



The Friendly Post

News from ICCF-US Friendly Matches from around the world - Issue 34, December 2020

Greetings from ICCF-US Friendly Match Central. This is the newsletter concerning everything related to ICCF-US Friendly Matches. Thanks to your ongoing interest in the Friendly Matches, this newsletter has been arriving at your email-doorstep 4 times per year for over 8 years!

To explain to any new recipients, Friendly Matches are team versus team chess contests (involving teams affiliated with different nations) where the overall team outcomes do not matter beyond bragging rights. Everyone is eligible to play. The ICCF-US uses both a standing set of interested players and new participants in virtually every match. Each match participant plays two **rated** games, one with white and one with black, against a single opponent of nearly identical rating. The fee to participate is \$5 per match. You're invited to participate!

See last issue's contest winners on page 3!

May this holiday season bring you good health and joy!



RECORDS SET



First of all, let me thank all of you who have participated in the ICCF-US Friendly Matches in 2020. This has been a hard year for a lot of us, and chess has served as a fun pursuit when other pursuits have been taken from us, a wonderful distraction from a world in trouble,

and even a place of solace for those of us who have had too much pain. We at the ICCF-US have felt honored to be of service to you.

As you may have suspected, **your participation has been record-breaking this year.** Here are just some of those records demonstrating your increased interest in ICCF-US Friendly Matches during 2020:

- (a) The usual number of boards across ICCF-US Friendly Matches in any given year is about 350, with our never having reached 400 before during recent times. In 2020, there were 623 boards played in ICC-US Friendly Matches!
- (b) The usual number of different players participating in ICCF-US Friendly Matches in any given year has been about 150. This year, there were 247 different players participating in the Friendly Matches!
- (c) The USA had its largest Friendly Match in recent times when measured by the number of different USA players involved: There are 156 different USA players in the current USA – Germany match, beating the previous record by 16.
- (d) In any given year in recent times, we have never had a year with 2 different Friendly Matches involving 100+ boards each. This year, we skipped right over what would have been a record of 2 and had 3 such matches (vs. Germany, England, and the one that just started vs. the combined team from Belgium, the Netherlands, and Luxembourg, nicknamed BeNeLux)!
- (e) We had 5 Friendly Matches start during the past four months, matching the previous one-time record. However, this period's 5 matches involved 368 boards – as many as typically have occurred in a full year in a third of the time!
- (f) For another record, shattering last quarter's record concerning the number of ongoing games in the Friendly Matches, see the highlighted last line at the end of the "Ongoing Matches" list a few pages below.

It is also great to see that we have completed nearly 7000 games since we kept detailed records (6978 games have been completed since 1/1/2007). That means USA players complete almost exactly 500 games on average per year (about 3 games every 2 days) for the past 14 years!

Again, thanks to all the participants for your interest in the Friendly Matches!

we can see the light at the end of the tunnel, but it also means we are still in the tunnel. Stay safe a bit longer.

WINNERS OF THE CAPTION CONTEST!!

In last quarter's issue was a contest announcement for the best caption to the following photo:



And here, for your enjoyment, are the winners (in no particular order):

From Wolff Morrow: "He's a head of the game."

From Gordon Magat: "It's the new travel Post-A-Log2020. Guaranteed to always save your chess position!"

From Wallace Howard: "You can tell he's got chess on the brain."

From Eric Grabowski: "Chess master reveals his thoughts."

Congratulations to our winners! They each won a free entry to a Friendly Match.



Upcoming Friendly Matches

After a record quarter for the Friendly Matches, we have taken a short breather. The organization of new Friendly Matches will begin again very soon.

As we have said previously, matches can go from an idea to an active reality within any 90-day period – that is, between newsletters. So, if you have not already let it be known that you want to play, be sure to let us know by writing to Dennis at dmdorechess@gmail.com!

Who would have thought that a top Netflix series would be about the world of chess tournaments?



