



The Friendly Post

News from ICCF-US Friendly Matches from around the world - Issue 35, March 2021

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 8.5 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 are invited to participate!

There are two featured games this issue – not just one! See page 8+.

This issue is dedicated to surreal chess art. Hope you enjoy it.

Our most successful quarter ever!

This past quarter saw a record number of games completed (305, or nearly 4 games per day). That is twice the rate per usual! Just goes to show how many games we have going, and how many of you are participating in the ICCF-US Friendly Matches.

Even more impressive was that we scored about 54% among that record number of completed games! Again, may be our record over the past decade-plus. Put into other terms, the USA teams had scored 49.5% of all possible points during the years 2007-2020 but have moved our score percentage up for the complete 14-year time period to 49.7% based on this quarter's results alone!!

Overall, during the past 12 months, we have scored 49.9% of all possible points, specifically 505.5 – 507.5: just 2 points behind our opponents after over 1000 completed games! The results from this quarter, and over the past year compared to earlier shows **we are improving as we go**. Great stuff!!



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 dmdorenchess@gmail.com!

- (1) We are currently organizing the Friendly Match versus **Romania** and
- (2) expect to be organizing such matches versus **Turkey** and
- (3) **Lithuania**.

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



We are Going Around the World a Third Time!!

Starting the US Friendly Match World Tour 3

We are in process of completing our second time through all ICCF Member Federations – our “World Tour 2”. Last quarter, we had 7 countries to go to complete our WT2. Among those 7, our invitations were not only accepted by **Belarus** and **Bulgaria**, but those matches were already organized and started! **Romania** likewise accepted the invitation. That match is being organized at the same time this newsletter was being distributed. **Turkey** is also organizing their team, though with no specific date known for the start of that match. A match against **Lithuania** is also now scheduled, but not until about 10/1/21. **Austria** and **Hungary** declined their invitations because of issues internal to those federations.

That’s it for WT2! We went around the world a second time in about a decade through our Friendly Matches. And you never needed to leave home! (Especially good during the pandemic.) That’s a lot of chess, and a lot of “amici sumus” spirit. (Amici sumus, meaning we are friends, is the ICCF motto.)

So now we start World Tour 3 (WT3). There are currently 55 Member Federations in the ICCF. WT3 will, like the first WT and WT2, involve sending invitations to all the other 54 countries to play a Friendly Match. From Austria to Wales (A through W), from Canada/Russia/Norway to Chile/Argentina/Australia (most northern to most southern), from Cape Verde to Russia (smallest to largest), from Mexico to South Africa to India to Peru to Latvia to Australia (across all 6 continents, or also New Zealand if the research of its being a 7th continent is correct) and across almost all Europe, come go around the world with US!



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 3/10/2021) 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.	Wales	Server	10/26/19	25.0 - 24.0 (1 ongoing game)
3.	Czech Republic	Server	11/10/19	46.0 - 51.0 (3 ongoing games)
4.	Switzerland	Server	2/20/2020	28.0 - 28.0 (10 ongoing games)
5.	Latvia	Server	3/3/2020	22.0 - 21.0 (1 ongoing game)
6.	Brazil	Server	3/27/2020	50.5 - 31.5 (12 ongoing games)
7.	England	Server	6/16/2020	90.5 - 92.5 (27 ongoing games)
8.	Aruba	Server	7/29/2020	6.0 - 6.0 (4 ongoing games)
9.	Germany	Server	9/21/2020	97.0 -119.0 (100 ongoing games)
10.	Estonia	Server	10/12/2020	4.0 - 3.0 (17 ongoing games)
11.	Scotland	Server	10/21/2020	19.0 - 17.0 (24 ongoing games)
12.	Slovakia	Server	11/18/2020	19.0 - 16.0 (49 ongoing games)
13.	BeNeLux	Server	11/30/2020	49.5 - 57.5 (145 ongoing games)
14.	Belarus	Server	3/13/2021	0.0 - 0.0 (50 ongoing games)
15.	Bulgaria	Server	3/19/2021	0.0 - 0.0 (40 ongoing games)

