

PRESIDENT'S COLUMN

By Max Zavanelli

10/40 or 10/60?

At the Daytona Beach Congress in 2000, email was just catching on and quickly replacing postal chess as the method of choice for correspondence play. Many were greatly concerned about the rapid pace of email games and a heavier game load. ICCF addressed these concerns in several ways.

1. reducing event sizes from 15 players to 11 players where possible.
2. adding a “phony day” rule to eliminate the arrival day arguments, problems, and disputes.
3. setting the time control to 10/60.

Five World Champions were for 10/60 and the president at that time, Alan Borwell, was also a strong supporter. I was of the opposite view, strongly opposed, and wanted a faster game.

It is now clear we need both. The majority of the rank and file like me want the faster time control. The top players want the slower time control. The perfect Amici Sumus solution is to have both. Hence when we did the webserver, the next evolution of technology, we made it completely flexible and up to the organizer/administration of the event. This flexibility becomes very important when you consider the needs of school chess where you want to finish an event in the school year.

My own preference for 10/40 has been greatly reinforced. The longer time control is subject to abuse. In one game my opponent always replied the same day or one day so after 25 moves he had taken only a few days. I reached a wonderful position where I found a beautiful sacrifice that would lead to mate in a few moves or win tons of material. After receiving this “shocker”, my opponent began taking the maximum time. On the 14th day, I would send out my repeat. On the 39th or so day I would get his move. One of the most beautiful games I have played became a source of frustration,

impatience and anger. I became petrified over the possibility that I might misrecord the winning sequence. With leaves interspersed, the next 5 moves took 7 months, and I hated every minute of the delay.

Our own experiences as a player mold our strong opinions. I am convinced that we need two tiers (or more) of playing conditions; one for the very top events such as the World Championship finals and Olympiads, and one for “normal players” who just want to have a satisfying game of chess and get on with it.

The rules have a peculiar effect on behavior. In one email game my opponent would always send his move 10 minutes to midnight. That would eliminate the phony day edge. If you look at it a different way, this is why we had the phony day rule in the first place so you wouldn’t be charged a full day when it was impossible to reply.

Or was it? I sat quietly waiting at 10 minutes to midnight for the “ambush”. When it arrived, I banged out my reply on the keyboard and exclaimed loudly to myself “I gotcha!”. I later told a friend with great satisfaction. He was more computer literate than me. He explained my opponent was using a batch delivery system and was sending all his emails out at once automatically each night. I was disappointed to learn that my opponent wasn’t really there to see my “banging the chess clock” in reply.

The psychology of chess is that we are always trying to improve our openings, our play, ourselves. This constant self criticism and endless analysis leads us to be forever unhappy with the rules and playing conditions. No matter how good, we always want more, which necessitates a state of continuous change. And at 5 minutes to midnight I assure you that one of us somewhere will be trying to get the last ounce of satisfaction and the “edge” out of the rules even if we are playing in cyberspace.

POINT OF VIEW

By Raymond Boger

Welcome to issue #5 of ICCF AMICI.

Dear Chessfriends,

After four good issues of ICCF AMICI, Alex Dune has put an end to his time as editor and you are hereby stuck with me, Raymond Boger. I have been involved in ICCF AMICI from the start.

Some of you might know me from the ICCF congress 2001 Rimini or 2003 Ostrava, or perhaps you have visited my CC homepage - www.mychessweb.com, where you can read more about me and my CC activities.

There will be no change of course for the magazine, I just hope that even more people can contribute, so that we can continue to grow.



GM Raymond Boger
Norway

MAX ZAVANELLI

CHESS FOR IMPROVING THE MIND AND LIFE

I discovered chess by luck at the local YMCA at the age of 14. I was an impoverished youth growing up in a government housing project in our most backward state, West Virginia. The 32 buildings of the Vineyard Hills project were high above the town of Wheeling on the Ohio River. The place was run by gangs and no taxi cab driver would go there. I had gotten there by misfortune. My father (Italian) had died early after WWII after being wounded at Salerno, captured and losing 100 pounds as a POW. He had been

General Patton's driver/interpreter in Sicily. When I was born I inherited his malaria, diphtheria, scarlet fever and given no chance to live. My mother (Irish) had been an army nurse who set a national record giving blood to the wounded. Unfortunately she got leukemia from it and was bed ridden with a long terminal illness. Consequently we lived on a veteran's allowance for a sole surviving son in a place with cold cement floors, with clanking steel pipes that scalded you if you touched them, and with very dim light bulbs. I had no brothers or sisters or immediate family.

We lived in the last building next to the woods. Almost everyone was afraid to go into the woods on the hill with caves and rocks where Lewis Wetzel had hunted Indians. I loved the woods. I ran the forest at night and knew every trail and tree. The hill was very steep and few cars could get up in winter even with a layer of coal cinders. You couldn't get the coal cinders off your shoes so you left black tracks and crunched when you walked. It was a two mile walk downhill to the high school which was a blessing in disguise for building strong legs. At age 13, I was already my full height as an adult (6 foot), ran track, the mile, the 880, 440, 220 and high jumped. I also played football, ran cross country and was a very promising basketball player; a survivor of the hard dirt courts of the projects despite being beaten up within an inch of my life several times because I was the only white kid. The only place to practice basketball during the winter was the YMCA which was also adjacent to the high school. On the floor above the gym was a chess club.

I lost my first 30 or so games to a veteran 1600 tournament player who was the manager of the club. The club was full of interesting people; doctors, engineers, accountants, politicians, chemists. The type of people who I had never seen before. Nice clothes and good manners. They drove cars. The club was a safe haven from the gangs of the projects. One gang leader, Cicero, had ordered my death for saying hello to his sister. I began to live at the Chess Club, playing all night. I wasn't an exceptional student and was in trouble for sleeping in class. My test results had not been special and I had probably tested as having only an average IQ.

Then I broke my ankle playing football, making the basketball coach very angry as he expected me to be All City. My sports career was over. At the end of my sophomore year I played in my first chess tournament, the Wheeling Club championship, and scored 2-9. I did not own a chess set and had never read a chess book. I had taught myself how to play 6 months before by watching and then playing the club manager. I then formed the high school club, corrupting all my friends. The Dean told us it was a waste of time and he could expel us (and especially me). My sponsor and good friend, the club manager (I never had money to pay any dues) told me I should get a life. West Virginia had never produced a chess master and never would.

In my junior year a transformation began. I started to get all A's. To get to college you had to take certain exams and apply early. I didn't know. I also had no money for an application fee. Once I put down my address, I found I was an instant social outcast. Almost no one from the projects finished school, not alone went to college. I attended class as little as possible and would sail through the tests. They were mostly multiple choice and I was developing a gift of pattern recognition. I now had thousands of chess variations swimming in my head. School was child's play. Boring. Classes were big – 50 students and arranged alphabetically. I always was stuck in the back corner and couldn't see or hear. I could play blindfold chess and kriegspiel. During the school year I was also working 5 nights a week for the minimum wage at a local dairy store. This was great as I could get cheap meals. I was always hungry. When done I would go to the chess club – on Friday nights I would sleep there on the tables.

When the club championship was held again at the end of my junior year, I won 11-0. This included a victory over the state champion who was a rated USCF expert, a scientist who came from Michigan. Our event was not rated. I was not a USCF member. This victory gave me enormous confidence. If I could beat learned and accomplished men in a game of chess then I could do anything.

After winning the club championship at age 16, I was invited out to a fine restaurant by some of the players to celebrate. One player, an accountant, ordered a steak rare. I had never seen a steak before and it was all bloody. How could anyone eat that?

At the end of my junior year I also started a very colorful chess newsletter and formed the first high school chess league in the area of all the local schools on both sides of the river.

At the end of every summer there was a test competition for all high school juniors and seniors to qualify for 80 playground instructor positions paid by the city. This was a great summer job; money for hanging around the basketball court or if in a rich neighborhood, a big public swimming pool, tennis, etc. Over 1000 took the test. I scored the highest to everyone's surprise but myself and got to pick the playground of my choice. I chose the one I knew, Vineyard Hills. It was payback time. I now controlled the basketballs and court lights. I was king of the hill. I was somebody. (Cicero had been killed in an armed robbery.)

In my senior year the Wheeling High School chess team got great support from the Wheeling Chess Club. I arranged the high school matches and the club manager drove us there and provided sets and clocks. I would go 35-1 on first board. At the end of the year we got invited to the Tri State High School Championship of Pennsylvania, Ohio and West Virginia. Ohio and Pennsylvania were 10 times larger and light years ahead. We would be up against the best teams of the major cities of Cleveland, Columbus, Pittsburgh, Philadelphia. No one had heard of us and it was a huge auditorium in the biggest city I had ever seen (Columbus). There was a cocky effeminate fellow with his mother and whole family present, his coach, and admirers. I announced mate around move 16. It was my style to announce mate loudly as many moves as possible ahead. Chess players are sensitive creatures and having someone loudly announce "mate in 10 moves" can put them on their back. What I didn't know was that he was one of the highest rated experts in USCF under 21 years old. (USCF did not rate high school events then.) He was considered the favorite so I had no chance. My team won the championship. I went a perfect 5-0 with no opponent reaching 30 moves and most not

20. Just as well because I knew nothing about end games. I had played over only Paul Morphy's games. I had never seen a rook and pawn end game. My team and our giant trophy could barely fit in the car. It was bigger than the football trophy for the State Championship and it went into the trophy case in the front hall of the High School.

The Nuns at Steubenville Catholic (Ohio) were big on chess. They had fielded 4 teams for the Tri State Championship. I was invited to visit them and give a simultaneous exhibition. I was treated like a Rock and Roll Star. It was incredible. It was my first exhibition, but I went 50-0.

High school was now over in 1964. My best friend and I went to the steel mills and coal mines (the two major sources of employment), but we were turned down as we weren't from a union family. I didn't understand. We applied for a job digging ditches and holes for planting bushes and trees. We didn't get that because I stupidly told the foreman I had A's for grades. I was overqualified. I took the playground instructors test again. I left early. I became the first to ever record a perfect score. I was now a local legend, but it was only a summer job. Soon I would be 18 and the money the government was paying for my very ill mother and me would run out.

The West Virginia Employment office came up with two ideas, two government exams, as they knew about my exam ability. One exam was to qualify for a special electrical engineering college as we had had a national shortage; 4 years of tuition and living expenses paid. They paid for my trip to Washington, D.C. to take a two day test. Almost everyone taking the test had graduated from college or was an electrician already. I was the only person from West Virginia.

Also in 1964, the government was opening its first computer center to process tax returns. This was to be in Parkersburg W.Va. because West Virginia was the swing state that got President Kennedy elected in 1960. West Virginia always had the highest unemployment. They were starting a computer design and automation school. It was for over 1000 hours of training and you would be paid \$35 a week. You had to have a high

aptitude and to prove it you had to pass a pattern recognition test for programming ability. Chess was pattern recognition maximized.

Off I went to Parkersburg where I found a furnished room to rent for \$7 a week and would eat the blue plate special at the local diner except when the money ran out. Then I went over to the Salvation Army to help serve the unfortunate and help serve myself some food. Three months into the program I learned I had also passed the big exam for the 4 year program, but I was disqualified because I was now in the 1 year computer program.

I was now in chess no man's land. I would not find a chess player for a year. I read about a Golden Knight's tournament in a magazine called Chess Review run by Al Horowitz. A postcard was only 3 cents. I began my correspondence chess career as it would be a year before I again played an over the board game. I had been undefeated for 2 years and now could not play at all.

Completing the program at the age of 19, I was able to design computers, but no one knew what a computer was; at least there weren't any in West Virginia except the one I learned on. When in 1965 President Johnson called for freedom fighters and volunteers for Vietnam I remembered my heritage, the son of 2 heroes. I entered the army as a private with \$10, one chess book, and one chess set (the beautiful Wheeling Club wooden set given to me by the manager as a parting gift). It was enough. I had skills and confidence. I would later take the Officers Candidate Test and get a perfect score and register a 160 IQ. Chess had done its job.

Another skill that I had was a 6th sense of direction in the woods in the dark acquired from Vineyard Hills. After graduating from Officer's Candidate School, I was soon in demand as a flash ranger and forward artillery observer; the highest risk positions. Then when a small logistical disaster happened (our battalion got lost), I got promoted to Assistant Battalion S-3. (Later I would be in charge of moving entire divisions across

continents.) Then it was discovered I was also something of a computer expert. I soon became a nuclear weapons commander. They used computers.

I was briefly stationed in a lot of places, but my job was usually continuous. In the military in war time, you don't have weekends or evenings if you are in a line unit. To play chess in a weekend tournament was a dream since Saturday was a workday and there was always reveille. I was constantly getting sent off on alerts to new locations without even a chance to say goodbye to friends. Then I got lucky and got posted to Europe. They had chess tournaments!

I managed to win the European Armed Forces Chess Championship. I got a USCF expert's rating. I was stationed near Munich and found the Lohhof Schach Club. I joined the German chess federation and won the Club Championship and the title of Schachmeister. Everything was going so well I even signed up for my first college classes in the evening program at Munich University. I never got to attend the first class or tell my new German friends goodbye.

I was still a Field Artillery Unit Commander. Full Alert. I was told to take my battery of 155 nuclear armed self propelled howitzers (bigger than a tank) and 140 men, draw our personal weapons, and full load of conventional ammunition. We had 12 hours to paint everything sand colored and move out to a secret air base where transports were waiting. My guys were very enthusiastic. Action! And it wasn't going to be jungle! Someone on my command staff somehow managed to mount a 50 caliber machine gun on my APC (Armed Personal Carrier). No idea where he got it. I didn't ask.

The next command I got was upsetting. I was told to inspect my men and if anyone was Jewish or Muslim, they would be reassigned. That was un-American. It was June 1967. What I didn't know was that Israel had started a preemptive strike on the Arabs by bombing the US Liberty, killing or wounding over 100 US sailors in broad daylight. She was a clearly marked defenseless communication ship and was in full open radio communications with the Israeli pilots in English. The lieutenant in charge of the radio

room was the Navy's top chess player who I would see again at the US Armed Forces Chess Championship. After the first Pass, they came back and sunk her. It was deliberate. They were the only possible target. The timing was exact; right before the main attack on the Arab airbases so they couldn't warn anyone. It was a brilliant opening move of a surprise attack. Just like Pearl Harbor.