The US Friendly Match World Tour 2 (WT2): "Go Around the World with US"

Are you "Going Around the World with US"?



We already completed the ICCF World Tour by extending invitations to all the 56 other ICCF Member Federations (MFs) and playing all takers. Our second "Go Around the World with US" tour is approaching its completion. To date, we have engaged with 49 MFs (plus 3 non-MF teams), and have 7 MFs to go to complete "WT2":

- (1) We started play or at least scheduled a match versus Argentina (twice), Australia, Belgium, Brazil, Canada, Czech Republic, Cuba, Denmark, England, Estonia, Finland, France, Germany, Iceland, India, Indonesia, Israel, Italy, Japan, Latvia, Luxembourg, Mexico, Netherlands, New Zealand, Norway, Panama, Peru, Poland, Portugal, Russia, Scotland, Slovakia, Slovenia, Spain, Sweden, Switzerland, the Ukraine, Venezuela, and Wales. This is besides the British Correspondence Chess Association, SchemingMind, and Yorkshire; all being international CC clubs affiliated with member federations.
- (2) Invitations were extended but declined (either actively or passively) by: Cape Verde, Chile, Croatia, Ecuador, Greece, Guatemala, Hong Kong (no longer an ICCF Member Federation, but it was at the time of our invitation), Ireland, Nicaragua & South Africa.
- (3) Remaining MFs to complete our second World Tour: **Austria, Belarus, Bulgaria, Hungary, Lithuania, Romania, and Turkey.**

You can be assured that the countries listed in #3 will be the ones most likely included in invitations in the near future. It seems like our WORLD TOUR 2 will be completed during 2021! Then we will go around the globe again...

If you have a desire to play against any of these specific countries, please write to Dennis (dmdorenchess@gmail.com) and let him know!



WHAT IS WRONG IN THIS PHOTO (besides for dogs playing chess)?

Write to Dennis at dmdorenchess@gmail.com with your answer.

The Friendly Matches that are Already Ongoing...

You can always find the current results from any of our Friendly Matches by visiting www.iccf.com, Tables and Results, Friendly Matches, but this newsletter continues to make it easy for you to stay up-to-date. The first three issues of "*The Friendly Post*" listed all our matches from 1/1/07 to the date of newsletter circulation. (You can find those 3, and all other issues of "*The Friendly Post*" at www.iccfus.com). There became too many Friendly Matches to keep doing that, so each issue now lists only those currently in progress or just completed since the last newsletter. The current standings (through 12/15/2020) are as follows:

	<u>Opponent</u>	<u>Server/Email/Postal</u>	<u>Start Date</u>	<u>Result (USA v. other)</u>
1.	Cuba	Server	8/1/18	31.5 - 47.5 (1 ongoing game)
2.	Argentina	Server	7/1/19	11.0 - 12.0 (1 ongoing game)
3.	Slovenia	Server	9/5/19	21.0 - 28.0 (3 ongoing games)
4.	Wales	Server	10/26/19	23.0 - 23.0 (4 ongoing games)
5.	Czech Republic	Server	11/10/19	43.5 - 48.5 (8 ongoing games)
6.	Switzerland	Server	2/20/2020	24.0 - 25.0 (16 ongoing games)
7.	Latvia	Server	3/3/2020	19.0 - 20.0 (5 ongoing games)
8.	Brazil	Server	3/27/2020	40.5 - 26.5 (25 ongoing games)
9.	Mexico	Server	4/21/2020	19.5 - 14.5 (2 ongoing games)
10.	England	Server	6/16/2020	68.0 - 77.0 (65 ongoing games)
11.	Aruba	Server	7/29/2020	4.5 - 3.5 (8 ongoing games)
12.	Germany	Server	9/21/2020	56.5 - 70.5 (189 ongoing games)
13.	Estonia	Server	10/12/2020	2.5 - 0.5 (21 ongoing games)
14.	Scotland	Server	10/21/2020	5.5 - 5.5 (49 ongoing games)
15.	Slovakia	Server	11/18/2020	5.0 - 3.0 (76 ongoing games)
16.	BeNeLux	Server	11/30/2020	4.0 - 13.0 (235 ongoing games)

Current total: 708 ongoing games!!*

* This is an historic record in recent times, smashing the previous record (from last quarter) of 580 ongoing games!

