

Scottish Correspondence Chess Association

Magazine No.80

Winter 2002

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- a review of the ICCF Jubilee book

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2002 Silver Jubilee Year



First, let me wish you all a very happy and successful 2003!

We've now come to the end of our Silver Jubilee year, with a most enjoyable celebration dinner in Edinburgh, and the start of our challenge match against an ICCF Select.

You can see some of what happened at the dinner thanks to the investigative journalism and "Hello"-style photographic coverage assembled by Jim Anderson and Richard Beecham. I'll publish any captions you might care to dream up for any of the photographs, subject of course to public standards of decency and good taste.

Jim has also brought most of our 2002 domestic results up to date for this issue, and is currently labouring mightily to get 2003 membership and event details out to controllers so that play can commence during January. We'll publish details of the 2003 sections next time, together with any late results details received for last year.

It's been an equally busy time on the international front of late, and George provides details of team selections for the glut of fixtures we are presently undertaking, including that bumper match against ICCF.

Bernard is recovering well from his pre-Christmas operating table exploits (I don't have any news on how the nursing staff are doing), and he weighs in with his usual prolific games column and ChessBase contributions.

I hope you all received your special Silver Jubilee magazines in time for Christmas (sorry to paper subscribers for the error reported opposite!). If you missed your copy, please get in touch and I'll do what I can to help. Happily, it seems to have been well received all round.

We don't yet have the minutes from the autumn ICCF Congress in Portugal, so we'll hold over George's report until the next issue. We have reviewed the ICCF Gold book though - it's definitely worth a look, and George will be delighted to process your orders!

Finally, please read the website information posted opposite - the main point to note is that your bookmark should read www.scottishcca.co.uk from now on, and any changes we make will be transparent to you.

Silver Jubilee Quiz Prize



Here's the bottle of 25 year-old Highland Park malt whisky presented to Richard Beecham at the Jubilee Dinner.

SCCA Website Domain Name

Please note that we will be concentrating solely on:

www.scottishcca.co.uk

from now onwards. This will save the registration fees for the .com and .org variations of the name. We will also move to a different website hosting service soon, so please change any old bookmarks on your computer bearing the Globalnet service address to www.scottishcca.co.uk, and you will be automatically redirected to our new site.

Silver Jubilee Magazine Erratum

There is an error in Tom Craig's game on p.24 of the printed version of the Jubilee magazine. Everything is ok up to the comment following move 18, then move 19 should read: **19.Be3** [19.Kb1? Bf5+] **19... Qg6 20.h4** [Threat h5!] **20... h5** then the remaining moves from 21 onwards are ok. Website e-mag copies carry the correct moves, as do the .cbv and .pgn games downloads. Apologies to readers!

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Jubilee Dinner 1

By Jim Anderson



Alan Borwell delights the assembly by coming to the end of his after-dinner speech.



Richard shows off his kilt rivets as he receives the 25 year-old malt (seal unbroken) from Iain Mackintosh.



Doug Finnie receives his ICCF SIM Certificate in return for £5 cash and his jacket.



George Livie instructs the game show hostesses in the raffle as John Glendinning declines to be a prize.



Richard Beecham flashes his flashes as he receives his ICCF IM Certificate from Alan Borwell.



Doug Finnie forms an arch with raffle whisky and Fiona Mackintosh, as guests dance Strip the Willow.



Jubilee Dinner 2

By Richard Beecham



Michael Jessing shows Jonathan Lennox how he should have tied his tie; Rosie and Phil Giulian concur.



Patsy and Raymond Baxter, Andy Muir, Helen and Bill Cook try to hide the raffle prizes from the other guests.



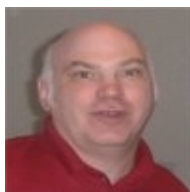
Bill Cook, Gordon Anderson, Alan and Moira Borwell wonder when the triffid will make its move.



George Livie balances a picture on his shoulder while he gives the pre-dinner speech, watched by wife Margaret.



The President demonstrates the effect of too many chess dinners on his waistline. John Glendinning reflects on this (literally), while the ladies are totally unimpressed.



2002 Results

By Jim Anderson

Championship

2002/2003		1	2	3	4	5	6	7	Pts
1	Brown, Dr A C	■		½			1		1½
2	Cumming, D R		■	½	0	0	0	½	1
3	Edney, D	½	½	■	½	½		½	2½
4	Goodwin, B		1	½	■		1	½	3
5	Lloyd, G		1	½		■			1½
6	Mackintosh, I	0	1		0		■		1
7	May, M A		½	½	½			■	1½

The newcomers this year are all doing well - Edney, Goodwin and Lloyd are unbeaten so far, and the relatively high number of draws looks like making for a close finish - unless of course, someone can string together a couple of wins!

2001/2002		1	2	3	4	5	6	7	8	9	10	11	Pts
1	Armstrong, A	■	0	0	0	0	0	0	0	0	0	1	w/d
2	Beecham, C R	1	■	1	1	1	1	1	1	1	1	1	10
3	Brown, Dr A C	1	0	■	1	1	½	1	½	1	1	1	8
4	Cumming, D R	1	0	0	■	½	0	0	0	0	0	1	2½
5	Jessing, M	1	0	0	½	■	½	½	½	½	½	1	5
6	Kilgour, D A	1	0	½	1	½	■	1	½	1	½	1	7
7	Mackintosh, I	1	0	0	1	½	0	■	½	1	0	1	5
8	May, M A	1	0	½	1	½	½	½	■	1	½	1	6½
9	Milligan, B	1	0	0	1	½	0	0	0	■	1	1	4½
10	Reeman, I F	1	0	0	1	½	½	1	½	0	■	1	5½
11	Sneddon, I	0	0	0	0	0	0	0	0	0	0	■	w/d

Confirmation of Richard Beecham's personal 100 Club, but also particularly praiseworthy was the achievement of Alan Brown in pushing David Kilgour into 3rd place, plus a very solid performance from Mark May in 4th.

Candidates

2002/2003		1	2	3	4	5	6	7	8	9	Pts
1	Beacon, R	■	½	1	½	½	½		0		3
2	Henderson, B	½	■		1	1	1	0	½		4
3	Thompson, B	0		■		0		0			0
4	Cook, W M	½	0		■	½	½	0			1½
5	Cumming, D R	½	0	1	½	■		0			2
6	Young, S M	½	0		½		■	0			1
7	Lloyd, G		1	1	1	1	1	■	½	1	6½
8	Harvey, D	1	½					½	■		2
9	Anderson, J							0		■	0

A recent burst of straight wins has made it virtually impossible for anyone to overtake Geoff Lloyd, though doubtless it won't stop the chasing pack from trying!

Candidates

2001/2002 Section A		1	2	3	4	5	6	7	8	Pts
1	Copley, J	■	0	0	1	0	0	1	1	3
2	Cumming, D R	1	■	½	1	½	0	1	1	5
3	Harvey, D	1	½	■	1	0	1	1	1	5½
4	Herries, J M	0	0	0	■	0	0	-	0	dcd
5	Lloyd, G	1	½	1	1	■	1	1	1	6½
6	McDonald, G R	1	1	0	1	0	■	1	1	5
7	Saxton, G	0	0	0	-	0	0	■	0	w/d
8	Thompson, B	0	0	0	1	0	0	1	■	2

2001/2002 Section B		1	2	3	4	5	6	7	8	Pts
1	Anderson, J	■	½	0	½	1	0	0	½	2½
2	Edney, D	½	■	1	½	1	½	1	½	5
3	Harvey, D	1	0	■	0	½	½	1	1	4
4	Lloyd, G	½	½	1	■	1	0	1	½	4½
5	Macmillen, A N	0	0	½	0	■	0	1	0	1½
6	Maxwell, A	1	½	½	1	1	■	½	½	5
7	Mitchell, I W S	1	0	0	0	0	½	■	0	1½
8	Young, S M	½	½	0	½	1	½	1	■	4

In Section A, Geoff Lloyd held off Doug Harvey to win by a clear point. Section B resulted in a tie between David Edney and Alistair Maxwell, with Geoff Lloyd nipping at their ankles.

Premiers

2002 Section A		1	2	3	4	5	6	Pts
1	Ballan, Dr M	■	1	0	0	0	0	1
2	Knox, A	0	■	0	0	0	0	0
3	Briscoe, C	1	1	■	1	1	½	4½
4	Dowell, C M	1	1	0	■	½	½	3
5	Kilgariff, A D	1	1	0	½	1	0	2½
6	Young, S M	1	1	½	½	1	■	4

2002 Section B		1	2	3	4	5	Pts
1	Franks, K	■	1	½	1	1	3½
2	Bird, A G E	0	■	0	1	½	1½
3	MacDonald, P H	½	1	■	1	½	3
4	McAinsh, T F	0	0	0	■	0	0
5	Ross, D	0	½	½	1	■	2

In Section A, Chris Briscoe just eased ahead of determined opposition from Stanley Young (who is older than he sounds!), while in Section B Keith Franks hit the tape just before the much-misspelled Paul MacDonald!

Majors

2002 Section A		1	2	3	4	5	Pts
1	Armstrong, J M	■	--	1 0	0 ½	0 0	1½
2	Cassidy, J	--	■	--	--	--	w/d
3	Loughran, R	0 1	--	■	½ ½	0 1	3
4	Morrow, J	1 ½	--	½ ½	■	0 1	2½
5	Ross, D	1 1	--	1 0	1 0	■	4

Majors

2002 Section B		1	2	3	4	5	Pts
1	Grant, J	■	--	0 0	0 0	0 0	0
2	McAinsh, T F	--	■	--	--	--	w/d
3	Moir, P	1 1	--	■	1 1	0 0	4
4	Petrie, A R	0 0	--	0 0	■	0 0	0
5	Stott, K	0 0	--	1 1	0 0	■	2

In Section A, Derek Ross maintained a full point margin over Robert Loughran, while in Section B Pat Moir finished the strongest in amongst rather too many defaulted games.

Minors

2002		1	2	3	4	5	Pts
1	Armstrong, J M	■	0 ½	1 0	0 0	0 1	2½
2	Coope, D W	1 ½	■	1 1	1 0	1 1	6½
3	Kennedy, G	0 1	0 0	■	0 0	0 0	1
4	Miller, S	1 1	0 1	1 1	■	½ ½	6
5	Moir, P	1 0	0 0	1 1	½ ½	■	4

Here, Derek Coope triumphed, but was forced to move shortly afterwards to Oban to escape being hounded by the press. New member Scott Miller made an encouraging start in 2nd place.