The fire direction center of an artillery unit has to have the brightest and most educated people. You needed to know trigonometry, use a slide rule, and do very advanced calculations of weather effects on ballistics. And you had to do it all in a few seconds under pressure. If you are wrong, you blow your own guys up. You also had to be an expert with maps. Without a good FDC, an artillery unit is almost worthless; left only with direct fire. Two of my 4 FDC members were Jewish. (The other two were Chinese-Americans.) It seemed very stupid to give odds of a full queen in the coming game before I knew who I was playing. It was likely we could shoot ourselves in the foot. We slept on the runway.

Next day, I was told we wouldn't be taking our monster 155's after all. Too much weight. They would give us some 75 mm mountain guns which you could hand push. I would still take my APC as it had the command net, all the radio equipment installed in it, but all other vehicles would be left behind. When the mountain guns arrived, they looked like toys. I had never seen one and had no idea of the capability or range. Now I had spotted all my pieces as well. Only us pawns left. Another night on the runway, but this time we had sleeping bags. I got a briefing. I was to personally liaison with a Special Forces unit. We were to be direct fire support for a marine unit. The three units would be first to land.

Where? Who? Especially Who? And what side were we on? They would tell us later. My first sergeant lumbered up. He was towering giant of a man 6'9", who could whip any man in the battalion except the Sergeant Major. He now carried a grenade launcher. He handed me a cigar and said quietly, Sir when you talk to the men, put this in your mouth and growl a bit. He was right. I was 20 years old.

More time on the runway. All this time and not even a pocket chess set. The men were amusing themselves throwing rocks at the trees or climbing them. Yet another night. The next morning they told me the war was over. That was quick. “Who won?” I asked.

We were now to go back to barracks and scrape off the sand colored paint. Awaiting me were new orders. I was to report to the Division Artillery and take over command of an advanced party. I was to not see even my own men again and I wondered how those correspondence chess postcards were going to catch up to me. Chess was not an option.

I soon decided I needed some college. There were 3 types of officers. West Point, ROTC, and OCS. Almost all the OCS officers were also college graduates, but they hadn’t been in the ROTC program in college. I was unique; up through the ranks. Very few OCS officers ever made General. I turned down a promotion to Captain and left the service. I went to New York. They had computers there. Bobby Fischer was there and so was the Manhattan Chess Club. The streets of NYC are a harsh reality. I got a job as a computer operator midnight to 8:00 AM. City College had free tuition. I was tired of being poor. I could go to Barnard Baruch, the business school, and study during the day.

One problem, I hadn’t taken the college entrance exams. Another problem, they didn’t want to recognize my high school transcript from West Virginia. I had to “matriculate”; prove that I could get a C average. Until I did this, I couldn’t take more than 12 credits.

I never have had time for sergeants or bureaucracy. When I meet an obstacle, I jump over it, or go around. If it is too big, I blow it up. I had learned to say “Can Do, Sir”, loudly to every mission or assignment. I decided I would also enroll in the evening program – not telling the day program. So I took 12 credits there too. The real problem was I living in a hole in the wall in Flatbush Brooklyn that was a flea bag furnished room, almost 2 hours by subway to my job, and my job was almost an hour by subway to Baruch. I had no time.

In the army I had learned to go on 4 hours a night sleep indefinitely. I wasn't even getting that. It caught up to me. I got an extreme case of mononucleosis. I was misdiagnosed as having leukemia and put in the terminal cancer patient ward. Every hour all night they would come in and take blood when I was desperate for sleep. I somehow got to a phone and called a friend to bring some clothes as they were killing me. I escaped. I wonder how they reported it.

I had missed a few classes, but still was able to manage the final exams. However I had lost my job – absent without leave. This was actually a blessing as I worked for Continental Can, one of the largest US corporations with over 100,000 employees. The NYC office was their headquarters with several thousand workers, mostly in data processing. This was the time when an IBM computer took an entire floor. They were sympathetic to veterans and asked me to wait until there was another opening. The military had taught me to be something of efficiency expert – what not to do. I wrote a “white paper” criticizing everything and presented it to the management. They had a big meeting and accepted it. They would create a new position called computer scheduler who was in charge of the logistics – essentially resource management and capability. It was a battalion S3 position! I saved the company a million dollars the first month and two million the second. By using critical path planning techniques I used in the army as battalion operations officer, we went from shortages of computer time to selling excess computer time; netting continuous savings every month.

Now that I had a day job, I discovered some programmers, system and tech guys had a chess group in the cafeteria at lunch. I presented my credentials in the usual way. The Max Lange opening. The system software guys were the elite. The data processing and computer operator guys were the wrong side of the fence (again). The chess connection came through as several managers were also players. I was asked to take the company programming aptitude test - a test of 50 progressive patterns. The next day I was called into a conference room full of grim and unhappy men in conservative suits. It looked like the Spanish Inquisition. Where and how did I get a copy of the exam? I had got 37 right in a row and missed the next 13. I said that's not true! I got all 50 right! And I then

showed them #37 from memory, and my answer proving the solution and then recalled #50 and worked backwards. There were two solutions to #37 through #50! The author had considered only one proof and stopped. A chess player keeps looking for the best move. No one had ever gotten more than 30 right.

They sent me to study at the IBM Advanced Systems School. Since I already had spent a year learning how to design computers, I had a serious advantage over everyone else. I got a System's Analyst Certificate, but more importantly, I learned about the concept of virtual memory and multitask processing. No more single batch processing! We saved 2 million the first month and for the first time programmers could get their tests back the same day. My boss said he would give me a 50% raise. However there was one gentleman in the lunchtime chess group who was not computers. He was head of contract and price and was on the top floor of the 40+ story building. If I could come to work for him, he would double my salary. I would be the supervisor of a 1 billion dollar sales budget that needed to be computerized.

When I got my first paycheck, I was puzzled and disappointed. My raise was only 50%, not 100%. Was there a mistake? My new manager had approved it. His manager, the general manager, had approved it. It had gone to the controller (Chief Accounting Officer).

The controller wouldn't see me. He wouldn't return my calls. I found out that he arrived each morning at 7:00AM in his chauffeured limousine from Greenwich, Connecticut, the enclave of rich executive homes. I was still living in a roach infected one room dump. I was waiting for him at 7:00AM. We had never met before.

He said no one had ever had his salary doubled before in a single raise. It was excessive. Also I had no college education. I couldn't make more than college graduates. It would create a morale problem.

I didn't have time for bean counters. He didn't know who I was or what I did. I had been an TAC officer at OCS Prep while waiting to get into OCS. I could make a Marine drill sergeant blush. I told the Controller in my own unique way that that was un-American. I told him I quit. I had a new plan. I would borrow money to go to school and use my veteran's allowance for education, and free tuition of City College. If I didn't have to work, I could finish in half the time. Registration was that week. My "vacation" was over.

When I signed up for 24 credits, I thought the registrar would go berserk. In a rage he sent me off to the Dean. Didn't I know that after matriculation I could only take 17 credits? Another trouble maker.

The real trouble was all the courses I signed up were not the ones I needed or wanted. In a government run system, things are by the book. With a last name of Z, I was used to standing in line forever only to find no boots my size, out of socks etc. What really bugged me was having to be last in the chow line as a private. I was always hungry. (I thought army food was great given what I had to eat before.) Today when I fly Lufthansa in Europe on a connecting flight, they always put me in the last seat in the last row next to the toilet. Those seats also don't recline.

I had found that all the courses I wanted to sign up for were closed. Filled up already to their limit. I showed the Dean my 12 credits of A's in the day program and the similar result in the evening program. The Dean was about to become the third angel in my life. The first was the Wheeling Chess Club manager. The second had been Captain "Death", a black captain who had saved my life, and treated me like his son.

The Dean wrote a most amazing "Dear Professor" letter. I don't recall the exact words but it said "Please admit this student to your class even if it is closed and even if he doesn't have the prerequisites." "By order of the Dean", I could take any course I pleased. I could go right to the advanced courses in the field of choice.

When I walked into classes that had started and presented this letter to the Professor, I met with utter disbelief, laughter, anger, and sometimes outrage. Their first reaction was to try to throw me out, but one close look and they thought better of it. Yes I was a tough kid from the projects, but with a ramrod military bearing. I was belligerent. I had not met anyone who I thought could beat me in chess. I was there to learn, but it was clear that I was used to leading men up a hill into hell and wouldn't think twice about it. I was a kind of student they had never seen before who demanded that they teach me all they knew. They would have to earn their salary.

I had not played chess in two years. I won the Bernard Baruch College Chess Club Championship. I showed off by then doing a blindfold simultaneous exhibition. I got a terrible migraine headache from that, and decided I wouldn't do that again. In 1971, they had the US Team Championship in New Jersey. I formed a Continental Can Team. We won best commercial team and I went a perfect 5-0 on board 1. Chess Life had a feature article on the event and about the Board 1 of the winning team who also went 5-0. I wasn't mentioned nor was my team. (I would crush him later in another tournament which I won.) I was a complete unknown and not a US Master so the reporter ignored my result. I wasn't supposed to be there.

I completed my undergraduate degree in 1½ years if you don't count the summer I skipped. I graduated first in economics and finance and won the David Greene Scholar of Finance Award. I missed summa cum laude by a three hundred of a fraction and first overall because I got a B in English from an anti Vietnam Professor. I had the best result in that course. He said I was an A student when I arrived and never improved. I also got the only A given out by Professor Deveraux in Philosophy (Logic) in years. He was a red bearded, long haired, disheveled fellow in a tattered coat which was always the same for every lecture. I was military and "strike". He taught me Aristotle, Plato, Voltaire and my first understanding of politics and government. He was a great man. He was Aristotle reincarnated. Maybe he was wasted there teaching far above the heads of new undergraduate students. Not entirely wasted. I was one student in ten thousand. He was that one professor in a million. I took the course because it was about logic. Chess

players need to know about logic as it is the supreme form. As an elective, it was a treasure. There I decided that if I would ever teach, I must teach to the best student and let the rest catch up. It is a very sick system when you teach to the lowest common denominator; the worst student – which has been the public system’s mandate for teachers. The superior students are hence bored and their minds left to rot while the silly nincompoops are coddled. You won’t produce Einsteins, Newtons, and Michelangelo’s that way.

Professor Deveraux exemplified that appearances were deceiving. It was the realm of the mind where lived the perfect being.

I officially graduated as an upper freshman. My records were really screwed up, also something terrible had happened at Baruch and City College. The City politicians had decided on open admissions. When I registered you had to have a 90 high school average. This was dropped to 70 (border line C-D). What’s worse, they established the SEEK program. They would pay F students and dropouts to attend college classes. Overnight, an excellent school became an extension of the New York high school system. Drugs, gangs, racial imbalance. It wasn’t safe for the professors in the halls or even in the classrooms. They had trashed it. It was fortunate I could skip a couple of years ahead to courses where I would still have good students, but I got stuck in a couple of basic courses which were a zoo. The material was only half covered. The college was up for renewal of their accreditation and I was asked to be one of 2 students to be interviewed and quizzed. They got the accreditation, but what was coming behind me didn’t deserve it.

With some exceptions, I thought my education had been inferior and wasn’t satisfied. Chess teaches you to challenge and question and to find improvements. All chess players like to point out mistakes in analysis and soon we are pointing out mistakes in theory. The undergraduate level would not handle that.

I had decided to learn everything I could about money, in hope of having it. With very strong encouragement of my finance professors, I applied to the top graduate business schools, the Ph.D. programs at Harvard, NYU, and Columbia since MBA programs didn't have full scholarships.

I was invited to an interview with Professors Elton and Gruber of New York City University. They ran the Ph.D. program. They wanted me as a candidate and they would also be my advisers. They had a very small program. They could give me a scholarship for my tuition. It was an honor. Unfortunately, I also had to eat. I couldn't eat text books. Elton and Gruber would go on to do fabulous research and greatly contribute to Modern Portfolio Theory. I would miss my chance to be trained by grandmasters.

I was invited to meet the Director of the Ph.D. program at Columbia University School of Business. Columbia was the Taj Mahal of schools. They had 43 separate libraries. The business school was for MBA's and Ph.D.'s only and they had the best classrooms I had ever seen.

He first told me that Columbia had never accepted a student from City College before in their Ph.D. program. The teaching at City wasn't good enough. (I knew that.) He also told me they had never accepted anyone without a master's degree or MBA. (I couldn't afford that. I had no money and no time.) He also explained that the incoming class was highly recruited, that only 3 positions were to be from USA out of 18. Three were from India and two of them already had Indian Ph.D.'s and were teaching in management schools there. They had selected 2 USA candidates already. One was teaching MBA students at Harvard and had a Master's in math as well as MBA. The second had an MBA and a Master's in international economics and was teaching World Business at Ohio State. (I could call in artillery fire for effect hanging upside down in a helicopter within a cat's nose of the target. I was the famous/infamous Red Rider 49'er. Those guys hadn't done "nuthin". But it looked bad.) He said he had wanted to meet me as a courtesy before he turned down my "unique" application.

I think I told him I thought I was the world's greatest chess player and given half a shot I could beat that Fischer guy if he would show up and play. Chess does wonders for your ego.

I won a 3 year Ph.D. scholarship with all tuition and all living expenses. Waiting for classes to start that summer, I found the Manhattan Chess Club. The most prestigious club of all, their championship was restricted to former club champions, the US champions (Fischer and Reshevsky were members) and the winner of the annual Reserve Championship. I got a student membership which was still more than I could afford. I won the Reserve Championship undefeated. Unfortunately the club championship's format and the club manager would change for next year and I would not meet the minimum rating or required IM title to play.

Graduate students could play on the chess team. We won the Pan American Collegiate Championship. My studies were difficult. I could not skip the Master's degree, have an inferior education, and be thrown in with the world's most talented doctoral students and have an easy time. When I took MBA level courses I always got honors. (Only 10-15% got this – not like Harvard where everyone got honors who showed up.) However when I took the Ph.D. math review course, everything I knew about math got reviewed in the first week. I hadn't taken calculus before. The second week was a "review" of calculus. Eleven more weeks of "review" of advanced math followed.

I had also become a partner in Chess City, a café chess club that opened near Columbia and my new apartment. I organized and directed many swiss weekend tournaments for them, but didn't play as it was my small business. I began playing correspondence chess again.