TOTAL USA RESULTS

Since 1/1/07 (6978 completed games!): 3454 - 3524 (49.5%)



Highlights and Interesting Tidbits:

(1) The one remaining game in the **Argentina** match continues. That game will decide if the USA loses this match, or it ends in a tie, as we are behind by 1 point.

(2) The match versus **Wales** goes back and forth. We were tied a half year ago, then the USA pulled ahead, but we are back to a tied score. With only 4 remaining games, this match will be close no matter what happens! Go USA and pull ahead again!

(3) We had been doing okay versus **Czech Republic**, but the match is slipping away. The USA is now 5 points back with only 8 games to go. We've beaten them twice before, but the "hat trick" may not appear.

(4) We can't lose this one. We played strongly in our match versus **New Zealand** !to hold onto our always small lead. With 1 game left, we maintained a 1-point lead. Now, to finish up for the win...

(5) Our team's performance versus **Brazil** is simply astounding! We took an early lead, and just continue to make it grow. The USA is now 15 points up with 25 games to go. That is still a lot of ongoing games, but a lead of 15 still seems quite insurmountable.

(6) The USA is 1 point behind in both the match against **Switzerland** and against **Latvia**, both these scores representing improvements compared to our previous 2- and 3-point deficits. With 16 and 5 games remaining in these matches, there is still plenty of time for the USA to come through with wins!

(7) We won versus **Mexico** (with 2 games yet ongoing)! We now have tied our match score against them, as we lost our previous match from 2017.

(8) We are starting slowly versus **England**. In a huge match, 145 games have already been completed, with 65 games yet remaining. The USA is behind by 9 points. Go USA!

(9) As with many other matches, the USA is 1 point up versus **Aruba**. There are still 8 remaining games, so the match outcome is anything but assured. Keep up the pressure USA!

(10) For reasons unclear to me, the USA continues to have difficulty versus **Germany**. We have lost our previous matches against them and have fallen significantly behind this time around. With 189 remaining games (!), the USA is behind by 14 points.

(11) We started our first match versus the combined countries of Belgium, the Netherlands, and Luxembourg (called **BeNeLux**). This match came to be when an invitation was extended by the USA to Luxembourg. Luxembourg countered with the idea of a combined team match because Luxembourg simply does not have enough players to form its own team. Ultimately, in our match with 126 boards, only 3 players are from Luxembourg.



Friendly Match (versus game) win/loss record

(Since 1/1/07) 46 wins, 38 losses, 1 tie (= 54.7% for USA)

USA Won	USA Lost**	USA Tied
Argentina (2010)	Austria (2014)	Norway (2013)***
Argentina (2016)	Belarus (2016)	
Australia/New Zealand (2012)	Belgium (2015)	
Australia (2016)	Canada (2019)	
Australia (2018)	Croatia (2015)	
Brazil (2016)	Cuba (2013)	
British CCA (2016)	Cuba (2015)	
Bulgaria (2016)	Cuba (2018)*	
Canada (2014)	Czech Republic (2011)	
Cape Verde (2013)	Czech Republic (2013)	
Denmark (2014)	Denmark (2018)	
England (2008)	Finland (2018)	
England (2012)	France (2010)	
Estonia (2016)	Germany (2008 - Women's only)	

