



# The Friendly Post

## **News from ICCF-US Friendly Matches from around the world - Issue 32, June 2020**

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 7.75 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're invited to participate!

*A personal note from Dennis: During this difficult time, I hope all of you have been able to stay safe. And, like me, you have been able to find some comfort in continuing to play the game that has existed through centuries of tough times. Amici sumus.*

## **A Large Match was Just Started – And a Request**

This past quarter saw the organization and start of one of our larger Friendly Matches. Besides the 47-board match versus Brazil, and the 18-board match versus Mexico, the USA began a 105-board Friendly Match (!) versus England. We have not had a match involving over 100 boards in a while. Two years ago, the USA played over 100 boards within the 136-board Russia v. Zone 3 Friendly Match, when the USA played alongside players from Canada, Hong Kong, Japan, Mexico, and New Zealand. On our own, the last time the USA played a 100+ board match was against Germany back in 2015. That was our largest Friendly Match of modern history – 162 boards!

Do you have any idea how many players are offered a chance to play in a match before the final list of interested players is determined? In filling the 105 boards of the just-started England match, you might think just a few more than 105 invitations were mailed out, accounting for a few players who were not available to play at the time.

In reality, there are always a number of players who decline the offer and others who do not respond within the allotted 3 days from the receipt of the invitational email. During the organization of the England Friendly Match, there were 39 players who responded to the invitation to say they needed to decline the offer. But there were another 37 players who never responded. And that includes my sending a reminder email on the second day giving them warning that time was soon to expire.

For each of those cases, I needed to wait the full 3 days before I could move on to invite other people, after having to send a reminder email doubling my work.

**A request:** I ask that if you receive an invitation to play in a Friendly Match and you need to decline, please just hit “reply” and say “no thanks”. I understand sometimes people are on vacation or otherwise not checking their email. But if you see that you have received an invitation to play, please reply to that note with your decision rather than just let the 3-days expire. Your assistance in this regard will be greatly appreciated.



## **Upcoming Friendly Matches**

We are currently waiting for the team rosters from **Croatia** and **Slovakia**, both of whom have agreed to play us in a Friendly Match. We are also scheduled to play a single Friendly Match against a combination of players from **Luxembourg**, **Belgium**, and the **Netherlands** to be organized in September/October.

If you have a special interest in playing against any of these countries, or are simply interested in playing and have not let me know that in a while, please inform me at [dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com).

We are also anticipating sending out new requests for Friendly Matches against some of the countries yet to be covered during our World Tour 2. See below.

As we have said previously, matches can go from an idea to an active reality within any 90-day period – that is, between newsletters. So, if you want to play, be sure to let us know by writing to Dennis at [dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com)!



## **The US Friendly Match World Tour 2 (WT2): "Go Around the World with US"**

### **Are you "Going Around the World with US"?**

We already completed the ICCF World Tour by extending invitations to all the 56 other ICCF Member Federations (MFs) and playing all takers. Our second "Go Around the World with US" tour is approaching its completion. To date, we have engaged with 47 MFs (plus 3 non-MF teams), and have 9 MFs to go to complete "WT2":

(1) We started play or at least scheduled a match versus Argentina (twice), Australia, Belgium, Brazil, Canada, Croatia, Czech Republic, Cuba, Denmark, England, Finland, France, Germany, Iceland, India, Indonesia, Israel, Italy, Japan, Latvia, Luxembourg, Mexico, Netherlands, New Zealand, Norway, Panama, Peru, Poland, Portugal, Russia, Slovakia, Slovenia, Spain, Sweden, Switzerland, the Ukraine, Venezuela, and Wales. This is besides the British Correspondence Chess Association, SchemingMind, and Yorkshire; all being international CC clubs affiliated with member federations.

(2) Invitations were extended but declined (either actively or passively) by: Cape Verde, Chile, Ecuador, Greece, Guatemala, Hong Kong (no longer an ICCF Member Federation, but it was at the time of our invitation), Ireland, Nicaragua & South Africa.

(3) Remaining MFs to complete our second World Tour: **Austria, Belarus, Bulgaria, Estonia, Hungary, Lithuania, Romania, Scotland, and Turkey.**

You can be assured that the countries listed in #3 will be the ones most likely included in invitations in the near future. If you have a desire to play against any of these specific countries, please write to Dennis ([dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com)) and let him know!



*All the places in the world in which we play!!*

## 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](http://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](http://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 6/8/2020) are as follows:

	<u>Opponent</u>	<u>Server/Email/Postal</u>	<u>Start Date</u>	<u>Result (USA v. other)</u>
1.	<b>Cuba</b>	Server	8/1/18	31.0 - 47.0 (2 ongoing games)
2.	<b>Portugal</b>	Server	11/28/18	54.5 - 39.5 (2 ongoing games)
3.	<b>Canada</b>	Server	3/16/19	19.0 - 28.0 (1 ongoing game)
4.	<b>Iceland</b>	Server	5/4/19	7.5 - 10.5 (2 ongoing games)
5.	<b>India</b>	Server	5/23/19	40.0 - 23.0 (3 ongoing games)
6.	<b>Argentina</b>	Server	7/1/19	10.0 - 10.0 (4 ongoing games)
7.	<b>Norway</b>	Server	7/11/19	16.0 - 24.0 (10 ongoing games)
8.	<b>Slovenia</b>	Server	9/5/19	18.5 - 23.5 (8 ongoing games)
9.	<b>Wales</b>	Server	10/26/19	18.5 - 18.5 (13 ongoing games)

