



The Friendly Post

News from ICCF-US Friendly Matches from around the world - Issue 26, December 2018

Greetings 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 fee to participate is \$5 per match. You're invited to participate!

Upcoming Friendly Matches

A challenge to **Canada** for a match has been accepted. That match is expected to start some time during January or February.

I await hearing back from **Norway** concerning a challenge extended to that country. Our previous Friendly Match resulted in the only Friendly Match tie the USA has had since at least 2007 (the only 1 out of 65 completed matches)! So, this match, if Norway accepts the invitation, will serve as a tie-break of sorts.

The **Czech Republic** temporarily declined the invitation to play a Friendly Match. They will discuss having such a match again in the future.

Please remember that Friendly Matches can be scheduled, organized, and started all in between the publication of these newsletters, and in fact often are. To exemplify, matches versus Israel, Cuba, and the Netherlands all got organized since the last newsletter.

Therefore, if you want to play in the Friendly Matches, be sure you let Dennis know (at dmdorenchess@gmail.com).

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

Last year, we completed the ICCF World Tour by extending invitations to all of the 55 other ICCF Member Federations (MFs) and playing all takers. Since Mexico has now become the 56th Member Federation of the ICCF (besides the USA), we are now **over halfway** in our second "Go Around the World with US" tour. To date, we engaged with 31 MFs (plus 3 non-MF teams), and have 25 MFs to go to complete "WT2":

(1) We started play or at least scheduled a match versus Argentina, Australia, Brazil, Canada, Cuba, Denmark, Finland, France, Germany, Indonesia, Israel, Italy, Japan, Mexico, Netherlands, Norway, Panama, Peru, Russia, Spain, Sweden, the Ukraine, and Venezuela. 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, Czech Republic, Ecuador, Greece, Guatemala, Hong Kong, & Nicaragua.

Are you "Going 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 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). 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 12/12/2018) are as follows:

	<u>Opponent</u>	<u>Server/Email/Postal</u>	<u>Start Date</u>	<u>Result (USA v. other)</u>
1.	Spain	Server	8/9/16	57.5 - 51.5 (1 ongoing game)
2.	Argentina	Server	10/19/16	27.5 - 25.5 (1 ongoing game)
3.	Germany (Chess960)	Server	2/12/17	9.0 - 22.0 (1 ongoing game)
4.	Japan	Server	6/15/17	24.5 - 6.5 (1 ongoing game)
5.	Russia v. Zone 3***	Server	8/31/17 (USA**)	88.0 - 114.0 (6 ongoing games)
6.	Mexico	Server	11/12/17	25.5 - 38.5 (2 ongoing games)
7.	Italy***	Server	12/1/17	69.5 - 98.5 (14 ongoing games)
8.	Venezuela	Server	12/31/17	17.5 - 13.5 (5 ongoing games)
9.	Yorkshire	Server	1/19/18	16.0 - 8.0 (4 ongoing games)
10.	SchemingMind	Server	1/29/18	16.0 - 12.0 (4 ongoing games)
11.	Ukraine	Server	2/20/18	19.0 - 28.0 (13 ongoing games)
12.	Sweden	Server	4/20/18	40.0 - 33.0 (51 ongoing games)
13.	Australia	Server	5/27/18	40.0 - 14.0 (30 ongoing games)
14.	Finland	Server	7/15/18	19.0 - 24.0 (39 ongoing games)
15.	Israel	Server	7/18/18	7.0 - 6.0 (7 ongoing games)
16.	Cuba	Server	8/1/18	15.0 - 19.0 (46 ongoing games)
17.	Netherlands	Server	9/30/18	13.5 - 10.5 (59 ongoing games)
18.	Portugal	Server	11/28/18	1.5 - 1.5 (97 ongoing games)
19.	Denmark	Server	12/11/18	1.0 - 1.0 (40 ongoing games)

TOTAL USA RESULTS

Since 1/1/07*: 2773 - 2832 **(49.5%)**

* Not including Chess960 events versus Russia and Germany. The Chess960 events had far larger rating differences per board compared to regular Friendly Matches. The Chess960 results were therefore not considered comparable to those from regular Friendly Matches.