Finland (2009)	Germany (2011)
France (2017)	Germany (2014)
Hong Kong (2010)	Iceland (2014)
India (2014)	Iceland (2019)
India (2019)	Israel (2014)
Indonesia (2016)	Italy (2010)
Israel (2016)	Italy (2017)
Japan (2013)	Mexico (2017)
Japan (2017)	Netherlands (2017)
Latvia (2015)	Norway (2019)
Lithuania (2015)	Panama (2015)
Mexico (2020)*	Panama (2016)
Netherlands (2013)	Poland (2015)
Netherlands (2018)	Russia (2013)
New Zealand (2020)***	Russia (v. Zone 3) (2017)
Panama (2013)	Slovenia (2019)*
Peru (2013)	Spain (2008)
Portugal (2013)	Sweden (2007)
Portugal (2018)	Switzerland (2014)
Romania (2008)	Ukraine (2015)
Romania (2013)	Ukraine (2018)
SchemingMind (2018)	Venezuela (2014)
Scotland (2008)	Venezuela (2017)
Scotland (2016)	Wales (2016)
Slovakia (2014)	
Slovenia (2015)	
Spain (2016)	
Sweden (2012)	
Sweden (2018)	
Turkey (2015)	
Venezuela (2013)	
Wales (2013)	
Yorkshire (2018)	

* Still officially ongoing, but the final team outcome is already determined.

** Chess960 matches versus Germany and Russia are not included in this list because it is a different game coupled with the very large rating differences in these matches. The USA lost both matches.

*** It is amazing that after 85 completed matches, where pairings were made with as equal ratings as possible, that there has been only one tied match. And each quarter, that number keeps growing without another tie during the past nearly 8 years! However, if the remaining game in the New Zealand match ends up being a USA loss, there will be a second tie.



(A repeat, being my favorite picture from among all the newsletters across the 8+ years!)

Featured Game

The featured game this quarter comes from none other than our ICCF National Delegate GM Jason Bokar. In this game, from a Friendly Match against Israel, GM Bokar gives a wonderful demonstration of how the 3 P's (planning, preparation, and pressure) lead to a breakthrough and eventually the win.

All annotations are by GM Bokar.

GM Jason Bokar (2575) – GM Yoav Dothan (2588) [E60]

USA - Israel Friendly Match (2014)

[ICCF Game](#) (link to the game on the ICCF server)

1.d4 Nf6 2.c4 g6 3.f3 [I play this way since I can control the game much more. The Gruenfeld Defense is very solid; likewise in the normal King's Indian, I think black gets very good attacking opportunities. If you are looking for a good fight with fewer chances of draw, then this move is for you.]

3...Nc6 [This is the move that Kaufman recommends in his repertoire book for black and white. However, I currently prefer 3...c5 4.d5 d6 5.e4 e6 when I face this position as black. It's not to say there is anything wrong with Nc6 (and there are other choices here too)]

[3...Bg7 4.e4 d6 5.Nc3 reaches the standard Saemisch variation of the KI.]

4.d5 Ne5 5.e4 d6 6.Nc3 Bg7 7.f4 [Though white has now moved his f pawn twice, black will also have to move his knight once more. Yes, white has a big pawn front, and it will be difficult to protect, so white will have to focus on attack, and quickly.]

7...Ned7 8.Nh3! [Scores better than 60% according to Chessbase online. The idea here is to get the knight to f2 to support e4 and allow a possible g4 with attack.]

[8.Nf3 0-0 9.Be2 Nc5 10.e5 1-0 (33) Neto,H (2584)-Ylönen,O (2462) ICCF 2016 might be worth looking into too. White pushes the pawns and if he can get an advanced passer, he could be in a good position for advantage.]