10.	<b>Czech Republic</b>	Server	11/10/19	26.5 - 26.5 (47 ongoing games)
11.	<b>New Zealand</b>	Server	1/26/2020	11.0 - 6.0 (28 ongoing games)
12.	<b>Switzerland</b>	Server	2/20/2020	8.5 - 10.5 (47 ongoing games)
13.	<b>Latvia</b>	Server	3/3/2020	5.0 - 7.0 (32 ongoing games)
14.	<b>Brazil</b>	Server	3/27/2020	11.5 - 8.5 (74 ongoing games)
15.	<b>Mexico</b>	Server	4/21/2020	5.0 - 3.0 (28 ongoing games)
16.	<b>England</b>	Server	6/16/2020	0.0 - 0.0 (210 ongoing games!)

### TOTAL USA RESULTS

Since 1/1/07\* (6422 completed games!): 3190 - 3232 **(49.7%)**

**We did it!!** Since the first issue of *The Friendly Post*, in September 2012, the USA's results in Friendly Matches showed literally only a 2-point deficit through the last issue of this newsletter. **During this last quarter, the USA again scored 2 more points than did our opponents!!** Our current tally since September 2012 is equal to 2659 – 2659! Now let's see if we can bring our total to a plus score!!

\* Not including Chess960 events versus Russia and Germany. The Chess960 events had far larger rating differences per board compared to regular Friendly Matches. The Chess960 results were therefore not considered comparable to those from regular Friendly Matches.

### Highlights and Interesting Tidbits:

(1) Overall, the USA showed an unusual set of results this past quarter. On the one hand, the USA scored more points than we gave up, as mentioned just above in the red note. On the other hand, the USA also was scored with 3 lost matches and none won. That was the first quarter where only lost match outcomes were recorded in a very long time. To show how unusual that result was, you can see below that the USA still has a +9 match outcome record over the past 13.5 years!

(2) The match versus **Denmark** was one of those losses. It was a great match. We had been 5 points behind with only 14 remaining games. We narrowed their lead to 3 with 8 remaining games. With only 2 games remaining, the USA was only 1 point behind. Unfortunately, the last 2 games split the 2 points. So close, yet so far. We almost caught up from a large deficit. Nice try!!

(3) A second loss was against **Canada**, despite having one remaining ongoing game. In this match, our opponents took an early lead and never looked back. Oh well.

(4) The match with **Iceland** had always been close. During this past quarter, however, Iceland scored 3 to our 1. This is not a large difference, but it was enough to ensure they won the match. Another close one...

(5) We had already won versus **India**, but I wish to say that we continue to crunch! The current score shows the USA having scored nearly 2/3 of all recorded points!

(6) We have another really close match in progress. The **Argentina** match was tied 3 months ago and remains tied now. With only 4 remaining games, every point (and half-point) counts! Go USA!!

(7) And still another close match: **Wales** and the USA are tied with 13 games to go. This is our “grudge match” with Wales in that each country has beaten the other once. Let’s see if we can win this one!

(8) And still another very close match: The USA has caught up with the **Czech Republic** from a 3-point deficit just 3 months ago! With the score now tied, there is still a lot of games (47) remaining to determine the match winner. We’ve beaten them twice before. Let’s go for the “hat trick”!

(9) **Norway** has maintained its lead of 8 points. With only 10 remaining games, this lead looks insurmountable...

(10) We had cut **Slovenia’s** early lead in about half, bringing it down to 3 points. This last quarter was not so successful, though. With 8 remaining games, our opponents increased their lead back to 5 points. Keep fighting!

(11) There seems to be a lot of steam in our engine versus **New Zealand**. We started with a small lead and have since increased it. While there are many games (28) yet to be completed, the USA already has a 5-point lead. Nice going!

(12) The first results from our match v. **Brazil** are encouraging. The USA has taken a 3-point lead in the first 20 completed games.



## Friendly Match (versus game) win/loss record

(Since 1/1/07) 45 wins, 36 losses, 1 tie (= 55.5%)

USA Won	USA Lost**	USA Tied
Argentina (2010)	Austria (2014)	Norway (2013)***
Argentina (2016)	Belarus (2016)	
Australia/New Zealand (2012)	Belgium (2015)	
Australia (2016)	Canada (2019)*	
Australia (2018)	Croatia (2015)	
Brazil (2016)	Cuba (2013)	
British CCA (2016)	Cuba (2015)	
Bulgaria (2016)	Cuba (2018)*	
Canada (2014)	Czech Republic (2011)	
Cape Verde (2013)	Czech Republic (2013)	
Denmark (2014)	Denmark (2018)	
England (2008)	Finland (2018)	
England (2012)	France (2010)	
Estonia (2016)	Germany (2008 - Women's only)	
Finland (2009)	Germany (2011)	
France (2017)	Germany (2014)	
Hong Kong (2010)	Iceland (2014)	
India (2014)	Iceland (2019)*	
India (2019)*	Israel (2014)	
Indonesia (2016)	Italy (2010)	
Israel (2016)	Italy (2017)	
Japan (2013)	Mexico (2017)	
Japan (2017)	Netherlands (2017)	
Latvia (2015)	Panama (2015)	
Lithuania (2015)	Panama (2016)	
Netherlands (2013)	Poland (2015)	
Netherlands (2018)	Russia (2013)	
Panama (2013)	Russia (v. Zone 3) (2017)	
Peru (2013)	Spain (2008)	
Portugal (2013)	Sweden (2007)	
Portugal (2018)*	Switzerland (2014)	
Romania (2008)	Ukraine (2015)	
Romania (2013)	Ukraine (2018)	
SchemingMind (2018)	Venezuela (2014)	
Scotland (2008)	Venezuela (2017)	
Scotland (2016)	Wales (2016)	
Slovakia (2014)		
Slovenia (2015)		
Spain (2016)		
Sweden (2012)		
Sweden (2018)		
Turkey (2015)		

Venezuela (2013)  
Wales (2013)  
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.

