



The Friendly Post

News from ICCF-US Friendly Matches from around the world - Issue 43, March 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!

[The quotes in this newsletter are all from OTB World Champions, in chronological order. The idea is to paint an interesting historical perspective on what it has been like to be a WC.]



Fame, I have already. Now I need the money. William Steinitz



ICCF Rules Changes You Need to Know

Besides for the usual ICCF-US Friendly Match information, this newsletter is being used to inform you about certain ICCF rule changes thought to be of importance to you. The following are either already in place or will be very soon and are not up for debate. They were already debated and voted upon by the ICCF Congress, this being the ultimate legislative branch of the ICCF, composed of one delegate from each member federation. (Our National Delegate is GM Jason Bokar.)

- (1) **Elimination of the withdrawal system**: There is no such thing as a formal withdrawal anymore, whether an accepted withdrawal, an unaccepted withdrawal, or a silent withdrawal. Once an event of any kind is put online, players are fully responsible for their listed games – even if the event has not yet reached its official start date. (The rationale is that players are not allowed to view who their opponents are and then decide to withdraw from the event – effectively choosing their own opponents.) If you think you may wish not to play in an event in which you registered, you can inform the tournament organizer PRIOR to the event being put online and simply be released from all responsibility for playing in that event. Once the event is put online, however, the listed games are yours to keep. [Player substitutions, replacements, and game cancellations are still possible under certain circumstances. See the ICCF Rules for details of those circumstances.] This elimination of the withdrawal system has already been implemented.

- (2) **ETL “suspensions”**: Losing a game by exceeding a time limit (what is abbreviated as ETL) not only causes the loss for that game but comes with a penalty. If a player is not under any such penalty when that player’s game goes ETL, the player is not allowed to register for a new event for the next 30 days. If the player is already under such a penalty, then the time period restricting new registrations lengthens to 90 days. Each time a new ETL occurs while a player within a 90-day penalty period, that 90 day count starts over from the time of the most recent ETL. The purpose for this penalty is to try to limit players from playing too many games beyond what they can manage, without penalizing players from participating in a large number of games if they can manage their time within tournament limits. This rule change has already been implemented.
- (3) **An updated rating system**: A new rating system, or more accurately an updated system is coming. The expected start date is difficult to know, as the amount of preparatory work is voluminous, but some time in June is a reasonable guess. You will keep your current rating (no one “starts over”), but there will be two differences compared to the current system: (a) the stability of your rating and your opponent’s rating, based on each of your numbers of completed games to date, will always be part of what is considered in computing the rating effect of a game – the less stable a rating, the more the rating can be affected; and (b) the rating effect of wins/losses will be much greater than they are currently, this change being to lower the degree to which draws dominate the rating system. There will be a far more detailed accounting of the new system (on the ICCF homepage) when the system is ready to come online.

The game gives us a satisfaction that life denies us.

Emanuel Lasker



Upcoming Friendly Matches

Three (3) friendly matches are scheduled to be organized and begun within the next couple of months. **Estonia** (this month), **Latvia** (April), and **Switzerland** (May) all accepted our invitation, with the expected month in which the match will be organized being shown in parentheses. If you have special interest in playing in any specific match among these, please feel free to let me know (dmdorenchess@gmail.com).

The invitations sent last quarter to **Portugal** and **South Africa** received no response. This usually means that federation is not currently interested in a match. Oh well. We just move on to countries with such interest.

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!

Chess books should be used as we use glasses: to assist the sight, although some players make use of them as if they conferred sight. José Raul Capablanca

I have had to work long and hard to eradicate the dangerous delusion that, in a bad position, I could always, or nearly always conjure up some unexpected combination to extricate me from my difficulties. Alexander Alekhine

The fact that a player is very short of time is, to my mind, as little to be considered an excuse as, for instance, the statement of the law-breaker that he was drunk at the time he committed the crime. Alexander Alekhine



Chess is a sport. The main object in the game of chess remains the achievement of victory. Max Euwe

If Tal sacrifices a piece, take it. If Petrosian sacrifices a piece, don't take it. Mikhail Botvinnik

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 have at least started play against the following (21) countries: Australia, Austria, Belgium, Cape Verde*, Cuba, Denmark, Ecuador, Finland, France, Germany, Guatemala, Hungary, Indonesia, Israel, Japan, Mexico, Nicaragua, Philippines, Russia*, Sweden, Wales
[* No longer a member federation]

Matches are scheduled versus (a) Estonia (being organized now) (b) Latvia (in April), and (c) Switzerland (in May).