** Only the results involving USA players are shown or counted in the summary totals.

*** These matches often included pairings with a larger than usual rating difference, for reasons beyond Dennis's control, and usually in favor of our opponents. Hence, these matches shows disproportionate losses for the USA.



Highlights and Interesting Tidbits:

(1) The USA lower boards from the **Australia** match continue to shine very brightly. They have completed 19 of their scheduled 20 games - with 18 wins and only one loss (and the one ongoing game) for the USA!! Given the current match score is 40 - 14, a nearly winning lead by the USA, this means that the lowest 10 boards have contributed +17 of our total +26 points despite representing only a quarter of the boards. All boards matter!!

(2) As anticipated last quarter, we lost our match against **Mexico**. Our one consolation is that this was one of Mexico's first Friendly Matches as a new ICCF federation. We welcomed them with some success...

(3) The outcome against **Italy** has been determined - a loss for the USA. This match has had an asterisk next to it since the beginning, even before any games were played. That was because the Italian federation insisted that the pairings be done in a way with far larger rating differences than is our usual, and with a clear bias in favor of Italy. Our losing this match was unfortunate, but quite predictable for that reason. You can be assured I will avoid such circumstances in the future.



(4) On to better things: the match versus **Argentina** had been close, but the USA pulled out the win! The USA was 1 point up with two remaining games. The second last game finished with a USA win, winning the match for us with 1 game to spare! Nice going USA!

(5) It is looking real good in our match versus **Venezuela** as well. Our 3-point lead from the last two quarters has been increased by 1, with only 5 remaining games. In other words, the USA would have to lose all 5 remaining games to lose the match, whereas any win or 2 draws takes the match for us. Go USA!

(6) A similar situation exists in our match with **SchemingMind**. We are 4 points up with 4 games to go. Even a draw among those 4 games will win the match for the USA!

(7) A newer match is not going our way. **Ukraine** has taken a 9-point lead with 13 remaining games. This lead is not insurmountable, but it will be quite tough to catch up.

(8) The match versus **Israel** is quite close. The USA had been a couple of points behind early in the match, but we have since taken a 1-point lead. With only 7 games to go, this match could go either way. Go USA!

(9) Two other matches are starting to show a separation in scores, but are too early to call. The **Sweden** match finds us 7 points up, but with a lot of games (51) still ongoing. Likewise, though in the opposite direction, **Finland** has taken a 5-point lead with 39 games still to be completed. We will watch the developments in both of those matches eagerly.



Friendly Match (versus game) win/loss record

(Since 1/1/07) 38 wins, 29 losses, 1 tie (= 56.6%)

USA Won	USA Lost**	USA Tied
Argentina (2010)	Austria (2014)	Norway (2013)***
Argentina (2016)*	Belarus (2016)	
Australia/New Zealand (2012)	Belgium (2015)	
Australia (2016)	Croatia (2015)	
Brazil (2016)	Cuba (2013)	
British CCA (2016)	Cuba (2015)	
Bulgaria (2016)	Czech Republic (2011)	
Canada (2014)	Czech Republic (2013)	
Cape Verde (2013)	France (2010)	
Denmark (2014)	Germany (2008 - Women's only)	
England (2008)	Germany (2011)	
England (2012)	Germany (2014)	
Estonia (2016)	Iceland (2014)	
Finland (2009)	Israel (2014)	
France (2017)*	Italy (2010)	
Hong Kong (2010)	Italy (2017)*	
India (2014)	Mexico (2017)*	
Indonesia (2016)	Netherlands (2017)	
Japan (2013)	Panama (2015)	
Japan (2017)*	Panama (2016)	
Latvia (2015)	Poland (2015)	
Lithuania (2015)	Russia (2013)	
Netherlands (2013)	Russia (v. Zone 3) (2017)	
Panama (2013)	Spain (2008)	
Peru (2013)	Sweden (2007)	
Portugal (2013)	Switzerland (2014)	

Romania (2008)
Romania (2013)
Scotland (2008)
Scotland (2016)
Slovakia (2014)
Slovenia (2015)
Spain (2016)
Sweden (2012)
Turkey (2015)
Venezuela (2013)
Wales (2013)
Yorkshire (2018)*

Ukraine (2015)
Venezuela (2014)
Wales (2016)

* 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.