\*\*\* Isn't it amazing that after 82 completed matches, where pairings were made with as equal ratings as possible, that there has been only one tied match?



## Featured Game

IM Allan Johnston (2373) – CCM Daniel Parmet (2380)

New Zealand – USA Friendly Match  
E99 King Indian Orthodox, Aronin-Taimonov, main line

All annotations by CCM Daniel Parmet

This game can be found at <https://www.iccf.com/game?id=1142490>



**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 Nd7 10.Be3 f5 11.f3 f4 12.Bf2 g5 13.Nd3 Nf6 14.c5 Ng6 15.a4** Both my opponent's last loss and my last loss are in this line. Although my 2017 loss was just a mouse slip I felt confident to reenter this line.



Position after 15.a4

**15...h5 16.a5** [16.Kh1 g4 17.Qe1 h4 18.fxg4 Nxc4 19.Rg1 Rf7 20.Nb5 Nxf2+ 21.Qxf2 a6 22.Na3 Bf8 23.a5 Rg7 24.Nc4 Qg5 25.Rac1 dxc5 26.Nxc5 Nh8 27.Ne6 Bxe6 28.dxe6 Ng6 29.Rgd1 Bb4 30.h3 Ne7 31.Bg4 Nc6 32.Rd7 Rxd7 33.exd7 Kg7 34.Nd2 Rh8 35.Nb3 Qf6 36.Qe2 Bd6 37.Nc5 Nd8 38.Qc4 Qe7 39.b4 Rh6 40.Bf5 c6 41.Rd1 Bxc5 42.bxc5 Kf8 43.Qb4 Kg7?? 44.Qb6 Rh8 45.Rd3 1-0 (45) Ackermann,E (2319) -Parmet,D (2373) ICCF World Cup 22 Pre 36 KID 2017]

**16...g4 17.Qe1** [17.a6 bxa6 18.Nb4 g3 19.hxg3 fxg3 20.Bxg3 h4 21.Nc6 Qd7 22.Bf2 Bh6 23.Bxa6 Bxa6 24.Rxa6 Qg7 25.Kh2 Kh8 26.cxd6 cxd6 27.Nb4 Rfb8 28.Qa4 Nf4 29.Rg1 Rb7 30.Qc6 Rd8 31.Qa4 Rxb4 32.Rxa7 Rb7 33.Rxb7 Qxb7 34.Qa7 Qc8 35.Bxh4 Rd7 36.Bxf6+ Bg7 37.Qxd7 Qxd7 38.Bh4 Qf7 39.Rh1 Kg8 40.Kg1 Bf6 41.Be1 Nd3 42.Bf2 Bg5 43.Nd1 Nxf2 44.Nxf2 Qa7 45.g3 Be3 46.Rh2 Qa1+ 47.Kg2 Qxb2 48.Kf1 Qc1+ 49.Ke2 Qd2+ 50.Kf1 Bc5 51.Ng4 Qd3+ 52.Kg2 Qe2+ 53.Kh3 Qxf3 0-1 (53) Johnston,A (2404) -Slawinski, T (2402) ICCF 2016]

**17...Rf7** He played 18. Kh1 against me on Board 4 and 18. a6 against Chris Lewis on Board 3. I do not know which move he played first.

**18.Kh1** [18.a6 bxa6 19.Nb4 Bh6 20.Nc6 Qf8 21.Qd1 g3 22.Be1 Nh4 23.Kh1 Rg7 24.cxd6 cxd6 25.Rg1 Bd7 26.Rxa6 Kh8 27.Bf1 gxh2 was played in A. Johnston – C. Lewis where black appears to be winning.]

**18...Bh6 19.Bg1 Rg7 20.cxd6 cxd6 21.Nb5 g3 22.Qb4** [22.Nxa7 Bh3!-+; 22.Bxa7 Nh4-+]

**22...Bh3**



Position after 22...Bh3

**23.Ne1** [23.Nxd6 Bxg2+ 24.Kxg2 Nh4+ 25.Kh3 Nh7; 23.Nxa7 Bxg2+ 24.Kxg2 Nh4+ 25.Kh3 Qd7+ 26.Kxh4 Bg5#; 23.Bxa7 Bxg2+ 24.Kg1 (24.Kxg2 Nh4+ 25.Kg1 Ne8+) 24...Nxe4+] ]

**23...Ne8 24.Qd2 N g x h 2 25.Bf2 Bd7 26.a6 b6 27.Nxa7 h4 28.Nc6 Qg5 29.a7 Nf6 30.Nb8 Nh5 31.Nxd7** [31.Qb4 Ng3+ 32.Bxg3 fxg3 33.Nxd7 Rxd7 34.Bb5 Rdx a7 35.Rxa7 Rxa7 36.Qxd6 Ra1+] ]