Active invitations (There are no outstanding invitations, given there are already 3 currently scheduled matches.)

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

Countries (27) yet to be included in WT3: Argentina, Aruba, Brazil, Bulgaria, Canada, Chile, Croatia, Czech Republic, England, Greece, Iceland, India, Ireland, Italy, Luxembourg, Netherlands, New Zealand, Norway, Peru, Poland, Romania, Scotland, Slovakia, Slovenia, Spain, Turkey, and Ukraine.



In chess, as in life, a man is his own most dangerous opponent.
Vasily Smyslov

There are two types of sacrifices: correct ones and mine.
Mikhail Tal

I'm absolutely convinced that in chess – although it remains a game – there is nothing accidental. And this is my credo. I like only those chess games, in which I have played in accordance with the position requirements...I believe only in logical and right game. Tigran Petrosian

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 3/13/2023) 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 - 45.0 (4 ongoing games)
4.	Japan	Server	9/30/2021	14.0 - 8.0 (2 ongoing games)
5.	Indonesia	Server	10/31/2021	22.5 - 24.5 (1 ongoing game)
6.	Cuba	Server	11/29/2021	73.0 - 86.0 (1 ongoing game)
7.	NCA/ECU/GUA/CPV	Server	1/2/2022	12.5 - 6.5 (3 ongoing games)
8.	Russia	Server	1/9/2022	53.0 - 49.0 (2 ongoing games)
9.	Australia	Server	3/14/2022	59.5 - 41.5 (1 ongoing game)
10.	France	Server	3/23/2022	43.5 - 37.5 (1 ongoing game)
11.	Belgium	Server	3/26/2022	33.0 - 30.0 (1 ongoing game)
12.	Mexico	Server	6/6/2022	14.0 - 18.0 (2 ongoing games)
13.	Wales	Server	7/25/2022	34.0 - 29.0 (7 ongoing games)
14.	Finland	Server	7/26/2022	18.5 - 16.5 (30 ongoing games)
15.	Germany	Server	10/12/2022	97.0 - 118.0 (113 ongoing games)
16.	Hungary	Server	12/26/2022	11.5 - 19.5 (45 ongoing games)
17.	Sweden	Server	2/26/2023	0.0 - 0.0 (100 ongoing games)