After 3 years, 6 of our group of 18 candidates had failed to make the cut academically. I was still there. It would take on average of 6 years to get the degree with one of us taking 10 years. My scholarship had run out despite 5 faculty research assistantships. In 1975 I

went back to work at Continental Can as assistant to the Chief Financial Officer while trying to continue my studies.

Continental Can now had a chess team and competed in the division E (A-G) of the New York City Commercial Chess League. I would have a perfect score on first board (it was only the E division) and the best result in the league for any board (400 players). The League had its own rating system. I won the 100 player individual championship tournament 7-0, defeating the defending champion with the Max Lange. Three of my games were published from this event, two in separate feature columns of the New York Post by Andy Soltis and one in the New York Times.

Meanwhile Bent Larsen had just won the first World Open. I was invited to represent New York City in a live human chess match at Rockefeller Center at lunch time. We had 32 people dressed in colorful chess costumes take their places on the chess board that replaced what is an ice skating rink in the winter. We had 10,000 spectators. It was the first time I lost with the white pieces which I could remember back to age 14. (Probably just a bad memory.) I played badly. My rook kept moving off her square to talk to her boyfriend. Some pawns were taller than the king.

Due to family and financial conditions, I moved to Pittsburgh taking a job as Senior Financial Analyst at Mellon Bank in 1976. My correspondence rating had rose to 10th in USCF. I was invited by Walter Muir to play in ICCF and also the US Championship. In 1977 I accepted the position of Investment Strategist at a major bank in Chicago. Before joining my new job, I went back to New York to play in one last over the board event, the New York City Masters Championship. There was unfinished business.

My rating was next to the lowest in the Master's section. The lowest rated player was a kid, Joel Benjamin, who would in the future win the US championship several times. The highest rated player was Leonid Stein who had just won the Soviet Championship. First place was \$1000, big money at that time. Round after round, upset after upset. Joel and I climbed the charts. Joel always had a big crowd watching his games as he may

have been the US Junior Champion. No one looked at my games. I wasn't supposed to be there.

It was the last round and Stein had a half point lead. Three of us were half a point back. Joel was a full point back. I would play Stein's traveling companion, another Soviet GM on second board. Stein took a Grandmaster draw in less than 5 moves to lock a tie for first. If his compatriot could beat me, they would walk off with 1st and second prize. Easy as pie. I was unknown, no GM title, the puniest of ratings. A 400 point rating difference. A perfect plan for the Soviet duo.

1st and second boards were up on the big stage with assistants moving the pieces on the big wall boards. The lower rated events had just finished and hundreds of players were coming in to watch. I had white. My opponent answered e4 with e5. I smiled and played the incredible and unbeatable Bc4. I would not make the same mistake I made against Larsen. Someone touched me on the elbow. It was my friend Sunil Weermantry, future father of H-Bomb Nakamura, who would become the youngest grandmaster and US Champion in history (2005). Sunil smiled. You see, he was the world's leading expert in the Max Lange other than myself. My opponent had no chance.

I became New York City Champion and got the trophy. Stein was ineligible as he was the Soviet Champion. We split the money. It would be my last OTB event for 8 years as I pursued a career. Playing over the board chess was not going to directly make me rich and successful. I had to earn a living, but it had done its job.

Correspondence chess was my substitute and correspondence chess was truly different. I could play when I wished in the comfort of my home. It required different skills; great innovation and research. You needed to understand the concept of efficient markets and the flow of information. You can't beat the market or your opponent by simply following some previously played grandmaster game. Your opponent in correspondence would have the game too. Published information is already in the price. In chess, you look for exceptions to the rule. In the stock market, you must be a contrarian, looking for out of

favor and ignored stocks. By choosing ignored and out of favor chess variations you also have an advantage. As a result of my chess research skills, I have become one of the greatest stock researchers. My company, ZPR Investment Management, has the best investment record of all managers for Global Equity in the world for the last 5 years. We have the best record for investment management in US Equities for the last 17 years. My companies, ZPR Investment Research and ZPR International, provide the quantitative research, data bases, and decision making systems for over \$21 billion in equity investments. We have our own theories of investor behavior and stock prices.

Correspondence chess may be better for life than just over the board chess. You must examine all the variations to avoid losing lines and inferior ideas. It teaches patience and the importance of achieving a good position when good things can happen. You must be happy accumulating small advantages; continually striving to improve. I have observed that most correspondence players are also successful career and professional men and women. Many over the board players are barely scrapping by financially in life.

Chess provides the perfect skills to succeed as an investor. To recognize reality when things go wrong. Don't be fooled by the crowd's attitudes which are only temporary. They are not grandmasters and will never win. Stick to hard facts and values. Don't hope. Don't leave yourself open to back rank mates or colossal risk. Expect the unexpected. Always be prepared. Your best investment can blow up due to a natural or man made disaster. Make sure you can play again by being diversified. Successful investing requires an excellent blend of strategy and tactics. So does chess. You must never lose sight of your strategy and plans. At a certain time you must attack, and when in danger you must defend. If a position calls for an attack and you are afraid, you will lose. Opportunities are fleeting. To know is to act. If you fail to act, you will be punished. The stock market is an unforgiving opponent. If you know something and do nothing, you will lose money.

The stock market adds two new dimensions which chess does not directly have. The stock market is dangerous because random unforeseeable events take place rapidly. The

problem of prices and markets is that equilibrium is first set by the collective wisdom of the crowd; the opinion and knowledge of the average player. Because so many so called experts are temporarily successful because of luck, they gain false ratings and status. In the next tournament, their followers find they are soundly beaten. The market is always an unclear situation where confusion, chaos, and uncertainty are normal. Just like a chess game. You never have enough information or know what will happen. You must follow carefully the path of minimum information, maximum likelihood.

And if you have developed your mind by playing chess, you will do extraordinary things when you transfer those skills to the real world.

In 1979, Max Zavanelli founded Zavanelli Portfolio Research with \$30,000 of credit card debt and student loans outstanding. In 1980 he was invited to teach Modern Portfolio Theory to MBA's at Roosevelt University in Chicago. In 1982, he became a Visiting Professor at Stetson University (Florida) teaching investments. In 1987, he became the General Secretary for the US Correspondence Championships and ICCF Zonal Director for the Anglo Pacific zone. In 1991, he was selected to be the first Roland George Professor of Applied Investments and Research, a \$3.2 million endowment chair, and was awarded the title of Distinguished Professor. He is a Senior International Chess Master and in 2005 became the acting President of ICCF (International Chess Correspondence Federation), the first American to hold any important post in international chess. www.iccf.com

Correspondence Chess Reminiscence (5)

By Eric RUCH

Correspondence Chess on the radio

The internet area has seen the development of correspondence games played between a coalition of amateurs against a grand-master, as for example the games played on the

ICCF webserver by the former World Champion Tunc Hamarat against the worldwide CC community. In the past some games have also been played through some chess magazines and I remember that some of the early moves I have sent on a postcard were in a game played by the *Europe Echecs* readers against Victor Korchnoi in the beginning of the 80s.

The game on which I will focus now is much older and much more surprising; it was played almost 60 years ago and is, as far as I know, the only game of this type that has ever been played on the radio (If someone has information about a similar game I will be glad to read about it). Of course everybody knows the games played by radio between the USA and the USSR between the 1st and 4th September 1946, won by the USSR by 15½ to 4½ , and all the other matches played during these days in 1946, 1954 and 1955. Probably, the record of the longest distance in CC match played by radio, belongs to the match Australia vs France in 1946, in which the Australians defeated the French team by 5½ to 4½. But the games in these matches were played on boards

M. Jeanton – Lamarche was the producer of a weekly chess chronicle on Radio Limoges (a medium size city located in the central part of France) and he proposed to play a CC games against the listeners of his magazine, playing one move every week. For a reason, I do not know, the game has to be adjudicated, and the analysis were done by the master Eugene Znosko Borovsky.

The whole story, included the games, the adjudication analysis and an interview of Znosko Borovsky, were published in 1949 by Jeanton-Lamarche in a small 20 page booklets, that I had the chance to find almost by accident....

**The Chess on the waves
Radio Limoges against the listeners or a variation of the Ruy Lopez
3 December 1948 – 12 August 1949**

Listened

**Every Thursday
On 19h50
On Radio Limoges (463m)
of**

J.-M. Jeanton – Lamarche

Foreword by J.M. Jeanton- Lamarche

When on October 29th, 1948, I started my first chess magazine on Radio Limoges, my sole ambition was to provide chess news to all amateurs of the Chess League of Limousin (a region located in the central part of France. Eric Ruch). I had only 5 minutes to give the most important information of the local chess activity.

But the 100 kW power of the emitter of Nieul, allowed a much larger diffusion of the magazine, much beyond the border of our province, and I got many answers, some coming from very far away, to the chess problem on November, 19th. I had then the idea to play a correspondence game against the listeners.

I may add, that I have preferred to start on the waves with such a game, rather than a problem or an study tourney, because I had the feeling that a consultation game was more spectacular and that it could be a wonderful way to advertise the chess game and the 1494 letters I have received from France, Algeria and Belgium were the clear demonstration that I was right.

November 1949.

DE MONS (Belgique) A BIRTOUTA (Algérie)

les joueurs d'échecs du vendredi luttent depuis trois mois contre Radio-Limoges

Ce n'est pas tout à fait la guerre de Cent Ans mais on s'y acharne... En un combat fort heureusement pacifique!

Mais qui met, si l'on ose dire, les stratèges des deux camps sur les dents et provoque des conciliabules d'états-majors de la plus haute gravité.

Depuis trois mois en effet, exaspé-ment depuis le 3 décembre dernier,

On en est au quatorzième.

Et ce n'est pas fini...

Mais ça devient coriace.

A ce point que, face à la mentalité guêpe contre lui et qui menace de lui jouer des tours pendables, M. Jeanton-Lamarche a demandé le peloton de secours d'une commission des échecs chargée de conduire la partie.



une partie très serrée s'est engagée, par la voie des ondes, entre les joueurs d'échecs dispersés au hasard de l'écoute de Radio-Limoges et le chroniqueur spécialisé de notre station.

M. Jeanton-Lamarche a les Blancs et les auditeurs les Noirs.

Il a donné le coup d'envoi ; dans la semaine qui a suivi, les auditeurs ont réagi, envoyé leurs réponses et le vendredi suivant on a mis en route le deuxième coup.

Un brain-trust en quelque sorte à opposer aux francs-tireurs.

DE PARTOUT

Cur il s'en lève de partout...

De Mons en Belgique à Birtouta en Algérie, en passant par La Haye-du-Puits dans la Manche, Bourg-d'Oisans dans l'Isère, Strasbourg, Fontenay-le-Comte, etc... Ce qui est à la fois très flatteur pour le créateur de l'émission

et très utile pour les techniciens chargés de contrôler la portée de l'émission de Nieul. Le premier ne connaît que des succès ; les seconds enregist-

rent, si l'on peut dire, quelques échecs !

La partie engagée est une partie majeure, c'est-à-dire que les coups retenus des Noirs (les auditeurs) le sont à la majorité absolue. Jusqu'à présent, il n'y a eu aucune réponse douteuse et tous les coups joués sont plausibles, ce qui prouve la valeur des adversaires de Radio-Limoges.

Et l'intérêt manifesté est tel que des auditeurs qui n'ont plus aucune chance de remporter un prix se mettent cependant en course et envoient leurs réponses.

ISOLÉS ET COALISÉS

Il y a le solitaire qui s'est enfoncé à double tour en interdisant l'accès du récepteur à tout son entourage. Il y a aussi les équipes qui, amalgamées devant le haut-parleur, combinent les plus vaines ruses possibles.

Parmi ces « groupes », les plus ardents sont les malades des sanatoria pour qui les dix minutes d'échecs hebdomadaires représentent une passionnante évasion. Il y a les groupes de Sainte-Feyre en Creuse, de Châlevivres en Dordogne et ceux aussi de Saint-Martin-du-Tertre en Seine-et-Oise, entraînés par M. Sverd, participant au Championnat de France par correspondance.

On voit par ces quelques traits que la Radio peut représenter une somme utile de joies.

PROJETS

L'an prochain — si la partie en cours est toutefois achevée — M. Jeanton-Lamarche compte faire mieux encore. Il diviser la France en deux camps, Nord et Sud par exemple comme dans la guerre de Sécession, et opposera les uns aux autres Roubaisiens et Marseillais.

Et pour être assuré d'avoir des troupes fraîches, il développe les cercles scolaires d'échecs. La Ligue du Limousin vient en tête avec 13 cercles. Le Lycée Guy-Lussac et l'Ecole Nationale Professionnelle comptent des champions méritoires. Peut-être un nouvel Alekhine sortira-t-il de leurs rangs !

C'est du moins ce que nous souhaitons au parfait animateur des échecs limousins.

J.M. Jeanton-Lamarche – Listeners of Radio Limoges [C82]

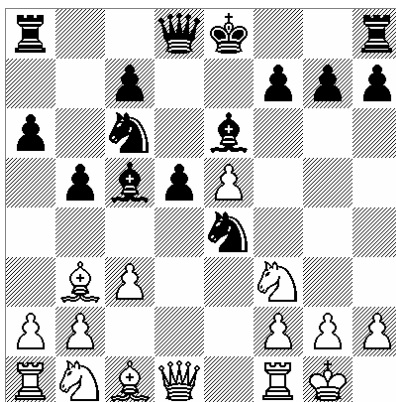
Analysis by Eugene Znosko Borovsky

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♘xe4 6.d4 b5 7.♗b3 d5 8.dxe5 ♗e6 9.c3

The current trend is 9.♖e2

9...♗c5

This move has been played quite frequently since the end of the war, but seems now to be regularly replace by the more solid : 9...♗e7



10. ♖bd2

The Motzko variation: 10. ♕d3 was once considered as the refutation of the early development of the bishop ♗c5, but is now considered harmless.

