



# The Friendly Post

## News from ICCF-US Friendly Matches from around the world - Issue 30, December 2019

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 7 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!

## Upcoming Friendly Matches

During this past quarter, invitations for Friendly Matches versus the USA have gone out to 6 different countries(!). Here is what is known in that regard so far:

- (1) **New Zealand** accepted the invitation. Their team is already being formed, such that this match could be started as early as next month.
- (2) **Switzerland** accepted their invitation. Their team roster is scheduled to be completed during early January. I expect to be sending out invitations to USA players to participate in this match during January.
- (3) **Latvia** accepted the invitation. Their team roster is scheduled to be received mid-January. You can expect I will be sending out invitations to USA players to participate in this match during the first week of February.

- (4) **Luxembourg** accepted the invitation as well, sort of. Because the country is so small, with so few players, they counter-offered a Friendly Match where their team would be comprised of players from **Belgium**, the **Netherlands**, and **Luxembourg** (what their representative called "Benelux countries"). This offer was accepted. Unfortunately, due to schedule conflicts, this match is not scheduled to start until 11/5/2020. Therefore, this USA team will not be formed until Fall 2020.
- (5) The representative for **Ireland** responded to the invitation, but essentially to decline. Apparently, there are simply too few potential players in that country for such a match.
- (6) The representative from **South Africa** never responded to the invitation. Our invitation will be resent, just in case the first one was missed.

As you can see, we have been busy in working to set up matches for your enjoyment. Many of these recent invitations reflect the preferences you expressed from an earlier survey. If one or more of the listed matches is of special interest to you, please feel free to let Dennis know – and maybe very soon!

Please remember that Friendly Matches can be scheduled, organized, and started all in between the publication of these newsletters, and in fact often are. So, if you're interested in playing, let Dennis know! Be sure you write to him today (at [dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com)).



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

### **Are you "Going Around the World with US"?**

Last year, we completed the ICCF World Tour by extending invitations to all the 55 other ICCF Member Federations (MFs) and playing all takers. Mexico has now become the 56th Member Federation of the ICCF (besides the USA). Our second "Go Around the World with US"

tour is more than halfway completed. To date, we have engaged with 44 MFs (plus 3 non-MF teams), and have 12 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, Finland, France, Germany, Iceland, India, Indonesia, Israel, Italy, Japan, Latvia, Luxembourg, Mexico, Netherlands, New Zealand, Norway, Panama, Peru, Poland, Portugal, Russia, 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, 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, Croatia, England, Estonia, Hungary, Lithuania, Romania, Scotland, Slovakia, and Turkey.



## 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 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 12/15/19) are as follows:

	<u>Opponent</u>	<u>Server/Email/Postal</u>	<u>Start Date</u>	<u>Result (USA v. other)</u>
1.	<b>Russia v. Zone 3****</b>	Server	8/31/17 <b>(USA**)</b>	89.5 - 117.5 (1 ongoing game)
2.	<b>Australia</b>	Server	5/27/18	56.5 - 26.5 (1 ongoing game)
3.	<b>Finland</b>	Server	7/15/18	37.5 - 43.5 (1 ongoing game)
4.	<b>Israel</b>	Server	7/18/18	10.0 - 9.0 (1 ongoing game)
5.	<b>Cuba</b>	Server	8/1/18	30.5 - 45.5 (4 ongoing games)
6.	<b>Netherlands</b>	Server	9/30/18	45.5 - 34.5 (3 ongoing games)
7.	<b>Portugal</b>	Server	11/28/18	51.5 - 38.5 (6 ongoing games)
8.	<b>Denmark</b>	Server	12/11/18	16.5 - 19.5 (6 ongoing games)
9.	<b>Canada</b>	Server	3/16/19	16.5 - 22.5 (9 ongoing games)
10.	<b>Iceland</b>	Server	5/4/19	5.0 - 6.0 (9 ongoing games)
11.	<b>India</b>	Server	5/23/19	33.0 - 17.0 (16 ongoing games)
12.	<b>Argentina</b>	Server	7/1/19	5.5 - 3.5 (15 ongoing games)
13.	<b>Norway</b>	Server	7/11/19	1.0 - 17.0 (23 ongoing games)
14.	<b>Slovenia</b>	Server	9/5/19	6.0 - 11.0 (33 ongoing games)
15.	<b>Wales</b>	Server	10/26/19	4.0 - 2.0 (44 ongoing games)
16.	<b>Czech Republic</b>	Server	11/10/19	0.5 - 0.5 (99 ongoing games)