TOTAL USA RESULTS

Since 1/1/07 (7283 completed games): 3618.5 – 3664.5 **(49.7%)**

(1013 completed games over the past 12 months, with 49.9% overall success)



Highlights and Interesting Tidbits:

- (1) Well, after 14 years of friendly matches, we have only our second tie! The last game in the match versus **Argentina** was won by the USA, finally closing the gap and causing the only tie in our record since the one with Norway from 8 years ago. Nice comeback USA!
- (2) The match versus **Wales** has gone back and forth. We were tied, then the USA pulled ahead, then we were tied again. Now, with only 1 remaining game, the USA has pulled ahead again!! We have at least a tie in this match. With 1 remaining game and the USA one point up, even a draw will win the match for the USA!
- (3) The match versus the **Czech Republic** finally slipped away. With only 3 games to go, the USA has fallen back by 5 points. This country seems to have our number, as this is the third time in three matches in which they have beaten us.
- (4) On the other hand, our team's performance versus **Brazil** has been fantastic! We took an early lead, continued to make it grow, and followed through to win the match. There are still 12 ongoing games, but our 19-point lead is more than overwhelming! Wow!
- (5) Versus **Switzerland**, the USA has come from behind to tie up the match! With 10 games to go, this match could go either way.
- (6) We have done the amazing against **Latvia**! Last quarter, we were behind by a point with only 5 remaining games. Now, with only 1 remaining game, we lead by a point!! Nice turnaround! We can no longer lose this match, and even a draw in the final game will win it for us. Go USA!!
- (7) We started slowly versus **England**, falling behind by 9 points during the first 145 completed games. However, now with another 37 games completed, the USA is only behind by 2 points! Great comeback!! With 27 remaining games, the outcome for this match is completely up in the air. Keep up the pressure USA!
- (8) **Aruba** caught up to us. Again, with only 4 remaining games (involving only two boards), the outcome for this match is anyone's guess. Go USA!

(9) We are going to need an amazing comeback versus **Germany**. This quarter saw us fall another 5 points behind. The USA shows a 19-point deficit with 100 remaining games. Plenty of time, but a lot to make up....

(10) The USA has taken a small lead versus **Scotland**. Keep up the fine play USA!

(11) The same goes for our play versus **Slovakia**. Our 3-point lead is a fine start, though there is a lot of chess to be played.

(12) Our first match **BeNeLux** is not going so well. There are still LOTS of games to go (145), but the USA shows a current deficit of 8 points. GO USA!



Friendly Match (versus game) win/loss record

(Since 1/1/07) 48 wins, 39 losses, 2 ties (= 55.01% for USA)

USA Won	USA Lost**	USA Tied
Argentina (2010)	Austria (2014)	Argentina (2019)***
Argentina (2016)	Belarus (2016)	Norway (2013)***
Australia/New Zealand (2012)	Belgium (2015)	
Australia (2016)	Canada (2019)	
Australia (2018)	Croatia (2015)	
Brazil (2016)	Cuba (2013)	
Brazil (2020)*	Cuba (2015)	
British CCA (2016)	Cuba (2018)*	
Bulgaria (2016)	Czech Republic (2011)	
Canada (2014)	Czech Republic (2013)	
Cape Verde (2013)	Czech Republic (2019)*	
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 89 completed matches, where pairings were made with as equal ratings as possible, that there have been only two tied matches.



Featured Games

The Anatomy of a Sweep

The featured games this quarter come from the friendly match between the USA and Brazil, a match the USA has already won but still has some ongoing games. The USA player Vladimir Vladimirov Antonov won both of his games, what we term a “sweep”. These games were chosen because they both demonstrate the importance of coordinating your pieces to make an effective attack. Coordinating pieces means more than simply getting them out of the back row, having them actually work together towards a common set of goals. CCM Antonov shows how this can be done effectively in both of his games from this match.