10...0-0 11. ♗c2 f5

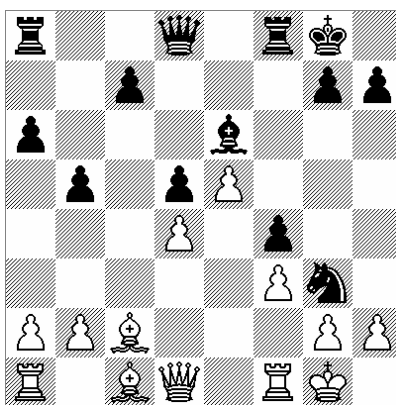
The Dillworth variation 11... ♖xf2 12. ♖xf2 ♗f6 quite popular after the war, is almost completely forgotten nowadays.

12. ♖b3

White could have played 12. exf6 in order to avoid future complications,

12... ♗b6 13. ♖bd4 ♖xd4 14. ♖xd4 ♗xd4 15. cxd4 ♗f4 16. f3 ♖g3

This nice combination is known since 1882 and the game Flessig – Mackenzie, and is very popular since the game Smyslov – Reshevsky, radio match USSR – USA, 1945.



17. hxg3

It seems quite mandatory to accept the sacrifice. 17. ♖e1 ♕h4 is not quite satisfactory (Isbinski - Wiakhirev, 1909).

17...fxg3 18. ♕d3 ♗f5

Black captures the Queen, but its attack is stopped. But he cannot play 18... ♕h4 due to 19. ♕xh7+; nor: 18...g6 in due to 19. ♕e3 ♕h4 20. ♕h6 with advantage to White.

19.♖xf5 ♜xf5 20.♙xf5 ♖h4 21.♙h3 ♖xd4+ 22.♔h1 ♖xe5

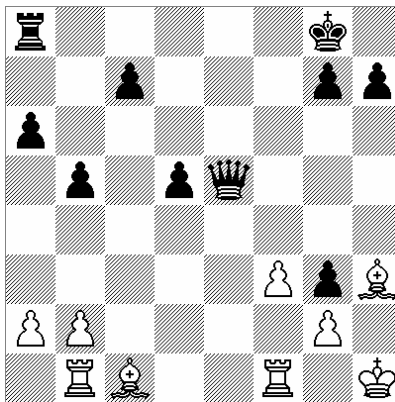
The real fight starts now, because it is not clear up to now, who has the better position, and how White should continue the game.

It is generally played 22...♖xe5 23.♙d2 c5 24.♞fe1 (better than 24.♞ac1) 24...♖xb2 25.♙e6+ etc.

White has to demonstrate the strength of its four pieces, before Black can move its pawns by taking the adverse g3 pawn as soon as possible to get rid of the checkmate threat.

23.♞b1

The idea to protect the b2 pawn is not bad and surely worth the tempo it requires.



23...c5 24.♙d2 ♞f8 25.f4

One could prefer 25.♞fe1 that might seem risky at a first glance, in view of Black's answer: 25...♖h5 (25...♖d4 26.♙c3; 25...♖f6 26.♞c6 ♖h4 27.f4) 26.♔g1 (White could play: 26.f4 threatening 26...— 27.♞e5 doubling the rooks.) 26...♞xf3 27.gxf3 ♖xh3 with Queen and seven pawns against two Rooks, Bishop and three pawns.

In these variations, the g3 pawn cannot be taken. Maybe, White has just played the text move in order to capture it by ♞f3?

But White's plan is more subtle. They create a strong position for the Bishop and they have to decide between different strategies.

25...♖e2 26.♙a5

I remember that I have already seen this move, but I cannot give more details.

26...b4

This move seems useless, because the Bishop will never try to come back. Nevertheless, it allows the Queen to come to d2 after White rook's attack.

♞f8 could have been played.

d5–d4 would be a mistake, due to the reply 27.♙b6 et 26...c4 à cause de 27.♙c3. But ♞f6 would not be a bad idea. Here also, different strategies could be adopted.

27.♙c7

White's plan becomes clear. The Bishop will move to e5 where he becomes very powerful. Black has to find a way to counter White's plan, since the pawns are stopped.

27...♔e7

If Black plays immediately: 27...g5 then 28.♖fe1 ♔h5 29.fxg5 ♔xg5 30.♙d6

28.♙e5 g5

A courageous move, that destroys the superiority of White's pieces, but leads to an endgame which is not in Black's favor.

29.♖be1 gxf4 30.♙g1

If: 30.♙xf4 ♖xf4

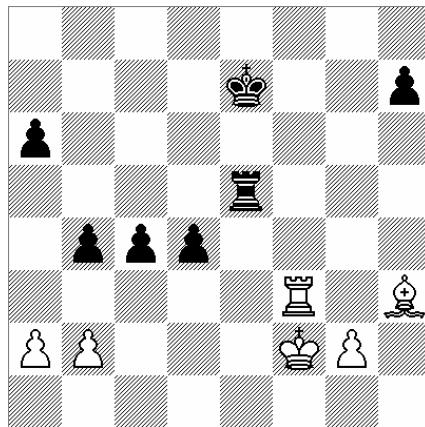
30...♖e8

If: 30...♔h4 31.♙c6+ ♖f7 32.♙xf7+ etc.

31.♖xf4 ♔xe5

Wisely played, because otherwise White's pieces would attack the Black King as did Smyslov in his win against Reshevsky.

32.♖xe5 ♖xe5 33.♖g4+ ♙f7 34.♖xg3 c4 35.♙f2 d4 36.♖f3+ ♙e7



An easy endgame at first sight, but very difficult to adjudicate. It is necessary to analyse very deeply each variation and after more than 20 moves, one get a new endgame Rook + Pawn vs Rook for instance, but which outcome is again not very clear.

Every player has at each move, a lot of a good candidates moves, and it seems not possible to give a final verdict. And many possible variation will be missed!

One may think that, if the game would be played on the board, White would have good chance to win, and maybe would have tried to win, I do not forget what Tartakower told me while looking at this position : “ they could also lose as easily”

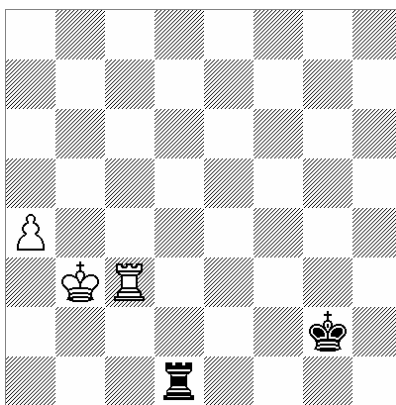
Anyway, here are the analysis I submit to all chessfriends, and I congratulate the listeners of Radio Limoges, although I do not know if they were playing Black or White). Their main problem was that the move was decided by the majority of the votes, and they have never made a gross blunder and have followed a plan without losing the track.

Start of the adjudication analysis

FISRT TRY

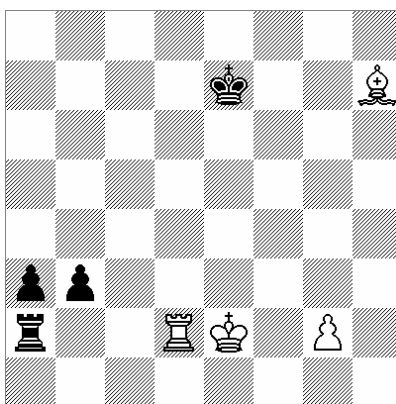
37.♖f4 ♜d5 38.♞e4+ ♔f6 (38...♔d8 39.♙e6) 39.♞e6+ ♔g5 40.♞xa6 d3 41.♔e1 c3 42.bxc3 bxc3 43.♞c6 d2+ 44.♔d1 ♜d3 (threatening ♞e3 et ♞e1+) 45.♞c5+ ♔f4 46.♞c4+ ♔g3 47.♙g4 ♔xg2 48.a4 48.♔c2 d1♞+ 49.♙xd1 ♜d2+ 50.♔b3 (50.♔c1 ♞xa2 draw.) 50...♞xd1 51.♞xc3 draw.

48...h5 49.♙xh5 ♜h3 50.♙e2 ♜h1+ 51.♔c2 ♜c1+ 52.♔b3 d1♞+ 53.♙xd1 ♜xd1 54.♞xc3 and White seems to have secured the win because Black's King is cut and far away from the passed pawn.



FIRST VARIATION

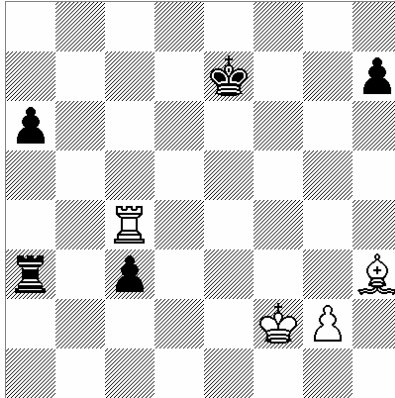
37...d3 38.♞xc4 ♜e2+ 39.♔f3 ♜xb2 40.♔e3 d2 (40...♞xa2 41.♞xb4) 41.♔e2 a5 42.♙f5 ♞xa2 (42...h6 43.♞c2) 43.♞c2 (43.♙xh7 d1♞+ 44.♔xd1 ♞xg2) 43...b3 44.♞xd2 a4 45.♙xh7 a3 and Black wins.



On this variation, White has to aim for a draw, they can easily get by playing 40.♙f5 40...d2 41.♔e2 ♞xa2 42.♞xb4 d1♞+ 43.♔xd1 ♞xg2 draw.

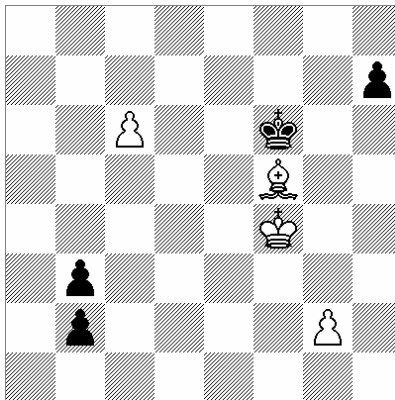
SECOND VARIATION

37...♖a5 38.a3 bxa3 39.bxa3 ♖xa3 40.♞xd4 c3 41.♞c4 and White seems to be able to play for a win?



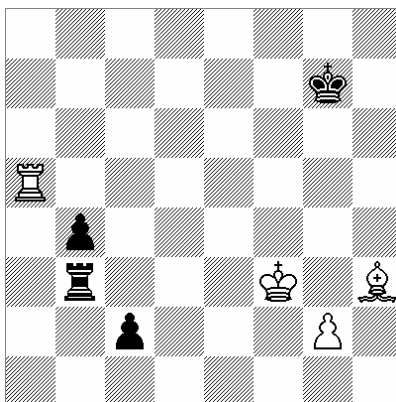
SECOND TRY

37.♞f5 ♖e4 (37...♞xf5+ 38.♙xf5 h6 39.b3 and wins.) 38.♞d5 d3 39.b3 ♖e2+ 40.♙f3 ♞xa2 41.bxc4 b3 42.♞xd3 b2 43.♞d7+ ♙f6 44.♞b7 a5 45.c5 a4 46.c6 ♖a3+ 47.♙f4 ♞b3 48.♞xb3 axb3 49.♙f5 wins.

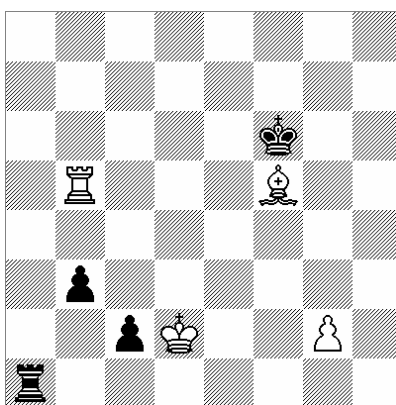


FIRST VARIATION PREMIERE VARIANTE

40...c3 41.♞xd3 ♖xa2 42.♞d7+ (42.♙f5 c2 43.♞d7+ ♙f6) 42...♙f6 43.♞xh7 ♖a3 44.♞h6+ ♙g7 45.♞b6 a5 46.♞b5 (46.♙e6 a4 47.bxa4 c2+) 46...♞xb3 47.♞xa5 c2+ and wins. It is dangerous to capture the h7 pawn on move 43.



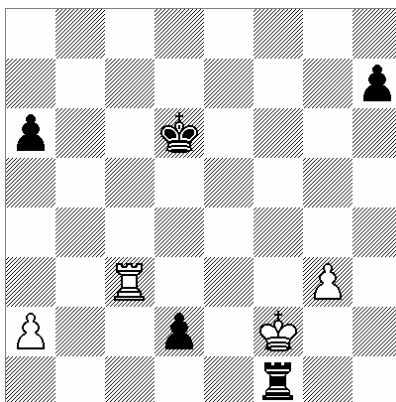
Instead of that move, White should play: **43.♔e3 43...♖b2 44.♖xh7 ♖xb3 45.♖h6+ ♔e5 46.♖xa6 ♖a3 47.♖b6 (47.♖c6 b3 48.♖xc3 b2 49.♖xa3 b1♙) 47...b3 48.♖b5+ ♔f6 49.♖f5 c2 50.♔d2 ♖a1**



51.♖xc2 bxc2 52.♔xc2 ♖a2+ 53.♖b2 ♖xb2+ 54.♔xb2 ♔g5 55.♔c2 ♔g4 56.♔d2 ♔g3 57.♔e2 ♔xg2 draw.

SECOND VARIATION

38.g3 d3 39.♖f1 d2 40.♖e2 ♔d6 (40...c3 41.bxc3 bxc3 42.♖c5) 41.♖f4 c3 42.bxc3 bxc3 43.♖d1 (43.♖xc4 c2) 43...♖e1 44.♖c4 ♖xd1 45.♖xc3 ♖f1+ wins.



But **41.♖f8** (threatening ♖c8) will force Black to repeat the moves **41...♔d7 42.♖f5 ♔d6** etc.

These are only a very limited number of variations I have analyzed and each of them has a multitude of branches. In view of this huge number of possibility, it was impossible to draw a definite conclusion and I had to declare a draw.

I ask all chess amateurs, to analyze this endgame more deeply that I have done, and to publish their analysis in the chess magazine....

Eugene Znosko Borovsky.

The North America/Pacific Zone History and Events

by

Ruth Ann Fay

NAPZ Director

The North America/Pacific Zone, originally known as the Anglo-Pacific Tournament Bureau, was formally licensed by ICCF in 1984. This allowed Robert A. Karch, the first Director, to organize promotional tournaments using the Europe Correspondence Tournaments as a model. The Zone included Australia, Canada, Hong Kong, Japan, New Zealand, Philippines, Singapore, and the United States of America. Mexico was moved to the Zone in 2000.