Openings

2002 Evans Gambit C51		1	2	3	4	Pts
1	Cassidy, J	■	0 0	--	0 0	w/d
2	Grant, J	1 1	■	1 1	0 0	4
3	Clapham, D C	--	0 0	■	0 0	w/d
4	Anderson, J	1 1	1 1	1 1	■	6

The Openings Tournament was played last year, which was something of a novelty, but it suffered from early withdrawals. Jim Anderson won the head-to-head with John Grant and enjoyed himself so much he's using the same variation again this year!

Quartets

2002 Q210		1	2	3	4	Pts
1	Bird, A G E	■	1 1	½ 1	1 ½	5
2	Clapham, D C	0 0	■	0 0	0 0	0
3	Cumming, D R	½ 0	1 1	■	1 ½	4
4	Moir, P	0 ½	1 1	0 ½	■	3

Section Q210 results were somewhat delayed, having been stowed in a tea chest in Hawick as a result of Alan Armstrong's house move! Bird-man Alex sprung from captivity to fly into first place.

Challenge

Medal-winners for 2002 were **David Edney**, who finished first and gained promotion to class 2, and **Geoff Lloyd**, who finished second despite winning all his games (however, some of his opponents were from lower classes).

League Division 1

2002		Opponent	Game A	Game B	Points
A	Black Knight				6½
1	Sprott, G R	E1	½	½	1
2	Reeman, I F	D2	1	½	1½
3	May, M A	C3	0	1	1
4	Beecham, C R	B4	1	1	2
5	Hislop, A T	F5	½	½	1
B	Knights of the Board				2½
1	Anderson, J	D1	0	0	0
2	Herries, J M	C2	0	0	0
3	Morrow, J	F3	½	0	½
4	Moir, P	A4	0	0	0
5	Stott, K	E5	1	1	2
C	Social Stars				7
1	Doye, P	F1	1	0	1
2	Lane, M	B2	1	1	2
3	Price, D	A3	1	0	1
4	Hall, T R	E4	1	½	1½
5	Lees, J	D5	½	1	1½
D	Perth Correspondents				5
1	Borwell, A P	B1	1	1	2
2	Mackintosh, I	A2	0	½	½
3	Brown, Dr A C	E3	1	1	2
4	Harvey, D J	F4	0	0	0
5	Mitchell, I W S	C5	½	0	½
E	Kirkcaldy Kings				1½
1	Pyrich, G D	A1	½	½	1
2	Saxton, G	F2	0	0	0
3	Marshall, I H	D3	0	0	0
4	Morrison, A	C4	0	½	½
5	Donohoe, S	B5	0	0	0
E	Five Brave Englishmen				7½
1	Chambers, D	C1	0	1	1
2	Sowden, E C	E2	1	1	2
3	Rawlings, A J	B3	½	1	1½
4	Barnes, D J R	D4	1	1	2
5	Robertshaw, A	A5	½	½	1

Congratulations to Duncan Chambers, Edward Sowden, Alan Rawlings, David Barnes and Andy Robertshaw once more! Going into the adjournment period, Black Knight, Social Stars and Perth Correspondents were also capable of taking first place, but as the late results were resolved, the savvy Saxons edged out the Social Stars to complete a memorable hat-trick of wins.



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League Division 2

2002		White v	Black v	Game A	Game B	Points
A	Superkings					6
1	Cumming, D R	B1	G1	1	0	1
2	Keen, M	F2	C2	1		1
3	Armstrong, A	D3	G3	1		1
4	Coope, D	E4	D4	1	0	1
5	Crosbie, R	E5	F5	1	1	2
B	Social Roses					4½
1	Dowell, C M	C1	A1	½	0	½
2	Gifford, M	D2	E2	0	0	0
3	Ross, G	F3	E3	½	0	½
4	Richardson, D	F4	G4	½	1	1½
5	Ash, G	G5	C5	1	1	2
C	Brutal Realism					3½
1	Murray, J S	E1	B1	½	½	1
2	Thomson, D	A2	D2		0	0
3	Coffield, P	G3	F3	0	½	½
4	Taylor, W	G4	E4	1	1	2
5	Lewis, P	B5	D5	0		0
D	Social Dragons					
1	Rosser, G	G1	F1	½	0	½
2	Pomeroy, R	C2	B2	1	1	2
3	Moore, Mrs R	E3	A3	0	0	0
4	Tonks, B	A4	F4	1	½	1½
5	Blackwell, E	C5	G5			
E	The Exiles					6
1	Franks, K	F1	C1	1	½	1½
2	Ruston, A	B2	G2	1	½	1½
3	Tatam, A	B3	D3	1	1	2
4	Dare, P	C4	A4	0	0	0
5	Tucker, Mrs L	F5	A5	1	0	1
F	Kingston Upon Thames					4
1	Briscoe, C	D1	E1	1	0	1
2	Way, J	G2	A2	0	0	0
3	Young, J	C3	B3	1	½	1½
4	Collins, B	D4	B4	½	½	1
5	Grant, J	A5	E5	0	½	½
G	Busman's Holiday					4
1	Lloyd, G	A1	D1	1	½	1½
2	Maxwell, A	E2	F2	½	1	1½
3	Loughran, R	A3	C3		1	1
4	Petrie, A R	B4	C4	0	0	0
5	James, C R	D5	B5		0	0

The odd number of teams meant the calculation of a new pairing format last January, and therefore a late start for this division. At the time of going to press, there was no clear winner, but Superkings will win if they manage to get at least ½ point from their two unfinished games.

Recent 100 Club Winners

	1st Prize	2nd Prize
January 03	A P Borwell	C M Dowell
December 02	J W Kilgour	G D Pyrich
November 02	J Armstrong	C J Lennox



XV Olympiad

Scotland's team for this event is as follows:

Bd		Grade
1	Philip Giulian	2511
2	George Pyrich	2426
3	Tom Craig	2414
4	George Livie	2323
5	Alan Borwell	2283
6	Iain Mackintosh	2240

The XV (2nd Email) Olympiad Preliminaries start a little later than expected on 15 January 2003. A total of 56 teams will be competing, organised in 4x11 and 1x12 team sections - Scotland has been drawn in the only 12-team section, alongside Hong Kong (HKG), Lithuania (LTU), Ireland (IRL), Netherlands (NED), Greece (GRE), South Africa (RSA), Brazil (BRA), Romania (ROM), Mexico (MEX), Iceland (ISL) and Italy (ITA).

The average player rating for our entire section is 2395, but there are significant variations across the teams. The strongest in the entire event is Netherlands, averaging 2625, with a line-up, including the world champion, of:

Bd		Grade
1	Gert Jan Timmerman	2733
2	Joop van Oosterom	2724
3	Dick van Geet	2643
4	Rudolf Maliangkay	2595
5	Carol-Peter Gouw	2535
6	Walter Mooij	2518

Four other teams (Russia, Germany, Austria and Ukraine) have average ratings of 2500+, and they are seeded across the other 4 sections. Ten teams have average ratings of 2450+, and two of these (Brazil and Greece) are in with us.

Board Number	Average Rating	Norms		
		GM	SIM	IM
1	2506	7	5½	5
2	2448	8	7	6
3	2413	8½	7	6½
4	2376		7½	7
5	2327		8	7½
6	2298			8

The average board strength across all teams reads a little more kindly, with all of our players within touching distance of the averages.

NSTT 2

Scotland's team for this event is as follows:

Bd		Grade
1	Dr Alan Brown	2357
2	Robert Montgomery	2280
3	Dr Ken Stewart	2256
4	John Findlay	2203
5	Gordon Anderson	2195
6	David Edney	2189

This is a postal team tournament being organised by the Norwegian NSPF for teams of 6 players and is scheduled to start on 31 January 2003. Games may be played by email by mutual consent with opponents.

As the name suggests, those countries which border the North Sea (SCO, ENG, DEN, FRA, GER, NED, NOR, BEL, ISL and SWE) are participating. It is likely that the Norwegian organisers will field 2 teams thus giving a total of 11 (10 games for every player). ICCF title norms will be available on most, if not all, boards.

SCCA v ICCF

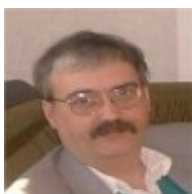
The countries which have supplied the 129-board ICCF Select for our Silver Jubilee Match are as follows:

Argentina (ARG)	1
Austria (AUT)	4
Brazil (BRA)	5
Canada (CAN)	8
Czech Republic (CZE)	2
Denmark (DEN)	23
England (ENG)	3
Finland (FIN)	19
France (FRA)	5
Germany (GER)	1
Ireland (IRL)	4
Italy (ITA)	7
Norway (NOR)	1
Poland (POL)	1
South Africa (RSA)	5
Spain (ESP)	1
Sweden (SWE)	9
Switzerland (SUI)	4
USA	26

The full pairings are as follows:

Bd/Mode	Scotland	ICCF
1 E	D S Finnie	T Koskela (FIN)
2 E	D S Finnie	C F Gutiérrez (ESP)
3 E	D S Finnie	L S Olsson (SWE)
4 E	P M Giulian	G Binder (GER)
5 E	P M Giulian	E Riccio (ITA)
6 P	C A McNab	Dr A Parnas (USA)
7 P	C R Beecham	K H Johnsen (DEN)
8 E	G D Pyrich	J Mrkvicka (CZE)
9 E	G D Pyrich	W Bielecki (POL)
10 E	G D Pyrich	G Hill (USA)
11 E	G D Pyrich	S Peschardt (DEN)
12 E	T J Craig	P Hegoburu (ARG)
13 E	T J Craig	P Raivio (FIN)
14 E	T J Craig	R Aiken (USA)
15 E	Dr A C Brown	S K Kristensen (DEN)
16 E	Dr A C Brown	A Albano (USA)
17 P	C J Lennox	B Wikman (FIN)
18 P	C J Lennox	A Justesen (DEN)
19 E	C Fordham-Hall	J Bennborn (SWE)
20 E	G W G Livie	G Walker (SUI)
21 E	G W G Livie	T G Hansen (DEN)
22 P	R W M Baxter	E Osbun (USA)
23 P	R W M Baxter	D Salter (IRL)
24 P	A P Borwell	D Chambers (ENG)
25 P	A P Borwell	Dr J Canibal (CZE)
26 E	R S Montgomery	E Limayo (USA)
27 E	R S Montgomery	K Fyhn (DEN)
28 E	R S Montgomery	W B Kover (BRA)
29 E	R S Montgomery	S Maurer (CAN)
30 E	R S Montgomery	D Knol (RSA)
31 E	Dr K W C Stewart	H Lejsek (AUT)
32 E	Dr K W C Stewart	B Ivegård (SWE)
33 P	I Mackintosh	Y Huttunen (FIN)
34 P	I Mackintosh	E Nylander (SWE)
35 E	G M Anderson	J Deidun (CAN)
36 P	D Edney	K Hjortsam (SWE)
37 E	D Edney	A J C Rawlings (ENG)
38 P	I F Reeman	L Laffranchise (FRA)
39 E	M A Swystun	B E Endsley (USA)
40 P	A Hind	J Heino (FIN)
41 P	D R Cumming	J L Chessing (USA)
42 P	D R Cumming	J-P Guillaume (FRA)
43 P	D R Cumming	R P Marconi (CAN)
44 P	G Lloyd	E Addis (USA)
45 P	G Lloyd	S A Jensen (DEN)
46 P	A G E Bird	K C Spangsberg (DEN)
47 E	D Ross	K R Jensen (DEN)
48 E	W M Cook	C Parisi (ITA)
49 P	Prof G H Bird	A Harju (FIN)
50 E	B Milligan	J Vrabc (SWE)
51 E	A Maxwell	R Berthelsen (NOR)
52 P	A Stacey	K V Hansen (DEN)
53 P	A Stacey	R Ruuhila (FIN)
54 P	D J Savage	K Muhonen (FIN)
55 E	J Anderson	E Ricciardi (ITA)
56 E	J Anderson	J R Morau (BRA)
57 E	J Anderson	R Virtanen (FIN)
58 E	J Anderson	C Carrigan (USA)
59 E	J Anderson	H A Kronje (RSA)
60 P	J Anderson	Mrs A Potterat (USA)
61 P	Mrs E A Hartford	J Keenan (IRL)
62 E	S M Young	A Thomassen (SWE)
63 P	P J Moir	F Armstrong (IRL)
64 E	J Morrow	M Dufour (CAN)