*** Isn't it amazing that after 68 completed matches, where pairings were made with as equal ratings as possible, that there has been only one tied match?



OUR FEATURED GAME

Some of the most instructive games end in a draw, and some of the most instructive draws are those where a player needs to figure out the drawing scheme in order to secure that 1/2-point. This issue's featured game is of that type.

The featured game for this issue comes from a friendly match in which the USA played a partial role. Russia challenged Zone 3 (what had been our zone - we are now in the World Zone) to a match, which resulted in match consisting of 136 boards. On one of those boards was IM Robert Rizzo, the Norms and Communications Organizer for the ICCF-US. We are very

pleased that he offers us not only an exciting draw, but his in-depth annotations to facilitate our understanding of how the game progressed.

IM Robert Rizzo (2266) - Alexandr Buyakevich (2289)

Zone 3 vs. Russia Friendly Match (2017) [ECO "C89"]

(All annotations from IM Rizzo unless otherwise indicated.)

This game can be found at <https://www.iccf.com/game?id=972091>

For the Russia-Zone 3 Friendly match, I was paired with Alexandr Buyakevich. Prior to the match I found out that he had been inactive for 11 years and only completed 14 correspondence games in the ICCF, which were in Russia Championship 4. As that event was in 2003 before many game scores were recorded, I had little past history to go on. I did find 8 games from 1997 in my comprehensive database from Rus-ch3 sf5 where he scored 7 of 8 so I was skeptical that his provisional 2289 rating was accurate. His OTB record from FIDE shows only 33 games between 1996 and 2000 with a final OTB rating of 2199. Once again no game scores. I was essentially in the dark as to his tendencies. In the game where I had Black we contested a Semi-Slav - I had a knight and 2 pawns for a rook. I misjudged the endgame and my pawns were just not quick enough so I resigned after 45 moves. I was determined not to misjudge the game where I had White but nearly failed on that account too.

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d5

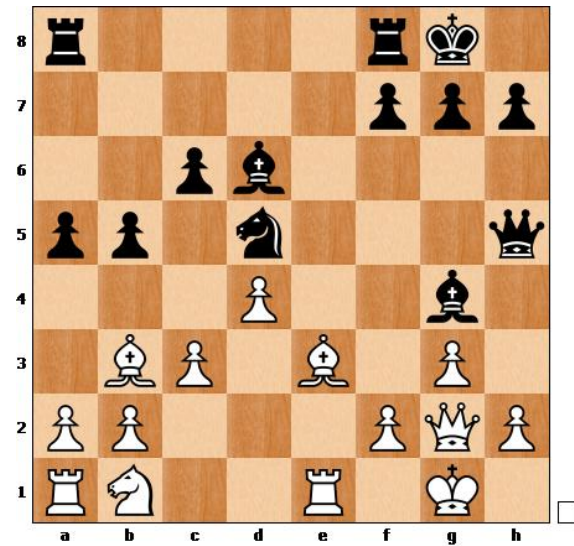
The Marshall Attack.

9. exd5 Nxd5 10. Nxe5 Nxe5 11. Rxe5 c6 12. d4

If 12. Re1 Bd6 13. g3 Bf5 14. d4 Qd7 15. Be3 a5 16. a4 b4 17. Qc1 Rab8 18. Nd2 Bh3 19. Bc4 bxc3 20. bxc3 Qf5 21. Bf1 Bxf1 22. Nxf1 h5 23. Bd2 h4 24. c4 Nb4 25. Bxb4 Rxb4 26. Qd2 c5 27. Ne3 Qg6 28. Qd1 Rb2 29. Rb1 Rxb1 {1/2-1/2 (29) Ljubicic,L (2604)-Manso Gil,Á (2567) ICCF WC29/final, 2015}

