

# Scottish Correspondence Chess Association

**Magazine No.95**

**Autumn 2006**

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*- Part 2 of Geoff Lloyd's instructive text*
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Welcome to the autumn edition of the 2006 magazine!

At the time of going to print, the ICCF Congress in Dresden was in full swing and I'm delighted to record that George Pyrich has been elected Deputy President and Development Director. This is a deserved honour for someone who has given sterling service to both SCCA and ICCF over many years, and it continues our tradition of supporting ICCF at the highest levels.

We have now issued 2007 membership renewals based on the proposals detailed in our last edition. We still await the precise details of ICCF webserver support and pricing (one of many subjects being discussed in Dresden), but we are optimistic that at least some of our domestic events will be recorded on the webserver next year. Meantime, you can help Alan Brown and Jim Anderson by returning your form promptly with your playing preferences marked.

Once again, Richard Beecham has blitzed the field in the Scottish Championship, clocking up his third 100% score! This is a truly remarkable feat, and unlikely to be replicated.

Bernard's Games Column records a number of Beecham games as a tribute, and he also provides his usual round up of ChessBase DVDs and CDs.

This issue features the second instalment of Geoff Lloyd's serialised book. Primarily aimed at the developing player, Geoff's eye for tactical opportunities and his lucid style will give all our readers enjoyment and benefit.

The recent ICCF autumn rating changes are recorded by Raymond and a full revised rating list is also available on our website, where you can also download a pdf version.

On other pages, George Pyrich provides a round up of international news and events (including the announcement of a new world champion) and, unusually for us, we have more letters for you to browse.

A number of you have asked why your results are not appearing quickly on the website. Jim Anderson has been asked to try to speed up the flow of information between controllers and the webmaster.

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Go to *online help* then *tutorial* to read Franklin Campbell's guide to using the webserver – it's a model of clarity and is the basis for French, German, Dutch, Spanish and Czech translations.

## Recent 100 Club Winners

2006	1st	2nd
September	J W Kilgour	J S Murray
August	Mrs G W G Livie	L R McKenzie
July	Mrs D M Livie	C J Lennox

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SCCA Officials				
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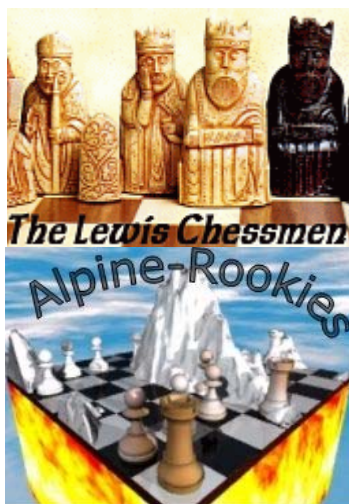


New ICCF World Champion

Category 15, GM Norm 6, SIM Norm 4½					1	2	3	4	5	6	7	8	9	10	11	12	13	Pts
	1	GM Léotard, C	2655	FRA	■	½	½	1	1	1	½	½	½	½	1	½	1	8½
	2	GM Lepikhov, A	2609	UKR	½	■	½	½	½	½	½	1	½	1		½	7	
	3	GM Gerhardt, F	2643	GER	½	½	■	½	½	1	½	1	½	½		1	7	
	4	GM Voss, M	2641	GER	0	½	½	■	½	1	½	0	½	1	1	½	1	7
	5	SM Gozman, A	2590	UKR	0	½	½	½	■	0	½	½	1	1	1	½	1	7
	6	GM Stull, N	2602	HUN	0	½	0	0	1	■	1	½	1	½	½	½	1	6½
	7	SM Fademrecht, W	2570	GER	½	½	½	½	½	0	■	½	½	½	½	1	½	6
	8	GM Costa, C	2689	BRA	½	0	0	1	½	½	½	■	1	0	½	½	½	5½
	9	SM Geist, Dr H	2575	GER	½	½	½	½	0	0	½	0	■	½	1	½	1	5½
	10	GM Hertel, P	2655	GER	½	0	½	0	0	½	½	1	½	■	½	½	1	5½
	11	SM Romanov, S	2558	RUS	0	0	½	0	0	½	½	½	0	½	■	1	1	4½
	12	GM Cardelli, G	2538	ITA	½			½	½	½	0	½	½	½	0	■	½	4
	13	SM Lexa, V	2562	CZE	0	½	0	0	0	0	½	½	0	0	0	½	■	2

GM Christophe Léotard (FRA) is the new ICCF world champion, finishing unbeaten in the 19<sup>th</sup> Final (email) with 8½/12.

Lewis Chessmen win Champions League Logo Prize



All Champions League entrants in the first full season were invited to submit a team logo and/or website, and our happy band won the prize for teams in League D. The motif is drawn from one of the many Lewis Chessmen images on our website gallery, and the text was composed using the Celtic font.

The winner overall was Alpine Rookies, an Austrian team competing in League A.

The judging committee was:

**GM Tunc Hamarat (AUS)**, 16th World Champion

**SIM Josef Mrkvicka (CZE)**, Former ICCF President

**Hanon Russell (USA)**, Webmaster/Owner of Chess Café.

**SIM John Knudsen (USA living in GER)**, Webmaster/Owner of Correspondencechess.com.

**Clive Murden (AUS)** Webmaster of CCLA (Australia).

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## How to See Ahead in Chess Part 2

By Geoff Lloyd

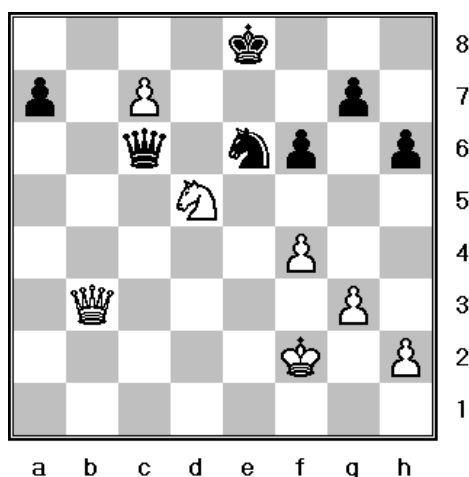
### The Author

Geoff Lloyd has an ICCF rating of 2258; two SCCA Master norms, 30 years of playing competitive chess, and seventeen years combined teaching and coaching experience.

This series offers a method of study that is designed along a structured learning curve, from the basic mates, elements of the pieces and combinations, up to sacrificial attacks against the king. It uses a methodical step-by-step approach, incorporating almost 200 diagrams and over 50 exercises, plus many useful hints and tips on improving vision and calculation.

### 3. The Decoy

The basic idea we now study is the luring of a piece onto a Specific Square, line or diagonal thus taking it away from the duty it is performing. The introductory position is taken from the game played between, Zukertort v Englisch, London 1883 and is a well-documented example.

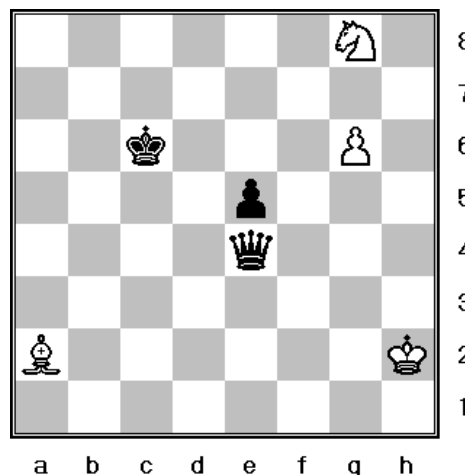


White to play:

- |                |             |
|----------------|-------------|
| <b>1.Qb5</b>   | <b>Qxb5</b> |
| <b>2.c8=Q+</b> | <b>Kf7</b>  |
| <b>3.Qxe6+</b> | <b>Kxe6</b> |
| <b>4.Nc7+</b>  | <b>Kf5</b>  |
| <b>5.Nxb5</b>  |             |

and White wins. Note how the decoy was used to end the game with another idea, the Knight's fork.

You should be aware that the next position is at the very heart of frequently played chess at the higher levels of the game, in so much that the number of pieces on the board has been greatly reduced. As you progress at chess you will encounter stronger players and winning in 20 moves or so will become very rare. More of your games will be decided in the late middle or early endgame. Many a grandmaster has been caught napping in such positions and I can't urge the study of them enough.



White to play:

**1.Bd5+**

forcing the King and Queen into a position where they will be forked.

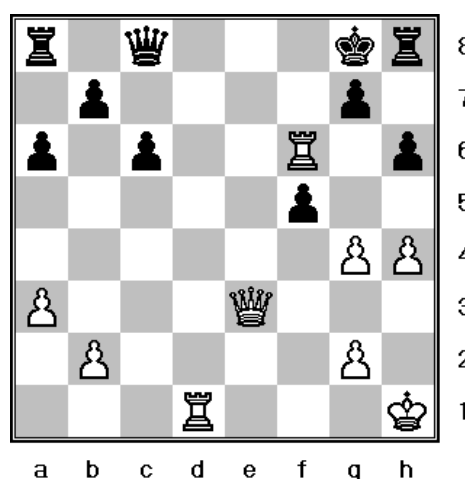
**1... Kxd5**

If 1... Qxd5 then 2.Ne7+

**2.Nf6+**

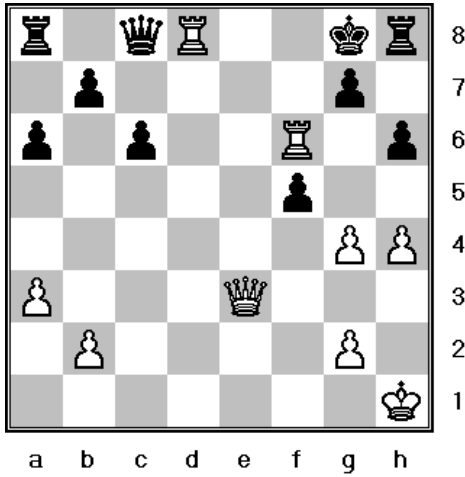
No matter how black plays if the King or Queen takes the bait then white wins the Queen and the game.

In the following position the white Queen displays her latent mating power single-handedly. However we concerned with the means of achieving it. The key square in the attack is e6 and is defended by the black Queen. The sacrifice of a Rook on d8 will decoy the Queen from the defence of e6 and the rest becomes easy.



White to play:

**1.Rd8+**

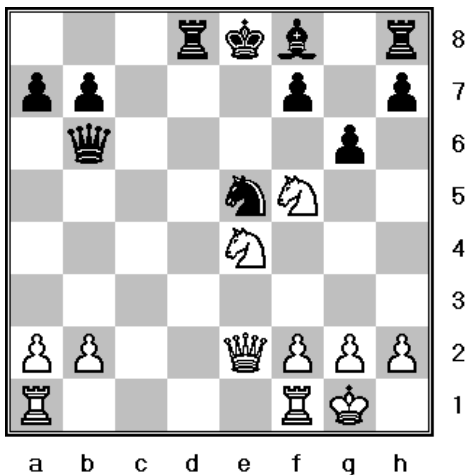


1... Qxd8

If Black had tried 1... Kh7 then 2.Rxh6+ gxh6 3.Qe7+ Kg6 4.h5 mate.

2.Qe6+ Kh7  
3.Rxh6+ gxh6  
4.Qf7 mate

Here we have a wonderful example of a decoy from game played by Alekhine. It is White to play:



1.Qb5+ Nd7

If 1... Qxb5 then 2.Nf6 mate.

2.Rae1

Threatening the same mate.

2... Bb4  
3.Nf6+ Kf8  
4.Nxd7+ Rxd7  
5.Qe5 Rc7

If 5... Rd8 6.Qg7 mate, or if 5... Qxf2+ 6.Rxf2 Bxe1 7.Qxh8 mate.

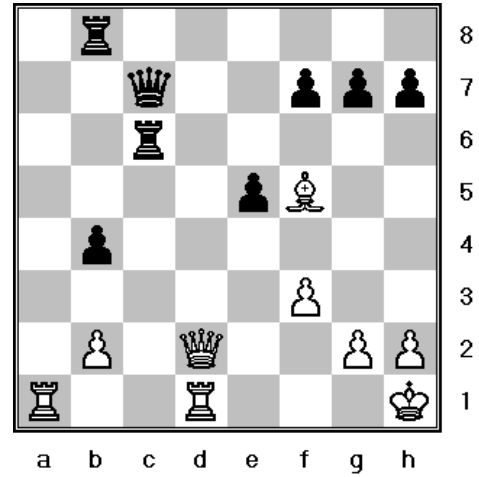
6.Qg7 mate

A masterly combination - clear-cut, logical and brilliant. Now we have a few exercises for you to solve.



### Exercise 3

Taken from the game played between Mileka v Petnevicks, Riga 1963. It is White to play:



### Solution

[Editor's note: the Black King should be shown on g8.]

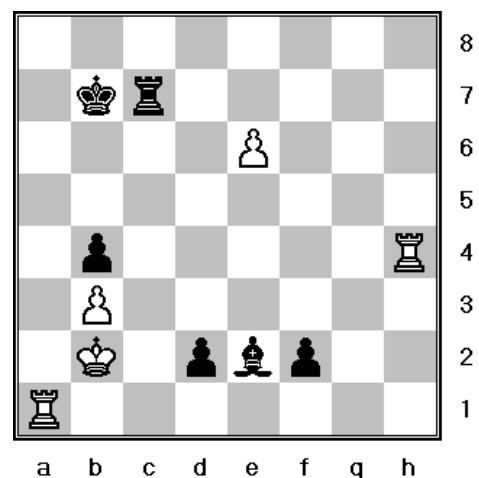
1.Ra7 Qb6  
2.Rb7

No matter how black captures the defender of d8 is decoyed and mate follows.