Prior to that time, the only tournament that provided advancement to the World Championships was the North American Invitational CCC which included only Canada and the USA. This event goes back to 1971 when John F. Cleeve and Walter Muir with the help of Eric Larsen were able to organize a Continental Championship that would seed its Champion into the ICCF World Championship Final. This was Victor Palciauskas' route to the World Championship.

Canada hosted the first 8 NAICCC's. The USA hosted the 9th tournament and also added Mexico since it was necessary to have a 3rd country to obtain a

higher category. The 10th NAICCC is scheduled to start on 1 July and will be played on the WebServer.

The first Zonal Championship started in 1989. Interest in the Zonal promotional tournaments was not as strong as hoped, perhaps because about 75% of the players are from the USA. The 2nd Championship was not begun until 1994. The 3rd started in 1998, and the 4th is underway now. R. Anthony Cayford won the First Championship, John C. Timm won the 2nd, and René duCret won the 3rd. John Timm has provided analysis for one of his games.

In an attempt to stimulate more interest in the Zone, Max Zavanelli, NAPZ Director from 1987-1999, also held two Prize Tournaments. The Prizes totaled \$6625. Jon Edwards won 1st Place in the 1995 Master Class Prize Promotional Tournament. Ceasar Posylek won 1st Place in the 1997 Master Class Prize Promotional Tournament.

The Zone also has a Team Tournament, the Pacific Area Team Tournament (PATT). There have been four tournaments to date. We will start organizing the 5th one shortly.

NZCCA Trophy Tournaments' Results for 2004/2005

		Points													
71st Championship		1	2	3	4	5	6	7	8	9	10	11	12	13	
1	Gibbons, RE	9.5	•	½	½	1	1	1	1	½	1	1	½	½	1
2	Smillie, WR	9.0	½	•	½	1	1	0	1	½	1	½	1	1	1
3	Dunwoody, ML	8.5	½	½	•	0	½	½	1	1	1	1	½	1	1
4	Goffin, PB	7.5	0	0	1	•	½	½	0	1	½	1	1	1	1
5	Bennett, HP	6.5	0	0	½	½	•	1	0	1	½	½	½	1	1
6	Hoskyn, GA	6.5	0	1	½	½	0	•	1	½	½	½	1	½	½
7	Doyle, TJ	6.0	0	0	0	1	1	0	•	0	1	1	1	1	0
8	Frost, EGA	5.0	½	½	0	0	0	½	1	•	0	0	½	1	1
9	Whitlock, DR	5.0	0	0	0	½	½	½	0	1	•	½	1	0	1
10	Wigbout, M	5.0	0	½	0	0	½	½	0	1	½	•	½	1	½
11	Mitchell, RS	4.5	½	0	½	0	½	0	0	½	0	½	•	1	1
12	Weston, RJ	3.0	½	0	0	0	0	½	0	0	1	0	0	•	1
13	Voss, PJ	2.0	0	0	0	0	0	½	1	0	0	½	0	0	•
Reserve Championship		1	2	3	4	5	6	7	8	9	10	11			
1	Welsh, C	8.5	•	½	1	1	½	1	1	½	1	1	1		
2	Bell, DI	8.0	½	•	½	1	0	1	1	1	1	1	1		
3	Putt, GD	6.0	0	½	•	½	1	0	1	½	½	1	1		
4	Edwards, BJ	5.5	0	0	½	•	1	1	1	½	0	½	1		
5	Rossiter, PE	5.5	½	1	0	0	•	1	1	1	0	½	½		
6	Dolejs, DE	4.5	0	0	1	0	0	•	1	1	1	0	½		
7	Anderson, W	4.0	0	0	0	0	0	0	•	1	1	1	1		
8	Mills, GH	4.0	½	0	½	½	0	0	0	•	1	1	1	½	
9	Reed, KG	4.0	0	0	½	1	1	0	0	0	•	1	½		
10	Cook, AD	3.0	0	0	0	½	½	1	0	0	0	•	1		
11	Lovelock, GE	2.0	0	0	0	0	½	½	0	½	½	0	•		
Class 2		1	2	3	4	5	6	7							
1	Holdaway, SA	7.0	•	2	1	2	2								
2	Atkinson, JWH	5.0	0	•	1	2	2								
3	Hendry, AW	5.0	1	1	•	1	2								
4	Winship, AC	3.0	0	0	1	•	2								
5	Chowdhury, SR	0.0	0	0	0	0	•								
	Purvis, LI (*)	0.0													
	Roberts, JM (*)	0.0													

(* = player withdrew)

The NAPZ is the first zone to hold all its promotional tournaments on the ICCF WebServer.

Information (crosstables, winner's lists, and archives) on the NAPZ is online through the ICCF-US website. It has been assembled with the much valued help of Ralph Marconi, NAPZ Director from 1999-2003, and Franklin Campbell. Both still help in maintaining the information. Please visit:

<http://www.iccfus.com/games/napz.htm>

<http://correspondencechess.com/campbell/napzlinx.htm>

<http://correspondencechess.com/marconi/napzch4.htm>

"Adams can beat Hydra"

By Reimund Lutzenberger

This assessment is given by Correspondence Chess Grandmaster Arno Nickel from Berlin, who recently won against Hydra by 2 : 0 in a correspondence chess match after a six month struggle. On the occasion of the forthcoming match Hydra vs. Adams chessfriend.com asked Arno Nickel about his experience with the so-called "hardware monster".

Chessfriend.com: *You won two correspondence match games against the previous version Hydra Chimera. Would you draw any conclusions from this match for the man/machine event in London? What is your bet?*

GM Nickel: Well of course, correspondence chess and over-the-board chess are nowadays two extremely different disciplines, more so than ever, because correspondence players in contrast to o-t-b players have full access to computer engines and databases. Nevertheless my test games against Hydra (I think, we should call them this way) show some aspects of the potential of Hydra's chess abilities as the successor to Deep Blue. In the two games, where I played White against the Sicilian and with Black against the Tarrasch-System in the French Defence, Hydra disregarded principles and unnecessarily got into difficulties, once in the middlegame and the again in the endgame. If the positions are not guided by tactics, I wouldn't be surprised, if a super grandmaster like Adams will give the machine a thrashing on the board. A lot depends if he manages to neutralize Hydra's tactical power and in reaching human type positions, where long sighted plans are called for.

Chessfriend.com: *This in fact occurred to some of the leading grandmasters, who played Hydra in Bilbao in 2004 and who failed to follow your strategy. Namely ex-FIDE World Champion Ponomarev and the youngster Karjakin (both from Ukraine), while the Bulgarian Top-GM Topalov was the only one to take half a point from the machine and even had winning chances at one stage. When this became possible...*

GM Nickel: ...exactly, it was in this game, where Hydra also blundered positionally. You cannot eliminate such deficits overnight, and without intensive training against very strong players...

Chessfriend.com: *However Hydra Scylla is five times faster than the previous version, which "only" calculated about 40 millions moves per second.*

GM Nickel: As said before, in positional situations such numbers are completely meaningless. Really important is the direction in which the program goes and how it evaluates the positions. Once the machine has got the wrong idea, it will not correct itself by deep calculation in quiet positions. This was evident in my correspondence games, where Hydra had lots of time and could calculate much deeper than the new Hydra will

be able to in a classical tournament game with four to six hours for all of moves. The results were not better in most of the critical positions.

***Chessfriend.com:** Some deficits of Hydra were also seen in the recent freestyle tournament on playchess.com, where the sea monster didn't even reach the quarter finals.*

GM Nickel: Well, this is of course a hot potato since Hydra as in correspondence chess had to play against strong players, amongst them even some FIDE grandmasters who could use engines as in "advanced chess". I was also surprised by Hydra's failure, but on consideration I realised that all programs including Shredder 9, Fritz 8 and Junior 9 which were also running on strong machines, got into trouble, when playing without human advice. Probably this wouldn't have happened with shorter time limits, let's say 15 minute games or even shorter, but in one hour games (1h per player plus 15 sec. per move), human chess competence can already show its qualities in tandem with engines. By the way, I also participated in this very interesting event and didn't manage to reach the quarter finals either. However in the process I met Hydra again and played a nice game which was drawn after 102 moves. The sea monster must have gotten tired of attacking my fortress without success.

***Chessfriend.com:** Once again what is your bet on the match Hydra-Adams...?*

GM Nickel: Okay, it will very hard for any human being, but as I always hold on for humanity, and especially as Michael Adams is a gifted positional player, I think he might achieve a draw, that means 3 : 3. May be he can even beat Hydra, if he is able to completely control his emotions and avoid any unclear complications. Should this be so, he could succeed where Kasparov failed when playing Deep Blue eight years ago. This would mean that humans have learned since then even though the computers didn't get weaker, but obviously stronger since that time. Hydra don't forget is supposed to be stronger than good old Deep Blue!

(end)

Postscript of www.Chessfriend.com

The correspondence chess match Hydra vs. Nickel on our server isn't finished yet. The Hydra Team is ready to continue the match against GM Nickel by playing two further games. This will take place after the match with Adams. (The first two finished correspondence games can be replayed online and downloaded on our website.)

Hydra Chimera (C) - Nickel,Arno (2586) [C07] Corr. Chess Match Abu Dhabi/Berlin, 16.09.2004

Semi-"live" comments and analysis.

1.e4 e6

I have the impression, that the French Defence has been played rather seldom in man/machine events, although the high strategical impact of such games could be an incentive for human players. This is why in contrast to my further habits and preferences this time I chose 1...e6, especially as we had an unofficial test game before, where Hydra could see what I was going to play in the Caro-Kann Advance Variation. Before getting surprised in the opening I preferred to surprise Hydra by myself.

2.d4 d5 3.Nd2

The Tarrasch System is a good choice in order to avoid the strategical more complicated positions after 3.Nc3 Bb4 4.e5 c5 5.a3. I suppose this choice goes back to the book author GM Christopher Lutz. 3...c5 Player who prefer a closed centre - especially against computers - would rather play 3...Nf6 ziehen, in order to provoke 4.e5 and afterwards attack White's central pawns by c7-c5 or f7-f6. On the other hand many players of the French Defence prefer 3...c5 against the Tarrasch System as for instance Wolfgang Uhlmann. I thought this move to be more suitable in order to secure a draw with Black, and the respect to Hydra and her team was big enough, so that I avoided to strive automatically for a closed position. That Hydra in case of doubt would be able to play a closed opening position could be seen most impressive in the first of her two games with Ex-FIDE-Champ Ruslan Ponomarev in Bilbao 2004, where the Ukrainian GM played to carelessly with the white pieces.

4.exd5

Also possible is to keep the tension for a while with 4.Ngf3.

4...Qxd5

The classical choice is 4...exd5, taking the risk of an isolated pawn at d5 (after d4xc5 or c5xd4), but enjoying active play with his pieces. By recapturing with his queen Black avoids the isolani at the cost of a slower development, as his

queen loses one or two tempi. Now the pawn-structure is more likely the Sicilian than the French, whereas this time Black has already managed to advance with the d-pawn.

5.Ngf3 cxd4 6.Bc4 Qd6



7.0-0

White could also do without recapturing the d-pawn and play more actively: 7.Qe2!? Nf6 8.Nb3 Nc6 9.Bg5 a6 10.0-0 b5 11.Bd3 see Adams-Buhmann 2002/ 03 and Glek-Rustemow 2003/04, German Bundesliga, both games won by White.

7...Nf6 8.Nb3 Nc6 9.Nbxd4 Nxd4 10.Nxd4

Sometimes 10.Qxd4 and trading queens is to be seen. However, I did not suppose Hydra to play like this, in particular as her endgame skills (like most other computers too) are not that outstanding.

10...a6 11.Re1 Qc7

One of many possible variations for both sides. Black prepares the development of his bishop to d6 or c5 (on e7 it would be too passive). The neuralgic point e6 isn't in danger so far, but Black has to keep an eye to Bc1-g5 (and Bxf6 after 0-0) or Nd4-f5.

12.Qe2 Bc5

12...Bd6 The main move. 13.Bg5!? 0-0 14.Bxf6 gxf6 15.Bd3 (<15.Qg4+)
 15...Qc5!?~~ (Suspicious seems to be 15...Bxh2+ see the duel of two Ex-
 World champions of correspondence chess Oim-Sloth (jubilee
 tournament 50 years ICCF 2001, 1-0 after 55 moves). 16.Kf1 Bf4 17.Qh5
 f5 18.g4)

3.c3 h6

GM Glek put a "!" to this move in Informator 88/250 (Kotronias-Glek,
 Silivri 2003, drawn after 34 moves) This assessment could have been
 questioned practically, if Hydra would have played 14.Nf5 threatening
 a piece sacrifice on h6 (after ...0-0), as proposed in the CSS(Computer)-
 Forum. Without to comment and analyse those variations in detail, I
 can say I would most probably have played 14...Kf8. Giving up the
 right to castle does not seem such important, if Black is able to activate
 the h8-rook by pushing forward the h-pawn, while on the other side he
 gets an active bishop on the diagonal a8/h1. Finally, White's knight on
 f5 loses time and has to retreat. 13...0-0 the normal move which is
 considered as reliable. 14.Bg5 Bxd4 15.cxd4 Nd5 16.Rac1!? (16.Bxd5 exd5
 Tal-Kortchnoi, Brussel 1988, drawn after 21 moves) 16...Qb6?! in
 Speelman-Nogueiras, Barcelona 1989, 1-0 after 39 moves. (16...Qd6!?)=)

14.Bd3

14.Nf5



14...Kf8 (14...0-0 15.Nxh6+ gxh6 16.Bxh6 Be7 (16...Rd8? 17.Qf3->)
 17.Bb3 (17.Rad1 Rd8 18.Rxd8+ Bxd8 19.Bd3 Bd7 20.Qf3~~; 17.Bxf8

Bxf8~~) 17...*Qc5* 18.*Qd3* *Qh5* 19.*Bxf8* *Kxf8* 20.*Bd1* *Qh4* 21.*Bf3* *Kg8*
 (21...*Ng4* Shredder 8 in a search depth of 21 moves after 16.*Bxh6*:
 22.*Bxg4* *Qxg4* 23.*Rad1* *b5* 24.*h3* evaluated 0.63 for White (A.
 Strangmuller).) 22.*Rad1* *Ng4* Shredder 8 in depth 24/63, +0.34 (J. Rang).)
 15.*Ng3* *b5* 16.*Bd3* *h5* 17.*Be3* *Bd6* (17...*Bb7* 18.*Bxc5*+ *Qxc5* 19.*Rad1* *h4*
 20.*Ne4* *Qc6*) 18.*Rac1* *h4* 19.*Nf1* *h3* 20.*g3* *Bb7* Black's countre-play on the
 diagonal *h1/a8* becomes evident, though the position
 remains unclear and very complicated (A.N.).