12... Bd6 13. Re1 Qh4 14. g3 Qh3 15. Qf3 Bg4 16. Qg2 Qh5 17. Be3 a5

If 17... Rae8 18. Nd2 Re6 19. f3 Nxe3 20. Qf2 Nd5 21. fxg4 Qxg4 22. Qf3 Qg6 23. Rxe6 Qxe6 24. Ne4 Re8 25. Ng5 Qe3+ 26. Qxe3 Rxe3 27. Kf2 Re7 28. a4 b4 29. c4 Nf6 30. c5 Bc7 31. a5 Kf8 32. Bc4 Ne4+ 33. Nxe4 Rxe4 34. Bxa6 Rxd4 35. Bb7 Bb8 36. Bxc6 Ba7 37. Rc1 Rd8 38. Kf3 Rc8 39. Bb5 Rxc5 40. Rxc5 Bxc5 41. Ke4 {1-0 (41) Riccio,E (2636)-Busemann,D (2616) ICCF EU/TC9/final [Italy-Germany], 2014}}



Position after 17...a5

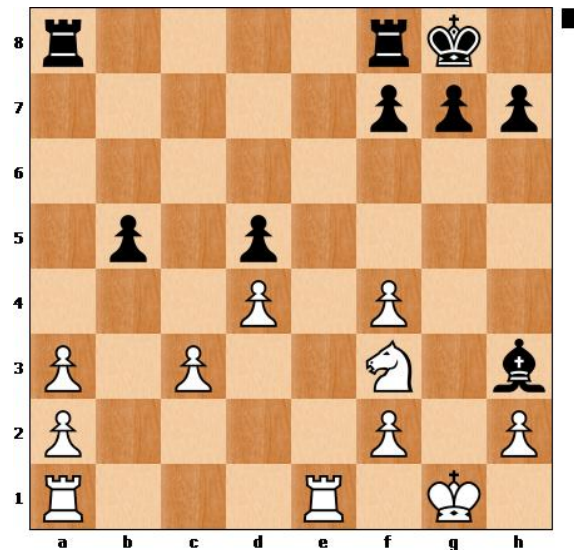
(Black is ahead in development, and his pieces are more active as compensation for the sacrificed pawn - Dennis)

18. Nd2

If 18. a4 b4 19. Nd2 bxc3 20. bxc3 Rab8 21. Bc4 Nxc3 22. Qxc6 Bb4 23. f3 Bc8 24. Bf4 Bb7 25. Qb6 Nd5 26. Bxd5 Bxd5 27. Bxb8 Bxd2 28. Qd6 Bxe1 29. Rxe1 h6 30. Re5 {1/2-1/2 (30) Caruso,A (2365)-Schakel,C (2323) ICCF WC40/pr12, 2016}

18... a4 19. Bxd5 cxd5 20. Bf4 Bh3 21. Qf3 Qxf3 22. Nxf3 Bxf4 23. gxf4 a3 24. bxa3

If 24. b3 Ra6 25. Ne5 Rc8 26. Re3 {1/2-1/2 Vasilev,V (2485)-Busemann,S (2595)/ICCF CCO20/F [Bulgaria-Germany], 2016}



Position after 24. bxa3

24...Rfc8 25. Rab1 Ra6N

If 25... Rxc3 26. Rb3 Rc2 27. Ng5 Bg4 28. Re7 Rxa2 29. Nxf7 Kf8 {1/2-1/2 (29) Busemann,S (2606)-Manso Gil,Á (2567) ICCF WC29/final,2015}

And now we have finally left the known Marshall Oort Cloud (at least in my databases). Let's take inventory. While I am up in material it is in the form of a sawed-off shotgun pawn structure. In addition I am weak on the light squares and my King is cornered. Black has ample compensation.

26. Ng5

26. Re3 or 26. Ne5 are also possible but I chose the move with the more forced continuation as I was getting lost in the mare's nest of possible variations that those alternatives could lead to. Plus I needed to activate my King for the ensuing endgame.

26... Rg6 27. Kh1

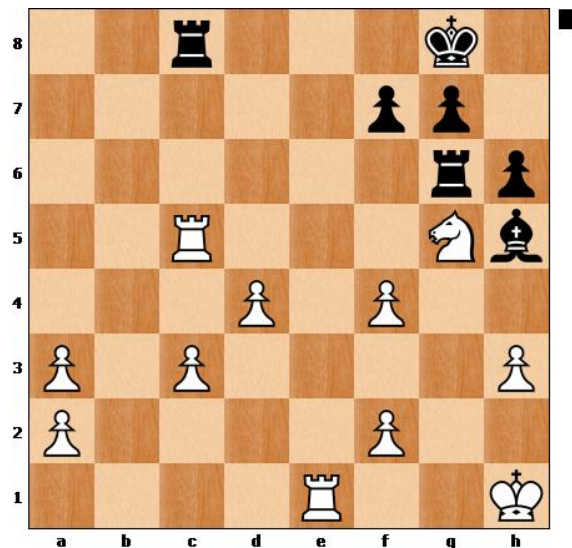
I looked at 27. Re3 Bf5 28. Rbe1 Kf8 29. h4 h6 30. h5 Rgc6 31. Nf3 Rxc3 32. Ne5 g6 33. hxg6 fxg6. This alternative might have been possible but I was fixated on eliminating as many Black pawns as possible; once again the more forcing line seemed clearer to me.