Vladimir Vladimirov Antonov (2396) – Fausto Monteiro Mesquita Jr. (2380)

E97 – King’s Indian

See game at this link: [ICCF Game](#)

(Annotations by Dennis Doren)

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

9.b4 (One of two main lines, the one favored more in the past being 9.Ne1)



Position after 9.b4

9...Nh5 10.c5 (More common is 10.Re1 though the played move has shown a significantly better outcome for White in ICCF games. The position looks like the contest is between White's queenside attack versus Black's kingside attack. But White's pieces are better placed meaning Black has yet to achieve equality.)

10...f5 (Where Black seems to have started his troubles. 10...Nf4 has shown itself to be the better move, besides being assessed as somewhat better by a chess engine.)

11.a4 h6 (Black played a rarely played move, only once within the ICCF. Better was 11...fxe4 12.Nxe4 Bf5 opening lines and developing his pieces.)

12.Bc4 (The previous game ended in a draw following 12.Nd2. Antonov's move involves moving a piece to a better position, as opposed to the other game's slower maneuvering of the N.)

12...fxe4 13.Nd2 (13.Nxe4 is certainly fine though the played move allows an eventual Ne2 to defend against Black's Nf5-Nd4 or Nf4 without giving up the dark square B).

13...Nf5 14.Ndx4 Kh7 (Getting the K off the a2-g8 diagonal with White's Bc4 bearing down.)

15.Ra2 (Taking advantage of the openness he created on the queenside.)

15...Nf4 16.g3 (Taking the time to defend his kingside by taking away f4, a square vital to Black's attack.)



Position after 16.g3

16...Nh3+ (Black finds himself between a rock and hard place. Black is commended for trying to keep the kingside attack vibrant, but this move sets up a new weakness. Not that Black would have been doing any better after 16...Nh5 17.Kg2 Nd4 18.f3 where Black has lost the battle for various kingside squares.)

17.Kg2 h5 18.c6 (! Enough play on the kingside. Time to open more lines of attack on the queenside! If 18.Kxh3?? Ne3 discovered check wins White's Q. However, the reality for Black is that the N on h3 has nowhere to go.)

18...Rb8 (18...b6 would likely have held on longer as it kept lines closed. This move allows White to open more lines of attack – and force Black to misplace his R.)

19.cxb7 Rxb7 (This looks bad but 19...Bxb7 allows 20.Kxh3.)

20.b5 [! Effectively ensuring that Black cannot play c6 to free his sick R on b7. With that R taking at least 4 moves to extricate (Rb8, B-any, Q-any and then a R move towards the center), Black is effectively playing a R down.]

20...Bh6 (Making this piece more active and trying to give the h3 N the escape square of g5.)

21.Ne2 (21.Bxh6 immediately was also good.)

21...Qe7 22.Bxh6 Nxh6 23.Qc1 (Both continuing to hold the N at h3 and putting the Q on the semi-open c-file. White is building his advantage by developing on the queenside but mostly by ensuring Black's pieces remain poorly coordinated. Look at both of Black's Ns on the edge and the R at b7! In contrast, nearly all White's pieces are active.)



Position after 23.Qc1

23...Bf5 24.Bd3 Kg7 (Trying to get his K to a safe place is understandable, but there is no time for this. Black needs to develop his pieces. Better was 24...Rbb8 or 24...Rf7.)

25. Rc2 (Building pressure by improving the placement of his pieces. 25.f3 immediately was also fine.)

25....h4 26.f3 Bxe4 27.Bxe4 Ng5 (The N finally comes out of h3, but the R remains at b7. And now that White has doubled up on the c-file, the b7 R must stay where it is.)

28.Ng1 (Preventing h3+ and therefore Black's planting a pawn near White's K.)