Position after 8.Nh3

8...0-0 [8...c6 is another option. Starting the attack on the white center immediately. 9.Be2 followed by Nf2 is still the same plan.; 8...e6 can be tried too - once again starting the attack on the center pawns. However, my feeling is that black should castle first before attacking with the e-pawn. 9.dxe6 fxe6 10.Be3 (I tried 10.Be2 0-0 11.0-0 (11.Be3 could transpose to 10. Be3, and I think is better.) 11...b6 12.Qc2 a5 13.Be3 Qe7 14.Bf3 Rb8 15.Ng5 h6 16.Nh3 Kh7 17.Rae1 Nc5 18.e5 dxe5 19.fxe5 Nfd7 20.Nf4 ½-½ (43) Bokar,D (2582)-Schramm,A (2529) ICCF 2013) 10...0-0 11.Be2 b6 12.Nf2 (12.0-0 Bb7 13.Bf3 Rb8 14.Qc2 1-0 (29) So,W (2755)-Perez,R (2332) Las Vegas 2014) 12...Bb7 13.Qc2 a6 14.0-0-0 Qe7 15.h4 Nh5 16.Bxh5 gxh5 17.Nh3? 0-1 (37) Ding,L (2714)-Vachier Lagrave,M (2719) Biel 2013 (17.Rhg1; 17.g4 Can't white just start his attack directly? White made a blunder here and struggled the rest of the game. Not that black is surely losing, but I wouldn't want to play that position.)]

9.Be2 [Another option is to play the knight first and wait and see what to do with the B at f1. 9.Nf2 Nc5 10.Be3 e6 11.dxe6 Bxe6 12.Be2 Qe7 13.Bd4 Bc8 14.Bf3 Nfxe4 15.Bxe4 Nxe4 eliminating the center pawns usually leads to a more tame position. 16.Nd5 Qh4 ½-½ (44) Ostriker,J (2564)-Straka,Z (2576) ICCF 2017]

9...Nc5 [Black gets his knight to the c5 outpost, and attacks e4. Of course, this is why white played Nh3, so that he can protect it. White should be on the lookout for a quick b4 sometime soon too, but black normally stalls that plan with a5, as seen in the game.]

[9...Nb6 can work too. It will keep an eye on the d5 square which will be attacked by e6 and c6. Chances to get a knight sitting on d5 are possible. 10.Nf2 e6 11.0-0 exd5 12.cxd5 c6 13.dxc6 bxc6 14.Be3 Re8 15.Rc1 Bb7 16.Qd2 Qe7 17.Rfe1 c5 18.Bb5 Red8 19.f5 d5 20.exd5 Nbx d5 And here black manages to get his knight on the d5 square and should easily draw. ½-½ (30) Habermehl,T (2476)-Nekhaev,A (2514) ICCF 2016]

10.Nf2 [Continuing the plan to over-protect e4 and allow for g4 (which will also be well protected.)]

10...e6 [10...e5 is possible too, and white must decide between fxe5 or dxe6 (which does appear to be the better choice based on the database.; 10...Re8 is another obvious choice but seems to transpose to the game in most lines.]

11.0-0 exd5 12.cxd5 [black now must choose between attacking the center with the c-pawn or pressuring the center with the rook. Both ways are valid, and important... the center must be attacked quickly before white can push his e-pawn forward and put a spike into black's position.]

12...Re8 [12...c6 13.dxc6 bxc6 14.Bf3 Rb8 (14...Ba6 15.Re1 Rb8 16.Be3 Rxb2 17.e5 Nd5 18.Nxd5 cxd5 19.Qxd5 Ne6 20.Qc6 Qa5 21.Qxd6 Rxa2 22.Rac1 Rc8 23.Rxc8+ Bxc8 24.Rc1= ½-½ (32) Pitkänen,J (2273)-Rawlings,A (2411) ICCF 2014) 15.Be3 Rxb2 16.e5 Nd5 17.Nxd5 cxd5 18.Qxd5= ½-½ (23) Kochemasov,A (2540)-Bauer,R (2558) ICCF 2017]

13.Bf3 [continuing with the theme of overprotecting e4. So even if one of the defenders is attacked and is forced to move, e4 will stay strong. The plan will be to finally push e4-e5 etc., as mentioned above, to put a spike into black's center.]



