



The Friendly Post

News from ICCF-US Friendly Matches from around the world - Issue 44, June 2023

Greetings from ICCF-US Friendly Match Central. This is the newsletter concerning everything related to ICCF-US Friendly Matches. Thanks to your ongoing interest in the Friendly Matches, this newsletter has been arriving at your email-doorstep 4 times per year for over 10 years!

To explain to any new recipients, Friendly Matches are team versus team chess contests (involving teams affiliated with different nations) where the overall team outcomes do not matter beyond bragging rights. Everyone is eligible to play. The ICCF-US uses both a standing set of interested players and new participants in virtually every match. Each match participant plays two **rated** games, one with white and one with black, against a single opponent of nearly identical rating. The fee to participate is \$5 per match. You are invited to participate!

Upcoming Friendly Matches

New invitations were recently sent for three friendly matches to (1) **Iceland**, (2) **Norway**, and (3) **Peru**. If you have special interest in playing in any specific match among these, please feel free to let me know (dmdorenchess@gmail.com). There is no guarantee that I can find a proper place for you in any specific match, but I always try.

Matches can go from an idea to an active reality within any 90-day period – that is, between newsletters. So, if you have not already let it be known that you want to play, be sure to let us know by writing to Dennis at dmdorenchess@gmail.com!



Around the World a Third Time!!

The USA Friendly Match World Tour 3

Whether you want to “collect countries”, wish to have an opportunity to communicate with people from your ancestors’ home country, or just like the opportunity to meet people from around the world, the Friendly Matches bring you that opportunity. During our third World Tour (WT3), we again plan to make offers for Friendly Matches to all ICCF member federations: all 53 of them (besides us). Come go around the world with US!

So far in WT3:

We are more than halfway through our WT3!

We have at least started play against the following (26) countries: Australia, Austria, Belgium, Cape Verde*, Cuba (x 2), Denmark, Ecuador, Estonia, Finland, France, Germany, Guatemala, Hungary, Indonesia, Israel, Japan, Latvia, Mexico, Nicaragua, Philippines, Russia*, Sweden, Switzerland, Turkey, Ukraine, and Wales [* No longer a member federation]

Active invitations were sent to: (1) Iceland, (2) Norway, and (3) Peru.

Our **invitation was declined by, or we received no response** from the following (4) countries: Lithuania, Panama, Portugal, South Africa.

Countries (22) yet to be included in WT3: Argentina, Aruba, Brazil, Bulgaria, Canada, Chile, Croatia, Czech Republic, England, Greece, India, Ireland, Italy, Luxembourg, Netherlands, New Zealand, Poland, Romania, Scotland, Slovakia, Slovenia, and Spain.



The Friendly Matches that are Already Ongoing...

You can always find the current results from any of our Friendly Matches by visiting www.iccf.com, Tables and Results, Friendly Matches, but this newsletter continues to make it easy for you to stay up-to-date. The first three issues of "*The Friendly Post*" listed all our matches from 1/1/07 to the date of newsletter circulation. (You can find those 3, and all other issues of "*The Friendly Post*" at www.iccfus.com). There became too many Friendly Matches to keep doing that, so each issue now lists only those currently in progress or just completed since the last newsletter. The current standings (through 6/7/2023) are as follows:

	<u>Opponent</u>	<u>Server/Email/Postal</u>	<u>Start Date</u>	<u>Result (USA v. other)</u>
1.	England	Server	6/16/2020	102.5 - 106.5 (1 ongoing game)
2.	Slovenia	Server	6/6/2021	18.5 - 22.5 (1 ongoing game)
3.	Spain	Server	6/18/2021	35.0 - 46.0 (3 ongoing games)
4.	Japan	Server	9/30/2021	14.0 - 8.0 (2 ongoing games)
5.	NCA/ECU/GUA/CPV	Server	1/2/2022	13.5 - 6.5 (2 ongoing games)
6.	Russia	Server	1/9/2022	53.0 - 49.0 (2 ongoing games)
7.	Australia	Server	3/14/2022	59.5 - 41.5 (1 ongoing game)
8.	France	Server	3/23/2022	43.5 - 37.5 (1 ongoing game)
9.	Mexico	Server	6/6/2022	14.5 - 18.5 (1 ongoing game)