28...Nf5 29.Bd3 (Avoiding the trade of B for N, and more importantly an attacker for a defender. 29.Bxf5 was quite playable though, with 29...Rxf5 being followed by 30.Rc4 and 31.gxh4.)

29...hxg3 30.hxg3 e4? (When your pieces are not well placed compared to your opponent's, opening new attack lines is rarely a good idea. Black needed to have tried 30...Nf7 planning Qg5 to try to trade Q's and alleviate queenside pressure, though he is in trouble in any case.)



Position after 30...e4

31. Re1 (! Developing another piece, looking at the likely potential that the e-file will now open. The f-pawn does not matter.)

31...Nxf3 32.Nxf3 exf3 33.Kf2 Qf6



Position after 33...Qf6

(Black finally gets Q, R, and N in a coordinated position, and does it while temporarily a pawn up, but White's pieces are all working together, using Black's extra pawn as protection for White's K! Black's misplaced R dooms his defense.)

34.Rc4 Rh8 35.Rf4 Rh2+ 36.Kxf3 Qg5 37.Qc3+ Kf7 38.Bxf5 gxf5 39.Qc6 (White threatens an easy win starting with Qd7+ or winning the R still stuck on b7.)

1-0

Fausto Monteiro Mesquita Jr. (2380) - Vladimir Vladimirov Antonov (2396)

A07 - Reti Opening

See game at this link: [ICCF Game](#) .

(Annotations by Dennis Doren)

1.Nf3 d5 2.g3 c6 3.Bg2 Nf6 4.0-0 (A straightforward move, but which has shown less success for White compared to 4.c4.)

4...Bf5 (The main alternative was 4...Bg4. Placement on g4 has been more popular among ICCF players but with slightly less success compared to placement on f5.)

5.d3 e6 6.Nh4 (The ICCF database suggests this move is associated with substantial success for White but virtually all of White's wins have been among players rated much lower than the players in this game. It is therefore not surprising it was not particularly effective here.)



Position after 6.Nh4

6...Bg4 7.h3 Bh5 8.g4 (8.f4 or 8.Qe1 are interesting tries instead of White's idea.)

8...Nfd7 (To threaten Qxh4. Once the N moves, also to avoid the trade of the Bg6 by this N. Black has already equalized.)

9.Nf3 Bg6 10.Bf4 Be7 (This straightforward move was played only once before in the ICCF, between two 2500+ players.)

11.Nbd2 (That one game involved 11.Re1.)

11...0-0 12. c4 (12.e4 or 12.Re1 are more consistent with a kingside attack – where White already has advanced pawns and most of his pieces. During this game, White shows the intention to attack on the queenside instead. This mixture of kingside pawn advances/piece placement and trying to attack the queenside does not go well. Even if White wins the c7 square – the point of trying to open the c-file – Black’s concomitant ability to play e5 undercuts White’s ability to hold the square.)



Position after 12.c4

12...a5 13.Qb3 (If White is not going to continue a kingside attack, then a counterattack in the center seems imperative. 13.d4 seems to have been the only move to hold Black back.)

13...Nc5 14.Qc3 Nbd7 (Black is slightly better here due to the inconsistency in White’s development. Black’s pieces coordinate well in their many attacks on center squares.)

15.Rfd1 (Right idea, wrong R. The kingside R is needed either to attack on the kingside or defend that side.)

15...f5 (And here comes Black to take advantage, attacking both the center and White's open kingside. It is interesting to note that Black's center pawns are in the same position as would be found in a stonewall defense, but White does not have his d-pawn advanced to d4 and hence cannot claim permanent control of e5. This indicates Black's position is the stronger one.)



Position after 15...f5

16.g5 (Trying to keep the kingside relatively closed.)

16...Bh5 17.h4 h6 18.e3 (Not clear what the purpose of this move was. 18.d4 or 18.Rac1 were at least consistent with what White has been doing. 18.gxh6 may temporarily win a pawn but it just brings in more Black forces to his attack: 18...gxh6 19Bxh6 Rf7 with the eventual Bxh4 winning back the pawn with improved piece placement.)