#### TOTAL USA RESULTS

Since 1/1/07\* (6159 completed games!): 3056.5 - 3102.5 **(49.6%)**

**Since the first issue of *The Friendly Post*, in September 2012, the USA's results in Friendly Matches has been 2525.5 - 2529.5: a 4-point deficit out of over 5000 games!!! Let's see if we can make this a plus record by the end of our 8<sup>th</sup> year!**

\* 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.

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



### Highlights and Interesting Tidbits:

(1) Three matches ended this quarter: The already described win versus **Sweden** (67.5 – 56.5), the already tallied loss versus the **Ukraine** (26.5 – 33.5), and a very close match in which we were tied through up to the last game, but then lost versus **Venezuela** (17.5 – 18.5).

(2) There is one game remaining in each of 4 other matches:

(a) **Russia** versus Zone 1 (where Russia has already won)

(b) **Australia** (the USA already won)

(c) **Finland** (Finland already won)

(d) **Israel** (the USA is ahead 10 – 9, meaning this last game will determine if the USA wins or if the match ends in a tie. First board Kurt Stein recently drew against a GM opponent in the first game on this board to end and has the remaining game to sew up the USA win.

(3) The USA was showing a great comeback versus **Denmark**. We had been 5 points behind with only 14 remaining games. Two quarters ago, we narrowed their lead to 3 with 8 remaining games. This quarter saw that difference of 3 points remain after two more games ended. We can still catch them, or even win, with 6 remaining games. Go USA!!

(4) **Canada** is showing a strength against us we have not seen in recent history. They have now increased their lead from 3 to 6 points. With only 9 remaining games, it is not looking good for US.

(5) The match with **Iceland** is close, with us behind by 1 point at 4 – 5. Given how small this match is, however, there are only 9 remaining games. Every point matters in this match. Go USA!!

(6) We are CRUSHING versus **India**!! During this last quarter, we scored 13.5 – 4.5. We will win this match with any half-point or more from the remaining 16 games (!!!) WOW!

(7) We tied against **Norway** during the first World Tour. We are having a lot more trouble with that team this time around. We fell behind by 5 points two quarters ago and slipped another 2 points behind this quarter. In total, we need to make up that 7-point deficit within the remaining 23 games. There is enough time, but this will take a lot of effort. Go USA!

(8) **Slovenia** has stepped out to a quick lead of 5 points. There are still a lot of games (33) being played though.



## Friendly Match (versus game) win/loss record

(Since 1/1/07) 43 wins, 33 losses, 1 tie (= 56.5%)

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)	
Australia (2018)*	Cuba (2013)	
Brazil (2016)	Cuba (2015)	
British CCA (2016)	Cuba (2018)*	
Bulgaria (2016)	Czech Republic (2011)	
Canada (2014)	Czech Republic (2013)	
Cape Verde (2013)	Finland (2018)*	
Denmark (2014)	France (2010)	
England (2008)	Germany (2008 - Women's only)	
England (2012)	Germany (2011)	
Estonia (2016)	Germany (2014)	
Finland (2009)	Iceland (2014)	
France (2017)	Israel (2014)	
Hong Kong (2010)	Italy (2010)	
India (2014)	Italy (2017)	
Indonesia (2016)	Mexico (2017)	
Japan (2013)	Netherlands (2017)	
Japan (2017)	Panama (2015)	
Latvia (2015)	Panama (2016)	
Lithuania (2015)	Poland (2015)	
Netherlands (2013)	Russia (2013)	
Netherlands (2018)*	Russia (v. Zone 3) (2017)*	
Panama (2013)	Spain (2008)	
Peru (2013)	Sweden (2007)	
Portugal (2013)	Switzerland (2014)	
Portugal (2018)*	Ukraine (2015)	
Romania (2008)	Ukraine (2018)*	
Romania (2013)	Venezuela (2014)	
SchemingMind (2018)*	Venezuela (2017)	
Scotland (2008)	Wales (2016)	
Scotland (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.

\*\*\* Isn't it amazing that after 71 completed matches, where pairings were made with as equal ratings as possible, that there has been only one tied match?