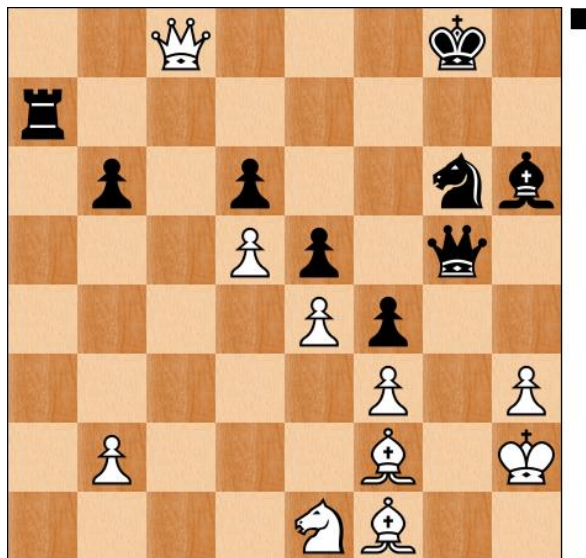
**31...Rxd7 32.Qc2** [32.Bxb6 Ng3+ 33.Kxh2 h3+; 32.Kxh2 h3 33.Bb5 Rdx a7 34.Rxa7 Rxa7 35.Qc1 hxg2 36.Nxg2 Ng3+; 32.Bb5 Rdx a7 33.Rxa7 Rxa7 34.Qb4 Ng3+ 35.Kxh2 (35.Bxg3 fxg3 36.Qxd6 Ra1+) 35...Nxf1+ 36.Bxf1 Qe7 37.Nc2 h3 38.gxh3 Nh4+] ]

**32...Ng3+**



Position after 32...Ng3+

33.Kxh2 h3 34.gxh3 Nxf1+ 35.Bxf1 Rdx7 36.Rxa7 Rxa7 37.Qc8+



Position after 37.Qc8+

Here is perhaps the most critical moment in the game. If you run the engines, they will quickly rank 1.... Kh7 and 2... Bf8 and the longer you run them the higher the eval Kh7 will get and the lower Bf8 will get until eventually 2... becomes Kg7 instead. If you get them to a depth of around 80 or so, any engine should say Kh7 is +2 while Bf8 will only be +0.5. Here the engines are wrong. Kh7 is a draw and Bf8 is a win.

**37...Bf8!+-** [37...Kh7? even though computers prefer this move... I don't think it's correct. They are just happy with my extra material that I won (the exchange) and they fail to make progress running into fortress after fortress. 38.Bb5! Bg7!? The only winning attempt. **a)** 38...Qe7= 39.Be8! Rc7 40.Bxg6+ Kxg6 41.Qf5+! Kg7 42.Bxb6 Rb7 43.Qg4+ Qg5 44.Bd8 Qxg4 45.hxg4 Kg6 (45...Rxb2+ 46.Ng2 Kf7 47.g5 Bg7 48.Kh3 Ke8 49.Ba5 Bf8 50.Nh4 Rb1 51.Kg2 Ra1 52.Bb4) 46.Ng2 Bg5 47.Nh4+ Bxh4 48.Bxh4 Rxb2+= 49.Kh1 Kf7 50.Kg1 Rc2 (50...Rb1+ 51.Kf2 Rb3 52.Ke2 (52.Kg2 Kg6) 52...Kg6 53.Be7 Rb2+ 54.Kf1 Rb6 55.Ke2 Kf7 56.Bh4 Rb3 57.Kf2 (57.Bf2 Kg6 58.Bh4 Re3+ 59.Kf2 Kf7 60.Kg2 Rc3 61.Bf2 (61.Be1 Rc1 62.Bb4) ) 57...Ra3 58.Ke2 Ra2+ 59.Kf1 Kg6 60.Be7 Ra6 61.Kg2 Kf7 62.Bh4 Ra1 63.Kf2 Kg6 64.Ke2 Ra2+ 65.Kf1 Ra7 66.Kf2 Rh7 67.Bd8 Rf7 68.Ba5 Rb7 69.Ke2 Rb2+ 70.Ke1 Kf7 71.Kf1 Rb1+ 72.Ke2) 51.Kf1 Ra2 52.Be1 Ra3 53.Kg2=; **b)** 38...Ra2 39.Nd3 Nh4 40.Bxh4 Qxh4 41.Qf5+ Key concept to hold the draw and make my move order better.; 39.Bd7 Qe7 40.Bf5! Rc7 I think white should hold this but maybe black can still win - ultimately it's too complicated. After a month of finding nothing clear here, I went with my Bf8 move which was an airtight win despite the engine's complete objection.]