65 E	Rev A C Norris	J Piironen (FIN)
66 E	Rev A C Norris	L K Andersen (DEN)
67 E	Rev A C Norris	M Fortin (CAN)
68 E	D McKerracher	U E Monteiro (BRA)
69 E	D McKerracher	O Särkilähti (FIN)
70 P	C Dowell	W Underwood (USA)
71 E	C Dowell	O C Hansen (DEN)
72 E	A W I Campbell	W Underwood (USA)
73 E	I W S Mitchell	D E March (ENG)
74 P	A Knox	J Nykjær (DEN)
75 P	A Knox	G Windebank (IRL)
76 E	I S Campbell	D Sheehan (USA)
77 E	I S Campbell	G d S Baptista (BRA)
78 E	I S Campbell	M Lyew (USA)
79 E	C McIntee	M Lyew (USA)
80 E	G R McDonald	P Simon (DEN)
81 E	P H MacDonald	J V da Silva Jr (BRA)
82 E	I H Marshall	Dr D Abeln (SUI)
83 E	I H Marshall	P Kinnari (FIN)
84 P	J Copley	W Underwood (USA)
85 P	C Almarza-Mato	M Marchant (CAN)
86 P	C Almarza-Mato	G Marcotulli (ITA)
87 E	B Thompson	J Manninen (FIN)
88 P	B Thompson	A Krag-Jacobsen (DEN)
89 P	M P Ford	K Saarikoski (FIN)
90 E	R Loughran	A Noth (FIN)
91 E	R Loughran	K Hansen (DEN)
92 E	R Loughran	H Dewald (RSA)
93 E	R Loughran	C Cendrowski (USA)
94 E	R Loughran	T Rosebrock (SUI)
95 P	B Thompson	M Väisänen (FIN)
96 P	I H Marshall	R Lindberg (SWE)
97 E	J Grant	P Zapfel (AUT)
98 E	A N Macmillen	C Cendrowski (USA)
99 E	J M Armstrong	J-C Aurignac (FRA)
100 E	T A H Taylor	F Delacourt (FRA)
101 P	J P E Jack	H Nielsen (DEN)
102 P	R Malcolmson	L Mingione (ITA)
103 P	R Malcolmson	T E Hansen (DEN)
104 P	B Henderson	J Prochera (USA)
105 P	B Henderson	K Karpoff (FIN)
106 P	Mrs R A Giulian	M Radicevic (AUT)
107 E	D L Gillespie	K Hora (AUT)
108 E	T F McAinsh	R Selby (CAN)
109 E	T F McAinsh	W G Michael (USA)
110 E	W H Cormack	M-H Arppi (FIN)
111 E	G Kennedy	W G Michael (USA)
112 E	G Kennedy	N Caridi (ITA)
113 E	G Kennedy	A Oinonen (SWE)
114 E	D W Coope	L Nyward (DEN)
115 E	D W Coope	E Thompson (CAN)
116 P	D W Coope	A Agomeri (ITA)
117 P	D W Coope	R Ekmark (FIN)
118 P	C Hammersley	N Hobson (USA)
119 P	A W Ruston	S M Kristensen (DEN)
120 P	S Miller	M Engström (DEN)
121 E	M Keen	E Lupienski (USA)
122 E	J Spiljard	G Cruwe (FRA)
123 E	J Spiljard	P E van der Walt (RSA)
124 E	J Spiljard	Dr G S Benner (USA)
125 E	A Kerr	W Glassmire (USA)
126 E	A Kerr	J P Hansen (DEN)
127 E	A Kerr	J C Hansen (DEN)
128 P	P Dare	R Hill (USA)
129 E	J McKinstry	S Rueon (RSA)



ChessBase 8 Review Part 7

by Bernard Milligan

My recent ChessBase articles have covered the theme of annotating games and making notes using ChessBase to help with your correspondence games. There is no doubt that making extensive notes to your games, as you play it, can help if you later decide to annotate it. They also help if years later you decide to look at the game again as reference for current games. Richard Beecham is a prime example of this. Richard has always kept extensive notes to his games and I am sure this has helped him improve over the years. Richard's recent successes I believe is evidence of this.

In some respects my intention in this article is to introduce a ChessBase tool which can be used for the same purpose. Anyone who has ever purchased a ChessBase training or opening CD will have come across training questions embedded in games. The purpose in these instances is to help test the users knowledge of what they have learnt from the other aspects of the CD. Of course creating such training questions would be ideal if you wanted to pass them onto friends for fun, but they can also help in your own training if you decide to look at one of your games years after it has been played. Certainly when I look at some of my old games I sometimes find it difficult to remember what strategies or tactics I was thinking of at the time. Certainly for example you may have received a move from your opponent which is the best reply, but as a reminder you might want to note what would have happened if they had made a different reply. You could then set a different variation and at the first move of that variation have a training question saying What would be the winning strategy if this move had been played. Instead of having a straight variation of moves immediately visible on reaching the variation you would be presented with a question which forced you to think and therefore stimulated the thinking process again.

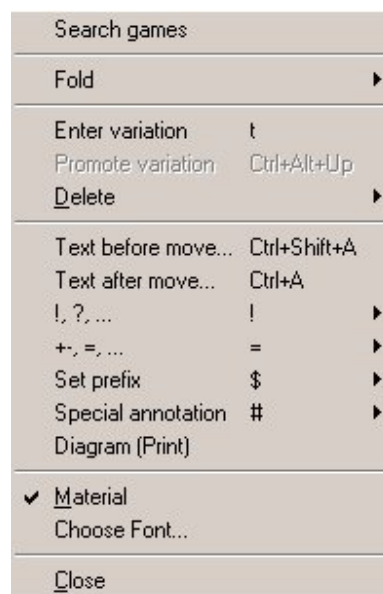
So how do we create training questions. To be honest it may look difficult but it is really fairly straight forward. To make it simple I am going to deal with a simple mating position rather than some deep strategy. Look at the following game :-

E Lasker - H Bird [A40] Liverpool m Liverpool, 1890
1.d4 e6 2.Nf3 b6 3.e4 Bb7 4.Bd3 g6 5.Nc3 Bg7 6.Bf4 d6 7.Qe2 a6 8.Rd1 Ne7 9.0-0 0-0 10.Qe3 Nd7 11.e5 d5 12.Ne2 c5 13.c3 c4 14.Bb1 b5 15.Ng5 h6 16.Nh3 Kh7 17.Bg3 Rh8 18.f4 Kg8 19.Rf3 Qb6 20.Bh4 Nf5 21.Bxf5 exf5 22.Nf2 Re8 23.g4 fxg4 24.Nxg4 f5 25.Nf2 Nf8 26.Bg3 Ne6 27.h4 Rh7 28.Nh3 Bf8 29.Rf2 Rg7 30.Rg2 b4 31.Be1 a5 32.h5 gxh5 33.Ng3 bxc3 34.Bxc3 Kh7 35.Qf3 h4 36.Nxf5 Rxc2+ 37.Kxg2 Nc5 38.Qh5 Qc6 39.Qf7+ Kh8 40.Nxh4 Bg7 41.Ng6+ Kh7

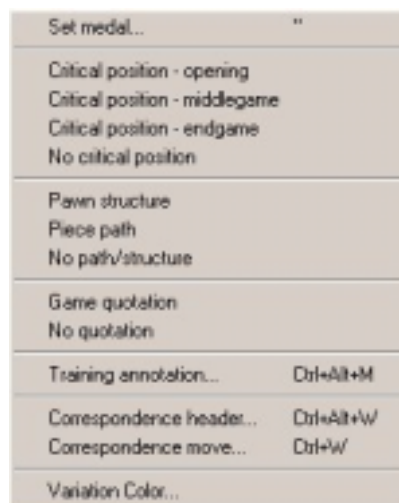


42.Ng5+ hxg5 43.Rh1# 1-0. I had already entered the full game in ChessBase.

Lasker wins with mate so I may want to use this as a training question for a junior or as a prompt for me to see if I can remember how this would be achieved the next time I look at the game. After Bird played 41...Kh7 there is a simple two move mate for Lasker and I want to see if a student can spot the correct next move (42.Ng5+) which leads to mate. The first thing I do in ChessBase is select the move which is the answer (42.Ng5+) to the question which I intend to pose. It is important not to select the previous move as when playing through the game this is the move which will trigger the question to appear. I then right click with the mouse on that move and a dialogue box appears.



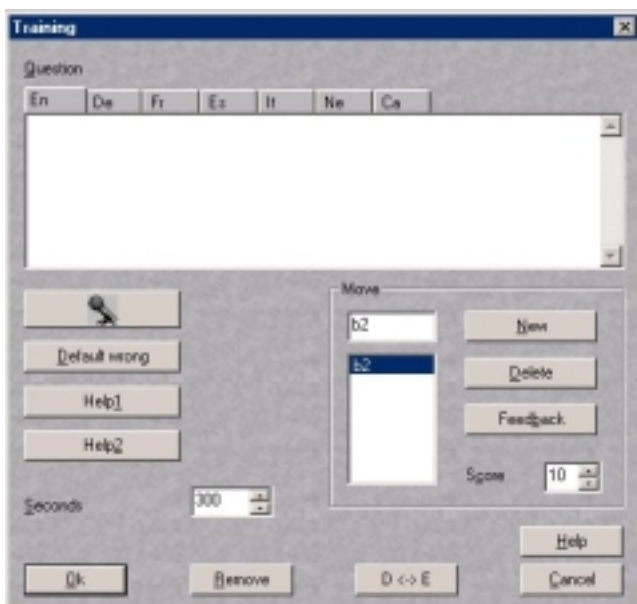
From this box I move the mouse cursor over Special annotation and a second dialogue box will appear next to it.