**Think Christmas song:**

*What do you call chess players bragging about their games while in a hotel lobby?*

*Chess nuts boasting in an open foyer...*

## FEATURED GAME

**Busygin, Stanislav (2170 FIDE) - Egan, Michael (2175) [E90]**

USA – Canada 2019

Game can be found at <https://www.iccf.com/game?id=1078670>

All annotations by Stanislav Busygin except as noted

**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.h3 0–0 6.Nf3** [Bagirov system in King Indian Defense allows White to play for restriction of the opponent's activity on both sides. It became increasingly popular recently at the top level of OTB chess.]



**6...e5 7.d5 a5 8.g4** [The most direct and aggressive approach. White tries to create a king-side attack with h3–h4–h5, while in case of the standard f7–f5 White is happy to open up the king side with gx5.]



Position after 8.g4

**8...c6 9.Be3 Na6 10.Nd2 Nc5 11.Qf3!?** [This is a rare move whose idea is to activate queen for the king-side attack before the light-squared bishop blocks her with Be2. Immediate 11. Be2 is the main move here.]



Position after 11.Qf3

**11...Bd7** [An interesting option here was 11...h5 with the idea of promoting White's g5 locking up the k-side pawns and having white's g-pawn get in the way of his attack. The played 11...Bd7 seems appropriate, but also more passive than it needs to be. Dennis]

**12.Be2 Rb8** [Preparing cxd5 and if White captures with c-pawn cxd5, Black is ready to push b5]

**13.Qg3** [This square is preferable for the queen over g2 for two reasons. First, instead of pushing h-pawn, White can go for Qh4 and Bg5 plan creating a very unpleasant pin against the knight on f6. Second, since White has to capture on d5 with e-pawn after cxd5, it's good to aim at d6 pawn to prevent Black from quickly pushing e4.]

**13...cxd5 14.exd5 b6** [In some lines White is ready to capture Bxc5 giving up the dark-squared bishop to create the d-passer and get the firm control over e4 square. So, Black prevents it by protecting the knight with b-pawn.]

**15.a3 Ne8** [15.. a4 was the main alternative to prevent b4 directly. Now Black stops it with the threat of e4 that would attack and the knight on c3 if there is no pawn on b2. Also, Black is ready now to play f5 creating the thread of f4.]

**16.h4 f5 17.gxf5 gxf5 18.Bg5 f4** [18...Qc7 is equally possible but puts the Q in a very passive place on the board. Dennis]

**19.Qg1 Qc7 20.b4 Na4 21.Nce4 Kh8 22.h5 Bf6** [In case of 22.. h6 White is ready to capture 23. Bxh6 Bxh6 24. Qg6 Bg7 25. h6 Bf6 26. Rg1 and Black gets either mated on g7 or g8 or forked by the pawn if queens are traded on g7.]

**23.Bh6** [Keeping pieces on the board, a fine strategy when playing for a win even in an equal position. Dennis]

**23...Rg8 24.Qh2** [Black pieces are not well coordinated now and if Black does nothing, White will play Rg1, trade rooks, and return his queen to g-file. After that, either White will be allowed to castle long and double queen and rook on g-file, or the queen side will open up and black pieces won't be able to contain White on both sides.]



Position after 23...Rg8

[Interesting was 24.Qxg8+, which could be followed by 24...Kxg8, 25.Nxf6+ Nxf6 26.Rg1+ Bg4 (26...Kf7? 27.Rg7+ Ke8 28.Bg5 Qd8 (28...Nxd5 29.h6 planning Rxh7) 29.Ne4 Nxe4 30. Rg8+ Kf7 31.Rxd8 Rxd8 32.Bxd8 and White is up the exchange with no easily attacked weaknesses) 27.Bxg4 Kh8 where White has a R & B (including the two Bs) for a Q, but Black's K is much more vulnerable and Black's Q is just defensive. Dennis]

**24...Bg7 25.Bxg7+ Nxg7** [In case of 25...Rxg7, White plays 26. h6 Rg6 27. Bh5 Rxh6 28. Qg2 threatening both Qg5 and Bg6 with decisive attack.]

**26.Nf3** [With the idea of Nh4 followed by Ng6+.]

**26...Nf5 27.Nh4 Rg7** [It's impossible to prevent Ng6+ without losing something. 27... Nxh4 28. Qxh4 forces Black to play Qd8 and the d6 pawn falls.]