21.*Nd2* *Rd8* 22.*Bg5* *Bc5* 23.*Ne4* *Bxe4* +/- (0.67) depth: 23/48 (A.
 Strangmuller).]

14...*Bd7*

The bishop's fianchetto by *b7-b6* or *b7-b5* is not good here, firstly
 because White is able to attack the queen-side pawns, and secondly
 because *e6* still needs to be protected. 15.*Be3* If now 15.*Sf5* king-side
 castling would not be safe, but Black could castle to the queen-side.

15...*Bd6* 16.*g3* 0-0



17.*Qd2*?

If White has nothing better as preparing *Bd3-f1-g2*, then Black has
 already equalized the game. Also Hydra's book author GM
 Christopher Lutz was not impressed by the outcome of the opening
 and considered 7.*Qe2*! as a more active choice for the future. - What
 can be said more to this position? Black frees his play by *Nf6-g4* and

changes knight versus bishop e3. 17.Rad1 looks more flexible as 17.Qd2. Also advancing with the pawns on the queen-side came into consideration. Even the sophisticated manoeuvre Qe2-f1-h3 would appear more lively than the powerless move Qd2.

17...Ng4= 18.Rad1 Rfe8 19.Nb3 Nxe3 20.Qxe3 Rad8 21.Qe4 g6

Black is without any problems. The bishop's fianchetto Bd6-f8-g7 is now a further option.

22.Bf1 Bc6 23.Qe3 Kh7

Oder 23...Lf8.

24.Bg2 e5

Not an easy decision. Black has to be careful, as White could use the square d5 as turntable for his pieces. On the other side, as an endgame bishop versus knight becomes more and more probable, the pawn chain g6/f5/e4 should secure Black good counter play at the king-side, so that he has not to restrict himself to passive defence at the queen-side.

25.Bxc6 Qxc6 26.Qe4



A quiet draw offer? Black is right trading the queens now, otherwise he might get some problems when struggling for the initiative.

26...Qxe4

26...Qc7 27.Rd5 f5 28.Qe2 e4 29.Red1 would be too committing, though the game is still equal.

27.Rxe4 Bc7

As his king is still far away Black decides for a reliable though somewhat passive defence at the queen-side.

28.Ree1 b6 29.Na1



Well, Hydra hasn't completely lost her humour. Indeed this is the only and best way to bring the knight to d5 (via a1-c2-e3 or -b4), without to disturb the d1-rook.

29...Kg7 30.Nc2 Rxd1 31.Rxd1 Rd8

A so-called easy andgame position, which does not put real problems, but is to be played with proper endgame technics by both sides.

32.Rxd8 Bxd8

A human player with the white pieces would now try to centralize his king and put his pawns at the king-side on white squares (opposite to the black coloured bishop) . Hydra however as probably other chess programs too at first centralizes her knight at d5 and mobilizes her queen-side pawns. This is still playable but becomes dangerous at some point later on... 33.Nb4 a5 34.Nd5 f5 35.c4 Kf7 36.a4 Ke6 37.b3 g5 38.h3 h5 39.Kf1

Here Hydra offered a draw, which was completely okay, but I refused it, because in an exhibition game people would prefer to see how both sides solve the remaining problems.

39...g4 40.h4?!

White gives himself a hard time. 40.hxg4 was still a clear way to draw.

40...f4 41.Ke2

[41.gxf4 came into consideration, in order to reach a study-like draw. It may be a matter of taste, if one prefers 41.Ke2, whereafter White also has to fight hard for the draw. 41...Bxh4 42.Nxb6 Be7 43.Nd5 Bd6 44.fxe5 Kxe5 45.f3 g3 (45...gxf3 46.Kf2) 46.Kg2 Kd4 47.Nf6 h4 48.Ne4 Bf4 49.Nf6 Kd3 50.Nh5 Bb8 (50...Be5= 51.c5 Kd4 52.f4 Bb8 53.f5 Kxc5 54.f6 Kd6 55.Nf4 Kd7 56.Ng6 Ke6 57.Nxh4 Kxf6 58.Nf3 Ke6 59.Nd2 Bc7 60.Nc4 Kd5 61.Nxa5 Bxa5 62.Kxg3=) 51.Nf6 Be5 52.Ne4 Ke3 53.Ng5[] (53.c5? Kd4-/+) 53...Bd6 54.Ne4 Bf4 55.Nc5 h3+ 56.Kxh3 Kxf3 57.Nd3 Bb8 58.Ne1+ Ke3 59.Kg2 Kd2 60.Nf3+ Kc3 61.Kh3 Kxb3 62.Nd4+ Kxa4 63.Nc6=]

41...Kf5



42.Kf1?

42.Kd3[] was without alternative, but astonishingly sufficient to reach a study-like draw. 42...e4+ (42...Bf6 leads to a different move order) 43.Ke2 fxg3 44.fxg3 Bf6 45.b4!? (45.Ke3 Be5 46.Ne7+ Ke6 47.Kxe4 Bc7-/+) 45...Be5!? (45...axb4 46.Nxb4 Be5 47.c5!

(47.Nd5? Bxg3 48.Nxb6 Be5 (48...Bd6? 49.Nd5 g3 50.Kf1 Kg4 51.Kg2 Kxh4 52.a5 Bc5 53.Nc3 e3 54.Ne2 Kg4 55.Nxg3 h4 56.Ne2 h3+ 57.Kh2 Bd6+ 58.Kh1 Bc7 59.a6 Bb6 60.Ng1 Ba7 61.Kh2 Bb8+ 62.Kh1 Kf5 63.c5 Ke6 64.Nxh3=) 49.Nd5 Bd4-+ and White is without counter play against the Black's passed pawns.) 47...bxc5 48.Nc6 Bxg3 49.a5 Bxh4 50.a6 g3 51.Ne7+ Ke6 52.Ng6 Kd7 53.Nxh4 Kc7=) 46.c5! Ke6 (46...axb4?! 47.Nxb4 bxc5 48.Nc6 Bxg3= see variation A2; different move order.) 47.Nf4+ Bxf4 48.gxf4 axb4 49.f5+ Kd7 50.cxb6 b3 51.b7 Kc7 52.f6 b2 53.b8Q+ Kxb8 54.f7 b1Q 55.f8Q+=; 42.Kd2 Ke4 43.Ke2 different move order

42...Ke4-+ 43.Ke2 fxc3 44.fxc3 Kd4 45.Kd2 e4 46.Ke2 e3 47.Ke1 Kd3 48.Kd1 e2+ 49.Ke1 Kc2 50.Kxe2 Kxb3 51.Kd3 Kxa4 52.Kc2 Bxh4 53.gxh4 g3 54.Nf4 Kb4

White lost by time on 4.th of May 2005.

0-1

**Nickel,Arno (2586) - Hydra Chimera (C) [B48]
Corr. Chess Match Abu Dhabi/Berlin, 16.09.2004
[Nickel, Arno]**

(Semi-"live" comments and analysis.)

1.e4 c5 2.Nf3 e6

See also previous games Hydra vs. GM E. Vladimirov
and vs. Shredder.

3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 Qc7 6.Be3 a6 7.Qd2



The so-called "English Attack" which plans to castle queen-side and to push forward the pawns at the king-side. Hydra's book author GM Christopher Lutz regards this system to be one of the most challenging against the Taimanov Sicilian, as he said after the game.

7...Nf6 8.0-0 Bb4 9.f3 Ne5 10.Nb3 b5 11.Qe1



Other moves like 11.Kb1 or 11.Bd4 would lead to more typical sicilian positions. The text move does not only intend to put the queen on the king-side, but also includes the threat Nc3xb5. This is why the bishop usually draws back to e7. The engine after 11...Bxc3 12.Qxc3 Qxc3 13.bxc3 cannot be recommended for Black. White enjoys the more active play and will be able to get rid of his double pawn.

11...Be7 12.f4 Nc4 13.e5 Ng4 14.Bd4 # 14...0-0!?N

[14...f5 15.h3 Nh6 16.Qf2+/- Rb8 (16...Bb7 17.Bxc4 bxc4 see: Grischuk-J. Geller, Sotschi 2004, Russ. (tch), 1-0 after 27 moves. (17...Qxc4 18.Bc5+/- Ribli)) 17.Ba7 Rb7

18.Bc5 Bxc5 19.Nxc5 Rb6 20.Bxc4 bxc4 21.N3a4 see: Perez Candelario-B.Damljanovic, Spain, (tch), 1-0 after 76 moves.; 14...Bb7 15.Bd3 d6 (15...f5 16.h3 Nh6 17.Rg1 Rc8 18.g4?! (18.Qf2+/- Ftacnik) 18...b4 19.Na4 Bf3 20.gxf5 Nxf5 21.Bxf5 exf5 22.Nac5 Bxd1 23.Qxd1© see: Karjakin-Grabliauskas, Dos Hermanos 2004, 1-0 after 55 moves.) 16.Qg3 dxe5 17.fxe5 h5 18.h3 Nh6 19.Kb1 g6 Vokarev-J.Geller, Alutscha (3.Herbst-Open) 2004, 1-0 nach 35 Zügen.]

15.Bd3

[15.h3 Nh6 16.g4 Bb7 17.Rg1 d6~~; 15.Qg3 Nh6 16.Bd3 Bb7 17.Ne4 Nf5 18.Qh3~~ (18.Nf6+ Bxf6 19.Bxf5 Be7 20.Bd3~~) ; 15.Bxc4 bxc4 16.Nd2~~]

15...Bb7 16.Qe2

[16.Qg3 see 15.Dg3]

16...Nh6



17.Nd2

In case of r moves, e.g. with the h1-rook or with the queen, I always expected the freeing moves d7-d6 or f7-f6. The text move provokes 17...d5, in order to start an attack at the king-side while the centre is kept close. However Black has a strong knight at c4. The white knight at d2 makes his way from the queen- to the king-side, where he will be more useful.

17...d5 18.g4 Rac8

[18...Rfc8 would mean to give up the idea of a counter play in the f-file, but instead Black could intensify his pressure at the queen-side.]

19.Rhg1 b4 20.Ncb1

[20.Na4? Bc6 21.Nc5 Bb5 22.Ncb3 a5|^]

20...a5

[20...Qa5!? 21.Nxc4 dxc4 22.Bxc4 Bf3 23.Qxf3 Rxc4 24.b3 Rc7 25.Kb2 Rfc8©]

21.Nf3

The intended manoeuvre, though other moves came into consideration. [21.b3 Stopping Black's attack at the queen-side.; 21.Rg3 Protecting the third rank and opting for Rh3.;

21.f5?! Bg5=/+ This wouldn't be possible with a white knight on f3.]

21...a4 22.f5



The main idea, intending f5-f6.

22...Bc5!?

[22...Kh8?! This is what some other chess engines would play instead. However this prophylaxis seems to be unnedessary, as in fact Black hasn't to be afraid of 23.fxe6?!.]

23.Qf2

White wishes to keep control of the square d4 and the diagonale g1/a7. The disadvantage is, that he has to invest an extra tempo in comparison to 23.Bxc5. [23.fxe6?! fxe6

24.Bxh7+ Kxh7 25.Ng5+ Kg8 26.Qd3 Rf5! # 27.gxf5 What else? (27.Nxe6? Bxd4 28.Qxd4 Qc6 29.gxf5 Nxf5-/+) 27...Bxd4 Threatens a mate at b2. 28.Qxd4 Nxf5 29.Qf2 Qxe5 30.c3 a3-/+ (30...Nce3) ; 23.Bxc5!? Qxc5 24.f6 would be playable for White, but at the same time take all pressure from Black.]

23...a3?!

[Here the consequences of Bxd4 had to be analysed, though there wasn't much time for it (we played with Fischer time: 20 days for the game and in addition 2 days per move). The following variations illustrate what could have happen instead of 23...a3?!. In my opinion Hydra should have followed the idea f7-f6. 23...Bxd4 24.Qxd4 a3 would only lead to a different move order. **a)** 24...f6!? 25.exf6 (25.Rde1?! would be too passive.) 25...e5 (25...Rxf6 26.Rde1 Re8 27.Ne5 Nxe5 28.Qxe5 Qxe5 29.Rxe5 Nf7 30.Rxe6 Rxe6 31.fxe6 Rxe6 with slightly better play for White.) 26.Qf2 e4 27.Bxc4 Qxc4 (27...exf3 28.Bd3 b3 29.axb3 axb3 30.fxf6 Rf7 31.c3 Qf4+~~) 28.Nd4 Qxa2 29.Rg3 (29.fxf6 Rf6 30.g5 a3 31.bxa3 bxa3 32.gxf6 Qb2+ 33.Kd2 a2 34.Na3 Qb4+ 35.Ke2 Ba6+ would be a drawback for White.) ; **b)** 24...b3 25.axb3 axb3 26.c3 f6 (26...Qa5 would be more ambitious 27.Rg2 (27.Qf4?! Nxb2 28.Kxb2 Ba6->) 27...Rc6~~) 27.exf6 Rxf6 28.Rde1 Re8 29.Ne5~~ Nxe5 (29...Nf7!?) 30.Qxe5 Qxe5 31.Rxe5 Nf7 32.Rxe6 Rxe6 33.fxe6 Rxe6 with a similar endgame as after 24...f6, once again in favour of White.; **c)** 24...Kh8 also this prophylactical move came into consideration in order to clear the square g8 for the knight. White should probably overprotect the pawn e5 by 25.Tde1. After that all ideas would have to be discussed once again.;]

24.bxa3

[24.b3? Nb2-/+ cannot be risked by White.]

24...Bxd4?!