From this box I select Training annotation.

Now we are in a position to get to the meat of creating the training question, or memory prompt. You will now be

presented with the following dialogue box: -



The top white area is where you will type in your initial question. In this instance I typed "How did Lasker proceed". Clicking on the microphone symbol below this box would allow me to record the question in audio format if I had a microphone connected to my computer. Clicking on the Default wrong box presents me with a box where I can type in a message to be displayed when the student selects a wrong move in reply to the question.

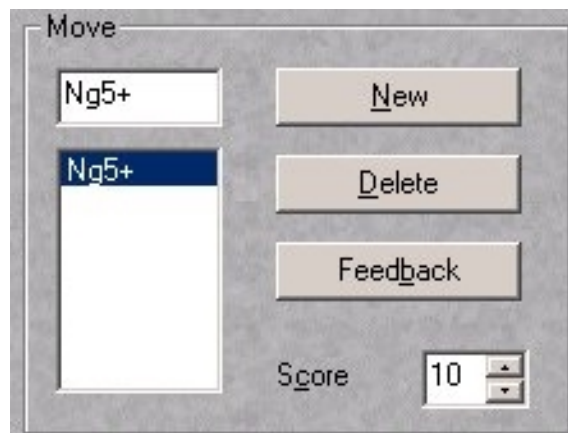


In this instance I simply typed "Not the best move. Try again". The Help 1 and Help 2 boxes immediately below this are useful as they allow me to type in hints which the student can call upon if they are having difficulty working out the answer. Both bring up another dialogue box where you can type in your comments. In the first I typed "Think of a mating attack". In the second I typed in "The Knights work well together". Note that the same text input box will appear when you click on Default wrong, Hint 1, Hint 2 and Feedback.

Clicking on the Feedback box allows you to type in a message to be displayed when the student finds the correct answer. In this instance I typed "Correct. Black's reply is forced and mate is now inevitable."

When using all the dialogue boxes to input questions and comments you should make sure that you have selected the correct language at the top, i.e. En for English.

That covers the basics but still more can be done if you want. You will notice on the right of the question input box an area which looks like this: -



Since the full game was already input the default move displayed was the correct answer to my original question as this is indeed what Lasker had played. But in any given position there may be a number of good moves and if the original question is not specific then the student may not immediately find the answer you are looking for. I didn't ask them to find the move that gives mate in two and a young student may have thought that 42.dxc5, capturing a piece may be a perfectly good answer. If they select that move I may not want to have them presented with the Default Wrong comment and may prefer some specific comment for a specific possible answer which they may choose. I decided that if they selected 42.dxc5 I wanted a different comment. In the top box here I deleted the Ng5+ and typed in dxc5 then I clicked the mouse cursor on the New box. This move was then added to the list in the box below, under the original Ng5+. I then clicked on that move and again clicked on Feedback. This time I typed the comment "Not the best move. Why capture a piece when you can head straight for mate.". The score box in this area allows you to allocate points for the speed and accuracy of an answer. Here it is 10 points. If the student took too long or gave a number of wrong answers then they would receive fewer points. Handy if you want to set a number of questions as a quiz.

The box at the left which says Seconds allows you to set the time limit for finding the solution. Here it is 300 seconds (5 minutes), but you could increase this limit for difficult questions, or reduce it for easier ones. When you have set everything up click OK and remember to save or replace the game.

The same procedure for setting up the Training questions works in both ChessBase 7 and 8. When playing through the game the final question will look like this.





**Dutch Defence A90-A99
by Boris Schipkov**



**Fritz Endgame Training Pawn Endings
by ChessBase**



Players choosing the Dutch Defence as Black are generally signalling that they are willing to play for the full point. Limited theoretical knowledge will serve players quite well here, for a change although correspondence players will obviously do some deeper research. What both parties do have to know in the Dutch Defence, however, is a couple of good ideas and manoeuvres – then a successful opening is guaranteed.

On his new CD Boris Schipkov deals with the variations in which Black plays e6, mainly the Stonewall (with d5) and the Ijgin-Schenewski Variation (with d6 and eventually e5).

The author follows the now-standard pattern for ChessBase opening training CDs: and emphasizes ideas rather than relying on the reader having to memorize lots of variations. In fact, a whole chapter of this CD is devoted to basic strategic ideas. In this chapter, the author provides several standard strategic themes accompanied by one or more annotated key sample games to illustrate the themes in action.

The database on the CD contains about 14,000 games, 300 of which annotated. 17 database texts feature introductions to the variations, 57 sample games have been annotated by the author. A training database includes 20 games with 70 training tasks to check your freshly acquired knowledge and a huge CTG tree of variations.

All in all I would say this is a useful CD for those wanting a solid introduction to the Dutch Defence.

Once again I found games from our members on this CD. Here's one played by Douglas Finnie.

J Clarke - D Finnie [A90]

ENG-ch corr, 1992

1.c4 f5 2.g3 Nf6 3.Bg2 e6 4.d4 c6 5.Nf3 d5 6.0-0 Bd6 7.Bf4 Bxf4 8.gxf4 0-0 9.e3 Bd7 10.Qb3 Qb6 11.Nc3 Be8 12.Qc2 Nbd7 13.cxd5 cxd5 14.Na4 Qd8 15.Rfc1 Bh5 16.Ng5 Qe7 17.Qb3 h6 18.Nh3 b6 19.Qb5 Rfc8 20.Qd3 Nf8 21.f3 Ng6 22.Kf2 Nh4 23.Rc2 Qe8 24.Nc3 Nxc2 25.Kxg2 Bxf3+ 26.Kxf3 Qh5+ 27.Kg2 Qg4+ 28.Kh1 Qxh3 29.Rg2 Ng4 30.Re1 Rc7 31.Qe2 Rac8 32.e4 dxe4 33.Nxe4 Rc2 34.Nd2 R8c6 35.d5 exd5 36.Kg1 Kh7 0-1

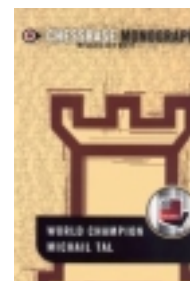
Who doesn't know it, the painful experience of losing a beautiful game finally due to a lack of endgame technique? More than often, this happens because your training is one-sided, focusing only on opening or tactics. Yet endgames, particularly pawn endgames, are full of fascinating facets. So, enough reasons to tackle the classical subject of endgame training in a modern and effective way.

The Fritz Endgame Trainer shows the fascination of pawn endings in a practical way, making you ready for practice. In more than 100 training positions, you can try to win or draw endgames against Fritz. In view of its well-known endgame strength, this is clearly a most difficult task.

To make you up for it, the experienced author and chess trainer Martin Weteschnik has systematically split up the training positions into 6 chapters with extensive explanations and so-called workshops, i.e. commented videos explaining the proceedings on the screen. The range of tasks is immense, reaching from elementary endgames to examples from the practice of the world champions. If you have solved even the sophisticated tasks, you can choose from the 50 studies from a second database to play them against Fritz.

The Fritz Endgame Trainer is suitable for Fritz-friends who want to learn the basics of pawn endgames through playing as well as for strong club players who want to check their technical skills against Fritz and broaden their horizon.

**World Champion Michail Tal
by Johannes Sonderrmann**



The meteoric tempo the young Tal took the world top by storm with at the end of the 50's and seized the world champion's title from Botvinnik in 1960, is already sufficient to grant him a special place in the world of chess. But more than this, it was the art of his attacking play which conquered

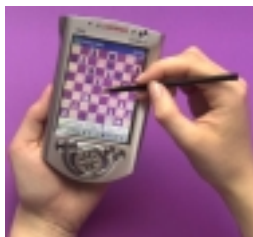
the hearts of the chess fans all over the world. Despite his short reign on the throne, Tal thus already became a legend during his lifetime. Johannes Sondermann, author of the biographic part of the CD, has made an objective portrait of the world champion's character. During his extensive research, he also interviewed Tal's widow and so reveals a lot about the "private" Tal as well.

Shredder 7 by ChessBase



For computer experts Shredder is the number one choice. Nobody can ignore (its amazing four computer championship titles, won at Jakarta 1996, Paderborn 1999, London 2000 and Maastricht 2001. So in this box you have the reigning blitz world champion, ready to play and analyse with you. The world champion chess program Shredder 7 for a single and multi-processor systems. You can configure the "engine" the module that calculates chess move – and change the program parameters to actually improve its performance in practical games. After "tuning" your Shredder you test the engine in Internet games played automatically on the ChessBase chess server. The programmers have worked on speeding up the searches in Shredder and say it is up to 50% faster than its predecessor. Modifications have also been made to the evaluation function and it now evaluates the relationship between Bishop and Knight more precisely depending on the board position. This makes Shredder 7 one of the best endgame playing programs around.

pocketfritz 2 by ChessBase



This is a completely new and improved version of the chess program which is specially designed for the small hand palm computers. The program will run under Windows CE and the new Pocket PC 2002 software.

The piece and board colours have been improved since the last version, as have the playing algorithms which are based on the Shredder engine developed by Stefan Meyer. The first pocketfritz had a performance level of 2505 so expect version 2 to improve on this. Hints and threats are displayed using coloured arrows and the software can access the ChessBase server to search their massive database for games and it has a multi-variation mode. Unlike the first version you can now delete or replace games making your database

management much tidier.

Fritz 8 by ChessBase



Fritz 8 is identical to the program which held Vladimir Kramnik to a draw in Bahrain where Kramnik admitted that it is very strong. Mind you on that occasion the program was running on a 8 processor Compaq machine and I doubt many of us have one of those available at home. Still even on a single processor machine it is easily strong enough to beat the pants off most of us.

One of the most impressive new features is the implementation of a 3D photo realistic graphic chessboard which gives some beautiful light and shadow effects making it as close as possible to playing with a real chess set as possible. I would recommend having a good 3D graphics card but it is not really necessary as the program can use Microsoft's Direct X and this is included on the CD. The Chatter CD has also been improved and the package also includes the Fritz 8 power book and a database of over 500,000 games. I also particularly like the option for opening training where you can keep playing a position against the computer until you have learnt how to handle the opening. You can also do the same with endgames.