Position after 13.Bf3

13...h5 [13...b5 looks more correct. Idea is to push off the Nc3 which defends e4. Indeed, this move is chosen by World Champion Ron Langeveld. The following game is interesting and instructive as it is played by two of the highest rated ICCF GMs at the time. 14.a3 h5 15.h3 doesn't allow the pieces to be exchanged on g4, which would kill white's attack. (15.f5 attacking too early when his pieces are not fully developed. 15...a5 16.fxg6 fxg6 17.Bg5 Qd7 18.h3 Nh7 19.Be3 Ba6 20.Be2 b4 21.axb4 axb4 black succeeded in attacking the knight, and now the center gets weak. 22.Rxa6 Nxa6 0-1 (40) Berglund,P (2344)-Rydholm,L (2519) ICCF 2013; 15.Qc2 developing is better, but now the exchange on g4 occurs, which is why white plays 15.h3! 15...Ng4 16.Bxg4 Bxg4 ½-½ (32) Walczak,P (2498)-Van Leeuwen,E (2489) ICCF 2016) 15...a5 16.Qc2 Rb8 17.Be3 b4 once again reaching the knight on c3 - which, as we have shown before, is the secret to the defense in this variation 18.Bxc5 bxc3 19.Bd4 cxb2 20.Rab1 Ba6 21.Rfd1 Nd7 22.Bxg7 Kxg7 23.Rxb2 Rxb2 24.Qxb2+ ½-½ (41) Lafarga Santorromán,D (2643)-Langeveld,R (2681) ICCF 2012]

14.h3 a5?! [this move doesn't do much... and allows white to activate his center. Things get bad for black after this.] [Again 14...b5! 15.a3 transposes to the line above at move 13 and is much better.]

15.Re1 [plan almost complete. Only the Q needs to protect e4 and then get the bishop and rook active. Here, the plan now shifts to making the move e5. Our goal will be to remove defense of e5 via eliminating the strong Bg7. We also eye the b5 square now that it has become weak.]

15...Nfd7 16.Be3 [The bishop is eyeing d4, which will be the place to challenge the Bg7.]

16...b6 17.Qc2 [5 pieces now directly or indirectly support e4 and the push e5.]



Position after 17.Qc2

17...Bb7 [17...Ba6 is the other option here and was played against me by Unen earlier. I am not sure why Dothan didn't go this way, but truthfully, there seemed to be chances for white, even though black managed to draw. 18.Rad1 Rc8 19.e5 dxe5 20.f5 Qf6 21.fxg6 (21.Nce4!? Nxe4 22.Bxe4) 21...Qxg6 22.Qxg6 fxg6 23.d6 c6 24.Bxc5 bxc5 25.Nfe4 Bc4 26.b3 Bf7 27.g4 Bh6 28.Na4 c4 29.bxc4 Red8 30.g5 Bg7 31.Nd2 Bf8 32.c5 and while white has a beautiful protected passed pawn, he couldn't convert it into a win. My suggestion is to look deeper at move 21! ½-½ (66) Bokar,J (2582)-Unen,J (2499) ICCF 2013]

18.Rad1 [d5 is now protected, so if e4-e5, the d4 pawn has support too.]

18...Bh6 19.Nb5 [The knight gives up the strong c3 square and the protection of the center since 4 pieces now control e4. At b5, the knight completely paralyzes black's queen side. Also, there are chances for the knight to come back to the center at d4, controlling c6 and e6. White already dominates the board.]

19...Rc8 20.g3 [There are other moves here, and maybe the computer will find a faster win, but in this case, I followed my plan. the next move keeps the black Q away from the king's side, and then I can get my bishop to d4.]

[20.Qd2!? with the idea: 20...Qh4 what my choice of g3 in the game wanted to stop 21.Kh2 f5 22.g3 Qf6 23.exf5 Qxf5 looks good for white too.]

20...Qe7 21.Bd4 Qf8 22.e5 [Finally!! We have made the move we had been planning since

Downloaded from <http://ajph.org/> on November 10, 2015



Position after 22.e5

22...Bg7 23.e6 [Spike! Ok, not check, but I like the word Spike!]