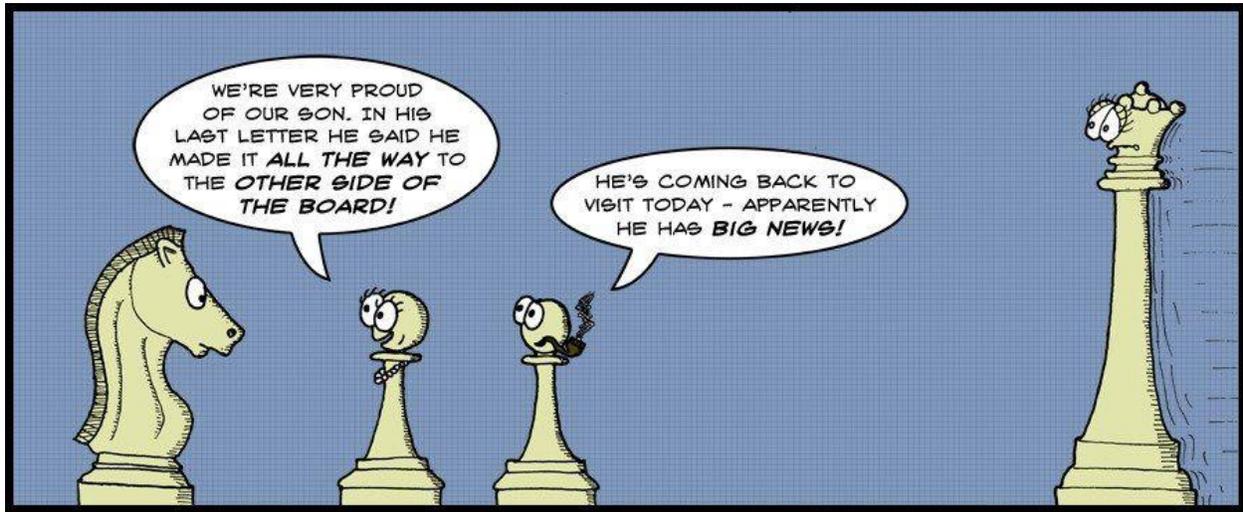
TOTAL USA RESULTS

Currently (as of 3/13/2023) = 315 ongoing games

Completed games since 1/1/2007* = 9213 games

Total score since 1/1/2007* = 4554 – 4659 (49.4%)

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



The Soviet Union was an exception, but even there chess players were not rich. Only Fischer changed that. Boris Spassky

We were like bishops of opposite color. Boris Spassky

Highlights and Interesting Tidbits:

- (1) The USA continues its hot streak from last quarter through this one. Last quarter won 3 matches. We repeated that feat this quarter, with wins now scored against **Russia**, **France**, and **Belgium**.
- (2) The win versus **Russia** is especially noteworthy in that the USA had lost three previous matches against that country - if you include both a Russia versus Zone 3 event and a Chess 960 event. Within more standard single country versus single country friendly matches, we now tied our record with Russia at 1 – 1.

- (3) Our match record with **Belgium** has also been tied up at 1 – 1.
- (4) With **France**, we have now taken the match outcome lead (2 – 1). Overall, we took our deficit records against 3 different countries and at least evened them up! Nicely done USA!!!
- (5) Unfortunately, we have now officially lost our match versus **Mexico**. That result puts Mexico up in our match records, with the USA scoring 1 – 2.
- (6) The outcome for our match versus **Australia** was already decided, but the amount of lead we have is still incredibly impressive. After about 100 completed games, with only 1 remaining game, the USA has an 18-point lead!! That's astounding, and almost unheard of in our friendly matches!
- (7) When our match versus **Finland** started, we fell behind by a small bit. Last quarter I reported that we came back to tie it up. Well, the USA has now pulled ahead by that same small amount (2 points). There are still 30 ongoing games in this match, though, so we have a long way to go before victory can be claimed. Go USA!!
- (8) We also came from behind to gain the lead versus **Wales**, and now that lead has expanded! With only 7 remaining games, the USA now leads by 5 points! We can almost taste this victory. Given our match record with Wales is currently tied at 1 – 1 – 1, a victory by the USA will put us ahead in final outcomes!
- (9) What can we say about USA matches versus **Germany**? Hard to know why, but the USA matches versus Germany (including a highly unusual all-women's match in 2008) has resulted in a 0 – 4 outcome the USA. And our current match results do not look promising. Yes, there are 113 games still being played, so essentially any deficit can be overcome, but I also am obliged to point out that the USA is behind by 21 points. Despite the USA having about a 52% score percentage over its 120 most recently completed matches including against Germany (since 2007, see below for details), that country seems to be our nemesis. Well, as stated, there still is time to catch up. Go USA!!
- (10) **Hungary** has taken an early, and rather significant lead in our match. They are up 8 points in a match that is only 2.5 months old (!) There are still 45 remaining games, though, so we have time to catch up.