10.	Wales	Server	7/25/2022	37.0 - 30.0 (3 ongoing games)
11.	Finland	Server	7/26/2022	21.5 - 18.5 (6 ongoing games)
12.	Germany	Server	10/12/2022	119.5 - 142.5 (68 ongoing games)
13.	Hungary	Server	12/26/2022	18.5 - 29.5 (28 ongoing games)
14.	Sweden	Server	2/26/2023	14.5 - 13.5 (72 ongoing games)
15.	Switzerland	Server	4/14/2023	5.0 - 5.0 (40 ongoing games)
16.	Latvia	Server	4/18/2023	5.5 - 5.5 (65 ongoing games)
17.	Estonia	Server	4/27/2023	3.5 - 1.5 (11 ongoing games)
18.	Cuba	Server	5/1/2023	0.5 - 0.5 (71 ongoing games)
19.	Turkey	Server	5/10/2023	0.0 - 0.0 (20 ongoing games)

TOTAL USA RESULTS

Currently (as of 6/7/2023) = 398 ongoing games

Completed games since 1/1/2007* = 9347 games

Total score since 1/1/2007* = 4621.5 – 4725.5 (**49.4%**)

(* 1/1/2007 is the beginning of USA friendly match records on the ICCF server)



Highlights and Interesting Tidbits:

- (1) There were 5 new matches started this quarter: (a) **Switzerland**, (a) **Latvia**, (c) **Estonia**, (d) **Cuba**, and (e) **Turkey**.
- (2) We continue to be doing well, slowly but surely, in our match versus **Finland** started. After being behind, catching up, and going ahead slightly, the USA has now added another point to our lead. Go USA!!
- (3) We also came from behind to gain the lead versus **Wales**. Even better, we have now won that match! Our lead became insurmountable this past quarter. Good going team!
- (4) Our match versus **Germany** is slipping away. Despite there still being 68 ongoing games, our score deficit of 23 points is looking quite large. There is still a chance...
- (5) **Hungary** increased its early significant lead in our match. The USA is behind by 11 points, with 28 remaining games. Again, our opponent's lead looks rather large.



Friendly Match (versus game) win/loss record

(Since 1/1/07) 62 wins, 55 losses, 5 ties (= **52.9% for USA**)

USA Won	USA Lost**	USA Tied
Argentina (2010)	Aruba (2020)	Argentina (2019)***
Argentina (2016)	Austria (2014)	Norway (2013)***
Australia/New Zealand (2012)	Austria (2021)	Peru (2021)***
Australia (2016)	Belarus (2016)	Slovakia (2020)***
Australia (2018)	Belgium (2015)	Wales (2019)***
Australia (2022)*	BeNeLux (2020)	
Belarus (2021)	Canada (2019)	
Belgium (2022)	Croatia (2015)	
Brazil (2016)	Cuba (2013)	
Brazil (2020)	Cuba (2015)	