**28.Ng6+**



Position after 28.Ng6+

**28...Kg8** [28...hg6?? 29.hg6+ Kg8 30.Qh8#. Dennis]

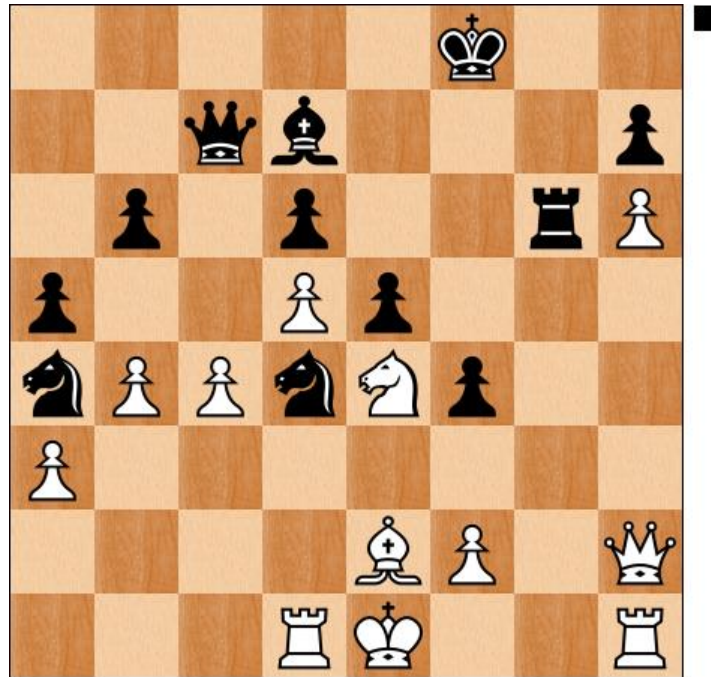
**29.Qh3** [It turns out that Black has light squares problem too. White can now trade Black's light-squared bishop with Nf6+ and Nxd7 followed by the deadly pin after Qxd7 Bg4, or play Bg4 directly.]

**29...Rf8 30.Nxf8 Kxf8** [Black gave up an exchange but got some counterplay now. Nd4 and Nxe2 is a threat because the pawn on c4 will fall after that. The other Black knight can join the attack with Nb2 too.]

**31.h6 Rg6 32.Qh2** [White is happy to lose the pawn on h6 because it would renew White's activity on the king side. For instance, 32... Rxh6 33. Qg2 Rg6 34. Qh3 Rh6 35. Qf1 and Black can't execute the attack against c4 anymore.] [32.Qh5 Rxh6 33.Qxh6+ Nxh6 34.Rxh6 Kg7 35.Rxd6 leads to some very imbalanced endgames, though a chess engine rated it at 0.00. If 32...Rxh6 after the played 32.Qh2, White gets a much better position with 33.Qg2. Dennis]

**32...Nd4??** [The decisive mistake that allows White to bring his queen back to the defense after the capture on e2. The point is that White queen on h5 create the threat of Qxg6 and after hxg6, the h-pawn is unstoppable.] [32...b5 or 32...Nb2 offered more resistance. Dennis]

**33.Rd1!** [Immediate 33. Qh5 doesn't work because of Bf5.]



Position after 33.Rd1

**33...Nxe2** [33...Nc2+ 34.Kd2 Bf5 and either 35.Rhg1 or 35.Rdg1 lead to a win (35...Bxe4 36.Rxg6 Bxg6 37.Rg1 Qd8 38.Rxg6 hg6 39.Kxc2 due to White's h6 pawn and Black's trapped N on a4). Dennis]

**34.Qh5 Be8 35.Qxe2** [Now Black's counterplay is killed, he is still down an exchange, and his pieces are in a hopeless state. White's plan is to play f3, Kf2, and trade rooks on g-file.]

**35...axb4 36.axb4 b5 37.c5 dxc5 38.bxc5 Nxc5 39.Nxc5 Qxc5 40.Qxe5 1-0**



## 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 20\*15 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.

**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](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 [dmdorenchess@gmail.com](mailto: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](mailto:dmdorenchess@gmail.com))



May the force be with you...



## 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 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](mailto: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](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! 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.