18...Qe8 (And the forces continue to march over to the kingside.)

19.b3 (19.a4 seems more consistent with a queenside attack.)

19...Rd8 (Bringing in the last remaining undeveloped piece.)

20. Re1 hxg5 21.hxg5 Ne4 (! And now the fireworks begin.)



Position after 21...Ne4

22.dxe4 (Essentially forced. A chess engine shows 22.Qc2 and 22.Qxa5 rated worse than -3.60.)

22...Bb4 23.Qc2 dxe4 [White's piece placements all seem reasonable when viewed generically, but there is no attack or coordination stemming from any of them. All 3 major pieces are defensive at best, and no minor piece is doing anything useful. It is not that all of Black's pieces are so strong, but the 2B's and d8 R coordinate very well with Black's center pawns. Black may have (temporarily) sacrificed a N for a P, but that material difference is negligible compared to the relative value of each side's set of pieces. The next set of moves is essentially forced.]

24.a3 exf3 25.axb4 fxg2 26.Bd6 (26.Bc7 was an option. Either way, Black would not bother to move the attacked R. Ridding of White's most developed piece is more important than the loss of the exchange.)



Position after 26.Bd6

26...Bg4 (! Not caring about losing the exchange if it involves ridding of one of White's kingside defenders. Black continues to prepare to attack the open White squares on the kingside – something White can hardly fight.)

27.Kxg2 Qh5 (27...Nf6 was also good, for example 28.c5 Qh5 29.Rh1 Qxg5.)

28.Rh1 (This R went to d1, then retreated to e1 and now back to defend the kingside. In the meanwhile, White's QR has not moved. As stated earlier, White chose the wrong R to move to d1.)

28...Qxg5 29.Kf1 axb4 (Black ends up 2 pawns from the combination starting with 21...Ne4. He is also poised to bring in the rest of his pieces to the attack in straightforward ways depending on what White does. For example, if 30.Bxf8, Black can take back and then move his N to e5 and f3; or play f4 and either fxe3 or f3.)

30.c5 Ra8 (taking advantage of the fact White cannot connect his Rs without putting his K in trouble.)

31.Rc1 Rfd8 (Finally getting the R out from being under attack.)

32.Bf4 (Best according to a chess engine but hardly good. Alternatives like 32.f3 fail starting with 32...Qxe3.)

32...Qf6 33.Bc7



Position after 33.Bc7

33...Nxc5 (And Black's last remaining not-so-developed piece jumps into the game. 33...Ne5 was maybe even better but White is lost either way.)

34.Bxd8 Rxd8 35.Qxc5 Rxd2 (The irony of this position is that White will lose because of Black's queenside pawns – the side where White was attempting to attack. To stop Black's kingside attack – such as through Bf3, Qd8, Qd3; or Qb2, Bf3 – White will need to trade down to where Black's queenside 3-1 pawn majority becomes a winning force. A chess engine rates the position after 35...Rxd2 as about -7.0. White decides not to play it out further.) **0-1**



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!

The rules and procedures for the TB system are incorporated as Appendix 3 in the document "ICCF Rules".





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.

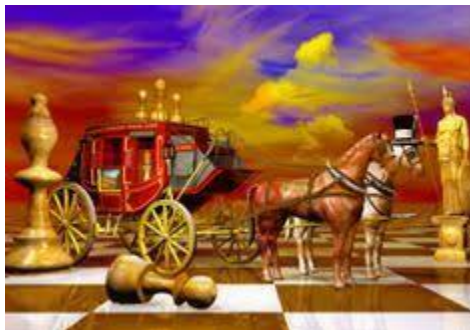
When I have a specific team placement to offer you, you will receive an email from me - sent to the same address you have listed on the ICCF server. (Don't forget to update any email address changes!) My email will offer you a position on a team in a Friendly Match against a specifically listed country.

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 dmdorenchess@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.