[24...Qb6!? with the idea to sacrifice the b-pawn for counter play. This would have been more active, although White could also reply with f5-f6: 25.axb4 Qxb4 26.f6 Qb2+ (26...Bxd4?! 27.Qxd4 Ra8 28.Qc3 Qc5 29.Nd4+/- and Black's counter play at the queen-side is too slow in face of the strong threat g4-g5.) 27.Bxb2 Bxf2 28.Bd4! and Black would not enjoy winning the exchange. In case of trading the bishops on d4 White would also get the better ending.]

25.Qxd4 bxa3 26.f6 Ba6

Re-activating the passive bishop and clearing the b-file.

27.Bxc4

Necessary in order to get rid of Black's pressure.

27...Qxc4

[27...Bxc4 28.Qe3+/-]

28.Qxc4 Bxc4 29.Nd4+/-



This knight guarantees White a superb game. Black cannot expel it from its central position, where the knight is useful for both, attack and defence. In comparison Black's minor pieces make a poor impression.

29...Ra8 30.Rg3 Bxa2 31.Nxa3 Rfb8

Hydra's moves appear logical, but without real pressure. On the other hand 31...Ra4 looks more aggressive, but neglects the development of the f8-rook.

32.h3



After that the g3-rook is no longer bound the g-pawn and is free for more active play e.g. in the c-file.

32...Rb7?!

Another powerless move, which costs Black a tempo, as will be shown soon. White's way to win gets even more easy and impressive after that. Black should have better tried ...Rb4, perhaps playing first 32...gxf6 33.exf6.

33.Rdd3+- gxf6 34.exf6 Rb6 35.Rc3 Kh8 36.Rc6 Rb4 37.Nab5 e5 38.Nd6



A contribution to the subject "back rank weakness". White sacrifices the knight d4, but Black has to pay back with compound interest, as otherwise he would be mated.

38...exd4 39.Ra3 Rb1+ 40.Kd2 Rab8 41.Rxa2 Rf1 42.Rb6 Rg8

[More tenacious but also hopelessly would have been 42...Rf8 43.Ra5 Rxf6 44.g5 Rf2+ 45.Ke1 Rxc2 46.gxh6+-]

43.g5



and Hydra Chimera resigned after a half year's struggle on 29th March 2005.

1-0

... but they need to use their own brains!!

or

Chess Engines: the death of correspondence chess?

by Simon Hradecky

Whenever you join discussions about correspondence chess, you will find arguments right away that chess engines have become so good these days that humans cannot win anymore against them. This argument also seems to be supported by the outcome of the recent competition in which Grandmaster Arno Nickel (with the help of computers) played correspondence games against six different chess engines and lost overall. That even leads to conclusions that the chess engines are the death of correspondence chess and should be banned. However, I am convinced otherwise, and my own experience seems to support my conviction fully.

Human brains are fantastic inventions of nature. Flexible, innovative, creative, adaptive, always on the lookout for something new, yet learning and adding knowledge at the same time. We want to explore things. However, as fascinating as the brain is, it has disadvantages: it is not reliable and predictable. We overlook things, we forget things, we are impatient, we sometimes lose temper, we get caught in mindsets and so on.

Computers are fantastic inventions of mankind. Reliable, patient, predictable, sticking to given procedures and knowledge. Computers, as fascinating as they are, have disadvantages: they do not learn (unless being reprogrammed by humans), they do not explore new things, they cannot deviate from their given procedures and knowledge.

Looking at these properties of the human and artificial brain, are they not completely opposed to each other? Of course, they are. It looks like computers are the perfect complement to human brains – if we pair human intelligence, innovation and ideas with the accuracy and reliability of machines, would we not perform significantly better than either human beings or computers alone?

Did I just say, that chess engines are reliable, do not get caught in mindsets and do not make mistakes? Well, somehow I did, but that statement needs to be put

into perspective: accuracy and reliability comes at a high price, namely performance. To compute a position at full accuracy, chess engines need to check all possible moves, all their countermoves and so on – so their ability to look ahead and see developments is vastly limited. To compensate for that, chess engines use different criteria to select the possible moves, which they analyse further, while they just do not follow up the other ones. Only that “trick” allows them to look as far ahead as they do today and to develop their current strength.

To give you an example: in a middle game, where each position allows for typically 30 different continuing moves, the engines would need to look at 531.440.000.000.000.000 positions for a reflection depth of 12 half moves (ply 12) – and we know, that chess engines are not anywhere competitive at that level! -, which at average Fritz speed of 1.200.000 positions per second takes 442.860.000.000 seconds or more than 14000 years to compute. When the chess engines now limit the number of moves, they look on, to 4 in average, they need to look at 16.777.216 positions only and need a reflection time of about 14 seconds. At the same time the engines, however, may overlook the stronger, perhaps winning move amongst the remaining 26. As a result, chess engines, too, get caught in "mindsets" and make mistakes, just like humans.

A classic example of a chess engine's mistake occurred in the eighth World Championship game between Vladimir Kramnik and Peter Leko in Brissago/Switzerland 2004,

<http://www.chessbase.com/newsdetail.asp?newsid=1945>

when chess engines computed the queen sacrifice by Kramnik, move 24.Qxe2, as winning for Kramnik and continued to show winning advantage for more than 15 minutes into evaluating the position after Leko's entirely winning 25...Qd3!!, before the engines started to doubt and reduce the score. Kramnik confirmed later in the press conference that this queen sacrifice was prepared and checked using chess engines during his preparation.

Another argument, often brought up in discussions about chess engines and their impact especially on correspondence chess, is that the introduction of chess engines brought the weaker players closer to the stronger players, closing the gap between low rated and high rated players. At the same time, arguments were raised that some of the top players, including an ICCF World Champion, could achieve their good performance only by use of a whole computer farm, continuously running one or more chess engines for each game in progress. Conclusions were drawn that good success only depends on money. So let us look a bit closer at that line of arguments.

Above I already raised the question, whether or not pairing human intelligence, innovation and ideas with the accuracy and reliability of computers would be

stronger than either human beings or computers alone. In my opinion there is no doubt that the answer to this question is a clear “yes”. The gap between strong players using chess engines and the weak players using chess engines remains because being produced by the different human skills in chess, and the stronger player will still win against the weaker player. In other words, the chess engine used by White is neutralized by the chess engine used by Black, and the decisive difference between the players is again their own chess skills!

Now, does that not invalidate the money argument, too? Would a strong player using one computer, shared for all games in progress, not be able to create the decisive difference again to win against a weaker player, who uses one computer per game and has it continuously analysing the game?

I think it is worth to go a bit more into that argument, again using the performance of a chess engine. Let us again assume, the chess engine looks at four possible moves for each position, and computes their counter moves. At ply 1 it is obvious: the engine would look at 4 positions ($=4^1$). At ply 2 computing the 4 counter moves for each of the 4 initial moves it would look at 16 ($=4^2$) positions, and so on. At a ply of 17 we would be looking at $4^{17}=17179869184$ positions or 4 hours of reflection, at a ply of 19 that is already 64 hours, and at a ply of 20 we would be looking at more than 10 days of reflection time (which already is above average allowance of reflection time in ICCF tournaments). To increase reflection depth by one more additional level, the chess engine already needs more than a month. Chess engines' adaptive selections of how many moves get looked into more closely may reduce the average number of analysed moves even further (sometimes as low as 2), nonetheless you will find the same time constraints again though at some higher ply counts.

Now, how much benefit does the additional level of reflection depth add in reality? I do not doubt for one split second that the additional reflection depth enables the chess engine to select an even better move. However, is the benefit achieved in such extreme reflection times indeed more than a human player's experience and skills can contribute to a game? No way! As a classic example I recommend to try refuting Max Zavanelli's fascinating “Sleeping Beauty” game against Jaromir Canibal, Reg Gillman Memorial 2000, with your favourite chess engine at whatever ply level you are patient enough to bear. The game is fully annotated at:

http://www.iccf.com/articles/gotm_2001_05.shtml

Did chess engines change correspondence chess? Yes, they did, significantly so. If we look at games of the times before chess engines, we frequently find bad mistakes in the games, more often, of course, in the play of weaker players, many of the games being decided by blunders. Today, we do not see such blunders anymore, even at low-level tournaments.

The requirements on players have changed, too. Besides their chess skills and knowledge players now need to know, how to use chess engines efficiently and complementary to their own skills. Players now need to know the strengths and limits of their chess engines.

Rather than theorize any further, I would like to demonstrate some of the key elements, I observed in my own recent games within WC27SF10, namely Wladyslaw Król – Simon Hradecky, Jaroslaw Sawiniec – Simon Hradecky and Simon Hradecky – Joel Martín Clemente. You can view and replay the fully annotated games at:

<http://www.nomissoft.com/chess/wc27sf10.htm>

It became clear to me early into the game that Wladyslaw Król (playing White) trusted Fritz 8 as his analysis tool, though he played several moves that deviated from Fritz's suggestions. After a varied game we approached the endgame, and it became more and more clear, that the game would end in a draw, me not being able to convert my advantage. However, I discovered that Fritz 8 did not evaluate a certain position correctly, and therefore steered the game towards that position, which materialized after my move 40...Nd6! :



At first sight every human player immediately recognizes, that the white rook must not take the black rook at d3. The black pawn at c4 retakes and becomes a very dangerous threat on the d-file, whereas the white c-pawn is no real threat to Black due to lack of support by both white king and rook (the rook being tied into position by the black d-pawn). However, Fritz favoured 41.Rxd3 very strongly, putting it far ahead of any other move and especially far ahead of the correct sequence to a draw, which would have been 41.Nxd6 R8xd6 42.Rf3!

Consequently, Wladyslaw Król played 41.Rxd3?? and lost the game. Human skills and trust into the own abilities would have saved the draw.

It also needs to be said, that some (but by far not all) other chess engines, for example Chessmaster 9000, "saw" the correct way to a draw.

Earlier in the same game an interesting situation had arrived on the board, in which all chess engines performed less than reasonable, as none looked through the position, that had arrived after my move 12...g6:



The chess engines preferred 13.Bd2 at this point, completely overlooking the powerful move 13.Rd1!, as the engines did not "see" the brilliant fireworks, that White could launch after the moves 13...Qc7 or 13...Qb6 – those moves actually reached a very high score in favour of Black by the chess engines.

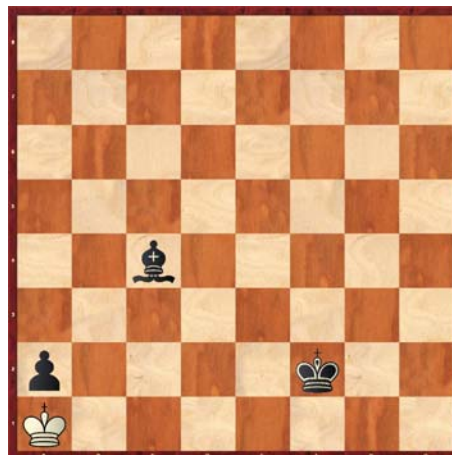
13...Qc7 could have been followed by 14.f5! gxf5 15.Nxf7!!, blowing Black's defence completely open and leading to a quick white win, 13...Qxb6 could have been followed by 14.f5! gxf5 15.Bxf5! Bd7 leading to winning advantage for White. Therefore Black would be forced to play 13...c4 to remain in the game without allowing a decisive advantage to White.

In the game Sawiniec-Hradecky I was occupied with another game, where I had spotted a problem and was devoting almost all of my time to solve that problem, when a crucial position arrived with 36.Nd4! :



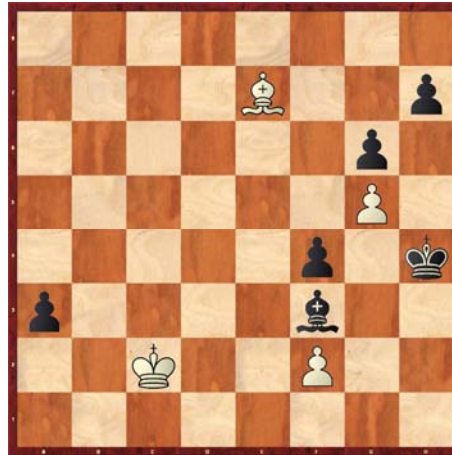
It goes without any further mention that the chess engines did not suggest 36.Nd4, but evaluated that move significantly worse than 36.Rd2 (white knight on b3).

My immediate instinct was to take the knight at d4, but then I realized I would be left with opposite coloured bishops, which strongly favour drawish endgames, and therefore also looked briefly at Be2 to keep the pair of bishops. At the same time I realized, I would win two pawns after taking the knight and have forceful play on both wings of the board. Endgame theory told me, that this game would be won despite the opposite coloured bishops. A check with chess engines also favoured to take on d4. As I didn't want to devote more of my time to this game, that I thought was won anyway, I accepted these results and played 36...Bxd4, thus paving the way to a draw, which in the end, after move 68...Kxf2, looked like this:



With the white king just shuttling between a1 and b2 there is no way for Black to force a win.

In this game I also played a joke that would have trapped every "postmaster" (a player, who just forwards the best move suggested by his favourite chess engine):



Here I played 49...Bd1+, offering to sacrifice my bishop. All chess engines, without exception, immediately and continuously (at whatever ply count you want to try!), voted to take that bishop with several pawn units difference over the next best move. However, after 50.Kxd1?? a2 51.Bf6 Kg4 52.Kc2 Kf5 53.Kb2 h5! 54.f3 h4 55.Bd4 Kxg5 56.Kxa2 Black has a fully won game, as the black king can capture the pawn at f3 and the white bishop, without the help of his king, isn't able to hold the three combined passed pawns. It speaks for my opponent that he saw through the manoeuvre and continued correctly with 50.Kb1. I believe, that he had fully understood and prepared the endgame before playing his 36th move.

Another highly interesting game with regards to both chess engines as well as human psychology is the game Hradecky-Martín Clemente. After move 38.Bg3 the position was:



Chess Engines at this position were not clear between 38...Nd6 and 38...Qxd5, my instinct was to not expect 38...Qxd5, so I analysed 38...Nd6 primarily. However, after a second look and some more analysis I found, that 38...Qxd5 looked pretty sound after recognizing, that the subsequent exchange sacrifice by Black (38...Qxd5 39.Ne7 Qxa5 40.Nxg8) would lead to a draw rather than a win for White.