Deep position analysis has also been improved and you can now have two engines looking at the position at the same time. For example you may choose to have the Fritz 8 engine running alongside the Shredder engine to get a more balanced analysis.

Mega DataBase 2003 by ChessBase

First of all I want to clarify something which I may not have made clear in the past. With most ChessBase CD's such as their opening CD's the CD contains a reader which will allow you to access the games and tutorials. This is not the case with large databases such as for example Corr Database 2003. You could use the free ChessBase light program but this would only let you view about the first 32,000 games. So really you need to have a database program such as ChessBase 7 or 8, or one of the playing programmes such as Fritz, Shredder or the likes, to be able to access all the games.

Mega DataBase 2003 continues to be in my opinion the top database around. The CD contains 2,312,073 games and about 50,000 of these are annotated. The opening key on the CD contains 54,000 key positions where the database gives you a direct access to the game references. Also included is a second CD which is a player base containing over 15,000 entries and 14,000 photos.



Chess Fonts and Diagrams

By Iain Mackintosh

This article looks at how quickly chess technology has improved in the last few years. It's now possible for most chess players to quickly generate an attractive newsletter, magazine article, or maybe even a web page, using chess publishing tools.

Back in the 1990s, most enthusiasts had (or had access to) a PC running a version of Windows, and probably a copy of Microsoft's Word text editor, but not much else by way of chessboard automation.

The big issue then was to complement the familiar "qwerty" characters generated by the computer keyboard, with chess specifics - the figurine characters of the pieces, specialised annotation symbols devised by Informator, and board diagrams showing positions from games.

Every computer employs some system of generating characters for display on screen and printer. The style of characters is known as a font, and many (like Times New Roman or Arial) are distinctive and familiar to most readers.

Each font contains representations of the chosen character set, which has fixed limits. Early computers allowed 128 different characters per font; newer models nearly 256. Each font has to accommodate upper and lower case alpha (52), numeric (10), and special characters like £, & and * (30+), so around 100 characters are spoken for immediately.

Much of the expansion room in going from 128 to 256 was absorbed by European language variations such as upper and lower acutes, umlauts, etc. (60+), and extended special characters like ‡, ¼, ½, ¾, etc. (30+), so there wasn't much room left to squeeze in all the chess symbols required!

Many special chess fonts were created in the 1990s, and you can study some of the many compositions by visiting:



<http://www.palamede.com/>

Palamede is a network of independent, non-commercial chess websites, including, inter alia, cc.com (the home of correspondence luminaries John Knudsen, Ralph Marconi and Franklin Campbell), plus notable contributions from Eric Bentzen, Hans Bodlaender and Grayling Hill.

By way of example, let's suppose we had noted the following game score in English algebraic notation (the basis for Portable Game Notation or PGN, now used by many chess databases and reader/player software products).

```
1.e4 e5 2.Nc3 Nf6 3.Bc4 Nc6 4.d3 Bb4 5.a3 Bxc3+ 6.bxc3
d5 7.exd5 Nxd5 8.Qf3 Be6 9.Rb1 Qd7 10.Qg3 Nxc3
11.Bxe6 Qxe6 12.Rb3 Nd5 13.Rxb7 Nd4 14.Qxg7 0-0-0
15.Rb2 Nf4 16.Bxf4 exf4+ 17.Kf1 Rhe8 18.Rb1 f5 19.Qg5
Qc6 20.c4 Rg8 0-1
```

If we'd wanted to publish this opus for some Russian or German readers, we'd have wanted to convert the English piece notation to figurine, and we'd have needed a special chess font on our computer to achieve this. To show the effort involved back then, we'd have had to:

Download the font. Go to (say) the Palamede Fonts page, and click on a font - I used Traveller Standard for this article - and download it to your computer.

Decompress the download. What arrives is a compressed file, in zip format. Use Winzip to extract the contents, and you will have received two files - std.ttf is the font file (ttf stands for true-type-font), and docu.wri is a help file that tells you how to use it.

Install the font. For the font to work on your computer, Windows first needs to install it on its library of fonts. To make this happen, you need to click **Start**, point to **Settings**, click **Control Panel**, then double-click **Fonts**, and on the **File** menu, click **Install New Font**. You need to show Windows where the new font is - which will be the folder you told Winzip to put it. (You can also achieve the same effect by dragging the std.ttf file from this folder directly into c:\Windows\Fonts).

Check the font is working. Go into Word and scroll down its list of fonts in the toolbar near the top of the screen. If you find some figurines down there, then you are in business.

Read the instructions. Chess fonts all work in slightly different ways, so be careful before you begin. Traveller is fairly straightforward, and works on the basis that White pieces are denoted by capital letters (K,Q,R,B,N,P) and Black pieces by lower case (k,q,r,b,n,p).

Edit the game score. Leave the White pieces alone, and change all the Black pieces to lower case. This gives:

```
1.e4 e5 2.Nc3 nf6 3.Bc4 nc6 4.d3 bb4 5.a3 bxc3+ 6.bxc3 d5
7.exd5 nxd5 8.Qf3 be6 9.Rb1 qd7 10.Qg3 nxc3 11.Bxe6
qxe6 12.Rb3 nd5 13.Rxb7 nd4 14.Qxg7 0-0-0 15.Rb2 nf4
16.Bxf4 exf4+ 17.Kf1 rhe8 18.Rb1 f5 19.Qg5 qc6 20.c4 rg8
0-1
```

Then individually changing every piece letter to the Traveller font gave a mix of Traveller figurines and Times New Roman text, as follows:

1.e4 e5 2.♘c3 ♗f6 3.♙c4 ♘c6 4.d3 ♚b4 5.a3 ♙xc3+
 6.bxc3 d5 7.exd5 ♗xd5 8.♖f3 ♙e6 9.♚b1 ♗d7 10.♗g3
 ♗xc3 11.♙xe6 ♖xe6 12.♚b3 ♗d5 13.♚xb7 ♗d4
 14.♗xg7 0-0-0 15.♚b2 ♗f4 16.♙xf4 exf4+ 17.♙f1
 ♗he8 18.♚b1 f5 19.♗g5 ♖c6 20.c4 ♗g8 0-1

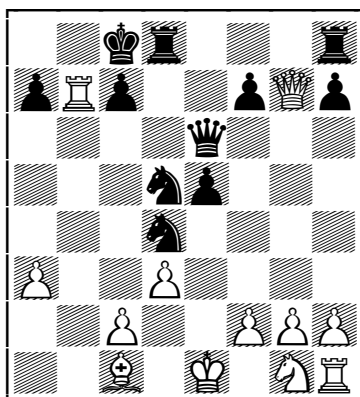
Introduce some annotations to the game. Text comments were relatively easy to do, but symbols were more difficult. Traveller (and other fonts) couldn't easily use the standard keyboard characters to denote Informator codes, so the user was faced with typing in combinations of the Alt key and numbers (eg Alt-196 generated the unclear symbol), or using Windows Character Map to copy and paste from the font character set.

In this game, White is misguidedly pawn-grabbing, so let's highlight his bad moves and Black's ripostes. After some illustrative copy/paste operations from the Traveller font:

1.e4 e5 2.♘c3 ♗f6 3.♙c4 ♘c6 4.d3 ♚b4 5.a3 ♙xc3+
 6.bxc3 d5 7.exd5 ♗xd5 8.♖f3 ♙e6 9.♚b1 ♗d7 10.♗g3
 ♗xc3 11.♙xe6 ♖xe6 12.♚b3 ♗d5 13.♚xb7? ♗d4
 14.♗xg7?? 0-0-0 15.♚b2 ♗f4! 16.♙xf4 exf4+ 17.♙f1 □
 ♗he8 18.♚b1 f5 19.♗g5 ♖c6 20.c4 ♗g8 0-1

Introduce some diagrams to the game. With only the chess font for assistance, the next major problems were to depict the chess figurines on both black and white squares, and to introduce board edging and co-ordinates. The Traveller font was easy to use for figurines on white squares (as above, K/k, Q/q etc appear on a white background). For pieces on black squares, the font used 12 special characters, plus space and 0 respectively for empty white and black squares. Edging lines and corners were depicted using numeric symbols, but no special provision was made for co-ordinates. To introduce a diagram (say) after Black's 14th, here's what had to be keyed for Traveller to generate the picture below:

```
788888889
4 0k& 0 &6
4$R$ 0p+p6
4 0 0q0 06
4 0 0n$ 0 6
4 0 # 0 06
4* 0P0 0 6
4 0P0 *P*6
40 '( )R6
122222223
```



Now let's fast-forward to today's chess technology. The tool I'm most familiar with is ChessBase, though many other commercial offerings deliver similar facilities. When ChessBase is installed, it brings with it proprietary chess fonts which are automatically placed in your Windows font library. The font which combines figurine and Times New Roman text is "FigurineCB TimeSP".

To enter the moves of the game, you drag and drop pieces on a graphical board, which is both quick and accurate. The moves are automatically recorded (internally) in ChessBase compressed format, but are shown on the screen as PGN.

To switch to figurine notation, you click on Tools/Options/Notation and then select "Figurines" (and your choice of font if required) - the entire game score is converted there and then (although it has to be said that the Black figurines are exactly the same as the White ones!).

To introduce annotations, then you right-click the move you want to annotate, which allows you to insert variations, text comments, and/or Informator codes (a minor niggle is the restriction of one code per move).

To introduce one or more diagrams into a printed game score, then right-click the move which precedes the position you want to show, and then insert the diagram code. If you want to create a diagram graphic (as below), then select the move which precedes the desired position and click on Edit/Copy/Copy Position - this puts the position on the clipboard and you can copy it to Word or save it in various graphic formats using the image software of your choice.

To play about with the board colours, add or remove co-ordinates, or change the figurines, just click on Tools/Options/Design/Board Design before you copy the position and have a play. Sample results:

```
1.e4 e5 2.♘c3 ♗f6 3.♙c4 ♘c6 4.d3 ♚b4 5.a3 ♙xc3+ 6.bxc3
d5 7.exd5 ♗xd5 8.♖f3 ♙e6 9.♚b1 ♗d7 10.♗g3 ♗xc3
11.♙xe6 ♖xe6 12.♚b3 ♗d5 13.♚xb7? ♗d4 14.♗xg7??
0-0-0
```



```
15.♚b2 ♗f4! 16.♙xf4 exf4+ 17.♙f1 □ ♗he8 18.♚b1 f5+
19.♗g5 ♖c6 20.c4 ♗g8 0-1
```

And automation wins on time!