27... Bf5 28. Rxb5 h6 29. Rxd5 Bg4 30. h3

If 30. f3 Bh5 31. Rc5 Rd8 32. a4 hxg5 33. fxg5 Ra6 34. Kg2 Rxa4 35. Re2 Kf8 36. h4 Re8 37. Rd2 Re3 =/+)

30...Bh5 31. Rc5

Threatening mate and a tacit offering of a repetition of moves as I have come to the realization that the scattered pawns may not prove sufficient compensation for the loss of my Knight.



Position after 31. Rc5

31...Ra8

If 31... Rf8 32. a4 hxg5 33. fxg5 f6 34. Rg1 fxg5 35. Rcxg5 Bf3+ 36. Kh2 Rxc5 37. Rxc5 Bc6 38. a5 = . This key advance is a recurring theme that provides enough for White to hold as the Bishop is now limited in how far it can roam from guarding the a-file while the King must protect the g-pawn thus limiting Black's piece activity

32. Ra5

If 32. Nxf7 Bf3+ 33. Kh2 Rg2+ (33... Kxf7 34. Re3 Rg2+ 35. Kh1 Rxf2+ 36. Kg1 Rg2+ 37. Kf1 Rxa3 38. Rxf3 Rxa2 =) 34. Kh1 Rg5+ 35. Kh2 Rxc5 36. Nxh6+ gxh6 37. dxc5 Rxa3 38. Re3 =/+ might hold the draw but in the setup I was aiming for the f-pawn instead would make a greater target as it could be attacked from both sides and having my own h-pawn passer would mean my pawns would be more separated and make it more difficult for the Bishop to keep an eye on both sides of the board.

32... Rd8 33. Rd5

Mate threat for the third time.

33. Nxf7? is no longer an option as the White Rook is now not anchored to a pawn.

33... Rf8

Black opts to extend the game. My Knight cannot move due to the Bishop threats against the a8-h1 diagonal. My best chance for counterplay is to start running with my hanging pawns.

34. c4

If 34. Re3 hxg5 35. Rxd5 Bd1 36. Rxd6 fxg6 37. Kg2 =/+

If 34. Kh2 hxg5 35. Rxd5 Rxd5 36. fxg5 f6 (36... Ra8 37. c4 Ra4 38. Rc1 Be2 39. c5 Rxd4 40. c6 Ba6 41. c7 Bc8 42. Rc3 f6 43. gxf6 gxf6 44. Kg3 =/+) 37. gxf6 Rxf6 38. Re5 Bd1 ∞

34... hxg5

If 34... f6 35. Ne6 Bf3+ 36. Kh2 Rg2+ 37. Kh1 Rg6+ 38. Kh2 =

35. Rxd5 (Conceptually, 35. fxg5 would have been worth considering, fixing White's pawn structure, but 35...Bf3+ would then end the contest very quickly. - Dennis)