**38.Ba6** [38.Bb5 Ra2 39.Nd3 Nh4 40.Bxh4 Qxh4 41.Qg4+ (41.Qe6+ Kg7 42.Qd7+ Be7 43.Qg4+ Qxg4 44.hxg4) 41...Qxg4 42.hxg4 Ra5 43.Be8 Be7 44.Nf2 Ra1 45.Bb5 Kg7 46.Kg2 Kh6 47.Bc4 Bh4 48.Nd3 Rb1 49.Kh3 Rh1+ 50.Kg2 Ra1 51.b4 Bg3 52.Bb5 Kg6 53.Bc4 Kg5

54.Bb5 Kh6 55.Bc4 Bh4 56.Bb5 Be7 57.Bc4 (57.Nf2 Rb1 58.Nd3 Kg5) 57...Ra4 (57...Kg5 58.Kh3 Ra3) 58.Kf2 Kg5 59.Ke2 Kh4 60.Bb3 Ra1 61.Nf2]

**38...Kh7** I played this move right before leaving on vacation to Honduras with my friend. I would arrive home to shelter in place orders and COVID not leaving my place again for the remainder of the game.

**39.Kh1** [39.Qb8 Rg7 40.Qxb6 (40.Ng2 Qh5 41.Ne1 Be7 42.Bc8 Bh4 43.Bg4 Bg3+ 44.Kg1 Qh4 45.Nd3 Bxf2+ 46.Nxf2 Qe7 47.Bf5 Rg8 48.Qxb6 Qd8 49.Qa6 Kh8 50.Kf1 Nh4 51.Bg4 Rg7 52.Nd3 Rc7 53.Ne1 Kg7 54.b4 Rc1 55.Qa7+ Qc7 56.Qxc7+ Rxc7) 40...Nh4 41.Bf1 Be7 42.Qc6 Qh5 43.Be2 Ng6 44.Nd3 Qh6 45.Kg2 Nh4+ 46.Kf1 Qh5 47.Qc3 Qg6 48.Ke1 Qg2 49.Qc8 Nxf3+ 50.Bxf3 Qxf3 51.Qf5+ Kg8; One of the more obstinate defenses. 39.Qc6 Qe7 40.Qxb6 Rc7 41.Qa5]

**39...Qh6 40.Kg2** [40.Bb5 Ra2]

**40...Bg7**



Position after 40...Bg7

**41.Qc4?** [41.Kf1 Bf6 42.Ke2 Bh4 43.Bxb6 Ne7 44.Qc4 Ra8 45.Kd2 Qh5 46.Ng2 Bf6 47.Ne1 Qxh3 48.Qf1 Qh2+ 49.Qe2 Qxe2+ 50.Bxe2 Bh4 51.Ng2 (51.Nc2 Nc8 52.Bg1 Kg6 53.Kd3 Bd8 54.Bf2 Bb6 55.Be1 Bc5 56.Bf1 Nb6 57.Bh3 Rh8 58.Bg4 Rh1 59.b4 Bg1 60.Bc3 Na4 61.Bd7 Nxc3 62.Kxc3 Bf2 63.Bg4 Rb1 64.Kc4 Kf6 65.Na3 Rb2 66.Kc3 Bd4+ 67.Kc4 Bg1 68.Nb5 Ke7 69.Na3 Be3 70.Kc3 Bd4+ 71.Kc4 Ra2 72.Kb3 Ra1 73.Nb5 Rb1+ 74.Kc4) 51...Bg3 52.Ne1 Nc8 53.Bd8 Bf2 54.Nc2 (54.Nd3 Be3+ 55.Kc2 Kg7) 54...Kg7 55.Bf1 Kf7 56.b3 Rb8 57.b4 Bb6 58.Bh4 Na7 59.Be1 Rh8 60.Ba6 Ke7 61.Bc4 Rh2+ 62.Kd3 Bg1 63.Na1 Nc8 64.Bb5 Bf2 65.Bc3 Be3 66.Be1 Rh1 67.Ke2 Na7 68.Bc4 Rh3 69.Nc2 Bg1 70.Bb3 Nb5 71.Ba4 Rh2+ 72.Kd3 Nd4 73.Nxd4 Bxd4; better was 41.b4[] Although this moves does not appear among the engines' top choices, it is the only chance to hope for a fortress. 41...Bf6 42.Qb8 (42.b5 Bh4 (42...Rg7 43.Kf1 Bh4