Games Column

by Bernard Milligan

Well I hope you have all recovered from the Christmas and New Year festivities. A new season is upon us and I wish you all luck in your games. Who knows another masterpiece for the Games Column may be lurking just around the corner.

Last year saw a string of awards heading to the Scottish CCA. Alan Borwell was awarded Honorary Life Membership of ICCF, George Pyrich received the Bertl von Massow silver medal for more than 10 years meritorious international service to ICCF, Richard Beecham won the 21st Anniversary Tournament and earned the IM title in the process, Douglas Finnie became a SIM and finally our web site was awarded "Friend of ICCF" for the quality of the site and its support of ICCF. Well done to one and all.

In recognition of the hard work put into the site by Iain Mackintosh it is only fitting that I begin this column with a couple of his games.

Bulletin 21st Anniversary, 2001

White: A Rawlings (2370)

Black: I Mackintosh (2270)

Queens Gambit Accepted [A00]

[Annotator Iain Mackintosh]

Here is the first of two Scotland-England encounters played in the Bulletin 21st Anniversary event. Alan Rawlings is based in Oxford, and is the indefatigable ICCF secretary as well as the English delegate to ICCF. I first met Alan at the ICCF Congress in Perth (1994 I think), and it's always a pleasure to deal with him since.

1.d4 **d5**
2.c4 **dxc4**

Usually I mess about with Benkos or Benonis against 1.d4, but, having discovered that I'm not very good with either, I decided to find something else to be not very good at.

3.Nf3 **c5**

Recidivist!

4.d5 **Nf6**
5.Nc3 **e6**
6.e4 **exd5**

7.e5

By transposition, a line of the Two Knights Variation.

7... **Nfd7**
8.Bg5 **Be7**
9.Bxe7 **Qxe7**
10.Nxd5 **Qd8**
11.Qc2



All book so far, but the main line is 11. Bxc4 which NCO rates as a slight plus for White.

11... **Nb6**
12.0-0-0 **Nxd5**
13.Bxc4 **0-0**
14.Bxd5 **Qe7**
15.h4

All this is given as footnotes in NCO, but Black's next departs from the published line, which continued 15... Na6.

15... **h6**
16.Qe4 **Nc6**

I thought the knight was less peripheral here, and wasn't worried about incurring doubled c-pawns once White had castled q-side.

17.Kb1 **Re8**
18.Bxc6 **bxc6**
19.Rd2

19.Rc1 was an option, but Alan seemed set on controlling the d-file.

19... **Rb8**

The b-file also looked worth controlling from a Black perspective!

20.Rhd1 **Qc7**

Positioned for a- or b-file action.

21.Rc1

This seemed a little inconsistent with previous moves.

21... **Qa5**
22.Qe3 **Be6**

Now White is very much on the defensive as the Black pieces seize open lines.

23.a3 **Rb5**
24.Rc3 **Reb8**
25.Kc1 **Bf5**

Played instead of the immediate Qb6, as it restricts White's options more.

26.Re2 **Qb6**
27.Qd2 **Qa6**



Now that d2 is occupied, the thought crossed my mind that, if rooks were exchanged on b3, then Qxa3, bxa3, Rb1# would be a nice finish.

28.Qd1 **Rb3**

Made possible by the threat to e2.

29.Rxb3 **Rxb3**
30.Ne1

If 30.Qxb3 Qxe2 and Black mops up the White k-side pawns for a prosaic win. This move activates the dormant knight, but doesn't really reduce the threats around the White king.

30... **Qc4+**
31.Nc2 **Rb7**

Threat Rd7.

32.Rd2 **Qa2**
33.b4 **cxb4**



Way back, I'd have been happy to sacrifice either or both c-pawns for more open lines, but now they come in handy.

34.axb4 **a5**
35.Rd8+ **Kh7**
36.g4

If 36.Ra8 Qc4 37.Rxa5 Rd7 wins easily.

36... **axb4**

And now 37.gxf5 just allows the b-pawn to queen, so.... **0-1**



Bulletin 21st Anniversary, 2002

White: C Fordham-Hall (2295)

Black: I Mackintosh (2270)

Trompovsky Attack [A00]

[Annotator Iain Mackintosh]

This is the second of my Scotland-England encounters in the Bulletin 21st Anniversary event. Christopher Fordham-Hall lives in Bournemouth - about as far from Scotland as you can get in the UK - but he has been a great supporter of Scottish CC over many years, and is an enthusiastic advocate of the e-magazine. During this game, we were both having treatment for eye complaints - Christopher received laser surgery, while I got drops from a bottle. I think you'll find that he ended up seeing the clearer!

1.d4 **Nf6**
2.Bg5

The Trompovsky - still a great favourite on the weekend chess circuit.

2... **Ne4**
3.Bf4 **d5**

3... c5 is also playable, but I was going through a period of anti-Benoni therapy at the time.

4.e3

4.f3 is often played first to send the knight scuttling off.

4... **Bf5**

Black now gives White an extra target for his k-side pawns.

5.f3 **Nf6**
6.g4 **Bg6**

6... Bd7 might have been more circumspect, but I was interested to see how many pawn moves White would make....

7.h4 **h6**
8.c4 **e6**
9.Qb3



At last, a piece move, and another direct threat - in keeping with the spirit of the opening.

9... **b6**
10.Nc3 **c6**

Secures b5. If 10... dxc4 11.Bxc4 Bd6 12.Nh3+=

11.Nh3 **Be7**
12.Rc1

Very Gurtovioian. 12.0-0-0 Nbd7+=

12... **0-0**
13.h5 **Bh7**
14.g5 **Nxh5**

I preferred this to 14... hxg5 15.Nxg5 Bd6 16.Nxh7 Kxh7 17.Bd3+ Kg8 18.Bg5 Nbd7 19.h6 Bg3+ 20.Kf1 which I thought gave White a plus.

15.gxh6 **Bh4+**

If 15... dxc4 16.Bxc4 Nxf4 17.hxg7 Ng2+ 18.Kf2 +=

16.Kd2 **Nxf4**
17.Nxf4

White could usefully have interposed 17.hxg7 Kxg7 here.

17... **e5**

This looked more entertaining than 17... Gxh7

18.Ng2

An alternative was 18.hxg7 Re8 19.Ng2 exd4 20.Rxh4 dxc4 21.Qd1 dxc3+ 22.Kxc3 and Black is a little better.

18... **dxc4**
19.Bxc4 **exd4**
20.Ne4?!



Something of a surprise - I'd expected either 20.Nxh4 or 20.Rh4, with a sample line of 20.Rxh4 dxc3+ 21.Kxc3 Qf6+ 22.Kb4 a5+ 23.Ka4 b5+ 24.Bxb5 cxb5+ 25.Qxb5 gxh6 26.Rg4+ Kh8 27. Nf4 and Black is ok.

20... **dxe3+**
21.Kc2

Better than 21.Kxe3 Bg5+ 22.Nxg5 Qxg5+ 23.Kf2 gxh6 and Black has time to get his queen off the g-file.

21... **Qd2+?**

Very appealing because of the pin, but 21... Bg5 had to be better, eg. 22.hxg7 Bxe4+ 23.fxe4 Qd2+ 24.Kb1 Kxg7+=

22.Kb1 **Qxg2**
23.Rxh4

If 23.hxg7 Bxe4+ 24.fxe4 Qxe4+ (24... Kxg7 25.Rxh4 b5 26.Qc3+ f6 27.Be6 +=) 25.Bd3 Qe7 26.gxf8Q+ Kxf8+=

23... **Qxf3?**

After this, White is winning. Maybe 23... Nd7 would have maintained some tension.

24.hxg7!



Keeps it simple, and exposes Black's attack on e4 as futile.

24... Bxe4+
25.Bd3 Rd8
26.Bxe4 Qf6
27.Bh7+ 1-0

All of a sudden, Black is well and truly wasted. If 27... Kxg7 28.Rg1+ Kf8 29. Rg8+ Ke7 30.Qxe3+ Kd7 31.Qd4+ Qxd4 32. Rxd4+ Kc7 33.Rxd8+



We last received a game from David Cumming in Magazine 76 so I was delighted to hear from him again. David remains the biggest single contributor to the Games Column since I took over its Editorship and his games have continued to entertain us all.

SCCA Challenge Tournament, 2002

White: D R Cumming
Black: Wright
Queen's Gambit Declined [D36]
[Annotator D R Cumming]

1.d4 d5
2.c4 e6
3.Nc3 Nf6
4.cxd5 exd5
5.Bg5 Nbd7
6.e3 Be7
7.Bd3 c6
8.Qc2 h6
9.Bh4 Qa5
10.Nge2 Bd6?!

It seems premature, unwieldy, & tempo-wasting to be moving this Bishop twice in the opening, perhaps Black should have castled here?

11.0-0 Qc7?!

Another unprovoked time wasting move, albeit threatening ...Bxh2+, easily reposted though!

12.Bg3 g5??
13.Nb5!! cxb5
14.Qxc7 Bxc7
15.Bxc7 a6
16.Rac1 Ke7
17.Rc2 Ne8
18.Rfc1 Nd6
19.Bxd6+ Kxd6
20.Ng3! Nb6
21.Rc7 Rf8



Perhaps ...Nc4 here would have been an improvement?

22.Nf5+ Ke6
23.Nxh6 Kf6
24.h3 Rb8
25.Ng4+ Ke6
26.Ne5 f6
27.Nc6! Ra8

Forced. 27...bxc6?? 28.R1xc6# is mate.

28.Ne7 Kd6
29.Nf5+ Bxf5
30.Bxf5 Rab8
31.b3 b4
32.Rh7! 1-0

Preparing to double Rooks on the 7th rank & win material. Resigns. A likely continuation would've been ... Rh7 (BM I think David meant Rh8), 33/Rf7!...R(h)f7 (BM I think David meant R(h)f8), 34...R(c)c7 & Black is lost. Notice that the Knight is tied to b6 in order to prevent Rd7 + mate.



Next we have another very interesting game, which required a great deal of accuracy, from George Pyrich. George stepped in to take over from Iain Sneddon in this match but fortunately it was early enough in the game for George to be able to steer it in directions he liked to play.

NATT5 b7, 2001

White: G Pyrich (SCO)
Black: E Karlsson (ISD)
Caro-Kann Advance Variation [B12]
[Annotator G Pyrich]

1.e4 c6
2.d4 d5
3.e5 Bf5
4.Nc3

I took over from Ian Sneddon at this point. He'd played 1.e4 again (as in all the other games with White) which I'm rarely comfortable with but he'd chosen one of White's more interesting tries against the Caro-Kann.