All I ever want to do is play chess. Bobby Fischer

I like the moment I break a man's ego. Bobby Fischer

Chess is my life, but my life is not chess. Anatoly Karpov

Friendly Match (versus game) win/loss record

(Since 1/1/07) 60 wins, 55 losses, 5 ties (= 52.1% 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)	
Portugal (2013)	Slovenia (2019)	
Portugal (2018)	Slovenia (2021)*	
Romania (2008)	Spain (2008)	
Romania (2013)	Spain (2021)*	

Russia (2022)*
SchemingMind (2018)
Scotland (2008)
Scotland (2016)
Scotland (2020)
Slovakia (2014)
Slovenia (2015)
Spain (2016)
Sweden (2016)
Sweden (2018)
Turkey (2015)
Venezuela (2013)
Wales (2013)
Yorkshire (2018)

Sweden (2007)
Switzerland (2014)
Switzerland (2020)
Ukraine (2010)
Ukraine (2015)
Ukraine (2018)
Venezuela (2014)
Venezuela (2017)
Wales (2016)

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



The highest art of the chess player is in not allowing your opponent to show you what he can do. Garry Kasparov

If you wish to succeed, you must brave the risk of failure. Garry Kasparov



Featured Game

(There is no featured game this quarter to highlight some rule changes players need to know. See the front page of this newsletter for those rule changes.)

Chess is so deep I simply feel lost. Vladimir Kramnik

I am convinced that the way one plays chess reflects the player's personality. If something defines his character, then it will also define his way of playing. Vladimir Kramnik

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.

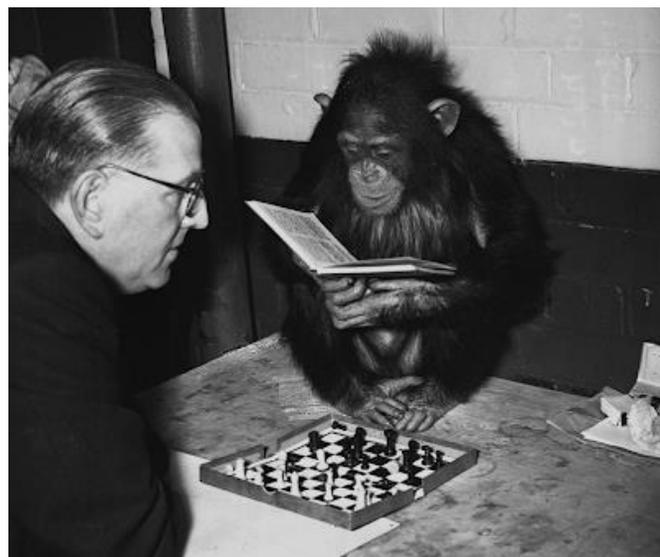
Some of our recently started Friendly Matches are using this system. Some of our as-yet-to-be scheduled Friendly Matches will also use this new time control system.

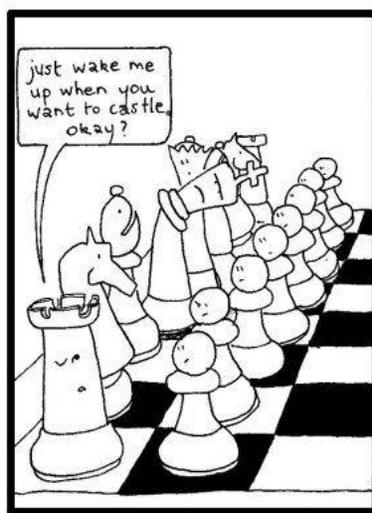
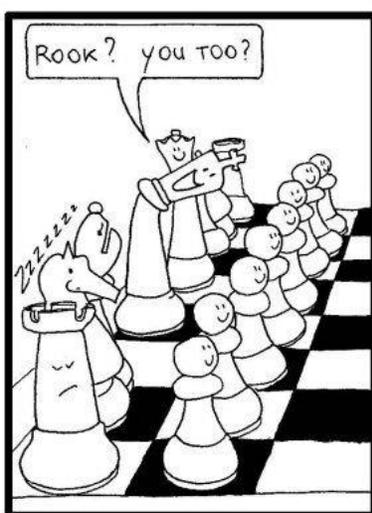
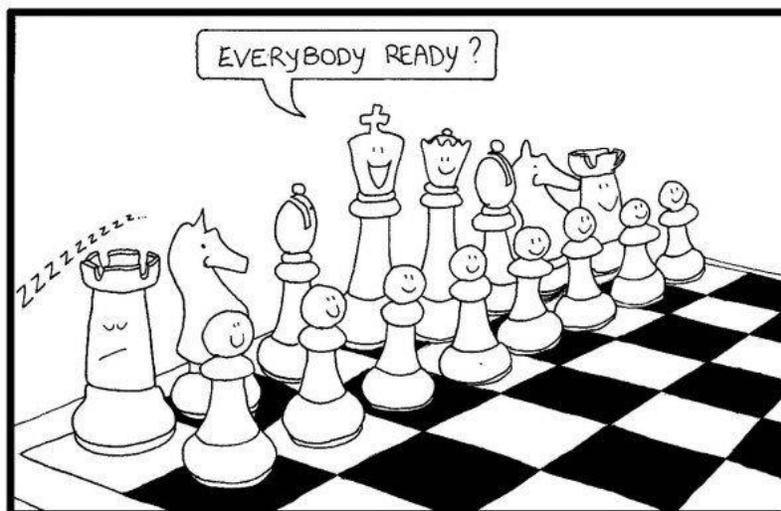
In brief, the Triple Block system gives you your reflection time, your leave time, and some additional time right from the beginning. The time keeping is simplified in that there is no doubling of reflection time (as there is currently after 20 days without a move), no 40+ day loss by default and therefore 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".