35...Bf3+ 36. Kh2 Rd6 37. Re3

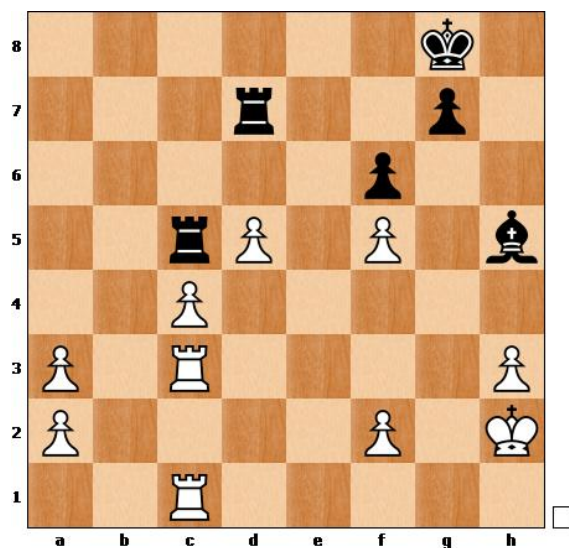
Perhaps not the best choice. 37. d5! =

37... Bd1 38. d5 Rc8 39. Rc3 Rd7

39... Rc5!? was the response I was most concerned with

40. f5 f6 [If 40...Rxd5 41. Rcg3 Rxc4 42. Rxd7+ Kf8 43. f6 Ke8 44. Re3+ Kf8 45. Re7 Bh5 46. Rh7 Kg8 47. Rg7+ Kf8 =]

41. Rg1 Bh5 42. Rgc1 Rc5



Position after 42...Rc5

Black sets up to blockade the pawns on white squares so that his Bishop can target them. As my opponent has shown his hand, I had to counter with my own plan. I judged that my best

strategy was to 1) march my King up to support my connected pawns, 2) attempt to trade off a pair of Rooks and 3) perhaps sacrifice the exchange at the appropriate moment where my advanced passers with the King's support could overwhelm the Rook. The cook in the plan is that my King has difficulty crossing over to the queenside.

43. Kg3 Bf7 44. Kf4 Rdc7

I cannot hold the pawn at d5, another hole in my plan

45. d6

Now I have unconnected pawns and any winning chances are greatly diminished

45...Rd7 46. Rd1 Kf8

If 46... Rxc4+ 47. Rxc4 Bxc4 48. a4 Kf8 =/+

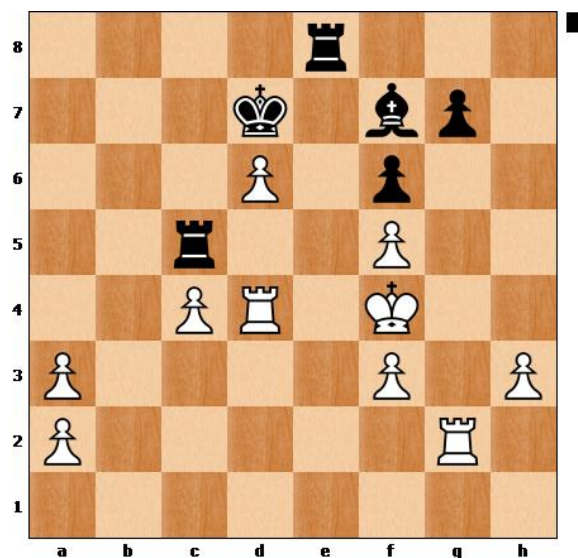
47. Rd4 Ke8 48. f3 Rd8 49. Rc2 Kd7

Black has taken advantage of my passivity to reposition his King to the center but in doing so has left the backward g-pawn vulnerable

50. Rg2

I switch to my back-up plan with the aim of obtaining a book draw by removing all Black pawns

50...Rg8 51. Re2 Re8 52. Rg2



Position after 52. Rg2

52...Rxc4

Black again shuns the repeat draw offer and fights for the win but only after retasking his Rook from d8 to e8

53. Rxc4 Bxc4 54. Rxc7+

Now the game is all about the f6 pawn which remains a target. Only the King or Rook can defend it. The endgame is a balance of targeting f6 while advancing my pawns far enough to limit my opponent's options.

54...Kxd6 55. Rb7

If 55. h4 Re5 56. Rg6 (56. h5 Bd3 57. h6 Rxf5+ 58. Kg4 Rc5 =/+) Ke7 57. h5 Kf7 -/+)

If 55. Ra7 Re5 56. Ra8-/+

55... Ra8

The battle is defined - can Black Pacman the white pawns before they can be advanced or can White capture the last black foot soldier? If 55... Bxa2 56. Rb6+ Ke7 57. Rb7+ Kf8 58. Rb6 Kg7 59. Rb7+ Bf7 60. Ra7 Rh8 61. Kg4 Rf8 62. a4 Kh6 63. Ra6 Bh5+ 64. Kf4 Kg7 65. Ra7+ Kh6 66. a5 =