4... e6
5.g4 Bg6
6.Nge2 c5
7.h4 h6

I'd had some prior experience with Black here and always played 7...cxd4 8. Nxd4 h5 9.f4 hxg4 10.Bb5+ Nd7 11.f5 Rxh4 12.Rf1 exf5



In the ICCF FAX event in 1996, John Carleton (ENG), played 13.Bf4 and I won a widely publicised game after (13.e6 fxe6 14.Qe2 (14.Nxe6 Qe7 15.Qe2 Kf7 not so good) 14...Qe7 15.Bg5 Qxg5 16.Bxd7+ Kxd7 17.Qxe6+ Kd8 18.Qxd5+ Kc8 19.Qe6+ Kb8 20.Qe5+ Kc8 21.Nd5 Qd8 22.Nxf5 Bf7 23.0-0-0 Rh6 24.Nde7+ Jankowicz (POL) - Pyrich, OL14s2b5, 2000) 13...a6 14.e6 axb5 15.Qe2 Be7 16.Nxd5 Nc5 17.Nc7+ Kf8 18.0-0-0 Rxa2 19. Kb1 Ra4 20.Nxf5 Qxd1+ 21.Rxd1 Nb3 22.cxb3 Bxf5+ 23.Kc1 Rxf4 24.Qxb5 Rc4+ 0-1

Four years later, in the 14th Olympiad Prelims., Robert Jankowicz (POL) found a huge improvement for White and I suffered a crushing defeat after 13.e6 fxe6 14.Qe2 (14.Nxe6 Qe7 15.Qe2 Kf7 is not so good) 14...Qe7 15.Bg5! Qxg5 16.Bxd7+ Kxd7 17.Qxe6+ Kd8 18.Qxd5+ Kc8 19.Qe6+ Kb8 20.Qe5+ Kc8 21.Nd5! Qd8 22.

Nxf5 Bf7 23.O-O-O Rh6 24.Nde7+ 1-0

Black at some point.

8.Be3 Nc6

8...Qb6!? is interesting after 9.f4 Nc6
10.f5 Bh7 11.Qd2 0-0-0

9.dxc5 Nxe5
10.Nd4

It was a difficult choice between this and
10.Nf4 but which is best I don't know!

10... Nc6
11.Bb5 Rc8
12.Qe2 Nf6
13.Nb3 Be7
14.h5 Bh7
15.0-0-0



Now I'd visions of a quick K-side
pawnstorm (and dreams of a quick win!)
but chess is never so simple!

15... Ne4!

Apparently losing time but the exchange
of N's is helpful for Black.

16.Nxe4 Bxe4
17.f3 Bh7
18.f4 a6

Around here my opponent offered a
draw but I was still full of optimism.

19.Bd3 Bxd3
20.Qxd3 0-0

20...b6!? idea Nb4 after cxb6 was
interesting After say 21.Qxa6 bxc5 22.
f5 0-0 things are unclear! 23.fxe6?!
Nb4!?

21.g5

I suppose that this is the consistent move
but now seeds of doubt entered my
mind - Black's position seemed quite
resilient - however I could find nothing
better 21.f5? allows 21...Bf6; and 21.
Rdgl seems to invite the d4 advance by

21... hxg5
22.h6 g6
23.Rhg1 b6
24.fxg5

Of course, as mentioned earlier 24.cxb6?
walks right into 24...Nb4! when Black is
winning!; but, with hindsight, 24.c3
was likely better. Black can hardly take
the f4 pawn and probably has to try
something like 24...a5 (or 24...b5
instead. However, you're always told not
to move the pawns in front of your K!).

24... bxc5
25.Nxc5 Kh7



26.Kb1

A difficult choice. Again 26.c3 may
have been better. After say 26...d4 27.
cxd4 Nxd4 28.Bxd4 Bxc5 29.Kb1 Bxd4
30.Qxd4 Qxd4 31.Rxd4 Rc5 White is a
bit better but I felt Black should hold
once his R comes to f5.

26... d4
27.Ne4

A bit flashy - however, I'd
underestimated Black's resources.

27... dxe3
28.Qc3 Nd4!
29.Qxd4 Qxd4
30.Rxd4 Rfd8!
31.Rd3

White has to tread carefully Instead 31.
Rxd8 Rxd8 32.Kc1 Rd4 is clearly better
for Black; as is 31.c3 Rxd4 32.cxd4
Rd8 33.Rf1 e2!

31... Rxd3
32.cxd3 Rb8

Another accurate move - White doesn't
get time to go after the e3 pawn and
instead has to mind his own.

33.b3 Rb5



33...e2? throws it all away 34.Re1 Rb5
35.Rxe2 Bxg5 36.Nd6! and White is
winning.

34.Kc2 Rd5
35.Rg2

Now , neither side can make progress.
White can't get the e3 pawn without
giving up either d3 or g5. So, draw
agreed. 1/2-1/2



Next I present another game sent
in by Svend Erik Kramer the CC
International Master from Denmark who
was kind enough to send me some
games, the first two of which I presented
in the last magazine.

Danish Team - 1996, 1996
White: H Andersson (DEN)
Black: C Kramer (DEN)
Kings Indian Defence [E99]
[Annotator CC-IM S.E. Kramer]

1.d4 Nf6
2.c4 g6
3.Nc3 Bg7
4.e4 d6
5.Nf3 0-0
6.Be2 e5
7.0-0 Nc6
8.d5 Ne7
9.Ne1



The traditional main line of the Classical

King's Indian. The line remains important, but no longer occurs quite so often as the Baynot System 9. b4.

- | | |
|---------|------|
| 9... | Nd7 |
| 10.Nd3 | f5 |
| 11.Bd2 | Nf6 |
| 12.f3 | f4 |
| 13.c5 | g5 |
| 14.cxd6 | cxd6 |



Now White has the choice Rc1 or Nf2. The main reason for playing Nf2 is that it allows White to bring his King's Rook into play by Qc2 and Rfc1. On the other hand the delay in playing Nb5 sometimes gives Black the chance to hold up White's queenside attack by a timely a6.

- | | |
|---------|-------|
| 15.Nf2 | h5 |
| 16.h3 | Ng6 |
| 17.Qc2 | Ne8 |
| 18.Rfc1 | Rf7 |
| 19.a4 | Bf8 |
| 20.Ra3 | Nh4 |
| 21.Nb5 | Bd7 |
| 22.Rc3 | a6 |
| 23.Na3 | Rb8!N |



A new strong move and more accurate than the immediate g4. 23...g4?! 24.fxg4 Rg7 25.b4 hxg4 26.hxg4 Nf6 27.Rc7 Rb8 28.b5 Nh5 29.bxa6 bxa6 30.Ba5 Qf6 31.Rxd7! Rxd7 32.gxh5 f3 Puth-Schneider, Poland 1993 and now 33. Bxa6 Nxc2 34.Bd2! Rg7 35.Kf1±

- | | |
|---------|------|
| 24.b4 | b5 |
| 25.axb5 | axb5 |

- | | |
|--------|-------|
| 26.Kh1 | Rg7 |
| 27.Be1 | Qf6 |
| 28.Qd1 | Be7!± |

With the idea Bd8-b6.

29.Bd3?!

29.R3c2!? Bd8! 30.Bd2 Bb6 31.Qf1 g4 32.fxg4 hxg4 33.Bxc4 Bxc4 34.Nxc4 Rxc4! 35.hxg4 Nf5+—

- | | |
|---------|------|
| 29... | g4! |
| 30.fxg4 | hxg4 |
| 31.hxc4 | Rh7 |
| 32.Kg1 | f3 |
| 33.g3 | |



- | | |
|---------|------|
| 33... | Qg6! |
| 34.Bxb5 | Bxc4 |
| 35.Nxc4 | Qxc4 |

35...Qxc4 36.Bf2 (36.Bxe8 Rxe8 37. Qd3 Qh3 38.Qf1 f2+!—) 36...Qh3 37. Qf1 Ng2+ 0-1



Richard Beecham again has sent in a fine game. This is another of Richards games from the SCCA Bulletin 21st Anniversary Tournament which Richard won and earned the International Master title in the process. I am sure everyone will join me in congratulating Richard on his fine achievements. This game shows Richards fine fighting spirit and demonstrates his lack of fear by his willingness to enter variations which might not be accessed as giving him the best chances of success.

SCCA Bulletin 21st Anniversary Tournament
White: A Rawlings
Black: C R Beecham
 Queens Gambit Declined [D43]
 [Annotator C R Beecham]

I had good fun following this game through my volume D of E.C.O. It moved around from D43 to D51, D53

and D61! Its a Q.G. Declined at the end of the day.

- | | |
|-------|------|
| 1.d4 | Nf6 |
| 2.c4 | e6 |
| 3.Nc3 | d5 |
| 4.Nf3 | c6 |
| 5.Bg5 | Be7 |
| 6.e3 | Nbd7 |
| 7.Qc2 | a6 |
| 8.Rd1 | h6 |

This variation does not have a good reputation for Black, but that's no reason not to play it; could be Black played poorly, White was the stronger player, Black had a poor tournament? You must look at the position and assess it for yourself!

- | | |
|-------|-----|
| 9.Bh4 | 0-0 |
| 10.c5 | |

In the game E.Torre - U.Adianto, Olympiad in Thessaloniki play continued with 10.a3 Re8 11.Bd3 dxc4 12.Bxc4 Nd5 13.Bxe7 Qxe7 14.Ne4 , when White has a good plus.

- | | |
|-------|----|
| 10... | b6 |
|-------|----|



10...Re8 11.Be2 b6 12.b4 bxc5 13.bxc5 e5! (not 13...Qa5) as played in E.Kahn - I.Blasovszky, Hungarian Championship 1993 when White won quickly.

11.cxb6

Probably best as 11.b4 a5 12.b5 Bb7 13. bxc6 Bxc6 14.cxb6 Nxb6 15.Ne5 Rc8 and the hidden pin on the White N on e3 gives Black a near winning position.

- | | |
|--------|------|
| 11... | Qxb6 |
| 12.Be2 | Rb8 |

After 12...c5 13.0-0 cxd4 14.Na4 Qb8 15.exd4 Bb7 16.Nc5 Rc8 17.b4 and Whites position is to be preferred.

13.b3

Necessary, as 13.Rd2 is answered by 13...Bb4 14.Bg3 Rb7 15.0-0 Bxc3 16.bxc3 Ne4 17.Rdd1 Qb2 and a big advantage to Black.

13... c5
14.0-0 cxd4
15.Na4

Clever plan by Alan, as 15.Nxd4 Bb7 16.Bg3 Rbc8 17.Qb2 Qa5 18.Na4 Ne5 concedes the initiative to Black.