**IDEA:** Before you continue, I must point out that there is a little more to do now. I strongly suggest you attempt to memorise the patterns and ideas behind the positions you are solving. There are many roads leading to Rome: a method I used was to make up diagrams on cardboard, writing down the moves and idea [in this case "decoy"] on the reverse side. Always keeping them like a pack of cards in my pocket, I could refer to them and test my memory on a train journey, sitting at the doctors, or wherever. Grandmasters have many patterns in their subconscious minds to draw from without too much effort during play.

### Exercise 4

Don't forget if you wish write your moves down, before looking at the solution. This position is taken from the game between Murei v Beliavsky. It is Black to play:



### Solution

You may have considered that promotion of one of the pawns was the winning way, however White can draw in either case:

If 1... d1=Q or 1... f1=Q then 2.Rxf1 Bxf1 3.Rxb4+ followed by Rd4=

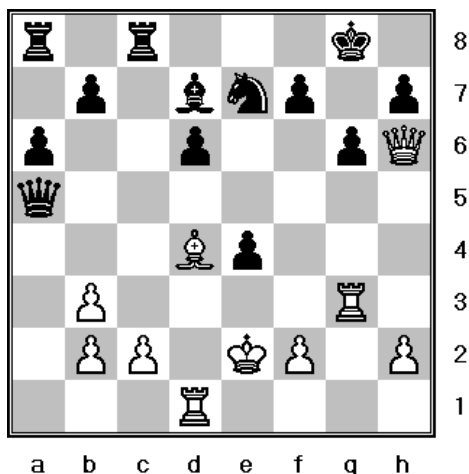
The winning line is by using a decoy as follows:

1... R<sub>c2</sub>+  
2.Kxc2 d1=Q+  
3.Rxd1 Bxd1

and now White can resign because the new Queen promotes next move.

### Exercise 5

Black to play finds a decoy that is decisive as White threatens to mate on g7. From a game played between Panchenko v Kochiev.



### Solution

1... Bg4+  
2.Rxg4 Nf5  
3.Qh3 Rxc2+  
4.Kf1 Qb5+  
5.Kg2 Qe2  
6.Rf1 Nxd4

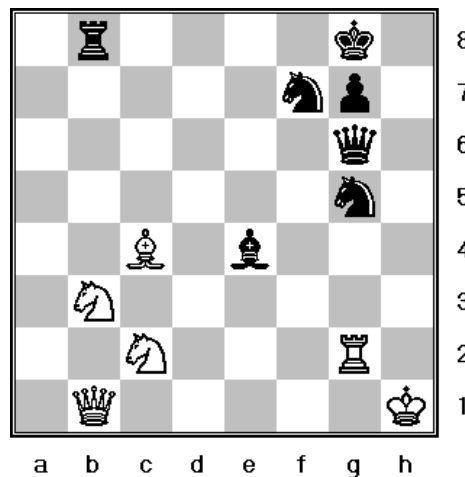
winning. You may well ask, what if the Rook did not take on g4? The answer is that h3 would have been covered by the Bishop on g4.



### 4. Pinning

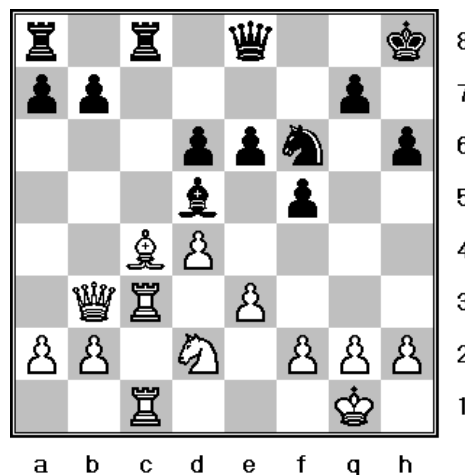
This important element is well worth considerable study time, for it is a frequent winning idea at all levels of the game.

A piece that is said to be pinned, is under attack and stands on the same rank, file or diagonal as does a piece of greater value which it is pinned against. From the next position many pins can be found.



White would be foolish to move his Knight on c2 as he would lose his Queen for a Bishop. Find all the other pins in the diagram.

Our first example of a pin from actual play is from the game Naegeli v Flohr, Zurich 1934. It is Black to play:



Not all combinations will lead to mate or great material gain, however I remind you that the mental process is exactly the same, and winning a Rook for a Knight can be just as rewarding. Black played:

1... Rxc4  
2.Nxc4 b5

and now the Knight must fall. If White tried to wriggle out with 3.Nxd6 then Black plays 3...Qg6 forcing White to give up his Queen to prevent mate.

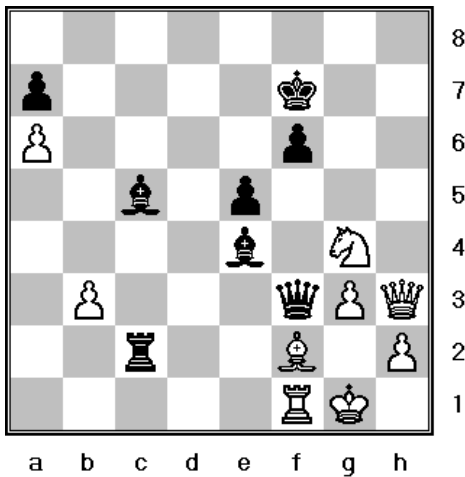
Our next example is akin to the great escape. White's position looks hopeless, however the use of a pin saves the day. Sherlock Holmes once said:

*"Once you eliminate the impossible, whatever remains, no matter how improbable, must be the truth."*

The next position reminds of the quote.

The mate threatened by Black looks impossible to defend but White escapes using a wonderful idea of pinning, a clear illustration of vision and calculation at work.





1.Nxe5+                      fxe5

Or white takes the Queen

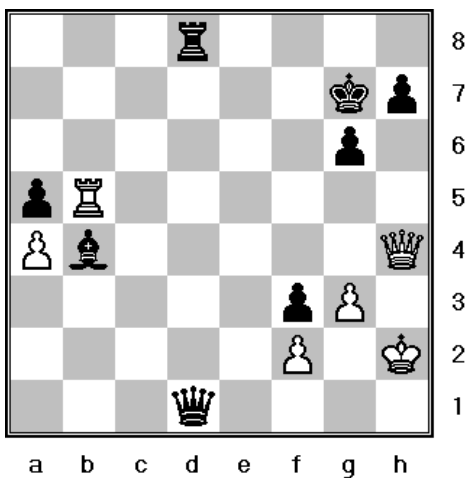
2.Bxc5!

Pinning the black Queen and if now 2... Rg2+ then 3.Qxg2 and the Queen is still pinned. We now try a few exercises.



### Exercise 6

Taken from the game between G Lloyd v G Calvert (postal) 2001. White to play:



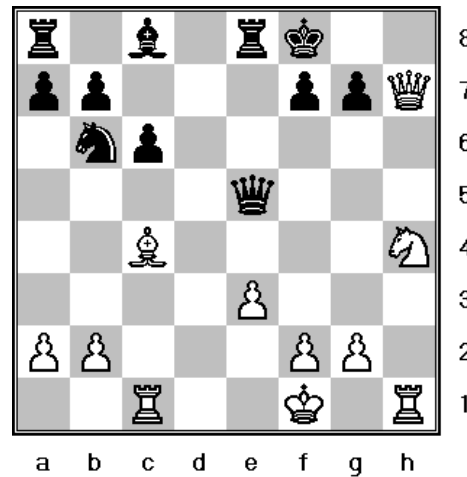
### Solution

1 Rb7+                      Rd7  
2 Qd8                        Rxb7  
3 Qxd1

and White wins.

### Exercise 7

From the game Abrahams v Thynee 1955. White to play.



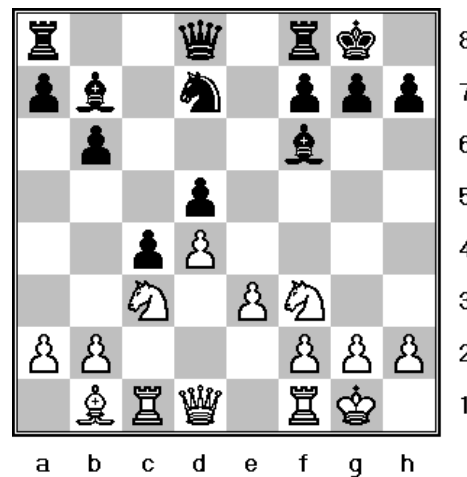
### Solution

1.Qg8+                      Kxg8,  
2.Ng6!

and the pin on f7 is fatal, mate follows.

### Exercise 8

Taken from the game Blackburne v Mackenzie 1887. It is White to play:



### Solution

1.Nd2

threatening Qf3 with a double attack on d5 and also an indirect attack on the pawn on c4, as the pawn is pinned against the undefended Bishop on b7.

1...                        Re8

Preventing 2.Nxd5 Bxd5 3.Qh5 as now 3... Nf8 is possible.

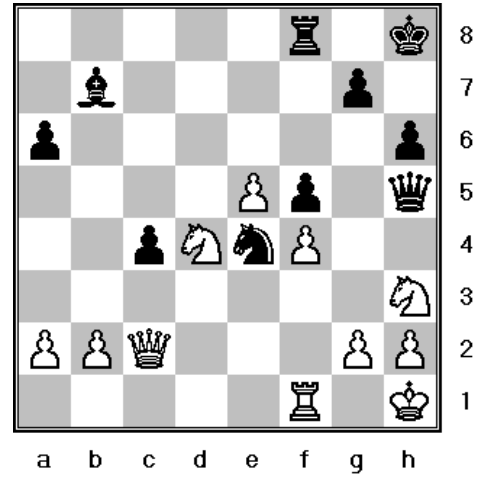
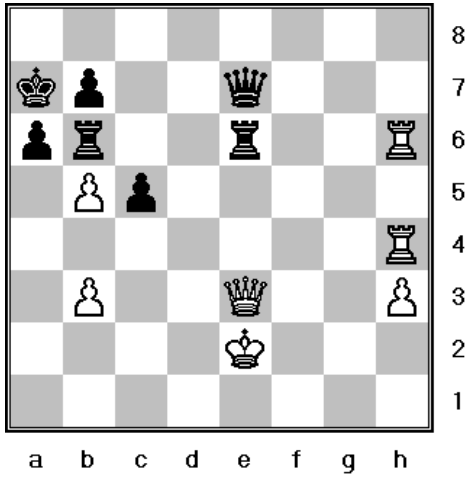
2.Qf3                      Nf8

3.Nxc4

and White is winning.

### Exercise 9

White to play:



**Solution**

**1.Rxe6                      Rxe6**  
**2.b6+                        Kxb6**  
 If 2...Kb8,3Rh8+ Qf8, 4Rxf8+ Re8,5Rxe8mate.  
**3.Rh6**  
 and Black resigned.

The process is easy and this is really what our study is all about, learning from the known to the unknown.

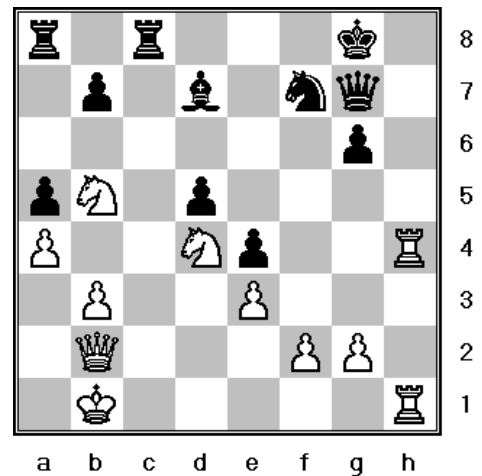
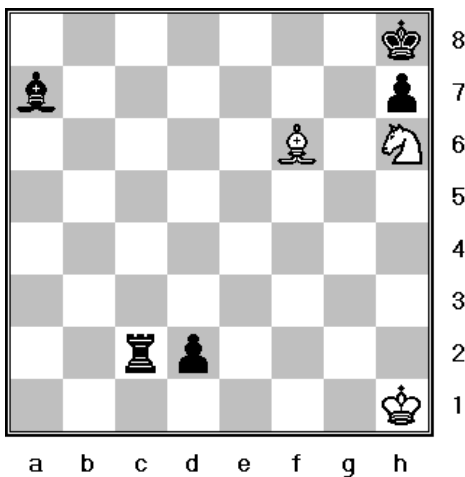
**1...                        Qxh3**  
**2.gxh3                    Nf2+**  
**3.Kg1                     Nxh3 mate**



**IDEA:** The conception of a mate based combination or a material winning combination will come to the master in a flash. What special talent does he have that you don't? I can assure you he doesn't, the master has studied and subjected to memory basic mating patterns. Let's see just how simple the process really is by taking a long hard look at the next position and see how the mind learns from the known to the unknown.