23...Nf6 24.Bg2 [The bishop has to move back to g2 in order to have some protection (it was completely unguarded) in case the center pawns are exchanged. Safety first!]

24...a4 [again, white has many choices, and perhaps 25.f5 would be more in line with our plan. However, I could foresee the coming endgame with my knight on b5 very strong and dominating. Notice how black's rook is only guarding the c7 pawn. Not the best use of this piece and becomes a focus of white's play.]

25.b4 [25.f5!? gxf5 26.Qxf5 fxe6 27.dxe6 d5 28.Bxc5 bxc5 29.g4 c6 30.g5 Nh7 31.Qf7+ Kh8 (31...Qxf7 32.exf7+ Kxf7 33.Nd6+ Kf8 34.g6 Rxe1+ 35.Rxe1 Nf6 36.Nxb7 c4 might be ok, but seems messy compared to the actual game.) 32.Qxh5 cxb5 33.g6 Qg8 34.Bxd5;

25.Bxf6 Bxf6 26.b4 axb3 27.axb3 should transpose to later on in the game.]

25...axb3 26.axb3 fxe6



Position after 26...fxe6

27.b4 exd5 28.bxc5 Rxe1+ 29.Rxe1 bxc5 30.Bxf6 Qxf6 31.h4 Bc6 32.Rb1 Bd7 33.Bxd5+ Kh8 34.Be4 Bf5 35.Kg2 Kh7 36.Bxf5 Qxf5 37.Qxf5 gxf5



Position after 37...gxf5

After some exchanges, we see that white is a piece up to black's 2 pawns (3 of them all free on the Q-side). However, the endgame is completely lost since the c7 pawn will fall as soon as the rook moves, and white's second knight will just pick off the remaining pawns. Over the board,

black might have some chances but in CC, it's just a matter of time.

38.Na7 Rd8 39.Rb7 Rd7 40.Nb5 c4 41.Kf3 1-0



The Triple Block time control system has come to the ICCF!

Have you heard about the "Triple Block" time control system? The Triple Block system, most often abbreviated as "TB", was developed by an ICCF work group specifically appointed during the 2015 Congress to address a variety of complaints about the standard time control system. (There were 6 different proposals during the 2015 Congress alone for changes in the ICCF time control system.) The new system was approved for trials by the 2016 Congress, and officially approved by the 2020 Congress. Since then, hundreds of events have used the system without significant problem.

Some of our recently started Friendly Matches are using this system. Some of our as-yet-to-be scheduled Friendly Matches will also use this new time control system.

In brief, the Triple Block system gives you your reflection time, your leave time, and some additional time right from the beginning. The time keeping is simplified in that there is no doubling of reflection time (as there is currently after 20 days without a move), no 40+ day loss by default and therefore no registering to be allowed to go beyond that time limit, no watching

your time at each 10-move interval, and no recording of leave time. Instead, each player has far more control of his/her reflection time. Problematic play related to the "dead man's defense" is also lessened. And you will typically have more reflection time per move available to you than you currently do!

Given the recent Congress approval, the rules and procedures for the TB system will be incorporated into the single document "ICCF Rules" as of 1/1/2021. This document will also include a new "Appendix 3" that will be dedicated to explaining the TB system.

Currently, you can learn more about this trial time control system by going to the following ICCF documents:

(1) Go to the ICCF home page, then to "ICCF Rules" (on the left), then in the lower box where it says "Triple Block System Documents", to find the following 3 detailed documents:

- (a) "Explanation of how it works" (This is **the document** for players to use)
- (b) "Instructions for Tournament Organizers"
- (c) "Rule differences - for TDs"

(2) You can also see the original descriptive proposal (including a Power Point presentation) at <https://www.iccf.com/Proposal.aspx?id=103> [That is, go to the ICCF home page, then to "ICCF Congresses" (on the left), then to 2016 Congress "proposals", then to proposal #028].

RULES PERTAINING TO FRIENDLY MATCHES

Since 1/1/17, Friendly Matches are viewed like any other ICCF-approved event, meaning a couple things of possible relevance to you.

