



# The Friendly Post

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## News from ICCF-US Friendly Matches from around the world - Issue 18, December 2016

Greetings again from ICCF-US Friendly Match Central. 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 regular fee to participate is \$5 per match.

## **Friendly Matches Now Being Organized**

Last issue, I advertised two upcoming matches: versus Argentina and Bulgaria. Those matches started as promised. And there were two other matches that were organized and started this past quarter as well: versus Peru and Indonesia! That's the way it goes. Many matches first get proposed, organized, and started within a quarter year.

So how can you make sure you get invited to participate? It's easy: just let me know you are interested! I'll contact you when I have a slot for you even if you never let me know of your interest in playing against a specific country.

At this time, given I literally just finished organizing 3 different matches, I do not know which countries will be next to face our mighty team. I can tell you that I will be looking to organize both some small matches and at least one very large match in the first half of 2017.

So let me know of your interest (if you have not previously done so)!!

## So, how did we do in 2016?

### **NEW RECORDS IN 2016**

#### **By Players**

(1) SIM Wolff Morrow set a new record compared to the one set in 2009 for the Friendly Match sweep of the highest rated player (his Lithuanian opponent rated 2485).

**UPDATING NEWS: HE DID IT AGAIN!!** In the USA - Slovenia match, SIM Morrow swept a player rated 2500!! Wow, that's impressive. Congratulations Wolff!!



(2) During third quarter 2016, **USA teams scored 56.5%** (specifically 91.5 - 70.5) against (equally rated) opponents across all ongoing Friendly Matches - our best collective score ever!

(3) Since the first issue of *The Friendly Post* (September 2012), the USA team has won 20 Friendly Matches, lost 13, and tied 1. This is a match **win rate of 60.1% across 33 matches!!** Keep in mind that pairings involve essentially equally rated players.

#### **Organizational records**

(1) Number of boards: **NEW RECORD = 387 boards** [over 100 more than previous years, shared by 164 different players].

(2) Number of matches started during one calendar year: **NEW RECORD = 13** [beating the previous year record of 12]; averaging more than 1 per month!

(3) Number of matches running simultaneously: **NEW RECORD = the current 22** (see list below).

None of this would have happened without your ongoing interest in the ICCF-US Friendly Matches. Thanks!



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

We recently completed the ICCF World Tour by extending invitations to all 55 of the other ICCF Member Federations (MFs) and playing all takers. We are now starting our second "Go Around the World with US" tour. To date, 10 MFs (and 2 non-MF teams) down, 45 MFs to go:

- (1) We have started play versus Argentina, Brazil, Panama, Peru, & Spain. This is besides the British Correspondence Chess Association, an international CC club; and Indonesia, which is not (yet) an ICCF Member Federation. (See story below under "Highlights and Interesting Tidbits".)
- (2) Invitations were extended but declined (either actively or passively) by: Chile, Ecuador, Greece, Guatemala, & Nicaragua.

## **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](http://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 of 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](http://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 12/5/2016) are as follows:

	<u>Opponent</u>	<u>Server/Email/Postal</u>	<u>Start Date</u>	<u>Result (USA v. other)</u>
1.	<b>Canada</b>	Server & Post	1/17/14	56.0 - 40.0 (4 postal games ongoing)
2.	<b>Ukraine</b>	Server	3/14/15	30.5 - 32.5 (1 game still ongoing)
3.	<b>Croatia</b>	Server	6/25/15	18.5 - 25.5 (2 games still ongoing)
4.	<b>Turkey</b>	Server	6/30/15	40.5 - 28.5 (5 games still ongoing)
(Turkey A: 12.5 - 11.5 with 4 ongoing games; Turkey B: 28.0 - 17.0 with 1 ongoing game)				
5.	<b>Lithuania</b>	Server	8/1/15	22.0 - 19.0 (1 game still ongoing)
6.	<b>Slovenia</b>	Server	8/1/15	35.0 - 25.0 (4 games still ongoing)
7.	<b>Cuba</b> (rematch)	Server	9/1/15	22.0 - 27.0 (3 games still ongoing)
8.	<b>Panama</b> (rematch)	Server	10/15/15	23.0 - 34.0 (5 games still ongoing)
9.	<b>Belgium</b>	Server	10/20/15	23.0 - 25.0 (4 games still ongoing)
10.	<b>Scotland</b>	Server	1/14/16	24.0 - 24.0 (2 games still ongoing)
11.	<b>Australia</b>	Server	3/1/16	32.5 - 24.5 (23 games still ongoing)
12.	<b>Wales</b>	Server	4/19/16	15.5 - 15.5 (13 games still ongoing)
13.	<b>British CCA</b>	Server	4/24/16	17.0 - 12.0 (13 games still ongoing)
14.	<b>Estonia</b>	Server	4/24/16	5.5 - 0.5 (14 games still ongoing)
15.	<b>Belarus</b>	Server	4/25/16	21.5 - 26.5 (32 games still ongoing)
16.	<b>Panama</b> (rematch 2)	Server	7/26/16	12.5 - 18.5 (33 games still ongoing)
17.	<b>Spain</b>	Server	8/9/16	13.0 - 15.0 (82 games still ongoing)
18.	<b>Brazil</b>	Server	9/13/16	7.0 - 4.0 (71 games still ongoing)
19.	<b>Argentina</b>	Server	10/19/16	0.5 - 0.5 (53 games still ongoing)
20.	<b>Peru</b>	Server	12/13/16	0.0 - 0.0 (32 games still ongoing)
21.	<b>Indonesia</b>	Server	12/15/16	0.0 - 0.0 (22 games still ongoing)
22.	<b>Bulgaria</b>	Server	12/25/16	0.0 - 0.0 (40 games still ongoing)

**TOTAL USA RESULTS** since 1/1/07: 2020 - 2058 **(49.5%)**



## Highlights and Interesting Tidbits:

Last issue, we reported that a new record had been set in ICCF-US simultaneously ongoing Friendly Matches, of 21. That record did not last for long, however, as we have 22 ongoing Friendly Matches to report this issue! At the time this issue was written, there were 459 active games, after nearly 3000 (exactly 2974) completed games during the past 4.25 years alone! If you have not been playing in the ICCF-US Friendly Matches, it's because you have not let me know of your interest. Write me today ([dmdoren@yahoo.com](mailto:dmdoren@yahoo.com))!! And thanks to everyone for your interest and participation in the Friendly Matches!!

Now, on to the news from the matches themselves:

(1) We will start with our only disappointments:

(a) With 5 remaining games, we lost versus **Cuba**.

(b) We lost a very close match versus the **Ukraine**. With one game remaining, we are 2 points behind.

(c) The **Panamanians** demonstrated a large surge in our second rematch. This quarter, they outscored us 6.5 - 15.5. There are still 33 games remaining, however, so a USA recovery in this match is still possible.

(2) We won 3 matches this quarter!! The matches against **Turkey**, **Lithuania**, and **Slovenia** all were resolved with the USA on top. In the Turkey match, there is still the possibility of losing Section A, but this will not affect the overall outcome to the match. We had a nice surge at the end of the Lithuania match to go from being tied at 17.5 - 17.5 to the current 22 - 19 with only 1 game remaining.

(3) The **Scotland** match has been a true tug-of-war. Early on, we were ahead. The Scotland surged, taking a 5 point lead with only 18 games remaining. We then surged to tie the score

with 9 games left. Well, 7 of those 9 games have finished, and the score is still tied. One USA player (Ed Barr) is playing the two remaining games. Go Ed!!! The weight of this match now rests on your shoulders. (Wow, that seems like a heavy load! Just enjoy your games.)

(4) The **Belgium** match remains very close, but might be slipping away. During this last quarter, 3 games ended, with the USA only maintaining its 2 point deficit. With only 4 games remaining, making up for those 2 points is getting harder. Go USA!!

(5) Another close match is versus **Wales**. The score is tied (due to a surge by the Welsh) at 15.5, with 13 games to go.

(6) We've shown some nice results during this past quarter versus the **British CCA** and especially **Estonia**. Against the former, we expanded our lead. Versus Estonia, we've opened up a 5-point lead with just 6 completed games!