**5. Deflection**

Look for a piece that defends a threat you are making and, just like the g-pawn in the previous example, draw it away by either sacrifice or exchange to achieve your goal. Let's see this in action in the next example. White to play:



This position after a few minutes will be in your short-term memory without any real effort on your part; the trick is to place the mating pattern of Knight and Bishop into your long-term memory. With the pattern fresh in your mind look now at the next position. It is Black to play.

All our techniques are an end a to a logical process or series of moves. You need to concentrate on patterns and each individual element such as pinning, or in our current diagram, deflection. They are the means to the end, whether it is mate or winning material.

In this example, it becomes clear that the black Knight on f7 needs to be deflected from the defence of h8.

**1.Nd6                      Nxd6**  
 If the Rook moves, then Nxf7 achieves the same objective,  
 for if 1... Rcb8 2.Nxf7 Kxf7 3.Rh7 wins the Queen [if  
 2...Qxf7,3Rh8+Kg7,4Ne6 mate].  
**2.Rh8+                    Qxh8**

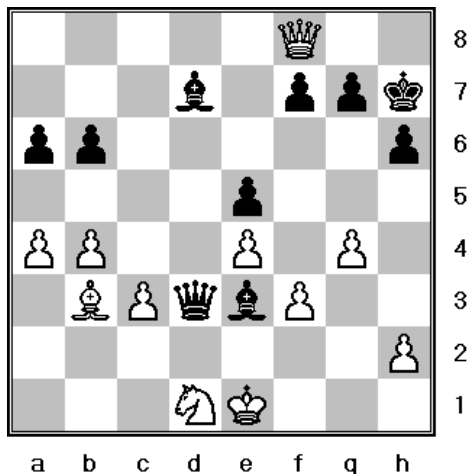


If 2... Kf7 3.R8h7 Ne8 4.Ne2 Nf6 5.Rxg7+ Kxg7 6.Nf4 and White is winning.

**3.Rxh8**                      **Kxh8**  
**4.Ne6+**

and mates on g7.

Take a look now at this position from the game Lloyd v Stone, Macclesfield 1978.



I had just retaken a Rook on f8 and at the same time attacked the undefended pawn on f7, when Black replied:

**1...**                      **Be6**

It was not to defend the pawn but to deflect the Bishop from its defence of the Knight on d1.

**2.Bxe6**                      **Qd2+**

and now the King is also deflected and I'm in trouble.

**3.Kf1**                      **Qxd1+**

**4.Kg2**                      **Qe2+**

**5.Kh3**

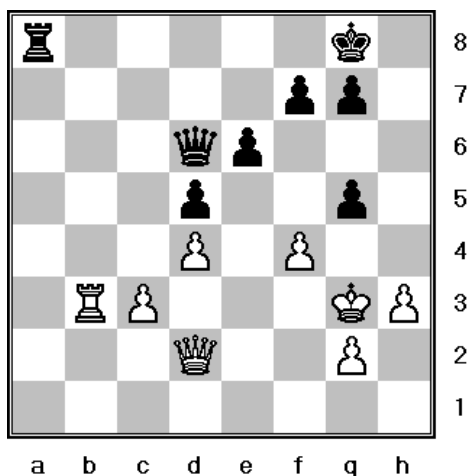
If 5.Kg3 Bf4+ 6.Kh3 or h4 Qxh2 mate.

**5...**                      **Qf1+**

**6.Kh4**                      **Bf2+**

**7.Kh5**                      **g6 mate**

This position is from Slonim v Ryumin, Moscow 1931. Black to play.



**1...**                      **Ra2**

Trying to deflect the Queen from its defence of the f4-pawn.

**2.Qc1**                      **Rc2**

**3.Qe3**                      **gxf4+**

**4.Qxf4**

and now the deflection:

**4...**                      **Rxg2+**

**5.Kf3**

If 5.Kxg2 Qf4 and however White plays he loses his Queen.

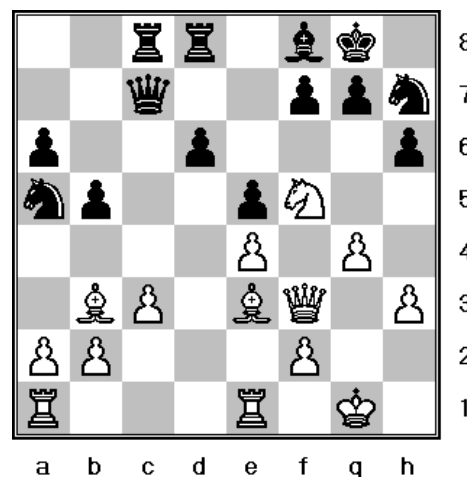
**5...**                      **Rf2+**

**6.Kxf2**                      **Qxf4**

Deflection is a powerful weapon in chess!

### Exercise 10

White to play from the game Kinnmark v Olivera, Havana 1966.



### Solution

The weak point is f7 and the Black Queen needs to be deflected from its defence.

**1.Bb6**                      **Qxb6**

**2.Nxh6+Kh8**

If 2... gxh6 3.Qxf7+ Kh8 4.Qg8 mate.

**3.Nxf7+**                      **Kg8**

**4.Nxe5+**                      **d5**

**5.Qf7+**                      **Kh8**

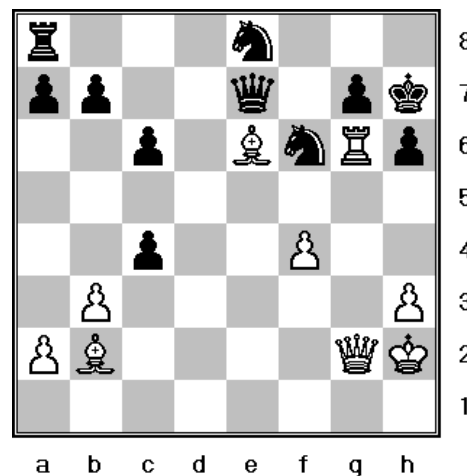
**6.Ng6+**                      **Qxg6**

**7.Qxg6**

and Black is lost.

### Exercise 11

Take a good look at the next position, for it is typical of master play where the number of pieces on the board has been reduced. From a game played between Bauer v Gottner, Berlin 1956. It is White to play.

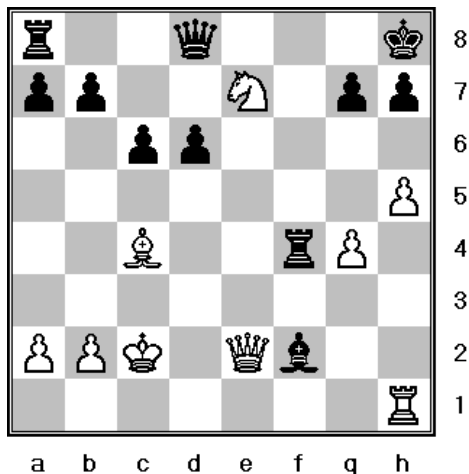


**Solution**

**1.Rh6+            gxh6**  
 If 1... Kxh6 2.Qg5+ Kh7 3.Qh4+ Kg6 4.f5 mate.  
**2.Qg8+            Nxd5**  
**3.Bf5 mate**

**Exercise 12**

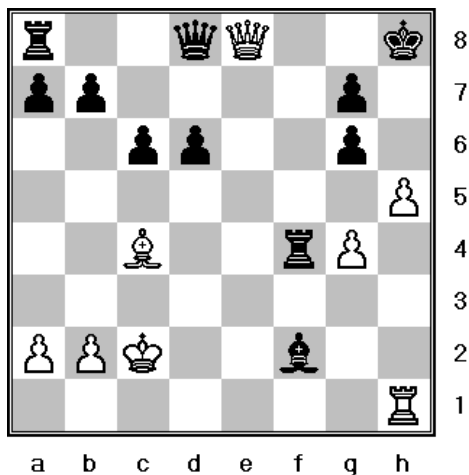
This is from the game between Majorov v Kryukov, 1956. Again it is White to play.



**Solution**

**1.Ng6+            hxg6**  
**2.Qe8+**

This is the key, the deflection of the Black Queen's control over the h4-square.

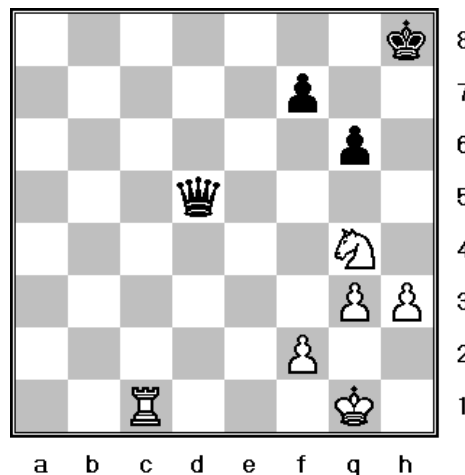


**2...            Qxe8**  
**3.hxg6+        Bh4**  
**4.Rxh4 mate**



**6. The Knight's Fork**

We begin with a simple example of this most interesting element.



White to move can force the King onto an unfavourable square and either takes the Queen or mate.

**1.Rc8+            Kg7**

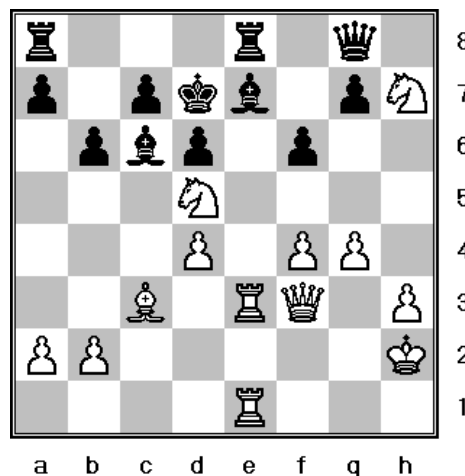
If 1... Kh7 2.Nf6+ Kh6 3.Nxd5

**2.Rg8+            Kh7**

**3.Nf6+            Kh6**

**4.Nxd5**

The geometry of the chessboard and the key squares that connect them in relationship to the Knights move, is the source of many fine combinations. During play it is a good idea to make general observations before making lengthy calculations. The position of our next diagram illustrates this well, taken from the game, Bogoljubow v Rubinstein, Stockholm 1920. It is White to play.



The Bishop on c6 is only defended by his King, and while f6 is under pressure from both White Knights, his King also defends one of the f6 defenders on e7. This gives rise to the following combination after calculation.

**1.Rxe7+            Rxe7**

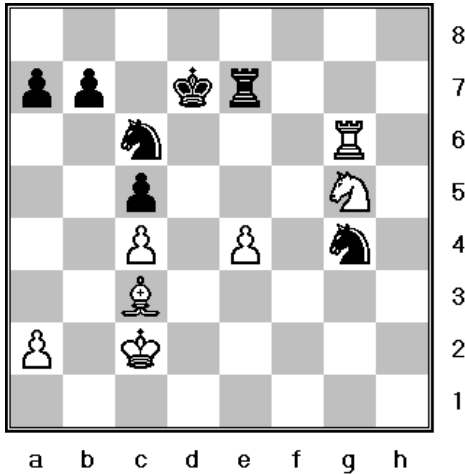
**2. Nxf6+            gxf6**

**3.Nxf6+            Kd8**

**4.Qxc6**

and Black can't defend against the multiple threats he is faced with.

Here we find another example from the game between Bogoljubow v Reshevsky, Nottingham 1936. This time it is Black to play.



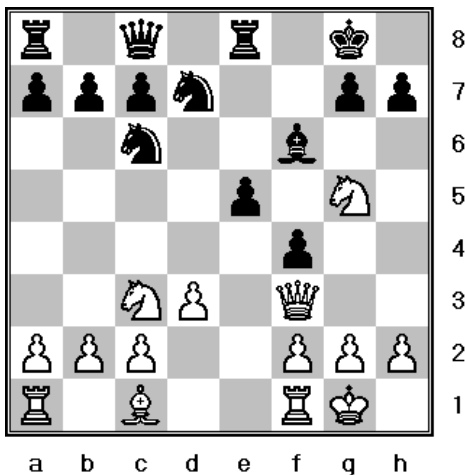
1... Nge5  
2.Rg8

If 2...Bxe5 then Nxe5 forking Rook and pawn with a winning endgame.

2... Nxc4

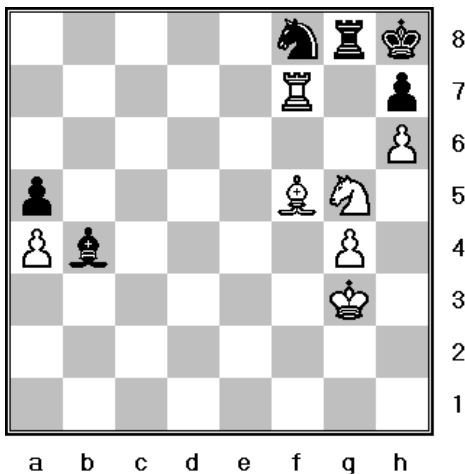
With a winning endgame.

Here we find the famous "Philidor's Legacy" or smothered mate.



Study and memorise this position. White wins as follows.