For players, it means that **a player withdrawal (of any type, accepted, unaccepted, or silent) from a Friendly Match will also be considered a withdrawal (of the same type) from all other ICCF events;** and a withdrawal from any other ICCF-approved event will also mean a withdrawal of the same type from all Friendly Matches.

If you have dire need to stop playing, ask the Tournament Director for an accepted withdrawal. If you simply wish to stop playing, it is recommended you resign your Friendly Match games rather than simply abandon them.

The latter causes losses in all your other ICCF games and a 2-year suspension during which you will not be allowed to register for any other ICCF event.

For Tournament Directors interested in working towards the International Arbiter title, directing Friendly Matches counts towards the required number of directed games to earn the title of International Arbiter.



Where to Find Us

The ICCF-US home website is at www.iccfus.com. You can always find copies of "*The Friendly Post*" at that site, with a link on the left in the home page. The server for playing games is at www.iccf.com. Contact Dennis Doren at dmdorenchess@gmail.com concerning anything related to Friendly Matches.



The People Behind the Organization

Thanks to the people who keep it all running, the ICCF-US Administrators:

Grandmaster Jason Bokar, Director

Senior International Master Tom Biedermann, Deputy Director & Treasurer

International Master Corky Schakel, Registrations Director

Grandmaster Carl Siefring, Invitational Facilitator

Senior International Master Dan Perry, Webmaster

International Master Bob Rizzo, Norms and Communications Organizer

Yours truly, IM Dennis Doren, Friendly Matches Organizer (dmdorenchess@gmail.com)

How Do I Get On A Team?

Getting selected to play on a USA Team in a Friendly Match takes almost no effort. Just let me know you are interested! Send an email to dmdorenchess@gmail.com and say you wish to play in a Friendly Match. When I have a team slot for you (meaning there is an opponent with about the same rating as your current one), I will let you know. You can also let me know of any specific country you wish to play against, but you do not have to do that.

When I have a specific team placement to offer you, you will receive an email from me - sent to the same address you have listed on the ICCF server. (Don't forget to update any email address changes!) My email will offer you a position on a team in a Friendly Match against a specifically listed country.

Please know that you need to respond to that email, and typically to do so **within 3 days** of my having sent it! I have a lot of positions to fill while all the members of the opposing team simply wait for me to complete my task. That is why there is a time frame for your response. If I do not hear from you within the specified time, I will offer your slot to someone else. However, even if you do not want, or cannot take the offered position, I strongly request that you do me the courtesy of a quick reply saying so. In that way, I can make an offer of "your" team position to someone else right away.

After you accept your offered position, you will get a reply email from me telling you what you need to pay and how to pay it. Please do NOT pay anything to anyone for a Friendly Match before you receive this email from me. "Pre-paying" only makes our administrative task more complicated, not easier. You will be asked to pay your fee before the match starts.

Finally, you will automatically receive your pairings, including an email from the ICCF server informing you that the match has begun and who you are paired against.

That's it! Let me know your interest, accept my invitation for you to play in a specific match, pay your fee, and enjoy your games!

Brief Note

If you wish to contact me, Dennis Doren, please use my current email address: dmdorenchess@gmail.com; not my old yahoo address.



You Can Play on the USA Team in a Friendly Match!

You, too, can play in a Friendly Match, no matter the degree to which you have played in an ICCF-US event of any kind previously. Each match consists of two **rated** games (one white, one black) against the same opponent who is very close in rating to yours. The total fee is \$5 for your participation per match. Just contact Dennis Doren, the ICCF-US Friendly Match Organizer, at dmdorenychess@gmail.com and tell him your specific interest in playing.

Do **NOT** send any money to Dennis or anyone else at this point to pay for your participation! You will only need to pay (through Paypal, money order, or by check) when your placement on a USA team in a specific Friendly Match has been confirmed by Dennis. Dennis will tell you when that is.