(7) The USA is doing a fine job in maintaining its early lead versus **Australia**. Our lead is now 8 points, with 23 games still to finish.



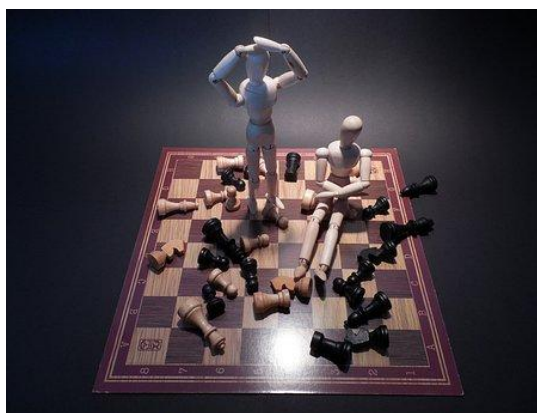
**Match (versus game) win/loss record since 1/1/07: 26 wins, 22 losses, 1 tie (54.1%)**

<u>USA Won</u>	<u>USA Lost</u>	<u>USA Tied</u>
Argentina (2010)	Austria (2014)	Norway (2013)
Australia/New Zealand (2012)	Croatia (2015)*	
Canada (2014)*	Cuba (2013)	
Cape Verde (2013)	Cuba (2015)*	
Denmark (2014)	Czech Republic (2011)	

England (2008)	Czech Republic (2013)
England (2012)	France (2010)
Finland (2009)	Germany (2011)
Hong Kong (2010)	Germany (2008 - Women's only)
India (2014)	Germany (2014)
Japan (2013)	Iceland (2014)
Latvia (2015)	Israel (2014)
Lithuania (2015)*	Italy (2010)
Netherlands (2013)	Panama (2015)*
Panama (2013)	Poland (2015)
Peru (2013)	Russia (2013)
Portugal (2013)	Spain (2008)
Romania (2008)	Sweden (2007)
Romania (2013)	Switzerland (2014)
Scotland (2008)	Ukraine (2010)
Slovakia (2014)	Ukraine (2015)*
Slovenia (2015)*	Venezuela (2014)
Sweden (2012)	
Turkey (2015)*	
Venezuela (2013)	
Wales (2013)	

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

*"Whoever sees no other aim in the game than that of giving checkmate to one's opponent will never become a good chess player."*  
*Max Euwe*



### **NEW ICCF RULES PERTAINING TO FRIENDLY MATCHES**

During August 2016, the ICCF Congress approved a change in the rules that affect Friendly Matches. Starting 1/1/2017, Friendly Matches will be viewed like any other ICCF-approved event, meaning a couple different 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. Until now, Friendly Matches were exempt from Tournament Rules 8.3 through 8.5 that governed the "withdrawal from one event means withdrawal from all events" rules.

For Tournament Directors, the new rule means that directing Friendly Matches will now count towards the required directed-game-count needed to earn the title of International Arbiter. Before now, that was not true.

*“Life is like a game of Chess, changing with each move”  
(Chinese proverb)*

### **Highlighted Game From The Friendly Matches**

Some well-played games show the utility of opening finesse. Other games highlight the need to understand positional factors and the tactics of the middlegame. But then there are the games where the opening and middlegame are well known in theory, and the real action first occurs in the late middlegame and the endgame. In this game from Section A of the USA-Turkey Friendly Match, our current Director of Registrations and retired ICCF National Delegate IM Corky Schakel demonstrates the endgame skill needed to bring home a win. It all came down to a single endgame principle...