1.Qd5+ Kh8  
2.Nf7+ Kg8  
3.Nh6+ Kh8  
4.Qg8+ Rxg8  
5.Nf7 mate



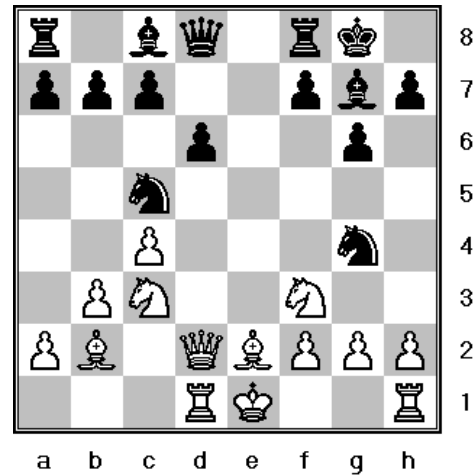
There are many combinations based on this idea, we will examine one more before your next exercises – the position above occurred in Lloyd v Covney, Manchester 1973.

Whites Rook prevents mate and since it can be moved without loss of time the win is easy:

1.Rxh7+ Nxh7  
2.Nf7 mate

### Exercise 13

Taken from Ljubojevic v Stein, 1970. Black to play:



### Solution

1... Nxf2  
2.0-0

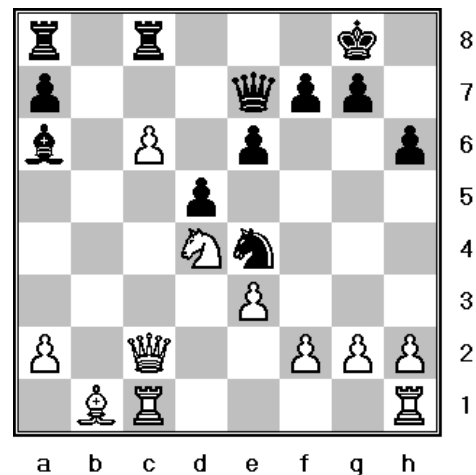
If 2...Kxf2 then 2... Bxc3, 3.Bxc3 Ne4+ and if 3.Qxc3 then 3... Ne4+ - in both lines the fork wins the Queen.

2... Nxd1

Combinations are often based on multiple ideas combining several of the elements you are now familiar with. You will see more of this overlapping of ideas as you progress through the book.

### Exercise 14

This position is taken from a game I played at Warwick University in 1982.



From the diagram position my opponent played 1.f3 in an attempt to get rid of the Knight. How would you continue as Black?

**Solution**

After

**1.f3?**

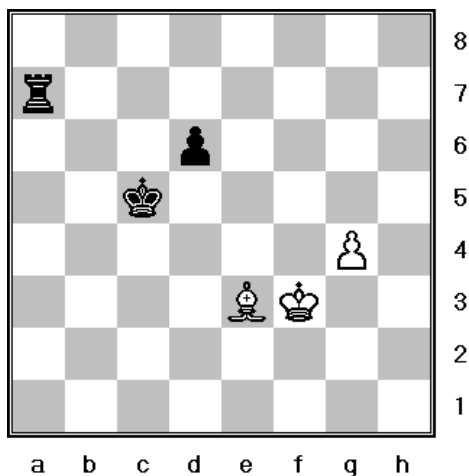
Black wins with:

**1... Qb4+**  
**2 Kd1 Bd3**  
**3 Qxd3 Nf2+**

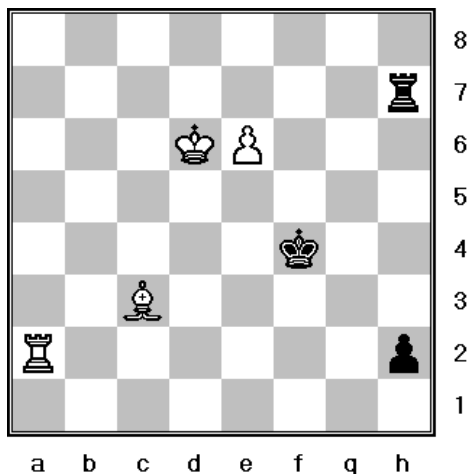
Always be on the lookout for winning opportunities.



**7. The Skewer**



This diagram illustrates the Bishop skewering the Black Rook through the King who has to move away, leaving the Rook at the Bishop's mercy. Keeping this in mind you can see from the following diagram how simply it works:

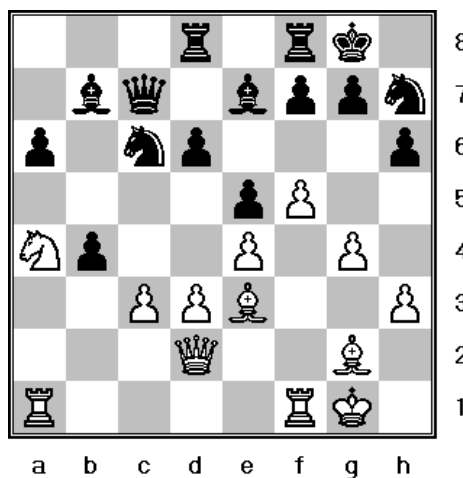


Still a basic example, however you move from the known to the unknown. Black is about to win the game by promoting his pawn to a Queen, but the Bishop's skewer comes to the rescue.

**1.Rxh2 Rxh2**  
**2.Be5+ Ke3**  
**3.Bxh2**

and wins the game - simple but effective.

I cannot stress enough the importance of a complete study of the elements, using the method suggested in the introduction. Many winning chances have been overlooked at grandmaster level, and missed chances at club level are countless. The next position is taken from game played between Fischer v Garcia, 1970.

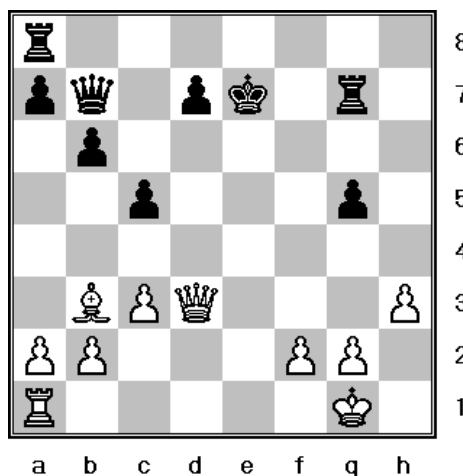


Black had just played cxb4, expecting cxb4 in reply. Fischer, always alert to any tactical element, played:

**1.Bb6 Qd7**  
**2.Bxd8 Qxd8**

The resulting position does not guarantee a win for White, however it illustrates well the use of the skewer. Here we have a composed position in the form of an exercise - see if you have grasped the idea. It is White to play.

**Exercise 15**

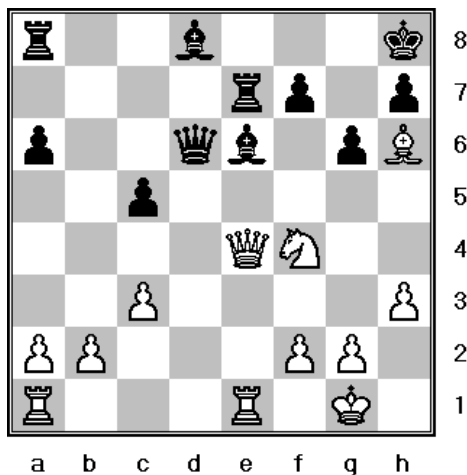


**Solution**

**1 Bd5 Qc8 (or Qb8)**  
**2 Re1+ Kd8**  
**3 Qf5**  
 Threatening Qf8+ followed by Qxg7  
**3... Rg8**  
**4Bxg8 Rb8**  
**5Bd5**

**Exercise 16**

Taken from a game between Fischer v Keres, with White to play.



### Solution

- |               |             |
|---------------|-------------|
| <b>1.Bf8</b>  | <b>Bd5</b>  |
| <b>2.Bxe7</b> | <b>Bxe4</b> |
| <b>3.Bxd6</b> |             |

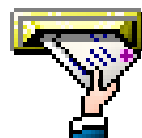
and White wins.



In the next instalment, Geoff completes his illustrations of combination play by looking at Overload and Discovered Check, and then begins his survey of the power of the pieces.



## Letters to the Editor



*David Cumming writes from Inverness:*

I read with interest Richard Beecham's critique of my annotated win with Black against John McKinstry (*Ed - the critique appeared in the last edition of the SCCA magazine, and the game in the preceding issue*).

Whilst his analysis and revision of the game was much appreciated, I would just like to point out that my "annoying and over-excessive use of exclamation marks" is a reflection of my enthusiasm for the game.

I genuinely thought that 17.Qe1 was an excellent move, and an opportunity to praise my opponent. Moves that I deem good (or even excellent) may just be matter of fact to watching GMs or IMs - I am neither a GM nor an IM, and I don't have the benefit of ChessBase or Fritz at my disposal! (*Ed - I think this exclamation mark is pardonable*)



*Ed - in a later postscript, David wrote to tell me he has now acquired a second-hand PC with ChessBase, and is busy learning how to use it - O Tempora! O Mores! [These exclamation marks are quite in order also.]*

*Other snippets of news from David are that the Inverness club is now a much-improved place for OTB chess, and that he's planning to play in the October Dundee Congress (he'll meet a few CC players there).*

*Daniel Finkelstein writes from Argentina:*

I am very sorry for my delay to send my report as TTC.

But, my diabetes and arterial pressure is going worse (due to nervous problems). So, the doctors prescribed me a sedative very strong. As its consequence, I have just a few hours of lucidity during the day.

Then, I chose to privilege the players; using my lucid time to organize tournaments, instead of using it to make a better report. I apologize if I made a wrong decision.

Due to this health reasons, I had to resign as ICCF TTC and TD. Worse, ... I have to resign to all chess activities.

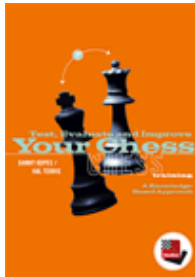
Please, let me tell you that it was a big pleasure and great honor to be in contact with all of you during all these years. I apologize for any inconvenience I could provoked you and any mistake I made.



*Ed - sad news from Daniel, who has been an industrious supporter of ICCF over many years. I've replied to thank him for his big contribution, and to hope that his condition improves in the near future.*



## Test, Evaluate and Improve your Chess By Danny Kopec & Hal Terrie



This is the computer version of the author's book which was printed in 2004 and is much easier, in my opinion, to work with than the book. Certainly you don't have to continually set up positions on a board if you want to play through the moves.

There are about 400 exercises and a scoring system which gives one point for the correct first move and two points for getting the move order correct. The scoring system can be fun but the real advantage is that regularly playing through the exercises should strengthen your tactical skills. The teaching material used has the full support of the USCF as a tried and tested self-evaluation, and as a learning and teaching tool.

## The Great ABC of Tactics By George Renko



Another great tactical exercise CD with over 11,000 positions to test and improve your skills, starting with several one move checkmates and then getting more complicated. The material is organised into 7 databases. I used to buy a regular magazine with such positions but sadly it stopped appearing several years ago. Trying to spot the solutions is great fun and you learn things without even realising you are doing so. If I were you I would get you loved ones to get this and the above disk for your Christmas and really enjoy the festive holidays.

## The ABC of the Caro-Kann By Andrew Martin



I think you all know by now how highly I rate Andrew Martin's teaching methods and this DVD has done nothing to diminish that.

Some lines included on the DVD are 1.e4 c6 2.d4 d4 3. e5, 2.d4 d5 3.Nc3 dxe4 4.Nxe4. 2.Nc3 d5 3.Nf3 Bg4 4.h3, 2. d3 d5 3.Nd2 e5 4.Ngf3 Bd6 5.g3 Nf6 6.Bg2 0-0, 2.d4 d5 3. exd5 cxd5 4.d4, 2.Nc3 d5 3.Qf3.

There's nearly four and a quarter hours of tuition which will give you an excellent understanding of how to play the Caro-Kann and what you can expect to achieve from it. Well worth looking at every time you start a correspondence game with the Caro-Kann.

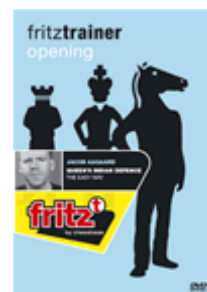
## Chess Endgames 2: Rook Endings By Karsten Muller



This is the second of Karsten's DVDs on the Endgame and has about two and a half Gigabytes of multi media (video) files, and runs for about five hours, to let you watch the lessons on your PC.

The DVD is divided in 43 multimedia chapters with for example the Rook and four pawns vs. Rook and three pawns ending. Karsten Muller is a renowned expert on endings and rather than getting you to learn variations ad infinitum he shows you the technique involved. Even in Correspondence chess this is a lot more useful than hunting around for a particular position when it arrives in a game. The latest Grandmaster games are also included on the DVD.

## Queens Indian Defence the Easy Way By Jacob Aagaard



On this DVD Jacob Aagaard the Danish IM now living in Scotland treats us to ten lectures lasting just over four hours. The DVD covers a multitude of possibilities for both the Black side player and the White side player. Weak, good and bad squares for pieces are covered, as well as concepts on pawn weaknesses. There are a couple of lectures on Aaron Nimzowitsch's Bishop move to a6, as well as rare moves such



as Miles 4.Bf4. The lectures are followed by fifty exercises to help you sharpen up your skills. All in all it would be pretty hard to spot anything missing in this comprehensive coverage of the Queen's Indian Defence.