British CCA (2016)	Cuba (2018)
Bulgaria (2016)	Cuba (2021)
Bulgaria (2021)	Czech Republic (2011)
Canada (2014)	Czech Republic (2013)
Cape Verde (2013)	Czech Republic (2019)
Denmark (2014)	Denmark (2018)
England (2008)	Denmark (2021)
England (2012)	England (2020)8
Estonia (2016)	Finland (2018)
Estonia (2020)	France (2010)
Finland (2009)	Germany (2008 – Women’s only)
France (2009)	Germany (2011)
France (2022)*	Germany (2014)
Hong Kong (2010)	Germany (2020)
India (2014)	Iceland (2014)
India (2019)	Iceland (2019)
Indonesia (2016)	Indonesia (2021)
Israel (2016)	Israel (2014)
Israel (2021)	Italy (2010)
Japan (2013)	Italy (2017)
Japan (2017)	Mexico (2017)
Japan (2021)*	Mexico (2022)*
Latvia (2015)	Netherlands (2017)
Latvia (2020)	Norway (2019)
Lithuania (2015)	Panama (2015)
Mexico (2020)	Panama (2016)
NCA/ECU/GUA/CPV (2022)*	Philippines (2021)
Netherlands (2013)	Philippines B (2021)
Netherlands (2018)	Poland (2015)
New Zealand (2020)	Romania (2021)
Panama (2013)	Russia (2013)
Peru (2013)	Russia (v. Zone 3) (2017)
Peru (2017)	Slovenia (2019)
Portugal (2013)	Slovenia (2021)*
Portugal (2018)	Spain (2008)
Romania (2008)	Spain (2021)*
Romania (2013)	Sweden (2007)
Russia (2022)*	Switzerland (2014)
SchemingMind (2018)	Switzerland (2020)
Scotland (2008)	Ukraine (2010)
Scotland (2016)	Ukraine (2015)
Scotland (2020)	Ukraine (2018)
Slovakia (2014)	Venezuela (2014)
Slovenia (2015)	Venezuela (2017)
Spain (2016)	Wales (2016)
Sweden (2016)	
Sweden (2018)	
Turkey (2015)	
Venezuela (2013)	
Wales (2013)	
Wales (2022)*	
Yorkshire (2018)	

* Still officially ongoing, but the final team outcome is already determined.

** Chess960 matches versus Germany and Russia are not included in this list because it is a different game coupled with the very large rating differences in these matches. The USA lost both matches.

*** After 122 completed matches, where pairings were made with as equal ratings as possible, that there have been only 5 tied results.



Featured Game

In this issue's featured game, CCM Tim Corkum, a friendly match participant for only a bit over one year, creates a fascinating imbalanced position with his initiative. He shows great skill in ensuring his pieces become more active and his opponent's pawn weaknesses become too much to defend. This game was chosen because of its unusual combination of pieces coupled with the many surprises along the way.

CCM Tim Corkum (2344) – SIM Heikki Arrpi (2341)

USA – Finland 2022 (E97)

[ICCF Game](#)

All annotations by CCM Tim Corkum except as noted.

[Immediately below is the pgn copy of the following game and CCM Corkum's annotations:]



1 Games from Tim
Corkum (2).pgn

1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 O-O Strangely, given the KID (King Indian Defense) reputation, I like playing against it and have scored reasonably well.

5.e4 d6 6.Be2 e5 7.O-O Nc6 8.d5 Aiming for the Petrosian system to reach a rich middlegame with a fixed center and time for placing pieces on their best squares.

8...Ne7 9.b4 Nh5 10.Re1 f5 11.a4 Nf6 Relevant 11...h6 12.a5 Nf6 13.Nd2 f4 14.c5 g5 15.a6 bxa6 16.Bxa6 Ng6 17.Bxc8 Qxc8 18.b5 Rf7 19.Ra6 Bf8 20.Ba3 Nh4 21.Nf3 Qg4 22.Nxh4 Qxh4 23.Qf3 g4 24.Qd3 dxc5 25.Na4 c4 26.Qc3 g3 27.fxg3 fxg3 28.hxg3 Qh5 29.Rxf6 Rxf6 30.Bxf8 Raxf8 31.Nc5 Kh7 32.Nd7 Qg5 33.Ra1 R8f7 34.Nxf6+ Qxf6 35.Kh2 h5 36.Rxa7 h4 37.gxh4 Qf2 38.Ra6 Rf4 39.Qh3 Rxh4 40.Ra3 Qf4+ 0-1 Navara, D. (2675)-Shevchenko, K. (2619) Polanica Zdroj 2021. [Multiple engines and results from the ICCF database indicate 11...a5 is the preferred move, preventing White's next move. – Dennis D.]

12.a5 Nxe4 [12...fxe4 may be better – Dennis D.]

13.Nxe4 fxe4 14.Ng5 e3 15.Bxe3 Nf5 16.Bd2 Bh6 17.Qc1 Nd4 18.Bd1 a6?! As best I can tell this has only been played once before in Ellis – Gardner, BCCA/Gold/2022 (Eng), ICCF Email [It was played by transposition in one server game as presented below. – Dennis D.] Better is 18...Rb8.