44.Bxb6 Ne7 45.Qe6 Qh5 (45...Qg5) ) 43.Bxb6 Rg7 44.Kf1 Ne7 45.Qe6 Qh5 46.Bf2 Bxf2  
47.Kxf2 Qh4+ 48.Kf1 Qg3 49.Qxd6 Qg1+ 50.Ke2 Qe3+ 51.Kd1 Qd4+ 52.Kc2 Qc4+ 53.Kd2  
Ng6 54.Nd3 Nh4) 42...Qg7 (42...Rd7 43.Bxb6 (43.Qxb6 Bh4) 43...Bh4 44.Qc8 Rg7 45.Kf1 Ne7  
46.Qe6 Qh5 (46...Qg5 47.Qg4) 47.Bf2 Bxf2 48.Kxf2 Qh4+ 49.Kf1 Rg3 50.Bb5 Qxh3+ 51.Ke2  
Qxe6 52.dxe6 Kg6 53.Bd7 Kf6 54.b5 d5 55.Nd3 dxe4 56.fxe4 Rg8 (56...Rg1 57.Kd2) 57.Kd1  
(57.Ke1 Rg2) 57...Ra8 (57...Nc8 58.Nb4 Nb6) 58.Kd2 f3 59.b6 Rb8 60.Ke3 Rxb6 61.Kxf3 Ng6  
62.Be8 Rb3 63.Bxg6 Rxd3+ These are the kinds of endings White is dreaming of.) 43.Qxb6  
(43.b5 Bh4 44.Qxd6 (44.Qxb6 Rc7 45.Kf1 Rc1 46.Qb7 Qxb7 47.Bxb7 Rb1 48.Bc6 Bg3 49.b6  
Kh6 50.Bd7 Nh4 51.Ba4 Bxf2 52.Kxf2 Rxb6 53.Bd7 Rb1 54.Nd3 Kg5 55.Ne1 Rb3 56.Bg4 Kh6  
57.Kf1 Rb1 58.Ke2 Rb2+ 59.Kf1 Kg5 60.Bd7 Rb4 61.Bg4 Ra4 62.Ke2 Ra2+ 63.Kf1 Ra1 64.Ke2)  
44...Rc7 45.Qxb6 Rc1 46.Kf1 Qd7 47.Qb7 Rc7 48.Qb6 Qxh3+ 49.Ke2 Rc1 50.Kd2 Rb1 51.Kc2  
Rxe1 52.Qc7+ Kh6 53.Bxe1 Bxe1 54.b6 Qg2+ 55.Kb3 Qxf3+ 56.Ka4 Qxe4+) 43...Rc7 44.Qxd6  
Rc1 45.Kf1 Bh4 46.Qb6 Bxf2 47.Qxf2 Qd7 48.Kg2 (48.Bd3 Qc8 49.b5 Kh6 50.h4 (50.b6  
Qxh3+ 51.Ke2 Qc8 52.Kf1 Qc3 53.Be2 Qb4 54.Bd3 Kg5 55.Ke2 Qb3 56.Bc2 Rxc2+ 57.Nxc2  
Qxc2+ 58.Ke1 Qc1+ 59.Ke2 Kf6 60.Kd3 Ke7 61.Qh2 Qe3+ 62.Kc2 Qxb6 63.Qh7+ Kf6 64.Qh5  
Kg7 65.Kc3 Qc5+ 66.Kd3 Qd6 67.Ke2 Kf6 68.Kd2 Nf8 69.Qe8 Ng6 70.Qc8 Kg7 71.Qg4 Kf7  
72.Qh5 Kf6 73.Qf5+ Ke7 74.Qg5+ Qf6 75.d6+ Kf7) 50...Qc3 51.Be2 Qb4 (51...Qd2 52.b6 Qb4  
53.Bd3 Kh5 54.Be2 Nxh4 55.Bd3 Ra1 56.Be2 Rb1 57.Bd3 Rc1 58.Ba6 Kg5 59.Be2 Ng6 60.Qg1+  
Kf6 61.Qf2 Qc3 62.Bb5 Rb1 63.Be2 Qd2 64.Ba6 Qe3 65.Be2 Qc3 66.Ba6 Kg7 67.Be2 Qa3  
68.Kg2 Qd6 69.Kf1 Rxb6 70.Bd1 Rb1 71.Qa7+ Kh6 72.Ke2 Qb4 73.Nc2 Qc4+ 74.Kd2 Rb2  
75.Qd7 Qf1) 52.b6 Nf8 53.b7 Nd7 54.Bd3 Nc5 55.b8R Qxb8 56.Qg1 Qd8 57.Bc2 Qxh4 58.Ke2  
Nd7 59.Kd2 Ra1 60.Ng2 Rxg1 61.Nxh4 Kg5 62.Nf5 Kf6 63.Nd6 Nc5 64.Bd1 Rf1 65.Nc4 Rh1  
66.Bc2 Rh2+ 67.Kc3 Rh3 68.Nd2 Nb7 69.Bd1 Nd6 70.Kc2 Rh2) 48...Rb1 49.Kh2 **a**) 49.h4 Kh6  
50.Kh2 Rxb4 51.Nd3 Rb1 52.Qa2 Rb6 53.Qg2 Qe7 54.Qg5+ Qxg5 55.hxg5+ Kxg5 56.Bc4 Kf6  
57.Kg2 (57.Kh3 Rb8 58.Kg2 Ke7 59.Kf1 Kd6 60.Ke2 Rb6 61.Kf1 Rb7 62.Ne1 Rc7 63.Bd3 Rc1  
64.Kf2 Rc3 65.Ke2 Ra3 66.Bc4 Nh4 67.Kf2 Ra1 68.Be2 Rc1 69.Nd3 Rb1 70.Ne1 Rb2 71.Nd3  
Rb6 72.Ne1 Ng6 73.Nd3 Rb3 74.Ne1 Rc3) 57...Ke7 58.Kf2 Kd6 59.Ke2 Nh4 60.Kf2 Rb1 61.Ne1  
Ng6 62.Ke2 Nf8 63.Kd2 Nd7 64.Bd3 Rb2+ 65.Nc2; **b**) 49.Bd3 Rxb4 50.Kf1 Qxh3+ 51.Qg2 Qd7  
52.Qg4 Qc7 53.Ba6 Rb1 54.Qc8 Qd6 55.Bd3 Rb8 56.Qc3 Qb6 57.Bc2 Rg8 58.Qb3 Qa6+  
59.Qd3 Qa7 60.Qd2 Kg7 61.Qf2 Qb7 62.Bd1 Rh8 63.Qg2 Ra8 64.Qe2 Ra1 65.Nc2 Rb1 66.Qd3  
Qa7 67.Ne1 Rb2 68.Nc2 Rb8 69.Qd2 Rb1 70.d6 Qd7 71.Ke2 Rb6; 49...Qd6 50.Bd3 Rxb4  
51.Kg1 Ra4 52.Qb2 Qd7 53.h4 Qe7 54.h5 Qg5+ 55.Qg2 Qxh5 56.Qh2 Qxh2+ 57.Kxh2 Ra1  
58.Nc2 Rb1 59.Kg2 Kg7 60.Kf2 Rb2 61.Kf1 Kf7 62.Ne1 Ke7 63.Bc2 Nf8 64.Bd1 Nd7 65.Nd3  
Rb1 66.Ke2 Kd6 67.Bc2 Ra1 68.Kd2 Ra3 69.Bd1 Nb6 70.Nb2 Ke7 71.Nd3 Nc4+ 72.Ke2]