## Junior 10 By Amir Ban and Shay Bushinsky



Junior 10 is the new 2006 Computer Chess World Champion. The program, written by the Israeli programmers Amir Ban and Shy Bushinsky, narrowly defeated its main rival, the many times world champion program Shredder, at the Computer Chess World Championship which was held during the Chess Olympiad in Turin, Italy. Junior impressed experts with its extraordinary dynamic play, and remained undefeated in this event.

Junior 10 has its own special search techniques and evaluation functions, which makes it different to any other chess program. In the latest version we see the rigorous continuation of a development that started with Junior 7 and has led to a unique and creative playing style. It started with the famous bishop sacrifice on h2 in a match against Garry Kasparov and now has been honed to perfection in Version 10.

In spite of their success in computer chess tournaments the programmers of Junior are not primarily concerned with beating other chess programs. Instead they have developed Junior into an instrument that enables human beings to gain new insights and understanding in the game of chess. A good example is the very pronounced understanding of compensation, which allows its users to explore new possibilities of sacrifice attacks and sharp dynamic play.

Junior 10 offers you 12 months of free access to the Playchess.com server. You also get the latest enhanced and improved Junior openings book.

Here's a nice game from Junior:-

Junior-Uragano3D

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e5 5. Nb5 d6 6. N1c3 a6 7. Na3 Nf6 8. Bg5 Be7 9. Bxf6 Bxf6 10. Nc4 Nd4 11. Nd5 Bg4 12. Qxg4 Nxc2+ 13. Kd1 Nxa1 14. Ncb6 Rb8 15. Bd3 Bg5 16. h4 Bh6 17. Ke2 Nb3 18. axb3 O-O 19. Bc4 Kh8 20. g3 Qe8 21. Rd1 Rd8 22. Qh5 Qc6 23. Kf1 Qc5 24. Kg2 Qc6 25. Qg4 Qe8 26. h5 f6 27. b4 Qf7 28. Qf5 Qe8 29. Bb3 Qf7 30. Rd3 g6 31. hxg6 hxg6 32. Qh3 Qh7 33. Rd1 Rf7 34. Rh1 f5 35. exf5 Rxf5 36. Ne7 Kg7 37. Nxf5+ gxf5 38. Qh4 Re8 39. Nd5 1-0

## White Repertoire 2nd Edition By Alexander Bagiev

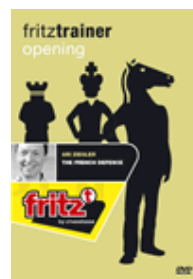


The main focus of Alexander Bagiev's repertoire CD is the Grand Prix Attack of the Sicilian Defence, featuring a wealth of introduction texts, playing suggestions and annotated games about this sharp attacking weapon. Yet this is only the starting point of the complete White 1.e4-repertoire which offers a playing plan against all common replies by Black. The point: the suggested lines have a lot in common, often transpose and many times lead to similar middlegame positions – effective opening study guaranteed.

Other openings covered include the Alekhine Defence, Vienna Gambit, French Defence and Caro-Kann.

There are over 600 games annotated by the author and 8 databases with over 60,000 games. A good number of the games are from 2006. There is also a training database.

## The French Defence By Ari Ziegler



The Swedish openings expert IM Ari Ziegler covers a lot on this CD with the following lines:- 1.e4 e6 2.d4 d5 3.e5 c5 • 1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 • 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 • 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 • 1.e4 e6 2.exd5 • 1.e4 e6 2.Nf3 d5 3.Nc3 • 1.e4 e6 2.d3 (King's Indian Attack) • 1.e4 e6 2.Qe2 • 1.e4 e6 2.Nf3 d5 3.b4 (Wing Gambit). With a Video running time of 6h 48min.

The Classical French is well covered including the line 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.f4 0-0 8.Nf3 c5 9.Qd2 Nc6 10.dxc5 f6 11.exf6 Qxf6 12.g3 Nxc5 13.0-0-0 Rd8.

The author, who is a renowned theoretician in Sweden happily shares his own repertoire and some unplayed novelties with the viewer so there is a fair chance you could pick up a few surprises to spring on your Correspondence Chess opponents.



## 2006 Grading Update

By Raymond Baxter

A new ICCF grading list has been published. The new grades are based on results up to 30 June 2006, and will apply to internationally graded games starting between 1 October 2006 and 31 March 2007. The following grades have changed. If your name does not appear on this list, then either you do not have an international grade, or it is the same as that previously shown. International grades have been gained for the first time by John Armstrong, Hugh Calder and Professor Alastair Dawson. A provisional grade is marked by an asterisk.

No.	Name	Results	Grade	No.	Name	Results	Grade
317	Almarza-Mato, C	241	1958	503	Livie, G W G	156	2342
518	Anderson, G M	102	2242	264	Lloyd, G	112	2258
121	Anderson, J	89	1627	429	McAleenan, C	28	1711 *
313	Armstrong, J M	14	1658 *	433	MacDonald, M	23	1579 *
015	Baxter, R W M	59	2332	584	Macgregor, C A	85	1941
511	Beecham, C R	262	2495	532	Mackintosh, I	317	2450
509	Borwell, A P	551	2207	216	Macmillen, A N	201	1736
215	Brown, Dr A C	138	2370	566	Marshall, I H	267	1875
423	Calder, H	12	2037 *	434	Matheis, T	47	2292
585	Collins, S	22	1828 *	083	Maxwell, A	43	2181
173	Cook, W M	43	2001	591	May, M A	65	2239
364	Coope, D W	301	1709	333	Montgomery, R S	80	2229
527	Craig, T J	301	2389	225	Norris, Rev A C	195	1965
166	Cumming, D R	231	1704	379	Phillips, G H	171	2089
422	Dawson, Prof A G	14	2230 *	432	Price, D	20	2082 *
371	Edney, D	73	2157	048	Pyrich, G D	656	2251
284	Findlay, J A	38	2212	136	Reeman, I F	113	2271
124	Goodwin, B J	60	2181	437	Roberts, A	108	1850
556	Hartford, Mrs E A	166	1917	522	Savage, D J	61	1992
322	Jessing, M	17	2194 *	546	Stewart, Dr K W C	101	2157
419	Lees, J A	56	2074	365	Thompson, B	315	2321

### Top 30 Active & Full ICCF Grades

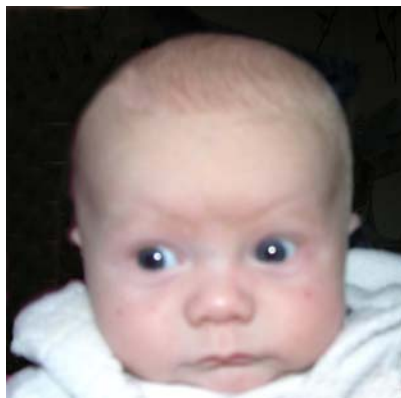
No.	Grade	Name	No.	Grade	Name
1	2548	Finnie, DS (SIM)	16	2332	Baxter, R W M (SM)
2	2495	Beecham, C R (IM)	17	2325	Stewart, D J (SM)
3	2489	Kilgour, D A (GM)	18	2295	Lennox, C J (SM)
4	2467	Neil, D (SM)	19	2292	Matheis, T
5	2452	McNab, Dr C A (SIM)	20	2280	Watson, Joe (IM)
6	2450	Mackintosh, I (SM)	21	2271	Reeman, I F
7	2426	Giulian, P M (SIM)	22	2258	Lloyd, G
8	2408	Swan, I	23	2251	Pyrich, G D (IM)
9	2401	Sprott, G R (IM)	24	2242	Anderson, G M
10	2396	Franks, K	25	2239	May, M A
11	2389	Craig, T J (SIM)	26	2238	Sneddon, I
12	2376	Aird, I (SM)	27	2232	Jenkins, D M
13	2370	Brown, Dr A C (SM)	28	2229	Montgomery, R S
14	2360	Gillam, S R (SM)	29	2212	Findlay, J A
15	2342	Livie, G W G (IM)	30	2207	Borwell, A P (IM)



## Games Column

by Bernard Milligan

My health hasn't been too great over the summer so apologies for not keeping the Challenge results tables up to date. I hope to rectify this shortly. On a brighter note the Milligan clan continues to grow. My daughter Sarah gave birth to her second son, my third grandson, on the 31st of August. So to keep up the tradition here's a photo of Owen.



Back to the chess and thanks to George Pyrich, Richard Beecham and David Cumming for sending in games for this issue. I'm always looking for more game so it would be great to hear from both old and new contributors.

There's a good variety of openings so hopefully there will be something for everyone to enjoy and be inspired by.

BFCC 40, 2002

**White:** G Pyrich  
**Black:** F Fraser  
Nimzo-Indian Defence [E32]  
(Annotator G Pyrich)

**1.d4** Nf6  
**2.c4** e6  
**3.Nc3** Bb4  
**4.Qc2**

Having tried all other recognised alternatives here, I decided to give this a try.

**4...** **0-0**

Playing Black recently against Roberto Bianchin (ITA) in the ICCF Champions League, I tried 4...d5 after 5.cxd5 Qxd5 6.Nf3 Qf5 7.Qxf5 exf5 8.a3 Be7 the position was already quite lifeless although we continued to move 30 before agreeing the inevitable draw.

**5.a3**  
5.e4 is a lively alternative!

**5...** Bxc3+  
**6.Qxc3** b6  
**7.Bg5** Bb7

Playing Black against Rune Holmberg (SWE) in Olympiad 12 final, 1998, I tried an alternate set-up with 7...h6 8.Bh4 Ba6 9.e3 d6 10.Nf3 Nbd7 11.Bd3 c5 eventually drawing at move 51.

**8.e3**

Another try here is 8.f3 with the idea of 9.e4.

**8...** d6  
**9.f3** Nbd7  
**10.Bd3**

van Oosterom - Prizant, World ch. 15 final, 1999 went instead 10.Nh3 h6 11.Bh4 c5 12.dxc5 bxc5 13.Be2 a5 14.0-0 d5 15.Rfd1 with White winning on move 60.

**10...** c5  
**11.Ne2** Rc8  
**12.0-0** h6  
**13.Bh4** Re8  
**14.Rfd1** d5?!



14...cxd4 is surely better.

**15.b3**

Played in preference to (i) 15.dxc5 Nxc5 16.Bc2 Ncd7 which looks fine for Black; (ii) 15.cxd5 Nxd5 (15...c4!? 16.Bc2 exd5 17.Re1 is the sort of position White is looking for with a K-side pawn majority and the 2 B's providing attacking chances)

16.Bxd8 Nxc3 17.bxc3 Rxd8 18.e4 is nothing special; and (iii) 15.Rac1 cxd4 16.Nxd4 Ne5 when, again, Black looks fine.

**15...** **Ba6**

15...cxd4!? looks playable when 16.exd4 dxc4 17.bxc4 b5 18.c5 Bc6 is unclear!

**16.cxd5**

This seemed preferable to 16.Rac1 cxd4 17.Nxd4 dxc4 18.bxc4 Qc7 when Black should be ok.

**16...** Bxd3  
**17.Qxd3** exd5  
**18.Nc3** c4?!



I was pleased to see this! I'm not sure how much advantage White has after the "unpositional" 18...cxd4!? 19.Qxd4 g5 20.Bf2 White has to play this as (20.Bg3 allows the line 20...Nc5 21.Rab1 Ne6 22.Qd3 d4) 20...Nc5 21.Rab1 Ne6 22.Qd2 when White certainly has a plus but will have to play accurately to make anything.

**19.bxc4** **dx4**

19...Rxc4? loses simply to 20.Nxd5.

**20.Qd2**

20.Qe2 is possibly better - in either case White's plan is simply to advance the central pawns 20...Nf8 21.d5 Ng6 22.Bg3 with a clear advantage.

**20...** **Qe7?!**

I expected 20...a6 21.Qf2 (Not 21.e4? Nxe4!; or 21.d5? Nc5) 21...b5 22.e4 Qa5 when White is a bit better after 23.Qd2 the text simply loses time and allows

White time to strengthen his position.

**21.Re1**

Or 21.Bf2 when 21...a6 22.e4 b5 23.e5 Nh7 24.Ne4 looks good for White.

**21... Qd8?!**

21...a6 is very good for White after 22.e4 Qe6 23.d5 Qd6 24.f4 Qc5+ 25.Bf2; but I thought he'd play 21...g5 although after 22.Bf2 a6 23.e4 b5 24.h4 White is very clearly better.

**22.Rad1 Nf8**  
**23.e4 Ng6**  
**24.Bf2 Qd7**



If 24...a6 then White continues with the likes of 25.f4 b5 26.f5 Ne7 27.d5.

**25.a4**

This seemed safest and best - trying to rush things with either 25.d5 Ne5 26.Qd4 Nd3; or 25.Be3 b5 26.d5 Ne5 didn't seem so clear.

**25... Red8**

If 25...a6 I anticipated something along the lines of 26.d5 Qd6 27.Bg3 Ne5 28.Bxe5 Qxe5 29.f4 Qh5 30.e5 Nd7 31.Ne4 when White is surely winning.

**26.f4**

With hindsight, I should have just gone for it with 26.d5 when 26...Ne5 27.Bd4 Nd3?! 28.Bxf6 gxf6 (28...Nxe1 29.Bxd8 and White emerges a piece up) 29.Qxh6! much better than (29.Re2 Kh7 30.f4) 29...Nxe1 30.e5! when Black is defenceless against threats like Rd4 and Ne4.

