



**INTERNATIONAL CORRESPONDENCE CHESS FEDERATION**

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# Press Release

## ***Wolff Morrow Earns the ICCF IM Title***

Wolff Morrow has earned the title of Correspondence International Master (IM). His Medal and Title Certificate will be awarded at the October 2014 ICCF Congress in Sydney, Australia. Mr. Morrow achieved his two requisite norms in the [WebServer MasterNorm 083](#), (WS/MN/083) and [WebServer MasterNorm 093](#), (WS/MN/093) events. His score of 8.5 in the Category IV WS/MN/083 tournament exceeded the IM Norm of 8.0 by ½-point. His score to date of 8.0 in the Category IV WS/MN/093 tournament equals the IM Norm of 8.0. He has one game yet to be completed in that tournament. To date he has an undefeated record of 10 wins and 13 draws in these two tournaments. The links to the crosstables of the cited tournaments are as follows:

<http://www.iccf-webchess.com/EventCrossTable.aspx?id=30138>

and

<http://www.iccf-webchess.com/EventCrossTable.aspx?id=33055>

Wolff works as a graphic artist and computer technician. His hobbies outside of chess are classic console video gaming, astronomy, and home & movie theater technology. He is also an avid fan of professional Tennis. As a graphic artist, he has designed roughly 100 chess book covers for Gambit Publications. A few of them can be seen on his website <http://www.firebrandx.com/>. Wolff was a late starter having first taken up chess at age 23! He caught chess fever by watching the 1997 rematch between Deep Blue and Gary Kasparov. Wolff learned the basics of chess from the classic "Chess Openings: Theory and Practice" by I.A. Horowitz. Wolff's first exposure to a major chess tournament was the Ken Smith Memorial in 1999, where he lost one game as a beginner in 5 rounds. It wasn't until in his 30's that he took a renewed interest in actively playing rated OTB chess. Despite the late start, Wolff beat several masters and experts and won his final OTB tournament which was in honor of his good friend David Wroe who passed on the year prior. What lured Wolff into ICCF was the Timmerman vs. Rest of the World match. Wolff joined the World team and was hooked. Per Wolff, "After the game was over, the correspondence bug bit me. I was thrilled with the concept of playing moves from home, not having to worry about blundering in nerve-wracking time pressure, and being able to seek the "truth" in the best possible chess that could be played." Now that he has earned his IM, his next goal is to become the next US Champion. Somehow we feel he might be setting his sights a bit higher in the near future.

Here is a game <http://www.iccfus.com/gameofthemonth/games/Morrow.htm> annotated by Mr. Morrow. It is from [WebServer MasterNorm #083](#) which helped earn the IM title. White's King Bishop goes AWOL as a big Pawn on b3 while Black attacks the Kingside. The final position looks like a boa constrictor hit White's position – somewhat reminiscent of Kasparov's smothering victory over Deep Blue in game 6 - in the original 1996 match.

**For Immediate Release 9 a.m. EDT, August 5, 2013 more**

[ECO "B33]  
 [Opening "Sicilian Sveshnikov"]  
 [Event "WS/MN/083"]  
 [Site "ICCF"]  
 [StartDate "2012"]  
 [White "Balshaw,Anthony (WLS)"]  
 [Black "Morrow,Wolff (USA)"]  
 [Result "0-1"]  
 [WhiteElo "2311"]  
 [BlackElo "2301"]

**1.e4 c5** The Sicilian is hands down the best try for a win as black against 1. e4 on ICCF. I learned very quickly to let go of my OTB pet defenses like the Caro-Kann in order to maximize winning chances. **2.Nf3 Nc6** The Sveshnikov is fertile ground for complex and original positions, and has the added benefit of being quite solid. I switched to it after unsatisfying results in the Najdorf, and I'm glad I did. **3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e5 6.Ndb5 d6 7.Bg5 a6 8.Na3 b5 9.Bxf6** I personally do not like this variation for white. It's been my experience in several games that the doubled f-pawns for black become weapons rather than weaknesses. Their influence on the center far outweighs the structural imbalances. Better is to play 9.Nd5 first and force black to have to develop the bishop to the less desirable e7 square. Now any ideas of gxf6 would be weak instead of strong. **9...gxf6 10.Nd5 f5 11.Bd3 Be6 12.0-0** [One of the best tries for white in this line is the following piece sac: 12.c3 Bg7 13.Nxb5 axb5 14.Bxb5 But an interesting antidote is 14...Rc8 15.Qa4 Bd7 which has left black in better shape on ICCF.] **12...Bxd5** The strongest move, and statistically giving black the better game, which is why I feel 9.Nd5 is the more "correct" try. **13.exd5 Ne7 14.Nxb5?!** My opponent felt he'd burned himself playing this move, and confessed to playing it in a previous game with a bad outcome. Indeed accepting the pawn sacrifice has been criticized as simply giving black excellent long-term compensation. Thus, even though the most played continuation, the move really deserves to be labeled as dubious. **14...Bg7 15.Nc3 e4 16.Bc4** [The alternative of 16.Be2 0-0 17.Qd2 Ng6 is rather dull for white and doesn't create any serious problems that black can't handle.] **16...0-0 17.Qh5?!** This move is initially preferred by computer engines like Houdini, which accounts for why it is often played on ICCF. Unfortunately it has performed an abysmal 25% for white in the past 5 years of games. Better is the more restrained 17.Qd2, though black is still for choice. **17...Qc7 18.Bb3 Bxc3!** Now black's knight is strong while white's bishop is cut off from the fun by its own pawn. **19.bxc3 f4 20.c4 a5 21.a4?!** Now the bishop is effectively cut off from the entire game! [It's better to return the pawn in order to make the bishop an active piece again via: 21.Ba4 Qxc4 22.Bc6] **21...Ng6 22.Kh1 Rae8 23.Qh3 Re5 24.Rae1 Rfe8 25.Re2 R8e7 26.Rfe1 Qc5** White is already feeling the vice slowly crushing down on him. **27.g3 f3 28.Re3 h5!** Getting even more of my forces into the attack. Note how white's queenside is completely worthless, meanwhile every bit of material for black is serving a valuable purpose. This is losing by force for white. **29.Rb1 Rg5 30.Ba2 h4 31.g4** [31.gxh4?? Nf4 32.Qf1 Rg2-+] **31...f6 32.Rb8+ Kg7 33.Rb1 Qd4 34.c5** White has no moves left other than to start shedding material for nothing! This is probably the most complex zugzwang I've ever seen in a chess game. **34...Qxc5 35.Rg1 Qxc2** My opponent realized the situation was utterly hopeless. Each move he makes allows me to mop more and more material. **0-1 [Morrow]**