56. Rb6+ Ke7 57. Rb7+ Ke8 58. Rb6

58. h4 Bd5 59. Rb5 Bc6 60. Rb6 Kd7 =/+

58... Kf7 59. Rb7+ Kg8 60. h4

If 60. Rb6 -/+ Kg7 61. Rb7+ Kh6 62. Rb6 (62. h4?? is too late: Ra6 63. Kg4 Bxa2 64. Kf4 Bg8 65. Rc7 Bd5 -+) 62... Ra6 (62... Rf8 =) 63. Rxa6 Bxa6 -+ 64. a4 (64. Kg4 Bb5 65. Kh4 Bd7 66. Kg4 Bc6 67. Kh4 Bxf3 68. a4 Bd1 69. a5 Be2 70. a3 Bf1 71. Kg4 Bb5 72. h4 Be2+ 73. Kg3 Kh5 74. Kf2 Bb5 75. Kg3 Ba6 76. Kh3 Bc8 77. a4 Bxf5+ +-+) or alternatively 64... Kh5 65. Kg3 Kg5 66. h4+ Kxf5 67. a5 Bc4 68. a4 Bd3 69. f4 Ba6 70. Kf3 Kg6 71. Kg4 Be2+ 72. Kh3 Kh5 73. f5 Ba6 74. Kg3 Bd3 75. Kh3 (75. Kf4 Kxh4 76. Ke3 Bf1 77. Kf4 Ba6 78. Ke3 Kg5 79. Ke4 Bb7+ +-+) 75... Bxf5+ and Black will eventually mate as the Bishop has time to get back to stop the a-pawns)

60... Ba6

If 60... Rxa3 61. Rb6 Kg7 (61... Ra6 =) 62. h5 Ra6 63. Rxa6 Bxa6 64. a4 Kh6 65. Kg4 Bc4 66. Kh4 Bf7 67. a5 (again the key advance as the Bishop cannot take time out to leave guard on the a-file) 67...Bc4 (67... Bxh5 68. a6 Bxf3 69. a7 =) 68. Kg4 Ba6 (68...Be2 69. Kh4 Bxf3 70. a6 Bxh5 71. a7 Bf3 72. Kg3 Bb7 73. Kg4 =) 69. Kh4 Bb7 70. Kg4 Bc8 71. Kh4 Bxf5 72. a6 Bc8 73. a7 Bb7 74. Kg4 =

61. Rc7 Bb5

If 61...Bd3 62. Rc6 Kf7 [62... Ra4+ 63. Ke3 =, either the Bishop or the pawn is lost) (62... Kg7 63. Rc7+ Kh8 64. Rc6 Kg7 65. Rc7+ Kh6 66. Rc6 Ra4+ 67. Kg3 Kg7 68. Rc7+ Kh8 69. Rc6 Kg7 70. Rc7+ Kf8 71. h5 Bxf5 (71... Kg8 72. h6) 72. h6 Kg8 73. Rg7+ Kh8 74. Rf7 Ra6 75. a4 Kg8 76. Rg7+ Kh8 77. Rf7 Bg6 (77... Bb1 78. a5 Bxa2 79. Rb7 Be6 80. Rc7 Rxa5 81. Rc6 Re5 82. f4 Re3+ 83. Kf2 Re4 84. f5 Bxf5 85. Rxf6 =) 78. Rc7 Rxa4 79. Rc6 Kh7 80. Rxf6 =] 63. Rc7+ Kf8 64. Rc6 Ke7 65. Rc7+ Kd6 66. Rf7 Ra4+ 67. Ke3 = and the f6 pawn falls