**26... Qg4**

Black is probably lost now anyway. After 26...a6 27.f5 Ne7 28.Bh4 Ne8 29.e5! is crushing.

**27.Be3 Ne7**  
**28.Qb2 Nh5**  
**29.Rf1 Qg6**



29...f5?! was probably his last chance - however 30.e5 Nd5 31.Nxd5 Rxd5 32.Rc1 Qg6 33.Qe2 leaves White well in control.

**30.f5 Qc6**  
**31.d5 Qd7**

If 31...Qc7 then with Qe5 or Bd4 to follow 32.Nb5.

**32.Bd4 Qe8**

32...Nf6 is horrible after 33.Bxf6 gxf6 34.d6 Nc6 35.Nd5.

**33.Qe2 Nxd5**

33...Nf6 is similar to the last note when after 34.Bxf6 gxf6 35.e5 fxe5 36.Qxe5 White has Ne4 coming in. With the text Black gives up a piece for 2 pawns to at least avert an immediate mating attack.

**34.exd5 Qxe2**  
**35.Nxe2 Rxd5**  
**36.Nc3**



36.g4 first was probably more accurate 36...Nf6 37.Bxf6 Rxd1 38.Rxd1 gxf6 39.Nc3 when Black has nothing.

**36... Ra5**  
**37.g4 Nf6**  
**38.Bxf6 gxf6**  
**39.Rd7 Kg7**

If 39...a6 then simply 40.Rb1.

**40.Rfd1 h5**  
**41.h3 1-0**

And here, Black resigned - he could have limped on for a bit but White has several ways to win easily.



Stephen Tatlow Memorial, 22.06.2004

**White:** G Pyrich  
**Black:** S Grayland  
Sicilian Defence [B33]  
(Annotator G Pyrich)

**1.e4 c5**  
**2.Nf3 Nc6**  
**3.d4 cxd4**  
**4.Nxd4 Nf6**  
**5.Nc3 e5**  
**6.Ndb5 d6**  
**7.Nd5**

This isn't anything special but it's more interesting than the usual 7.Bg5 and following to about move 25 or so the latest games played by the likes of Kramnik and Leko.

**7... Nxd5**  
**8.exd5 Nb8**

I had to face 8...Ne7 in a recent otb game against Amjad Ali in the Scottish National League. After 9.c4 (9.Be3 worth consideration) 9...Nf5 10.Be2 g6 11.0-0 Bg7 12.Rb1 0-0 13.b4 White stood slightly better (although I later blundered and lost).

**9.c4**

9.Be3 is an interesting alternative when 9...Be7 was played in Arakhamia-Grant v Brown, Scottish Ch., 2003 when White achieved a very nice position after 10.Qd2 a6 11.Na3 0-0 12.Nc4 Nd7 13.Be2 f5 14.f4 e4 and won on move 27.

**9... Be7**  
**10.Be2**





10.Bd3 is more common here - however, Nigel Short came unstuck against Ni Hua at Beijing in 2003 after 10...a6 11.Nc3 0-0 12.0-0 f5 13.f3 (with the B at d3 13.f4 makes no sense here) 13...Nd7 14.Kh1 Bg5 15.b4 b6 16.a3 Kh8 17.Qc2 Qf6 18.g4? Bxc1 19.Raxc1 e4! 20.fxe4 f4 when Black had excellent play for the pawn and won on move 40.

10... 0-0  
11.0-0 a6  
12.Nc3 f5  
13.f3

With hindsight 13.f4 is likely better here.

13... Nd7  
14.Be3 f4!?

Rather committal (and leaving a nice square on e4 for the N!) Instead 14...Bg5 15.Qd2 Bxe3+ 16.Qxe3 is roughly equal.

15.Bf2 Rf6

Black's plan is clear as he continues with "King's Indian" type moves.

16.b4 Rh6



17.g4

Unfortunately this is necessary - "normal" moves seem to allow Black to crash through quickly:

(i) 17.c5 Qe8 18.cxd6 Qh5! 19.h3 Nf6 20.d7 Bxd7 21.d6 Bxh3! 22.Bc4+ Kh8 23.dxe7 Bxg2! is crushing - as is;  
(ii) 17.Ne4 Qe8 18.h3 (18.c5 is much the same after 18...Qh5 19.h3 Nxc5 20.bxc5 Bxh3; and 18.g4 is simply embarrassing after 18...fxg3 19.hxg3 Qh5) 18...Nf6 19.Bd3 Qh5 20.Nxf6+ Bxf6 with Bxh3 to follow.

17... fxg3  
18.hxg3 Qe8

18...Nf6 probably is the same as the game - White has to play 19.g4 at some point in order to prevent both Qh5 and Nh5 19...Qe8 (19...Rh3! is very interesting -

things might go 20.Rc1 (20.Kg2? Bxg4!) 20...h5 21.Kg2 hxg4 22.fxg4 Rh6 23.c5 (23.g5? Bh3+ is very good for Black) 23...Bxg4 24.Bxg4 Rg6 25.Bg3 Nxb4 26.Qd3 Qe8 27.Ne4 when White should be ok) 20.c5 Nh5 21.Be3 and, again, White seems to be ok.

19.g4

Played in preference to 19.Be3 when after 19...Rh3 20.Kg2 Nf6 21.Rh1 Rxb1 22.Qxh1 Qg6 Black seems to be doing well.

19... Bg5?!



Understandably trying to get the B into the game but 19...Nf6 looks much stronger (Black's threat is Nh5 when obviously White can't take the N) when 20.Kg2 is worth looking at (maybe 20.c5 Nh5 21.Be3 is better) 20...Nh5! 21.Be3 Nf4+ 22.Bxf4 exf4 23.Ne4 Qg6 24.Bd3 Bf5 25.c5!? (25.Nf2 seems to lead to a draw after 25...Qg5 26.Bxf5 Rh2+! 27.Kxh2 Qh4+ 28.Kg2 Qg3+ 29.Kh1 Qh4+) 25...Bxe4 26.Bxe4 and it's roughly equal!

20.Ne4 Bf4  
21.Bg3

Played in preference to the committal 21.c5 when 21...Qg6 (threat Rh1+!) 22.Bg3 (22.Ng3 Nf6 is unclear) 22...Bxg3 23.Nxg3 Nf6! looks fine for Black after 24.Qd3 Qg5! 25.Kg2 Bd7 26.Rh1 Bb5 27.Qc2 Bxe2; 21.Bd3 Qg6 22.Ng3 Qf6 also looks good for Black.

21... Bxg3?!

I expected 21...Qf8 22.Bxf4 Qxf4 23.Rf2 Qe3?! Black has 2 stronger alternatives  
a) 23...Nf6 24.Qc1 (24.Nxd6? allows 24...Rh3! with the idea Qg3+ and Qh4!) 24...Qxc1+ 25.Rxc1 Nxe4 26.fxe4 Rg6 27.Rg2 a5 28.c5 axb4 29.cxd6 Rxd6 30.Rc7 maybe White is a little better;  
b) 23...a5 24.a3 axb4 25.axb4 Rxa1 26.Qxa1 Rh3 27.Qf1 Rh4 28.c5!? Qh6 29.Qg2 dxc5 30.bxc5 Nxc5 31.Nxc5

Qc1+ 32.Rf1 Qxc5+ when, despite the pawn deficit, White is possibly a little better 33.Qf2; 24.Qb3 Qf4?! 25.c5 and White has turned the tide.

22.Nxg3 Nf8  
23.Bd3 Ng6



24.Bxg6

Of course, the N can't be allowed to settle on f4 - also the pattern of the game is now established, the N at e4 against the Black B

24... Qxg6  
25.Qd2

25.c5?! looks premature after say 25...Qg5 26.Qe2 Rh3 27.Ne4 Qh4 28.Qg2 Bd7 29.cxd6 Rf8 30.Rac1 Rf4 31.Nc5 when Black has both 31...Bxg4! (and 31...Rg3 32.Nxd7 Rxb2+ 33.Kxg2).

25... b6!?

A surprise - simply 25...Bd7 looks ok after say 26.c5 Rf8 27.Rac1 Rf4 28.c6 Bc8 29.cxb7 Bxb7 30.Rc7 Rh3 31.Qg2 Rxb3 32.Qxg3 Bxd5 with rough equality.

26.c5

Time for action - especially as 26.a4 seems ineffectual after 26...Bd7 (26...Rh4!? 27.Qf2 h5 28.Nf5 Bxf5 29.Qxh4 hxg4 is unclear!) 27.a5 bxa5 28.Rxa5 Rf8 29.Rxa6 Rh3 30.Kg2 when Black has both 30...Rxb3+ and (30...Bxg4 available).

26... bxc5  
27.bxc5 dxc5  
28.Rae1 Bd7?!

Defending the pawn with 28...Qd6 was better - White has nothing much after 29.Ne4 Qe7 30.Qg5 (30.d6!? Qh4!) 30...Qxg5 31.Nxg5 Bb7 32.Rxe5 Rd6.

29.Rxe5 Qd6?!

But now this isn't so good - better instead

29...Rf8 when 30.Kg2 is roughly equal.

**30.Qc3**

Preparing Ne4.

**30... Rb8**



After 30...Rh3 White has 31.Kg2 Qh6 32.Re7 Bb5 33.Rfe1 Rf8 34.d6 Bc6 35.R1e3 Rh2+ 36.Kg1 when, with moves like R3e6, Qe5 and Nh5 in the air, White is well on top.

**31.Ne4 Qf8**

With the idea of Qf4 but it's easily parried.

**32.Rg5 c4**

32...Qf7 is interesting when 33.Re1 is better than both

- a) 33.d6?! Bc6 and;
- b) 33.Nxc5 Rc8 34.f4 (34.Qd4? Rxc5! 35.Qxc5 Qf4+) 34...Bb5 35.Rc1 Rf6;

**33.Kg2**



This seemed safest, awaiting developments whilst quietly improving the position - the alternatives seemed to allow Black counter chances

- (i) 33.Qe5 Rb5 34.a4 Rb3 35.a5 Rd3 36.Kg2 c3 37.Qc7 c2 38.Rf2 (38.Qxd7?! c1Q!) 38...Bc6!;
- (ii) 33.d6 Kh8 34.Rc1 Rb5 35.Qxc4 Rb2 36.Rh5 Rxb5 37.gxh5 h6 38.Qc7 Qxf3; and
- (iii) 33.Qxc4 Bb5 34.Qc7 Bxf1 35.Rxg7+ (forced) 35...Qxg7 36.Qxb8+ Qf8

37.Qxf8+ Kxf8 38.Kxf1.

**33... Qf7**

If 33...Rhb6 then 34.d6 Rb2+ 35.Rf2 seems fine for White.

**34.Re1**

Instead 34.d6 seems premature as 34...Rb5 35.Rxb5 axb5 36.Qa5 Qe8 37.Re1 Re6 allows Black off the hook; and 34.Nc5?! is very unconvincing after 34...Rc8 35.Nxd7 Qxd7 36.Re1 Rd6 37.Re4 Rxd5 38.Rxc4; also 34.Re5? Qf4 is a little awkward for White.

**34... Rhb6**



**35.d6 Rf8**

Now if 35...Bc6 White has 36.Rf5.

**36.Re5!**

...and wins!

**36... Qg6**

White copes easily with 36...Qf4 after 37.Re7 Rb2+ 38.Qxb2 Qxf3+ 39.Kg1; and 36...Rb2+ 37.Qxb2 Qxf3+ 38.Kg1 Rf4 39.Rg5.

**37.Re7 Rb7**

Forced as 37...Be6 loses to 38.Qe5 Bxg4 39.fxg4 Qxg4+ 40.Ng3; and 37...Bxg4 is met with 38.fxg4 Qxg4+ 39.Qg3 Rb2+ 40.Kg1.

**38.Qxc4+ Kh8**

**39.Qe2**

Preparing Nc5 39.Nc5?? loses outright to 39...Rb2+.

**39... Bc6**

**40.Rd1**

Now White wins easily.

**40... Rd8**

**41.Rxb7**

**Bxb7**

**42.Qc4**

**Bxe4**

**43.Qxe4**

**Qf7**

**44.Qe7**

**1-0**



SCCA Championship 2006/07, 2006

**White:** C R Beecham

**Black:** M May

Modern Benoni [A65]

[Annotator C R Beecham]

- 1.d4 Nf6**
- 2.c4 e6**
- 3.Nc3 c5**
- 4.d5 exd5**
- 5.cxd5 d6**
- 6.e4 g6**



Marks choice of the Modern Benoni against me is a good one. It has the reputation of being one of Black's most aggressive replies to 1.d4. White is immediately given a central pawn majority, hoping that Black's Queen's side pawn majority will prove more effective. Due to the unbalanced nature of the position, play is very sharp and as I play without the "aid" of a computer program it is probably the ideal opening to play against me. Having said all that my chess hero is M tal and his favourite opening and mine in my early days was the Modern Benoni.

**7.f4**

The Taimanov Variation is probably the most dangerous line for Black. I spent some time looking at what I consider to be just as strong as the Taimanov with 7.Bd3 Bg7 8.Nge2 0-0 9.0-0 Na6 10.h3! and White builds up his ideal set up with Neg3, f2-f4, e4-e5 or/and f4-f5. In his excellent book, The Complete Benoni published in 1995, Psakhis suggested after 10.h3 the two Rook moves (Rb8, Re8) which may equalise.