15... Qb4
16.Rxd4 Qd6
17.Rdd1

Another possibility was 17.Rd3 Re8 18.Nd4 Bb7 19.Rc1 Bf8 20.Bxf6 Nxf6 21.Nc5 when Whites queenside pawn majority becomes a serious issue.

17... e5



The player who controls the four central squares controls the game!

18.Qf5

With the idea of playing 19.Bg3 and strong pressure on the Black e pawn, but Black has a strong reply.

18... Qb4
19.Rc1

I was hoping for 19.Nxe5 Qxh4 20.Nc6 Bd6 21.g3 Nb6 22.Qc2 Qh3 23.Nxb8 Nxa4 24.bxa4 Bf5 which is an easy win for Black.

19... Bd6
20.Qc2

It takes a good player to realise he has made a slight mistake. Alan rectifies the position of his Queen immediately.

20... Bb7
21.Rfd1 Rfc8
22.Qb1

Keeping an eye on c3 with 22.Qb3 may have been slightly better.

22... Ne4
23.Rxc8+ Rxc8
24.Ne1 Nec5



Also worth considering was 24...Ndc5 25.Nd3 Nxd3 26.Qxd3 Bf8 27.Bf1 g5 28.Bg3 Nxc3 29.hxc3 e4 when White is struggling.

25.f4!?

A bit of a surprise! At the time I had expected 25.Nxc5 Nxc5 26.Bg3 Ne4 27.Nd3 when Whites position looks OK; for example 27...Qc3 28.Rc1 Qd2 29.Rxc8+ Bxc8 30.Bf1



Looking at it again I found 27...Nxc3!! 28.Nxb4 Nxe2+ 29.Kf1 Nc3 30.Qf5 Nxd1 31.Qd7 Bxb4 32.Qxb7 Rc1 33.Ke2 Nc3+ 34.Kf3 e4+ 35.Kg3 a5 winning. I suspect Alan had spotted this and decided to play "Jedi mind games" with his 25.f4!? He certainly gave me "analysis paralysis" for a week, until I came up with ...

25... g5!!

After the natural 25...Nxa4 26.bxa4 Qxb1 27.Rxb1 Rb8 28.fxe5 Nxe5 29.Bg3 f6 30.Nf3 Kf7 31.Nd4 g6 32.Kf1 Black still has to prove he has an advantage.

26.fxe5 Bxe5
27.Bf2

White holds the upper hand after 27.Nxc5 Bxh2+ 28.Kxh2 Qxh4+ 29.Kg1 Nxc5 30.Nf3 Qg3 31.Qf5 Ne4

27... Ne4
28.Nd3 Qe7
29.Nxe5 Nxf2
30.Kxf2 Qxe5
31.g3

Best. After 31.h3 Rc6! 32.Bf3 Rf6 33.Rd4 Qh2! 34.Qf1 (34.Qg1 Rxf3+!) 34... Ne5 35.Ke1 Nxf3+ 36.gxf3 Rc6 wins.

31... Qf6+
32.Kg1 Qe6
33.Qd3 Ne5
34.Qb1

With 34.Qd4?! Black can still win with 34...Rc2 viz 35.Rd2 Nc6 36.Qd3 Rc1+ 37.Rd1 Nb4 38.Qd4 Nc2 39.Qd2 Qxe3+

34... Nc6
35.Kf2 Nb4

Threatening to push the d pawn, beginning Blacks Bishop into the final assault.

36.Bd3 d4
37.e4 Nxd3+

The alternatives are no better.
i 36.Rd2 d4 37.exd4 Re8 38.Qd1 Qe3+;
ii 36.Rd4 Nc2 37.Rd3 d4;
iii 36.Qb2 Rc2 37.Qd4 Qh3;
iv 36.Rc1 Nc2 37.Rxc2 Qf5+



36... d4!
37.e4

After 37.exd4 Qf6+ 38.Kg1 (38.Ke1 Re8+ 39.Be2 Qf3) 38...Qxd4+ 39.Kf1 Nxd3 40.Qxd3 Qf6+ 41.Kg1 Qc6 is a win for Black.

37... Nxd3+
38.Qxd3 Bxe4

Its not the obvious but after 39.Qxd4 Qf5+ 40.Ke1 Qf3 41.Qf2 to prevent 41... Qh1+ and 42...Qxh2 etc 41...Re8 42.Qxf3 Bxf3+ 0-1

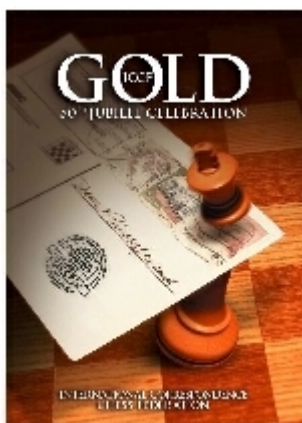




ICCF Gold Review

By Iain Mackintosh

ICCF Gold, the celebration of 50 years of ICCF, was published just before 2002 concluded. Issued in paperback form, its 376 pages make it excellent value for just £14.99 (including p&p), and it should prove an indispensable reference source for all regular CC players.



Of particular interest to Scottish readers was the role played by Alan Borwell in helping to conceive the book and in managing its production (the printing was done in Tayport, Fife). Ian Mitchell and George Pyrich also get honourable mentions! We are also much indebted to Pedro Hegoburu, the book's Argentine editor-in-chief, and Ivan Bottlik, the Hungarian technical editor, for their huge contributions in assembling it over something like 4 years.

The broad structure of the book is as follows:

- Forewords and history (approx 45 pages)
- Member federations (60+ countries - c.200 pages)
- Photograph gallery (c.15 pages)
- Tournaments and champions (c.65 pages)
- Tributes and in memorium (c.10 pages)
- The future (c.10 pages)
- Rating system and rules (c.10 pages)
- Titleholders, award winners and officers (c.15 pages)

Correspondence chess is often seen as a somewhat esoteric branch of the evolutionary tree of chess, yet it provides an enduring appeal for tens of thousands of players worldwide.

There are many motivations for playing CC - striving for higher quality games; fitting games flexibly into busy working lives; geographical or political isolation; personal disability; lack of funds for travel, and so on. Whatever the reason, from the comfort of home, CC players have the opportunity to delve deeply into their games while making lasting friendships with many of their opponents.

The emergence of a world body to manage the infrastructure in which all this can flourish has been fundamental. Early individual CC dates from 1804 in the Netherlands, and the first recorded match was the famous Edinburgh-London affair in 1824 - just beating Amsterdam-Rotterdam to the

post! City and club CC matches took place throughout the 19th century, and the first individual CC tournaments appeared in Canada, France, Russia, Germany, Sweden, USA and elsewhere during the 1870s.

The first international bodies, ICSB and IFSB, were created in Germany during 1928, including the 16 year-old Hans-Werner von Massow on committee, and launching the renowned *Fernschach* magazine. They attracted individual members initially, and from 1936, countries, featuring a postal European Olympiad 1935-40. WW2 very much limited activity, and a new body, ICCA, was formed in 1946, largely through the efforts of the Swede Erik Larsson, previously on the IFSB committee. Airmail was exploited, numerical notation introduced, and the first individual World CC Championship preliminaries started 1947-49.

ICCF itself dates from 1951, and was formed in response to political and financial problems experienced by ICCA. The first President was J L Ormond of Switzerland (1951-53), and his most influential successors were Hans-Werner von Massow (GER, 1960-72) and Henk Mostert (NLD, 1972-96). The first CC World Champion, Cecil Purdy (AUS) was crowned in 1953. The book contains much, much more historical detail, and also highlights some fascinating trails for CC archivists to follow in future.

The largest section of the book is given over to the member federations who provide a wealth of history, biography, organisation and representative games - indeed, there are over 100 games in the volume, ranging from plain scores to GM annotations! Here, and in the photograph gallery, a number of suspects can be properly identified at last, and colour reproduction in the gallery mostly looks pretty good.

The tributes section concentrates on the three luminaries who contributed so much to the development of ICCF - von Massow, Larsson and Mostert, providing a rich blend of biographical detail and personal reminiscences. The future articles are provided by Alan Borwell and Nol van 't Riet (NLD). Alan's concentrates on how technology and flexibility will be key to organising ICCF in future, while Nol (writing in 1999) adopts an imaginative view of how CC will look in 2010 (some of his predictions are taking shape right now...). Nol also discourses on the Rating system, explaining its evolution and operation.

The yearbook-style tables of events, winners, title-holders, officials, rules and the rest, bring a packed publication to a worthy conclusion.

ICCF Gold is a great reference volume and superb value for money! You can get your copy from George Pyrich, whose postal and email addresses can be found on the editorial page. Just send £14.99 and/or offer to play for Kirkcaldy Kings in this year's League competition.



General Information

Members of the Scottish CCA are eligible to play in ICCF postal and email 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 possible to interchange between postal and email events 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 Norm tournaments with 11-player sections are available for strong players, using airmail or email. 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. A player can enter only one postal section and one email section 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 recommended for email play. Playing rules and time limits are provided for each event, and the usual postal limit is 30 days per 10 moves, with up to 30 days leave per calendar year. To speed progress, air mail stickers should be used to Europe as well as international destinations, as the postal rates are not increased as a result. Please 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). The introduction of email has speeded up many events, and made it cheaper to play. Generally, you should play less email games simultaneously than postal because of the faster play.

A prerequisite for entry via the SCCA is that the player is, and continues to be, 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

Apologies for publishing the wrong thematic events for 2003 in the last edition! Something of a mix-up between the ICCF website and some lax editing on our part...

Postal Events 2003

Theme 3 - Vasconcellos Opening, A04

1.Nf3 c5 2.a4 d5 3.e4

Entries by 15 February; play starts 1 April

Theme 4 - St.George's Defence, C00

1.e4 e6 2.d4 a6

Entries by 15 March; play starts 1 May

Theme 5 - Ruy Lopez Zaitzev Variation, C92

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Bb7 10.d4 Re8 11.a4 h6 12.Nbd2

Entries by 15 April; play starts 1 June

Email Events 2003

Theme 3 - Sicilian Accelerated Dragon, B27

1.e4 c5 2.Nf3 g6 3.d4 cxd4 4.Nxd4 Bg7

Entries by 1 February; play starts 1 March

Theme 4 - Queen's Gambit Accepted, D20

1.d4 d5 2.c4 dxc4 3.e4

Entries by 1 March; play starts 1 April

Theme 5 - Traxler Attack, C57

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 5.Ng5 Bc5

Entries by 1 April; play starts 1 May

ICCF Gold

ICCF GOLD is the definitive reference book for all CC players. The 376-page book is a celebration of the first 50 years of ICCF and looks forward to a very interesting future.

The UK price of ICCF Gold is £14.99, which includes p&p, and a full review of the book is included in this edition of the magazine.

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