Position after 18...a6

19.Ra3 Bd7 [19...b6 may have put up more resistance, but Black has trouble in either case. – Dennis D.]

20.c5 Bf5 [The engine move, but moving the piece twice in succession without obvious gain seems unwise. – Dennis D.]

21.h4N I decided to depart from theory here as I liked the way the position looks for White. I decided to use the h-pawn as a battering ram to pry open the Black king position. I also thought here that Nxf7 might become possible. [Precedent, after 18...Bd7 19.Ra3 a6: 21.Rc3 Qd7 22.h4 Qb5 23.Qb2 Rac8 24.Be3 Bg7 25.Qa3 dxc5 26.Rxc5 Qd7 27.h5 gxh5 28.Bxd4 exd4 29.Bxh5 Kh8 30.Qa2 Bf6 31.Ne6 Rg8 32.Qe2 b6 33.Qf3 bxc5 34.Qxf5 Qe7 35.bxc5 Rg5 36.Qf3 Rcg8 37.g3 1-0 Kazoks, A (2205)-Cuccumini, V (2165) EU/C2020/pr.]



Position after 21.h4

21...Bg7 22.h5 Qf6 23.h6 [This leads to a fascinating imbalance in pieces. A safer approach would have been 23.Nf3 or 23.Rg3. – Dennis D.]

23...Bxh6 24.Nxf7 Kxh7 25.Bxh6 Rf7 26.Bg5 Qh8



Position after 26...Qh8

27.Re4! [Nice shot, taking advantage of what now clearly looks like an overworked B!]

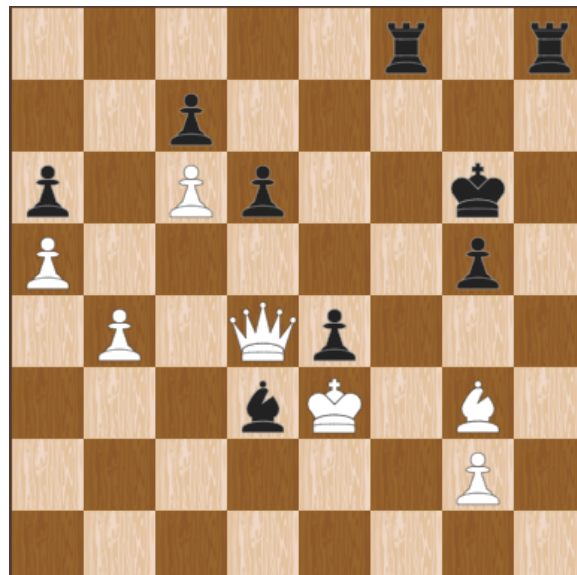
27...Bxe4 28.Rh3+ Kg7 29.Rxh8 Rxh8 30.Qc4 Bf5 31.c6 bxc6 32.dxc6



Position after 32.dxc6

32...Bc8 [Engines indicate that after 32...Kf8 33.f4 Rf7 34.Be2 Kg7 35.fxe5 dxe5 36.Qc5 Nxe2+ 37.Kf2 Rb8 (or 37...Re8) 38.Kxe2, White has a decisive advantage. – Dennis D.]

33.Qd3 Rff8 34.f4 Ne6 35.Bc2 Nxf4 36.Bxf4 Bf5 37.Qxa6 Bxc2 38.Bg3 e4 39.Qc4 Bd3 40.Qd4+ Kf7 41.Kf2 g5 42.Ke3 Kg6