**7... Bg7**

**8.Bb5+**

**Nfd7**



Also possible is 8...Nbd7!? with extremely complex play. This line is well covered in Anatoly Vaisev's 1997 book "Beating the King's Indian and Benoni". A typical line 9.e5 dxe5 10.fxe5 Nh5 11.e6 Qh4 12.g3 Nxc3 13.hxg3 Qxh1 14.Be3 Bxc3 15.bxc3 a6 16.exd7+ Bxd7 17.Bxd7 Kxd7 18.Qb3 b5 19.0-0 Rhe8 20.Bf4! as in George Pyrich v C.C.G.M. Ian Brooks from the PeliKan Memorial 1997, which was eventually drawn in 55 moves.



**9.a4**

The motive behind this is to delay Black's natural play of a6 and b5! The main line is 9.Bd3, the Bishop has served its purpose in causing extreme congestion on Black's Queen side and returns to the defence of e4, the game now continues after 9.Bd3 with 9...0-0 10.Nb3 when Black continues with 10...Na6 and Nc7 or 10...a6 11.a4 Nf6 12.0-0.

**9... Qh4+**  
**10.g3 Qe7**

Also possible is 10...Qd8 11.Nf3 0-0 12.0-0 a6 13.Bd3 Re8 14.Re1 Nf8 15.Kg2 Bg4 16.h3 when White had a very comfortable game in Justin Sarkar - Nick De Firmian, New York State Ch.2005.

**11.Nf3 0-0**

Winning the e-pawn by 11...Bxc3+ leads to disaster for Black, who gives up his last piece, the g7 Bishop, for terrible weaknesses along the a1-h8 diagonal viz. 12.bxc3 Qxe4+ 13.Kf2 0-0 14.Re1 Qf5 15.Bf1 Nf6 16.c4 Na6 17.Bd3 Qh5 18.Bb2 Ne8 19.Re7 Nb4 20.Be2 Qf5 21.Rc1 Ng7 22.Qd2 f6 23.Ng5! Re8 24.g4 Rxe7 25.gxf5 fxg5 26.f6 Re4 27.fxg5 1-0 as in Kuhlins - Kristmann, Verbandsliga Nord Baden 1997 a typical game in the 11.Bxc3 line.

**12.0-0 Na6**  
**13.Re1 Nb4**  
**14.Bf1 Re8**

Scottish C.C.G.M. Andrew Muir with his O.T.B. hat on was met with 14...a6 against Adam Szieberth in Budapest FS06 GM tournament, that game continued 14...a6 15.h3 Rb8 16.a5 b5 17.axb6 Nxb6 18.g4 Qc7 19.f5 Nd7 20.Bg5 Re8 21.Bc4 Nf6 22.e5 dxe5 23.d6 Qc6 24.Bxf6 Bxf6 25.Ne4 Bg7 26.Qb3 Rb7 27.Nfg5 Rf8 28.fxg6 hxg6 29.Rf1 Qb6 30.Nxf7 Nd5 31.Qxb6 Nxb6 32.Nd8+ Nxc4 33.Rxf8+ Kxf8 34.Nxb7 Nxb2 35.Nbxc5 Ke8 36.Rb1 Nc4 37.Rb8 1-0 a lovely played game by Andrew!

**15.Nb5 Nf6**  
**16.e5 Nfxd5**

Nasty things happen after 16...dxe5 17.d6 Qf8 and either 18.Nc7 or 18.fxe5 lead to a big advantage for White.

**17.Nxd6 Rf8**

I had hoped Mark would play 17...Rd8 when I planned to follow the game Joel Lautier - Thal Abergel from the French Team Championship 2004, which continued 18.Bd2 h6 19.Bc4 Be6 20.Qb3 Bf8 21.Nh4 Qd7 22.Bxb4 Nxb4 23.Nxg6 Bxd6 24.exd6 Bxc4 25.Qxc4 Qxd6 26.Ne7+ Kf8 27.Nf5 Qc6 28.Qc3 f6 29.Rad1 Nd5 30.Rxd5 1-0.

**18.Bd2 Bg4**



The first new move in the game! 18...Be6 had been played before V Malaniuk - V Fedorov, Kusadasi Open 1990. 19.Ng5 Bd7 20.Bc4 Be8 21.Nge4 b6 22.Qb3 Bc6 23.Ng5 h6 24.Ngxf7!! Kh7 25.h4! Rxf7 26.Bxb4 cxb4 27.Bxd5 Bxd5 28.Qxd5 Rff8 29.Qe4 Qe6 30.h5 Kh8 31.hxg6 Qg4 32.Kg2 Rad8 33.Rad1 Rd7 34.f5 Qxe4+ 35.Rxe4 Rxf5 36.e6 Rxd6 37.Rxd6 1-0.

**19.h3 Be6**  
**20.Rc1**

A pretty good alternative was 20.Bc4 Rad8 21.Ng5 Nc6 22.Nxe6 fxe6 23.Bc3 Nxc3 24.bxc3 Na5 25.Ba2 c4 26.Qg4 g5 27.Rad1 gxf4 28.gxf4 Kh8 29.Qh5 Rxf4 30.Bb1 h6 31.Nf7+ Rxf7 32.Rxd8+ Qxd8

33.Qxf7 The advantage of playing 20.Rc1 is that in some variations the N on d5 can go to b6 attacking the Bishop when it goes to c4, 20.Rc1 forces 20...b6.

**20... b6**  
**21.Bc4 Rad8**  
**22.Qb3 h6**

Mark would dig his own grave with 22...Rxd6!? 23.exd6 Qxd6 24.Ng5! Bc8 25.Rcd1 Bd4+ 26.Kh2 Ba6 27.Bc3 Bxc4 28.Qxc4 Qc6 29.Bxd4 cxd4 30.Rxd4 when his position is lost.

**23.Rcd1**

The idea of playing the other Rook to d1 came a close second viz. 23.Red1 a5 24.Be1 Nc7 25.g4 Bxc4 26.Rxc4 Kh7 27.Bh4 f6 28.Re4 g5 29.exf6 Qxf6 30.Bxg5!! hxg5 31.Nxg5+ etc.

**23... a6!**



23...a6 Played in the hope that White would continue with 24.Kg2 b5 25.axb5 axb5 26.Nxb5 Nd3! 27.Re4 (If 27.Bxd3 Nxf4+ wins the Queen.) 27...Qb7 28.Qxd3 Nxf4+ 29.Bxf4 Rxd3 30.Bxd3 Bd5 31.Nd6 Qxb2+ with good counterplay for Black.

**24.Bxb4 Nxb4**  
**25.Nh4**

Here White threatens 26.Nxg6 followed by 27.Bxe6.

**25... Bxc4**

Had Black tried to defend with 25...Kh7 I would have taken on g6 anyway viz 26.Nxg6!! Kxg6 (26...fxg6 27.Bxe6 Nc2 28.Bg8+!) 27.Bd3+ Nxd3 28.Qxd3+ f5 29.exf6+ Kxf6 30.Qc3+ Kg6 31.Qc2+ Kf6 32.f5 Rxd6 33.Rxd6 Qxd6 34.Rxe6+.

**26.Qxc4 Kh7**  
**27.f5 gxf5**  
**28.Nhxf5 Qe6**  
**29.Qe4 Kh8**

Inadequate was 29...Qg6 30.Rf1 Rd7  
31.Rf4 Re8 32.Rg4 Rxe5 33.Rxg6 Rxe4  
34.Rxg7+ Kh8 35.Nxf7+



**30.Rf1!**                      **Qxe5**

The alternatives were no better 30...Rd7  
31.Nxg7 Kxg7 32.Nf5+ Kh7 33.Nxh6+  
Kxh6 34.Qh4+ Kg7 35.Qf6+ etc wins the  
exchange.; Or 30...Qg6 31.Rf4 h5 32.Qf3  
Nc6 Best 33.Rh4 Kg8 34.Rxh5 Rd7  
(34...Bxe5 35.Rh6) 35.Nxg7 Nd4 36.Rxd4  
cxd4 37.Ng5 with mate to follow.

**31.Nxf7+**                      **Rxf7**  
**32.Rxd8+**                      **Kh7**  
**33.Qg4**                              **Nd5**  
**34.Qh5**                              **1-0**

Black resigns as if 34.Qh5 Qe6 35.Rd6  
forces 35...Qxd6 36.Qxf7 Qe5 37.Qxg7+  
Qxg7 38.Nxg7 Kxg7 39.Rd1 wins.



26th ICCF World Championship Semi-  
Final

**White:**                      B Ignatov  
**Black:**                      C R Beecham  
Grunfeld Defence [D71]  
[Annotator C R Beecham]

My Bulgarian opponent is a 46 year old  
lawyer from Sofia. Home of the OTB  
Champion Topolov. In our World Semi  
Ignatov has 5½ points from 9 games and 3  
games to finish. I am in second place with  
7½ points from 12 games so I can lose my  
place in the Candidates if my opponent  
plays well. This is his only loss in this  
event and is an illustration of what can  
happen with a slight misjudgement by one  
player and very accurate play by the other.

**1.d4**                              **Nf6**  
**2.c4**                              **g6**  
**3.Nc3**                              **d5**

My preferred defence to d4 openings.

**4.cxd5**                              **Nxd5**  
**5.g3**

A rare bird indeed, possibly because it  
allows Black to equalise too easily. Time  
to look out my old book on the Grunfeld  
by CCGM Keith Richardson and CCIM  
Frank Boyd.

**5...**                              **Bg7**  
**6.Bg2**                              **Nxc3**  
**7.bxc3**                              **c5**  
**8.Nf3**                              **0-0**  
**9.0-0**                              **Nc6**  
**10.e3**



This is really the starting point for this  
variation. Now Black has a choice  
between 5 major variations so get the  
spare pocket chess set out or play through  
the sample games on your computer.

**10...**                              **Qa5**

1. 10...Be6 11.Nd2 Rc8 12.Nb3 cxd4  
13.exd4 Bd5 14.Bxd5 Qxd5 15.f4 Rfd8  
16.Ba3 a5 17.Rb1 a4 18.c4 Qxc4 19.Rc1  
Qd5 20.Rc5 Qd7 0-1 H.Scheide-V.Belov,  
Berlin 1998.;  
2. 10...cxd4 11.cxd4 Be6 12.Re1 Rc8  
13.Bd2 Qd7 14.Bc3 Rc7 15.Qd2 Rfc8  
16.a4 b6 17.Qb2 Nd8 18.Bd2 Bg4 19.Qb5  
Rc2 20.Bb4 Nc6 21.Ba3 Bf6 22.Rec1 Na5  
23.Rxc2 Rxc2 24.Ne1 Rc4 25.Bc1 Qxb5  
26.axb5 Nb3 G.Borgo-R.Ruck, Leipzig  
2002.;  
3. 10...Qc7 11.Ba3 b6 12.dxc5 Ba6  
13.Nd4 Ne5 14.c6 Bxf1 15.Qxf1 a6 16.f4  
Ng4 17.Qf3 Nf6 18.e4 Rfd8 19.f5 Qe5  
20.Re1 Nd5 21.Bb2 b5 22.Qf2 Nb6  
23.Nf3 Qc7 24.e5 gxf5 25.g4 Nc4 ½ ½  
M.Turner-S.Knott, England 1999.;  
10...Bf5 11.a4 Qb6 12.Ba3 cxd4 13.Nxd4  
Rfd8 14.Qe2 Nxd4 15.cxd4 e5 16.Bc5  
Qa5 17.Qb5 Qxb5 ½ ½ (35) P.Satchkov-  
P.Smirov, St.Petersburg 2002.; 5. 10...Qa5  
My choice as its the best line to obtain a  
equal game, which is important at this  
level.

**11.Bd2**

The most common/popular move is  
11.Qb3 as this leads to a draw after  
11.Qb3 Rb8! 12.Ng5 c4 13.Qb2 Qxg5  
14.Bxc6 bxc6 15.Qxb8 Bh3 16.Qf4 Qxf4

**11...**                              **Rd8**  
**12.Qc2**

Also possible was 12.Qb3 Qc7 13.Ng5 e5  
14.d5 Na5 15.Qa4 Bd7 16.Qh4 h6 17.Ne4  
g5 18.Qh5 f5 and Black went on to win in  
U.Perschke-R.Seger, Germany 2001.

**12...**                              **Qa6!**

A lovely little move and far from obvious,  
it protects b7, prevents a possible  
doubling of pawns on c6 after Nd2 etc,  
and prepares the manoeuvre of the Queen  
to b7.

**13.Rfb1**                              **Be6**  
**14.Rb2**                              **Rac8**



Black has completed his development and  
threatens cxd4 followed by Nxd4! hitting  
White's strong point and typical Grunfeld  
play.

**15.Qe4?!**

Possibly the loosing move, 15.Qb1 was  
better. The loss of the tempo is crucial.

**15...**                              **Bd5**  
**16.Qb1**

Had White tried 16.Qh4 cxd4 17.cxd4  
Qa3 18.Rxb7 Nxd4!; and 16.Qf4 is no  
better viz... 16...cxd4 17.exd4 Na5 18.Ng5  
f6 19.Bxd5+ Rxd5 20.Qg4 f5.

