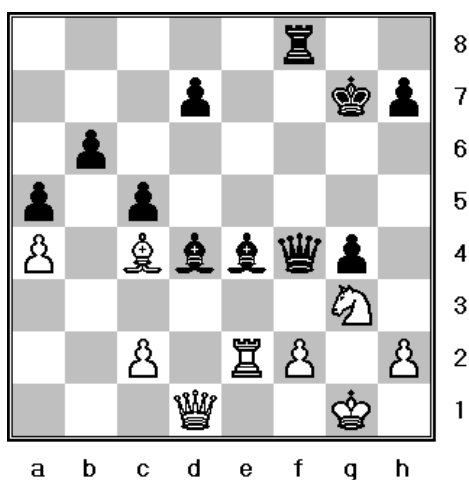
And white is a pawn ahead. Always remember that the same mental process is employed to win a piece.



Throughout the remainder of the series you will find several exercises for you to test your progress. If you fail to find the solution to one or two, don't worry - remember that many of the positions in this book are taken from master play and they from time to time also miss chances. Obviously if you fail to find the answers frequently, then something is wrong and you should return to the beginning of the chapter in question and revise.

### Exercise 1

Taken from a game between Buerger v Alekhine. It is white to play - please cover the text below the diagram first.



### Solution

Black is threatening Bxf2+, not only winning material but also mate if white should blunder. It's amazing how even great players can miss moves at the board for Alekhine would surely not have played his Queen to f4 last move.

Answer:

**1.Nh5+**

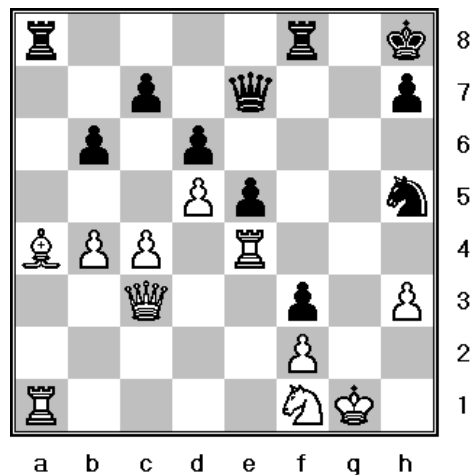
Forking King and Queen.

**IDEA:** Before moving to the next exercise, a good tip I suggest you try out during your calculations, is to write down your moves on notepaper, the main line first followed by any variations. Obviously you could not do this in actual play however it is a good practise during study, and will also assist developing a discipline into your thinking.



### Exercise 2

The following position is an excellent example of multiple attack and an instructive example of piece co-ordination. Cover the text below the diagram again. From the game Elson v Pachman with black to play:



### Solution

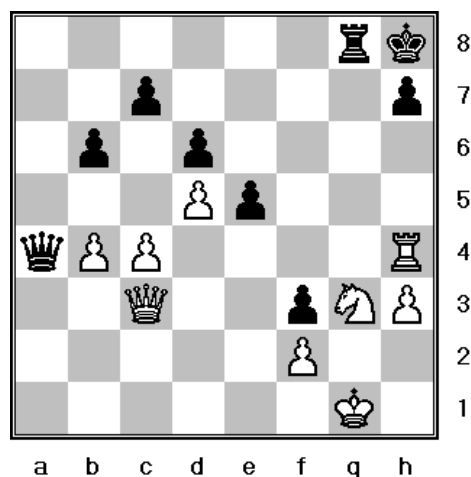
**1... Rxa4!**  
**2.Rxa4 Qd7**

With a multiple attack on a4 and h3.

**3.Rh4 Qxa4**

If now:

**4.Rxh5 5.Rg8+**  
**5.Ng3**



[Editor's note: the white Rook should be placed on h5 in this diagram, but it doesn't affect the outcome.]

If 5.Kh2 Rg2+ 6.Kh1 Qd1 and black wins by force.