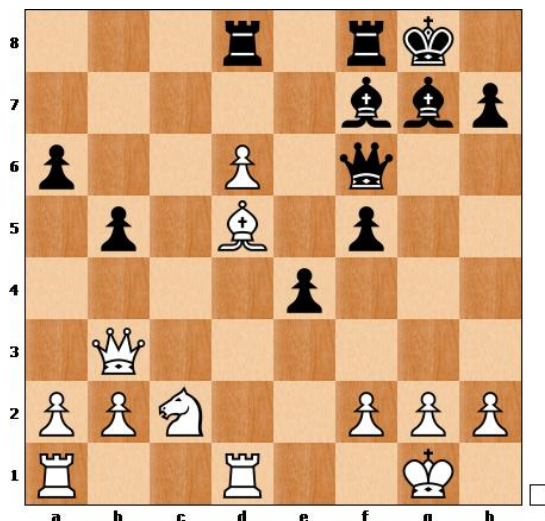


**IM Corky Schakel (2304) - Aydin Satici (2317) B33**

**USA - Turkey May 22, 2016**

The annotations below in red are by Corky, and in black by Dennis.

1.e4 c5 2.Nf3 Nc6 3.d4 cd4 4.Nxd4 Nf6 5.Nc3 e5 6.Ndb5 d6 7.Bg5 a6 8.Na3 b5 9.Bxf6 gf6  
10.Nd5 Bg7 11.Bd3 Ne7 12.Nxe7 Qxe7 13.c4 f5 14.O-O O-O 15.Qf3 d5 16.cd5 fe4 17.Bxe4  
Rb8 18.Rfd1 f5 19.d6 Qf6 20.Bc6 Be6 21.Bd5 Rbd8 22.Qb3 Bf7 23.Nc2 e4!?! (Delaying  
recapture of the P to apply pressure in the center. Rxd6 is better.)



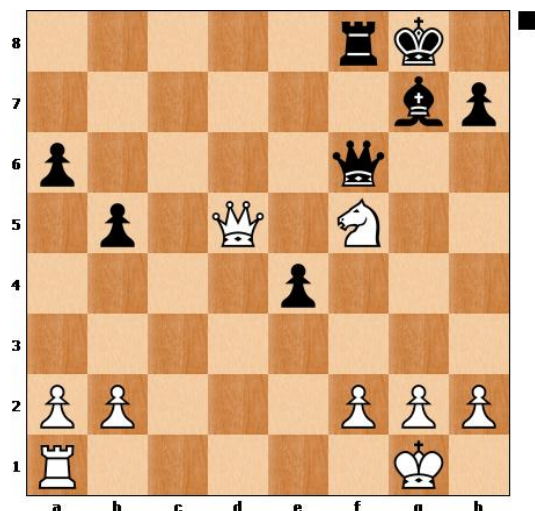
Position after 23...e4

[There are 20 games in the ICCF database played though 23.Nc2 dated prior to this game. There are an additional 2 games from OTB play, including one from Anand (2791) - Radjabov (2761) from 2009. In all of these games, Black played 23...Rxd6. So, 23...e4 appears to be a theoretical novelty, but maybe not such a good one.]

24.Nd4 [Taking advantage of Black's giving up control of the d4 square]

24...Rxd6 25.Nxf5 [A nice shot, already demonstrating the value White's newly centralized N]

25...Bxd5 26.Rxd5 Rxd5 27.Qxd5+

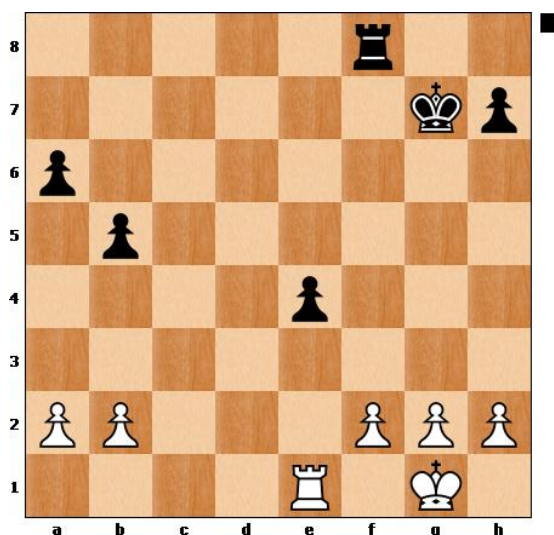


Position after 27.Qxd5+

27...Qf7 [27...Kh8 28.g4 was not much better, but at least it avoided going immediately into a problematic endgame by keeping the Qs on board; 27...Rf7 loses to 28.Nd6 Qxf2+ 29.Kh1 with an eventual Nxf7.]