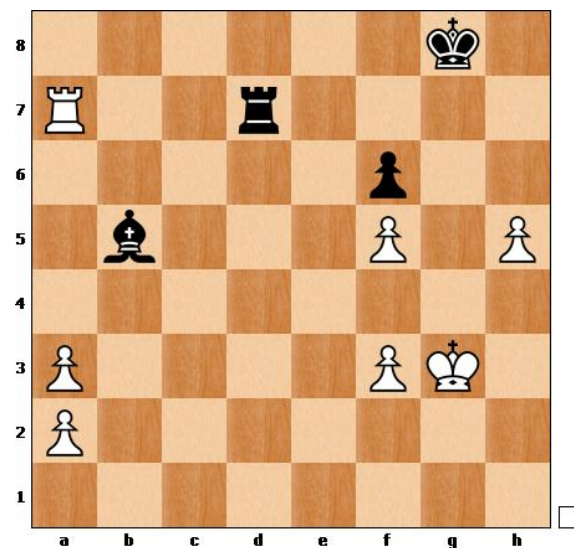
62. h5

If 62. Rb7 Be8 63. Rb6 Kf7 64. Rb7+ Kf8 65. Rb6 Ke7 66. Rb7+ Bd7 67. h5 Rxa3 68. h6 Rxa2 -+

62... Ra4+

If 62... Rd8 63. Rb7 Rd4+ 64. Ke3 Rd5 65. h6 Rxf5 66. Rg7+ Kf8 67. Ra7 Be8 68. a4 =

63. Kg3 Rd4 64. Ra7 Rd7



Position after 64...Rd7

65. Ra8+

If 65. Rxd7?? Bxd7 -/+ (The Bishop controls a4 preventing the pawn advancements)

65... Kg7 66. a4 Be2 67. a5 Rd3 68. Kf2 Bxf3

(Anticipating 69. Ra7+ Kh6 70. Rf7; or 69...Kf8 70. h6 Kg8 71. Rg7+ Kh8 72. a6 Ra3 73. a7 Be4 and either 74. Rf7 or 74. Re7 threatening Re8+ and a8/Q wins White's R though leading to a drawn R vs. B + P ending)

Black agrees to end hostilities as the siege on the f6 pawn is a success. A game with a few inaccuracies but once I realized that I could not hold the c-d pawn connection, I concluded that I had no winning chances. The mindset then was to try to reduce to R+B vs. R and I did achieve that end. A cautionary note: just before this game ended, the Caruana-Duda (USA-Poland) contest in the 2018 FIDE Olympiad was played. Curiously that ending of R-B vs. R+P was winnable for Caruana at one point, although he missed the deeply complex line where both players were low on time, and the game finished in a draw. It was disconcerting to realize that it was possible in some obscure circumstances that I could still have lost and that my strategy might have been flawed. Fortunately my game was not one of those exceptions.

1/2- 1/2



The new Triple Block time control system is coming to the ICCF-US!

Have you heard about the trials going on concerning the new "Triple Block" time control system? The Triple Block system, abbreviated as "TriBl" or "TB", was developed by an ICCF work group specifically appointed during the 2015 Congress to address a variety of complaints about the current 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. Since then, dozens of events have used the system without significant problem, with more events officially scheduled during 2019.

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. You can participate in helping the ICCF make a significant improvement in its 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!

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. Until 1/1/17, Friendly Matches were

exempt from ICCF rules that governed that "withdrawal from one event means withdrawal from all events". That exemption no longer applies.

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 of 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 now counts towards the required number of directed games to earn the title of International Arbiter. Before 1/1/17, that was not true.



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, CCM 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 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.

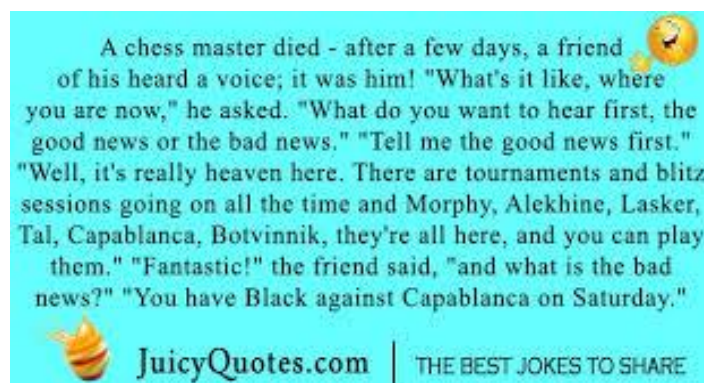
After you accept your offered position, you will get a reply email from me telling you what you need to pay and how to pay it. Please do NOT pay anything to anyone for a Friendly Match before you receive this email from me. "Pre-paying" only makes our administrative task more complicated, not easier.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