**16...**                              **cxd4**  
**17.cxd4**

No better was 17.exd4 Na5 18.Rb4 Qc6  
19.Qd1 Nc4 20.Bf4 a5 21.Rbb1 f6 22.a4  
e5 and Black is well on top.

**17...**                              **b6**  
**18.a4**                              **Qb7**  
**19.Qf1**

A better idea was 19.e4 Bc4 20.d5 Nd4  
21.Nxd4 Bxd4 22.Be3 Bd3! 23.Qxd3  
Bxb2 24.Rb1 Bc3 and at least he's still in  
the game.

19... e5  
 20.Rb5 Be4  
 21.a5 exd4  
 0-1

18.dxc5 Nxc5  
 19.c4 dxc4  
 20.dxc4 0-0  
 21.Rbc1 Rc7

21...exd4 White resigns as he loses a pawn at least. A possible variation was 22.Nxd4 Bxd4 23.exd4 Nxd4 24.Rb2 Rc2 25.Rxc2 Bxg2 26.Qxg2 Qxg2+ 27.Kxg2 Nxc2 28.Bg5 Rd5 29.Rc1 Rxa5



MCO 11/535, 2006  
**White:** Jose M Alvarez Sabor  
**Black:** D R Cumming  
 French Defence [C18]  
 [Annotator D R Cumming]

1.e4 e6  
 2.d4 d5  
 3.Nc3 Bb4  
 4.e5 c5  
 5.a3 Bxc3+  
 6.bxc3 Qa5!  
 7.Bd2 Qa4  
 8.Qg4 g6

22.Kf1 Rfc8  
 23.Rc2 Ne4!

Vacating the c-file to uncover pressure vs. c4, attacking the Bg5, centralising the Knight, whilst still guarding c5.

24.Be3?! Na5!

Black cannot be pleased with 8...Ne7 9.Qxg7 Rg8 10.Qxh7 cxd4 11.Rb1!? f; White's chances are also preferable in the event of 8...Kf8 9.Qd1 The Moor has done his work, the Moor can go! 9...b6 10.h4!? Ne7 11.h5 h6 12.Rh4! Ba6 13.Bxa6 Nxa6 14.Rf4! Qd7 15.Qf3 Nc6 16.Nh3 f Fischer-Hook, Siegen ol. 1970. - Lev Psakhis.

Uncovering a treble attack on the c4 pawn when it is only protected by the Rc2, so it is a goner for sure!

25.c5 Nxc5  
 26.Bxc5 Rxc5  
 27.Rxc5 bxc5  
 28.Rc1 c4  
 0-1

9.Qd1 b6

Black insists on exchanging the light-squared Bishops.

10.h4!?

With this move White hopes to exploit the slight weaknesses of his opponent's dark squares on the Kingside.

10... h5

The usual reply.

11.Nf3 Ba6  
 12.Bd3 Nd7  
 13.0-0 Bxd3  
 14.cxd3 Qxd1  
 15.Rfxd1 Ne7  
 16.Bg5 Nc6

MCO 11/535, 2006  
**White:** Jan Broersen  
**Black:** D R Cumming  
 French Defence [C17]  
 [D R Cumming]

1.e4 e6  
 2.d4 d5  
 3.Nc3 Bb4  
 4.e5 c5  
 5.Qg4 Ne7  
 6.Nf3

'=' Skorchenko-Lysyj, Russian under-20 Ch, Vladimir 2002.

17.Rab1 Rc8

6.Qxg7 Rg8 7.Qh6 (Of course not 7.Qxh7 cxd4 8.a3 Qa5! 9.axb4 Qxa1 10.Nce2 Nbc6 μ) 7...cxd4 8.a3 Bxc3+!? 9.bxc3 Qc7 10.Ne2 dxc3 11.f4 Bd7 12.Rb1 Nbc6

13.Ng3!? 0-0-0 14.Bd3 Nd4 and Black's chances are not at all worse; Sigurjonsson - Uhlmann, Hastings 1975.

6... Nbc6  
 7.dxc5 d4!  
 8.Bb5! Qa5!  
 9.Bxc6+ bxc6!

Not 9...Nxc6? in view of 10.Qxg7! Rf8 11.Bh6! Bxc5 (or 11...Bxc3+ 12.bxc3 Qxc3+ 13.Ke2 Qxc2+ 14.Nd2±) 12.0-0-0! dxc3 13.Rd6!±± Sokolov - Starostin, Gorki 1962.

10.Qxd4



White loses at once after 10.Qxg7? Rg8 11.Qxh7 Ba6! 12.Ng5 Bxc3+ 13.Kd1 0-0-0 14.Nxf7 d3!μ ± "with irresistible threats" - Lev Psakhis.

10... Nf5!  
 11.Qc4!? Ba6  
 12.Qb3 Qb5!?  
 13.Kd1! Qxc5  
 14.Ne4

14.Bd2 Bc4!? 15.Ne4 Banas - Prandstetter, Prague 1978.(White continued with 15.Qa4 Bxc3 16.Bxc3 whereupon 16...Bd5! would have given Black a very good game - Psakhis.)

14... Nd4!  
 15.Nxd4?

15.Bd2! Be2+ 16.Ke1 Nxb3 17.Nxc5 Nxa1 18.Kxe2 Bxc5±

15... Qxd4+  
 16.Nd2 0-0-0!!  
 0-1

17.c3 Qg4+ 18.Kc2







## International Update

By George Pyrich

### Douglas Livie Memorial

Category III, SIM Norm 9½, IM Norm 8½				1	2	3	4	5	6	7	8	9	10	11	12	13	Pts
	1	Maxwell, A	2081	SCO	1	0	½	½	1	0	½	0	0	0	½	0	4
	2	Pyrich, G D	2373	SCO	0	½	½	½	½	0	½	½	0	½	0	1	4½
	3	Mackintosh, I	2328	SCO	1	½	1	0	1	½	1	½	½	0	1	0	7
	4	Borwell, A P	2229	SCO	½	½	0	½	1	0	½	½	0	0	0	½	4
	5	Brown, Dr A C	2393	SCO	½	½	1	½	½	1	1	0	0	½	½	0	6
	6	Berthelsen, R	2180	NOR	0	½	0	0	½	0	0	½	½	0	½	0	2½
	7	Halme, O	2240	FIN	1	1	½	1	0	1	½	0	½	0	1	0	6½
	8	Rawlings, A J C	2254	ENG	½	½	0	½	0	1	½	½	1	0	½	1	6
	9	Craig, T J	2403	SCO	1	½	½	½	1	½	1	½	0	½		0	6
	10	Starke, H	2401	GER	1	1	½	1	1	½	0	1	½	½	½	½	8
	11	<b>Geider, F</b>	<b>2412</b>	<b>FRA</b>	<b>1</b>	<b>½</b>	<b>1</b>	<b>1</b>	<b>½</b>	<b>1</b>	<b>1</b>	<b>½</b>	<b>½</b>	<b>½</b>	<b>½</b>	<b>½</b>	<b>9</b>
	12	Lambert, G R	2386	AUS	½	1	0	1	½	½	0	½	½	½			5
	13	Martin Molinero, R	2356	ESP	1	0	1	½	1	1	1	0	1	½	½		7½

Frank Geider (FRA) is the outright winner, but second place is as yet undecided. Heiko Starke (GER) put in a strong finish with 2½/3 to end on 8 points, but he can still be caught Raul Martin Molinero (ESP) whose final game with Grant Lambert (AUS) will decide.

Champions League Group D3 The Lewis Chessmen		Chess Owls	Sirius	Kielce	Samarachess	Satranc Okulu	Yetman Brothers	ADA Mostoles	CK & Gambit	Great CC Danes	Gli Svitosi	Total Points	Percentage
1	Iain Mackintosh	½	½	1	0	0	1	1	½	1	1	6½	65.0
2	George Livie	1	0	0	½	½	1	½	1	½	½	5½	55.0
3	George Pyrich	1	½	½	½	½	½	½	0	1	½	5½	55.0
4	Alan Borwell	½	½	½	½	1	1	1	½	1	1	7½	75.0
<b>Team Total</b>		<b>3</b>	<b>1½</b>	<b>2</b>	<b>1½</b>	<b>2</b>	<b>3½</b>	<b>3</b>	<b>2</b>	<b>3½</b>	<b>3</b>	<b>25</b>	<b>62.5</b>

The team performed well, but only managed 4<sup>th</sup> place behind Kielce of Poland with 27.5 points. Alan Borwell was in fine form!

Current Friendly Internationals						
Start	Boards	Opponents	Mode	For	Against	Void
Mar 2006	28	Sweden	Server/Post	5½	16½	
Sep 2005	27	Denmark	Server/Post	13	30	
Jul 2005	21	Australia	Server/Post	19½	15½	
Mar 2005	24	Netherlands	Post/Email	13½	18½	2
Feb 2005	20	BCCS	Post/Email	18½	5½	8
Jan 2004	20	Romania	Email	11	27	
Jul 2003	23	Finland	Post/Email	14½	29½	2
Jun 2003	24	Canada	Post/Email	13½	29½	2
Dec 2002	129	ICCF	Post/Email	100½	147½	10

Some useful performances – we reached the 100-point mark against ICCF in our Silver Jubilee match, and won our first match for a few years against BCCS. We are leading Australia, and are just behind a strong Dutch team. Not so good against Scandinavian opposition though!



## General Information

Members of the Scottish CCA are eligible to play in ICCF postal, email and webserver tournaments, which cover European and World, Open (O - under 1900), Higher (H - 1900-2100) and Master (M - over 2100) classes. Entries to H or M class events for the first time require evidence of grading strength, or promotion from a lower class. O and H classes have 7 players/section, with M class having 11. It is usually possible to interchange between playing modes when promotion from a class has been obtained.

New World Cup tournaments start every 2-3 years, with 11-player sections of all grading strengths, and promotion to 1/2 finals and final. Winners proceed to the Semi-Finals, and winners of these qualify for a World Cup Final. The entry fee covers all stages, and multiple entries are allowed, though Semi-Finals are restricted to 2 places per individual.

Master and GM Norm tournaments with 13-player sections are available for strong players. Master entry level is fixed ICCF rating of 2300+, (2000 ladies); non-fixed ICCF 2350+ (2050 ladies); or FIDE 2350+ (2050 ladies); while medal winners (outright winners ladies) in national championships are also eligible. GM entry levels are 150 rating points higher. A player can enter only one section per playing mode per year. Section winners who do not achieve norms receive entry to a World Championship Semi-Final.

International numeric notation is the standard for postal events, while PGN is normal for email and webserver play. Playing rules and time limits are provided for each event, and the usual postal limit is 30 days per 10 moves, with 60 days for 10 moves in email and webserver. Players may take up to 30 days leave per calendar year.

Use air mail stickers to all destinations to speed postal play, and be aware that some patience is required, as games may take up to 3 years against opponents in countries with poor mail services. Silent withdrawal is bad etiquette! International CC postcards are recommended, and can be obtained from Chess Suppliers (Scotland). Email and webserver have speeded up many events, and made it cheaper to play. Generally, you play less email/webserver games simultaneously than postal because of the faster play.

A prerequisite for entry via the SCCA is that the player remains a full member of the SCCA for the duration of the tournament. We wish you great enjoyment from your overseas games, and from making new chess friendships!

Current tournament fees are shown on the ICCF Index page of the SCCA website, and all Scottish players competing in ICCF events have bookmarks from the SCCA site to the relevant ICCF cross-table for easy checking of results. The SCCA international secretary can advise on all aspects of play, how to enter, current entry fees, etc.

## Thematic Tournaments

### Postal Events 2006-7

#### Theme 10/06: Sicilian Dragon, B72

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6

Entries by 15 October; play starts 1 December

#### Theme 1/07: Caro Kann, B12

1.e4 c6 2.d4 d5

Entries by 1 January; play starts 1 February

### Email Events 2006-7

#### Theme 12/06: English Opening, A29

1.c4 e5 2.g3 Nf6 3.Bg2 d5 4.cxd5 Nxd5 5.Nf3 Nc6 6.0-0

Nb6 7.Nc3 Be7 8.a3 0-0 9.b4 Be6

Entries by 1 November; play starts 1 December

#### Theme 1/07: Pirc Defence, Czech variation, B07

1.e4 d6 2.d4 Nf6 3.Nc3 c6

Entries by 1 January; play starts 15 January

### Webserver Events 2006-7

#### Theme 4/06: Balogh Counter Gambit, B07

1.e4 d6 2.d4 f5

Entries by 15 November; play starts 1 December

#### Theme 1/07: Latvian Gambit, C40

1.e4 e5 2.Nf3 f5

Entries by 1 February; play starts 15 February

## Interzonal Team Event

Gian-Maria Tani is trying to raise three European teams to participate in this global ICCF event. Teams comprise 8 players who play 2 games against each equivalent board in the other zonal teams. If Europe fields all 3 teams, that means 10 games per player. Europe wants as wide a representation of countries as possible, but grade and title will also be used for board selection – this is usually a strong event.

Entries should be in by 1 November, and play is expected to start on 15 December. To enter, and for further details, please contact George Pyrich as outlined below.

Further details of all ICCF activities and events; entries to events, and orders for ICCF publications, may be obtained via George Pyrich at: [international@scottishcca.co.uk](mailto:international@scottishcca.co.uk)

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