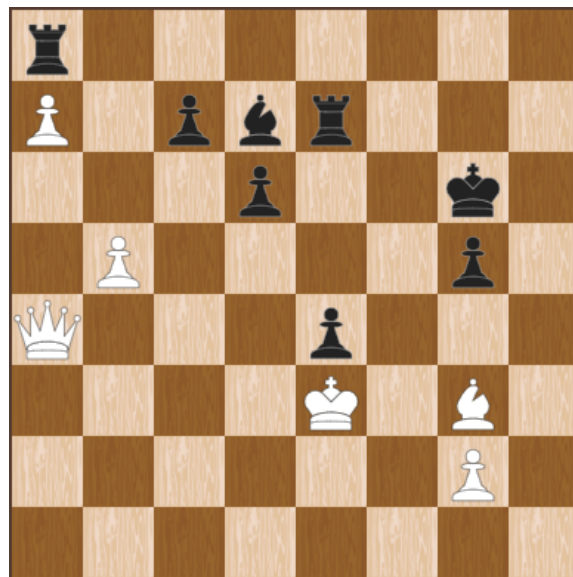
Position after 42...Kg6

An interesting position. Leela favored 43.Bxd6 cxd6 44.c7! and Stockfish at high depth favored 43.Qa1. I ended up playing the lines out on a board and then choosing what I was most comfortable with.

43.Qa1 Rh7?! [43...Ba6 might be better, though 44.Qb1 and either 44...Rf1 45.Qxe4+, or 44...Rb1 45.Be1 planning either Qxe4 or (if Black plays d5) Kd4-Kc5-b5 are also decisive. When looking at the position, would you anticipate that White's g-pawn becomes the decisive factor? – Dennis D.]

44.a6 Bb5 45.Qa5 [45.Qa2 was more precise, though White is winning in either case. – Dennis D.]

45...Bxc6 46.Qa2! Bd7! 47.a7 Ra8 48.b5! Re7 49.Qa4



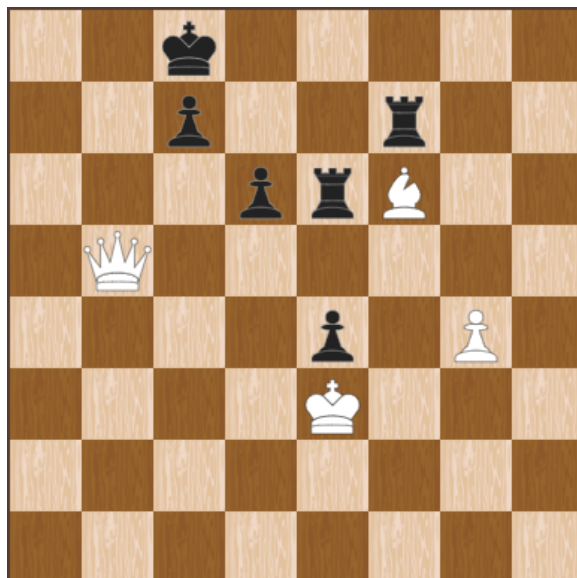
Position after 49.Qa4

49...Bxb5! [Not forced, but probably best. If 49...Bc8, 50.Qd4 Bb7 51.b6 Rd8 52.bxc7 Rxc7 53.Bxd6 is bad for Black. – Dennis D.]

50.Qxb5 Rxa7 51.Be1 [51.Qb3 or 51.Qb2 are both good as well. It seems surprising that Black cannot hold onto his g-pawn, and hence gives White a winning passed pawn despite having at least equal material on the board. Black's pieces are too uncoordinated to protect his backward c-pawn, relatively open K, and isolated g-pawn. – Dennis D.]

51...Ra8 [51...Ra2 52.g4! Ra3+ 53.Ke2]

52.Qd5 Rb8 53.Bc3 Rf8 54.Ba5 Rff7 55.Qa8 Kh5 56.Bc3 Kg6 57.Qh8 Kf5 58.Qh6 Re8 59.Qh5 Ree7 60.g4+ Ke6 61.Qxg5 Kd7 62.Bf6 Re6 63.Qb5+ Kc8 [63...c6 64.Qb7+ Ke8 65.Qc8# - Dennis D.]



Position after 63...Kc8

64.Qa6+ Kd7 65.Qa4+ Kc8 66.Qa8+ Kd7 67.Qd8+ Kc6 68.g5 Kb7 69.Ba1! [A fanciful way of getting the B out of the way, versus Bd4 or Bh8. White wins in various ways here but most immediately planning on the combination of Qg8, Bf6, Kxe4-Kf5, and g6. – Dennis D.] 1-0



The Triple Block time control system has come to the ICCF!