**41...Qg5+ 42.Kf1 Qd8 43.Nd3 Bf6 44.Qb5 Qa8 45.Nb4 Rg7 46.Ke2 Bh4 47.Bxb6 Ne7  
48.Kd2 Rg2+ 49.Kc1 Qg8**

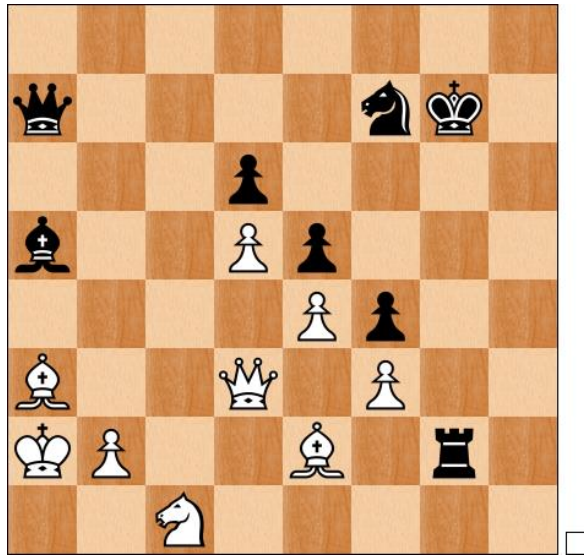


Position after 49...Qg8

**50.Kb1** [50.Qc4 Qg3 51.Qc3 Qxh3 52.Kb1 Ng6 53.Ka2 Qh1 54.Nc6 Qd1 55.Qd3 Qc1 56.Qb1 Qc3 57.Bc7 Ne7 58.Nxe7 Qxc7 59.Qh1 Qa5+ 60.Kb1 Qe1+ 61.Qxe1 Bxe1 62.Bc8 Bb4 63.Nc6 Bc5 64.b4 Bd4 65.Kc1 This was a sample line the engines were giving and declaring drawn. Despite the fact there are simple wins here, I want to show there were also many hidden draws, that the engine just did not understand this endgame. So I had a complex set of positions I was looking at. >=65...Kh6 (65...Bb2+ 66.Kd1 Ba3 67.Ba6 Rb2 68.b5 Kg7) 66.Nd8 Rg7 67.Bg4 Rc7+ 68.Kd1 Kg6 69.b5 Bb6 70.Ke2 Rc2+ 71.Kd3 Rb2 72.Nc6 Rxb5 73.Ne7+ Kf6 74.Nf5 Bc5 75.Ke2 Rb2+ 76.Kd3 Kf7 77.Kc3 Rh2 78.Kd3 Ke8? (78...Kf8 79.Kc3 Rh1 80.Kc4 Rh7 81.Kd3 Ke8 82.Kc4 Kd8-+ 83.Kb5 Rb7+ 84.Kc4 Kc7 85.Ne7 Rb4+ 86.Kc3 Ra4 87.Nc6 Kb6 88.Ne7 Ra3+ 89.Kc4 Ra1 90.Bd7 Rc1+ 91.Kb3 Rf1 92.Bg4 Ra1 93.Bh5 Ka5 94.Kc4 Rc1+ 95.Kd3 Rh1 96.Bg4 Rf1 97.Kc4 Rc1+ 98.Kd3 Kb4 99.Nc6+ Kb5 100.Bd7 Kb6 101.Bg4 (101.Be8 Ra1 102.Ke2 Ra2+ 103.Kd3 Ra3+ 104.Ke2 Re3+) 101...Ra1 102.Bd7 Ra3+ 103.Ke2 Ra2+ 104.Ke1 Rf2 105.Bg4 Kb5 106.Nd8 Kc4) 79.Ng7+ Kd8 80.Ne6+ Ke7 And here was the problem, a lot of times the engines would head for such a position or even give a winning eval even though this position is drawn.; 50.Qd7 Qg3 51.Qxd6 Qe1#]