There is always the risk of being over-confident when you are preparing to face a weaker player. Viswanathan Anand

If you want to get to the top, there's always the risk that it will isolate you from other people. Magnus Carlsen





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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 dmdorenchess@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

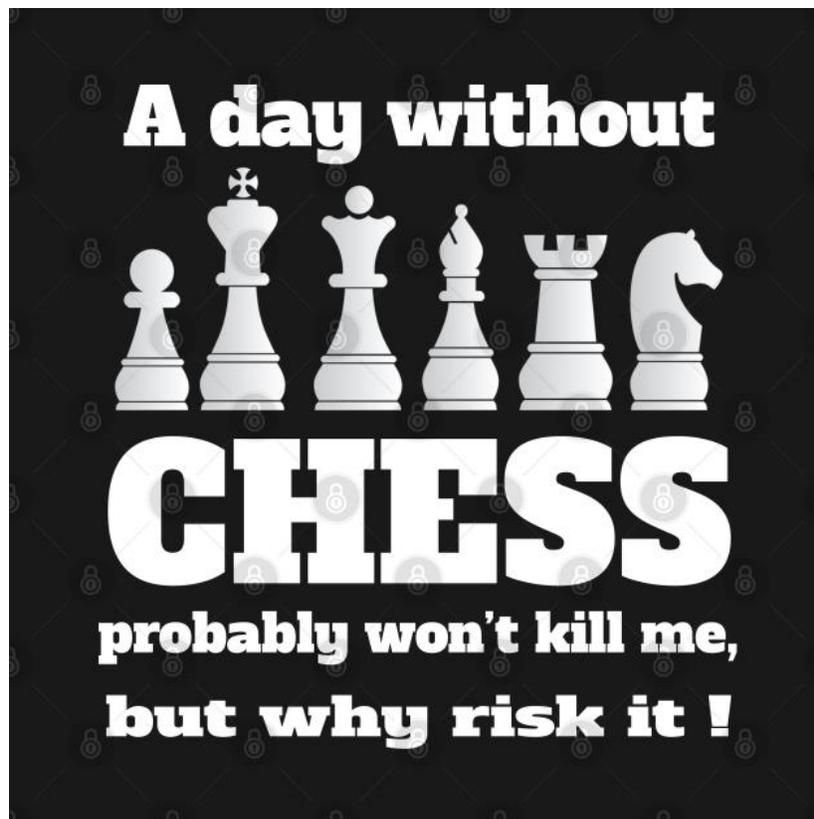
Grandmaster Carl Siefing, Invitational Facilitator

Senior International Master Dan Perry, Webmaster

International Master Bob Rizzo, Norms and Communications Organizer

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

I spend hours playing chess because I find it so much fun. The day it stops being fun is the day I give up. Magnus Carlsen



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.