Have you heard about the "Triple Block" time control system? The Triple Block system, most often abbreviated as "TB", was developed by an ICCF work group specifically appointed during the 2015 Congress to address a variety of complaints about the standard time control system. (There were 6 different proposals during the 2015 Congress alone for changes in the ICCF time control system.) The new system was approved for trials by the 2016 Congress, and officially approved by the 2020 Congress. Since then, hundreds of events have used the system without significant problem.

Some of our recently started Friendly Matches are using this system. Some of our as-yet-to-be scheduled Friendly Matches will also use this new time control system.

In brief, the Triple Block system gives you your reflection time, your leave time, and some additional time right from the beginning. The time keeping is simplified in that there is no doubling of reflection time (as there is currently after 20 days without a move), no 40+ day loss by default and therefore no registering to be allowed to go beyond that time limit, no watching your time at each 10-move interval, and no recording of leave time. Instead, each player has far more control of his/her reflection time. Problematic play related to the "dead man's defense" is also lessened. And you will typically have more reflection time per move available to you than you currently do!

The rules and procedures for the TB system are incorporated as Appendix 3 in the document "ICCF Rules".



Where to Find Us

The ICCF-US home website is at www.iccfus.com. You can always find copies of "*The Friendly Post*" at that site, with a link on the top in the home page. The server for playing games is at www.iccf.com.

Contact Dennis Doren at dmdorechess@gmail.com concerning anything related to the Friendly Matches.



The People Behind the Organization

Thanks to the people who keep it all running, the ICCF-US Administrators:

Grandmaster Jason Bokar, Director

Senior International Master Tom Biedermann, Deputy Director & Treasurer

International Master Corky Schakel, Registrations Director

Grandmaster Carl Siefring, Invitational Facilitator

Senior International Master Dan Perry, Webmaster

International Master Bob Rizzo, Norms and Communications Organizer

Yours truly, **IM Dennis Doren**, Friendly Matches Organizer (dmdorenchess@gmail.com)



How Do I Get On A Team?

Getting selected to play on a USA Team in a Friendly Match takes almost no effort. Just let me know you are interested! Send an email to dmdorenchess@gmail.com and say you wish to play in a Friendly Match. When I have a team slot for you (meaning there is an opponent with about the same rating as your current one), I will let you know. You can also let me know of any specific country you wish to play against, but you do not have to do that.

When I have a specific team placement to offer you, you will receive an email from me - sent to the same address you have listed on the ICCF server. (Don't forget to update any email address changes!) My email will offer you a position on a team in a Friendly Match against a specifically listed country.

Please know that you need to respond to that email, and typically to do so **within 3 days** of my having sent it! I have a lot of positions to fill while all the members of the opposing team simply wait for me to complete my task. That is why there is a time frame for your response. If I do not hear from you within the specified time, I will offer your slot to someone else. However, even if you do not want, or cannot take the offered position, I strongly request that you do me the courtesy of a quick reply saying so. In that way, I can make an offer of "your" team position to someone else right away.

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

Finally, you will automatically receive your pairings, including an email from the ICCF server informing you that the match has begun and who you are paired against.

That is it! Let me know your interest, accept my invitation for you to play in a specific match, pay your fee, and enjoy your games!

You Can Play on the USA Team in a Friendly Match!

You, too, can play in a Friendly Match, no matter the degree to which you have played in an ICCF-US event of any kind previously. Each match consists of two **rated** games (one white, one black) against the same opponent who is very close in rating to yours. The total fee is \$5 for your participation per match. Just contact Dennis Doren, the ICCF-US Friendly Match Organizer, at dmdorenchess@gmail.com and tell him your specific interest in playing.

Do **NOT** send any money to Dennis or anyone else at this point to pay for your participation! You will only need to pay (through Paypal, money order, or by check) when your placement on a USA team in a specific Friendly Match has been confirmed by Dennis. Dennis will tell you when that is.