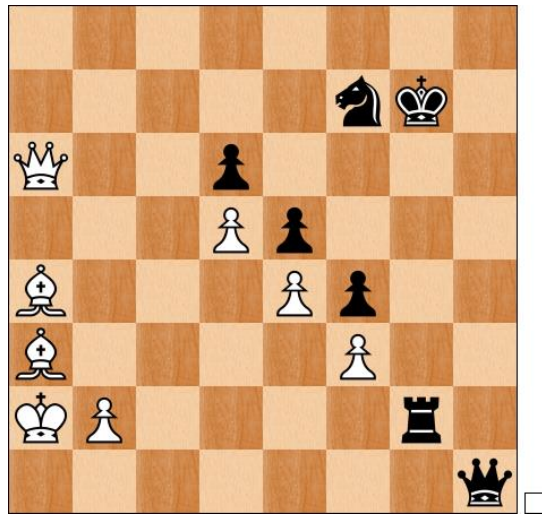
**50...Qg3 51.Qf1 Qxh3 52.Ka2 Ng6 53.Nd3 Nh8 54.Ba5 Nf7 55.Bb4 Kg8 56.Qd1 Qd7 57.Ba3 Rg3 58.Nc1** [58.Qh1 Qh3 59.Qxh3 Rxh3; 58.Qe2 Ng5 59.Ne1 Qd8 60.Qc4 Rg1 61.Nd3 Nxf3]

**58...Kg7 59.Nb3 Bd8 60.Be2 Qa7 61.Qd3 Rg2 62.Nc1 Ba5**



Position after 62...Ba5

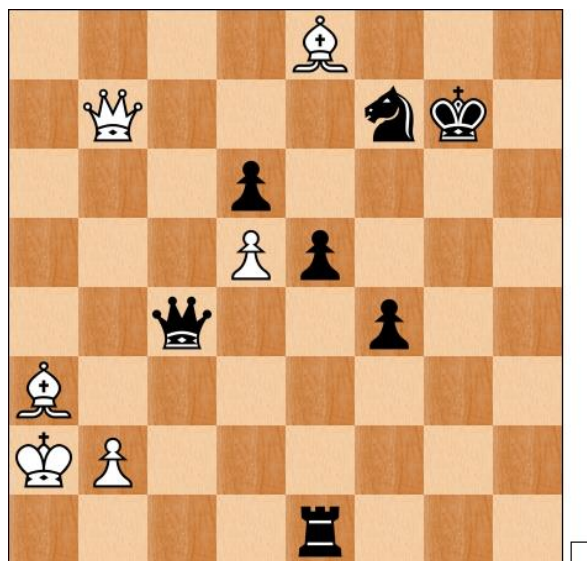
**63.Qb5 Qe3 64.Qxa5 Qxc1 65.Qa6 Qe3 66.Bd1 Qe1 67.Ba4 Qh1**



Position after 67...Qh1

**68.Be8 Rg1 69.Qd3 Rd1 70.Qe2 Ra1+ 71.Kb3 Re1 72.Qa6 [72.Qd3 Re3]**

**72...Qxf3+ 73.Ka2 Qxe4 74.Qb7 Qc4+**



Position after 74...Qc4+

White resigns (75.b3 Qc2+ 76.Bb2 Qf5) **0-1**



### The new Triple Block time control system is (likely) coming to the ICCF!

Have you heard about the trials going on concerning the new "Triple Block" time control system? The Triple Block system, abbreviated as "TriBl" or "TB", was developed by an ICCF work group specifically appointed during the 2015 Congress to address a variety of complaints about the current 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. Since then, dozens of events have used the system without significant problem, with more events officially scheduled during 2019.



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. You can participate in helping the ICCF make a significant improvement in its 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!

You can learn more about this trial time control system by going to the following ICCF documents:

(1) Go to the ICCF home page, then to "ICCF Rules" (on the left), then in the lower box where it says "Triple Block System Documents", to find the following 3 detailed documents:

- (a) "Explanation of how it works" (This is **the document** for players to use)
- (b) "Instructions for Tournament Organizers"
- (c) "Rule differences - for TDs"

(2) You can also see the original descriptive proposal (including a Power Point presentation) at <https://www.iccf.com/Proposal.aspx?id=103> [That is, go to the ICCF home page, then to "ICCF Congresses" (on the left), then to 2016 Congress "proposals", then to proposal #028].



## RULES PERTAINING TO FRIENDLY MATCHES

Since 1/1/17, Friendly Matches are viewed like any other ICCF-approved event, meaning a couple things of possible relevance to you.

For players, it means that **a player withdrawal (of any type, accepted, unaccepted, or silent) from a Friendly Match will also be considered a withdrawal (of the same type) from all other ICCF events;** and a withdrawal from any other ICCF-approved event will also mean a withdrawal of the same type from all Friendly Matches.

**If you have dire need to stop playing, ask the Tournament Director for an accepted withdrawal. If you simply wish to stop playing, it is recommended you resign your Friendly Match games rather than simply abandon them.**

The latter causes losses in all your other ICCF games and a 2-year suspension during which you will not be allowed to register for any other ICCF event.

For Tournament Directors interested in working towards the International Arbiter title, directing Friendly Matches counts towards the required number of directed games to earn the title of International Arbiter.



### Where to Find Us

The ICCF-US home website is at [www.iccfus.com](http://www.iccfus.com). You can always find copies of "*The Friendly Post*" at that site, with a link on the left in the home page. The server for playing games is at [www.iccf.com](http://www.iccf.com). Contact Dennis Doren at [dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com) concerning anything related to 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, CCM Dennis Doren, Friendly Matches Organizer ([dmdorenchess@gmail.com](mailto: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](mailto: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's it! Let me know your interest, accept my invitation for you to play in a specific match, pay your fee, and enjoy your games!

### **Brief Note**

If you wish to contact me, Dennis Doren, please use my current email address: [dmdorenchess@gmail.com](mailto:dmdorenchess@gmail.com); not my old yahoo address.



### **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](mailto: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.