28.Qxf7+ Kxf7 29.Nxg7 [Trading down to the better endgame, as well as avoiding needing to place a R on the closed b-file to protect the b-pawn.]

29...Kxg7 30.Re1



Position after 30.Re1

30...Rd8 [30...Rc8 allows black to keep the R one file further away from the white K: 30...Rc8 31.Kf1 Rc2 32.b4 Rc4 33.Re3 Rxb4 34.Ra3 Kf6 35.Rxa6+ Ke5 36.Ke2 Kd4 37.Rd6+ Ke5 38.Rd2 Ra4 39.Rb2 b4 40.f3 ef3+ 41.Kxf3 h5 42.g3 Kf5 43.Ke3 Ke5. One P is often not enough in R+P endings as opposition Kings assure the draw.] [This is where human endgame knowledge can be

crucial, as at least some chess engines do not differentiate between Rd8 and Rc8 in this position.]

31.g3 Rd4 [31...Rd2 32.b4 Rxa2 33.Rxe4 Ra4 34.Re6 Rxb4 35.Rxa6 wins. The Black K is too far away to support the b-pawn.]

32.Kf1 a5 33.Ke2 Ra4 34.a3 b4 [Probably trying to trade pawns, and to do so completely on one side of the board, as those are common principles of drawing a pawn-down endgame.]

35.Ra1 [! Black's R is essentially trapped. He cannot yet trade the pawns because after White's Rx a3, Black either has to trade R's to a lost K+P endgame or trade the remaining Q-side pawn's by allowing White to gain a tempo in attacking Black's e-pawn which will then fall.]

35...Kf6 36.Kd2 Kf5 37.h3 Ke5 38.Kc2 b3+ 39.Kxb3 Rd4 40.Kc2 Rd3 41.Re1 Rf3 42.Re2 a4 43.Rd2 h5 [if 43...e3, either 44.fe3 Rxc3 45.h4 Rxe3 46.Rd7 Re2+ 47.Kc3 Re3+ 48.Kd2 Rh3 49.Rxh7; or 44.Re2 Kd4 45. fe3+ win]

44.h4 Kf5 45.Kd1 Ke5 46.Ke1 Rb3 47.Kf1 Rb5 48.Rd8 [! This works because White prepared by first finding a place for his King to hide from checks.]

48...Rxb2 49.Ra8 Rb1+ 50.Kg2 Rb2 51.Ra5+ Kd4 52.Rxa4+ Kd5 53.Ra5+ Kd4 54.Rf5 [if 54...e3, 55.Rf3 e2 56.Re3 planning Kf3 and Rxe2] 1-0

### Where to Find Us

The ICCF-US home website is at [www.iccfus.com](http://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](http://www.iccf.com). Contact Dennis Doren at [dmdorencchess@gmail.com](mailto:dmdorencchess@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

**Senior International Master Carl Siefring**, Tournament Organizer

**Senior International Master Dan Perry**, Webmaster

**Senior International Master Kenneth Holroyd**, Tournament Facilitator

**Senior International Master Kristo Miettinen**, Tournament Organizer  
**International Master Bob Rizzo**, Norms and Communications Organizer

Yours truly, Dennis Doren, Friendly Matches Organizer ([dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com))

*For me, MMA is like speed chess. It's like I'm herding a person into a certain position. Say my endgame is an arm bar. I'm not gonna actually take you and put you there. What I'm going to do is convince you that it's a good idea to move in the direction I want you to go.*

*Ronda Rousey*

## 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](mailto: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 specific country you wish to play against, but you do not have to do that.

When I have a specific something 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 of 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 actually 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 new email address: [dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com); not my old yahoo address.

### The FRIENDLY MATCH ELITE

The Elite program is being phased out in keeping with the reduced participation fee for everyone. If you already earned Elite status, your reduced fee for up to 3 remaining matches will still be honored. There will be no new members of the Elite program starting 1/1/2016.

### 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](mailto: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 in either of the listed FMs! 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.