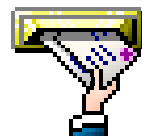
**5... Rxg3+**  
**6.fxg3 Qd1+**  
**7.Qe1 Qxe1+**  
**8.Kh2 Qf2+**  
**9.Kh1 Qg2 mate**



In the next instalment, Geoff looks at more combination play, including the decoy and the pin.



## Letters to the Editor



Richard Beecham writes:



I enjoyed playing through David Cumming's French Defence win against John McKinstry in magazine number 93. However, David's over-excessive use of exclamation marks is very annoying. For example, at move 17:



David gives

**17.Qe1!!**

Two exclamation marks when, in actual fact,

**17.Qd1!**

is just about winning for White!! For example:

**17... Bb7**

Best. If 17... Ra8 18.Bxd5!! exd5 19.Nxd5 Rfb8 20.Nf6+!! gxf6 21.Qg4+ Kf8 (21... Ng7 22.cxf6 leads to mate) 22.Qxf5 fxe5 23.d5 Ne7 24.Bh6+ wins. Also, if 17... Nce7 18.Rb4! or if 17... Rb6 18.Rb4! Even though Black has the two rooks and the open QR file, the White attack on the k-side with the bishop pair, and advancing the pawns f4, g4, f5 combined with Qh5, will be decisive.

**18.Rb4! axb4**

**19.axb4 Qxa1**

**20.Qxa1 Ra8**

**21.Qd1 Ra2**

**22.Bh3 Nce7**

**23.Ng2 Rfa8**

**24.Ne1 Ra1**

**25.Qh5**

And White should win as his king can go to e2 and the rooks mean nothing.

I went back to the position later, and after

**17.Qe1**

**18.Bf3**

(the moves played in the game), John McKinstry has a simple win with:

**19.Rc1!!**

**20.Qe2!**

**21.g4**

**22.Ng2**

**23.g5**

**Qxc2**

**Nh6??**

**Qf5**

**Ne7**

**Qg5**

**Qg6**

**Nhf5**



**24.Bh5**

winning the queen!! David is correct with 17.Qe1!! if he follows it up with 18... Nh6??

Instead of 18... Nh6?? A possible continuation is:

**18...**

**19.Rc1**

**20.Bd1**

**21.cxd4**

**22.Bxa5**

**Rfd8**

**Qb2**

**Nfxd4!?**

**Qxd4**



and both sides have all to play for. However, 17.Qd1 was the correct move.

Thanks to both players for a very entertaining afternoon! I would encourage any player of any level to submit their games to Bernard as we can all learn something about our wonderful game.





## General Information

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

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

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

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

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

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

Current tournament fees are shown on the 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 2006

#### Theme 7/06: Soller Gambit, A40

1.d4 e5 2.dxe5 Nc6 3.Nf3 f6

Entries by 15 July; play starts 1 September

#### Theme 8/06: King's Bishop's Gambit, C33

1.e4 e5 2.f4 exf4 3.Bc4

Entries by 15 August; play starts 1 October

#### Theme 9/06: Semislaw Defence - Shabalov's Gambit, D45

1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 e6 5.e3 Nbd7 6.Qc2 Bd6 7.g4

Entries by 15 September; play starts 1 November

### Email Events 2006

#### Theme 9/06: Sicilian Polugaevskij variation, B96

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 b5

Entries by 1 August; play starts 1 September

#### Theme 10/06: Keres Defence, D06

1.d4 d5 2.c4 Bf5 3.Nf3 e6

Entries by 1 September; play starts 1 October

#### Theme 11/06: Relfson Gambit, C44

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bb5 Bc5

Entries by 1 October; play starts 1 November

### Webserver Events 2006

#### Theme 4/06: Balogh Counter Gambit, B07

1.e4 d6 2.d4 f5

Entries by 15 November; play starts 1 December

## 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](mailto:international@scottishcca.co.uk)

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