So I started a full analysis of that branch too, and the more I looked at it, the more it looked like I could not win anymore after 38...Qxd5. One late evening, I was just about throwing the towel for the day, I looked at my scribblings and suddenly spotted, that I had analysed between 3 and 10 variants for each of my subsequent moves, but only had looked at one variant for my move 40, namely



40.Nxg8.

Position after 39...Qxa5

I was so caught in the belief that the knight had to immediately take the rook (after the queen escaped the fork), that I did not at all look at any other of the possible moves.

When I now looked at other possibilities, I immediately discovered 40.Qd2!!, attacking the black knight at d7, my knight at e7 locking the black king into the cage behind the black pawns and thus producing a mate threat on the a-file. Eureka! That is the winning move I transmitted only a few days later, after Joel Martín Clemente played 38...Qxd5 indeed.

I conclude from the response times of my opponent, that he was caught in the very same mindset, expecting to have survived a bad position and achieved a balanced play again, in which a draw was the most likely result. Earlier in the game he had used several days per move, but on entering the combination leading to that position his response times lowered to a few hours per move.

Immediately after I played 40.Qd2 his response time rose to some 2-3 weeks per move.

Human psychology, in the form of mindsets, at its best indeed! However, interesting as it is, that mindset was not limited to only humans, but all chess engines were also caught in the same mindset. Not a single engine considered 40.Qd2 in analysing the preceding moves - only after the move was executed, chess engines recognized its power.

Looking at just three games I was able to demonstrate five different positions already, in which chess engines not only failed to compute the correct continuations, but actually lost. All of those games were decided by human brainpower (well supported by computing power), psychology and ideas. Looking into the annotated games you'll find more such positions, e.g. the miraculous move 25...Bc8! in Hradecky-Martín Clemente or 25.Bxa6! in Król-Hradecky.

So, isn't correspondence chess still highly interesting, enjoyable and actually enriched by the chess engines, that tremendously help to avoid bad blunders and allow players to concentrate more on the beauty of the game rather than avoiding mistakes?

For me, the answer is clear: human mind and computing power of chess engines combined in a clever way produce stronger, more interesting, actually thrilling games and enrich correspondence chess. Thus players are able to get more creative than ever before, but - and that's the bottom line - they need to use their own brains!!

Simon Hradecky
<http://www.nomissoft.com/chess>

A friendly international between Norway and Sweden over 100 boards 100 years after the dissolution of the union.

By Håkon Anda

The Swedish Chess Federation's Correspondence Committee (SSKK) have challenged the Norwegian Correspondence Chess Federation (NPSF) to a friendly international over

100 boards 100 years after the dissolution of the union between the two countries. Sweden even suggested that the match be started on 17th May, the day Norwegians celebrate the establishment of their constitution, and so shall it be!



An accumulation of accidents, chance, and misunderstandings could have pushed Sweden and Norway into a war with each other in 1905, but restraint and moderation won the day. The dissolution of the Swedish-Norwegian Union that year is therefore one of the few examples of a peaceful dissolution of a union of the 20th century.

The good relationship between our two countries has been further strengthened after that time even though there often arise friendly jokes about each other. Although not everyone will admit it, I think we can assert that the relationship between our two countries is about the same as between two siblings – there has to be a little healthy rivalry concerning one's place in the hierarchy ...

The relationship between our countries has attracted comment even outside chess circles:

With FIDE GM Simen Agdestein (NOR) against FIDE GM Stellan Brynell (SWE) on board 1, and FIDE GM Magnus Carlsen (NOR) against FIDE GM Emanuel Berg (SWE) on board 2, this international match has attracted great interest among chess-friends in both Norway and Sweden, even outside correspondence chess circles.

Following is UN Secretary-General Kofi Annan's message on the centennial of the peaceful dissolution of the union between Norway and Sweden, which appeared in the Swedish daily newspaper Dagens Nyheter:

"This centennial is an inspiring occasion for all of us who work in the cause of peace. As Sweden and Norway were negotiating to dissolve their union, both sides were willing to compromise, making it possible to settle the issue peacefully. Today, the Karlstad agreement remains an example to aspire to in our world, a world still riven by conflict. Norway and Sweden went on to become good neighbours, close partners in regional Nordic cooperation, and exemplary Member States of the United Nations."

The background for the union and its dissolution:

Denmark-Norway was on the losing side in the Napoleonic Wars 1807-14, while Sweden under Crown Prince Karl Johan supported the victor. In 1809 Sweden had lost Finland to Russia. At the declaration of peace in Kiel, with the signing of the Treaty of Kiel on the 14th of January 1814, Sweden therefore received Norway from Denmark as compensation for the loss of Finland five years earlier. Thus were the seeds of the Swedish-Norwegian Union sown in the international power-games after the Napoleonic Wars in Europe.

In Norway at this time however there were forces prepared to take advantage of the situation to try and win full independence. Political manoeuvring and intrigues in the winter and spring of 1814 ended with the constitutional assembly that was gathered at Eidsvold from the 10th of April until the 17th of May approving what was for the time a very liberal constitution.

On the same day the Danish royal heir and vice-regent of Norway, Christian Frederik, is chosen to be the new king of Norway. This is understandably cause for a slight conflict between Norway and Sweden, who, under the leadership of Crown Prince Karl Johan

demand that the obligations of the Kiel treaty be met. The Great Powers support Sweden's claims, yet Christian Frederik refuses to abdicate.

In the summer of 1814 there is a short war, where Karl Johan marches against Christian Frederik and Norway on the 29th of July. The Swedish troops easily overcome the Norwegians resistance, and on the 14th of August a ceasefire is put into operation through the Moss Convention, under which Christian Frederik is forced to give up the government of Norway.

A new parliament is called which shall change the constitution to allow for the Union of the two countries. There are long negotiations between Karl Johan's representatives and the parliament, which ends up with there being an union under which Norway manages to keep a great deal of freedom and much of its new constitution. The union between Sweden and Norway is agreed on the 4th of November 1814, and is formalized through the State Act of 1815.

The summer and autumn of 1905 became a time for heavy negotiations. In July the Swedish parliament's (Riksdagen) demands became clear, but the Norwegian parliament managed to sneak their nose in front by suggested a referendum on the dissolution of the union. Leading up to the referendum Norway experienced a powerful campaign to get all those who were allowed to vote to meet up and vote YES.

The campaign ended as a national celebration with a record turnout and overwhelming support to the government and parliament, but in the meantime there had been yet another change of government in Sweden where the strongly conservative Christian Lundeberg had taken charge. He it was, therefore, who lead the Swedish delegation when negotiations on the terms of dissolution started in Karlstad on the 31st of August.

Negotiations were difficult, and accompanied by military tension, mobilization and rising fear of war. Fortunately, they came to an agreement, though there arose a debate in both countries on the results of the negotiations. At the same time another important debate started in Norway – what form of government should the country have after the dissolution?

In October 1905 the union between Norway and Sweden is formally dissolved after both parliaments approve the Karlstad Agreement and King Oscar gives up the throne of Norway on behalf of himself and his family.

After this recognition from Sweden other states begin to recognize Norway as an independent diplomatic power. Border guards were stood down and the military situation in both Norway and Sweden became normalized again. The debate concerning Norway's future form of government raged on with steadily greater intensity. The republicans managed to get a referendum set up on the but lost the battle for a republic when the people went to the ballot boxes for the second time in 1905. The new royal family came to the country on the 25th of November, and the process of establishing Norway as a constitutional monarchy independent of a the union with Sweden was completed with the crowning of Haakon VII in Nidarosdomen on the 22nd of June 1906.

Many hands make light work:

Many have contributed to making this historical correspondence chess match a reality. First and foremost SSKK represented by Sture Olsson who launched the idea and sent the original invitation to NPSF. This invitation has been sent further and has attracted the attention of many Norwegian chess players. This has again led to many new members and participants in the match (around 30) for NPSF. This is thanks to a splendid recruitment campaign in which many have participated.

The event has been organized by Sweden's Sture Olsson, Norway's Geir Brobakken, and myself (H.A.) – and of course Roald Berthelsen is naturally the Norwegian team captain for this great match.

At a moment like this we also send our thoughts to Sweden's Crown Prince Karl Johan and Norway's King Christian Frederik! Nobody knows how things would have turned out without these two's deeds and that which happened later in Karlstad. Maybe it was this that was the first seed of the idea behind the conception of "Amici Sumus"! ☺

Please see the match here :

<http://www.postsjakkforbundet.no/resultater/100bords.htm>

The source for parts of the material:

<http://www.nb.no/baser/1905/>

Translated by Chris Hinman

**Lilleoren,Morten (2386) - Valderas Viejo,Jose J (2281) [A11]
Norway - Spain, 01.10.2003**

1.c4 Nf6 2.g3 c6 3.Nf3 d5 4.Bg2!?

Looking back, I could of course claim that it was all a part of the masterplan to play a gambit here, but the fact was that I once more just sent away a move in the opening without even looking if there were consequences I hadn't thought about. I can be a little sloppy with my handling of the move-order issue

4...dxc4!?



There it was. While I was trying to "regroup", I received the norwegian chess magazine in the mail. The main game was Berge Oestenstad's win as black against Kjetil A Lie in the norwegian championship 2003, ensuring him (BO) the title. It was this opening.. .. I dived into the databases, simultaneously letting the silicon-monster go berserk without interfering. When I surfaced again some weeks later, I had with me some surprising concusions in my sack. The first thing was that the artificial intelligense was convinced that black was clearly better. The second point was that my game-material concluded with the opposite. By luck I had stumbled on to an "ideal variation" for modern corr.chess players, a variation where the longterm consequences of a pawn

sacrifice is of such a character that they won't show up if one uses a silicon-product as advicer. Now then, what's the point of this gambit? First, by taking the pawn, black weakens his own barricade in the long diagonal. This gives power to the bishop at g2. Further on the defence of the plus pawn will force black to weaken his queenside, while his pieces will be passive, also defending the pawn (and the weakened queenside) And at last there is a third, hidden element in the position: Because black's behind in development, his king will remain in the centre for a long time. This can be fatal if the position opens up.

5.0-0

In his new book about the Reti, Nigel Davies recommends 5.Qc2 The simplest reason why I didn't play this, was that the book was still in print when I had to make my move... :o)

5...Be6

Black continues to surprise. In a base containing 4 mill. games I only had 7 predecessors with this position

6.Ng5

of course

6...Bf5 7.Na3 b5 8.Nc2

The knight's task on the brim is ended after the c4-pawn is guarded. Fortunately the lost tempi can be regained against the bishop at f5

8...e5?

Enlightened by the course of this game, I took the same path some months later. This time black wisely chose to strengthen his queenside by 8...Qb6 but even now he stumbled in his difficulties:

9.Ne3 Bg6 10.a4 Nbd7 11.b3 cxb3 12.Qxb3 h6 13.Nf3 e6 14.d3 a5 15.Nh4 Bh7 16.axb5 Nd5 17.Ba3 Qxb5 18.Qxb5 cxb5 19.Bxf8 Kxf8 20.Nxd5 exd5 21.Bxd5 Ra6 22.Rfb1+- ML-Silkin,A/EM/M/272 2004 (30)]

9.Ne3 Bg6 10.a4

The pawn-phalanx on the queenside has to be undermined

Black has problems keeping his position together.
This closes the long diagonal

12.Nh4 Bh5 13.axb5 cxb5 14.g4!!

When I first started looking at 12.Nh4, it was with the intent 14.h3 followed by g4. That would probably have worked, too, but when I worked my way into the matter, I became utterly aware of how weak black's in the long diagonal. It's only the knight which keeps it closed. Therefore black can't move it

14...g5?



black goes astray in a position where it's very difficult to find the right route 14...Nxb4 15.Qc2 Qxh4 16.Qxe4+ Be7 17.Nxb4 Qxg4 18.Qxa8 0-0 19.Rxa7 Qxe2 20.Qd5+/- And black has a pawn and a lousy white formation as compensation. It's not enough, though, because black has a knight that's completely misplaced on top of the fact that the pawns on the queenside are very vulnerable. But I still believe this is black's best; 14...Bxb4? 15.Nxb4 Nxb4 16.Qc2 Nf6 (16...Qxh4 17.Qxe4+ Be7 18.h3 0-0 19.Qxa8 Nf6 20.Qxa7+/-) 17.Bxe4 Nd5 18.Bg2 Nc6 19.Qe4+ Nde7 20.Nf5 Rc8 21.Ra6+- white's attack is irresistible

15.Nhf5 Bg6 16.d3

now there's no doubt about it - the position will be canned up - and black's king's still in the centre

16...Nbd7 17.dxe4 Ne5

trying to seal off whatever's possible

18.Ra6 Nfd7 19.Bd2

White has many promising continuations here - I thought it was ok to bring out another piece.

19...Qc8 20.Nd5

At last both the knights, which on their way both have been at the brim, are centralized, both at a weak spot in the enemy camp

20...Bc5 21.Nd6+

The last white knightmove of the game - from move 3 it was made 10 horsejumps altogether, and still white's clearly ahead in envelopment...

21...Bxd6 22.Rxd6 Qb8 23.Rxd7!

makes the black king remain in the centre of the events until after the game's finished.

23...Kxd7 24.Ba5 Rd8



This is actually black's best move in the position - he has to oppose the white pressure in the d-line. If not, the white pieces will pour in. This is the only way to do that, a move that simultaneously brings the poor king's rook into "play". [24...Qd6 25.Bc7+-]

25.Qd2!

the rook doesn't disappear!

An attempt to escape that doesn't come any farther than this

26.Qb4

here there are many roads to Rome. I choose to shut off the escape

26...Rxd5

There should be a rule that forbids exchanges of such beauties

27.exd5 Qb7

27...a6 28.d6 Ra7 29.Qc5 Nd7 30.Qd4 f6 31.Qe3+ Kf8 (31...Ne5 32.f4 gxf4 33.Rxf4) 32.Bc7 Rxc7 33.Qe7+ Kg8 34.dxc7 Qxc7 35.Rd1+-

28.f4 gxf4

28...Nxb4 29.f5 Bh5 30.d6 Qb8 (30...Qd7 31.Bxa8) 31.d7+ Kxd7 32.Rd1+ Ke8 33.Bc6#

29.Qd6 Nxb4

29...Qe7 30.Qxe7+ Kxe7 31.d6+; 29...Nd7 30.Qxf4 Rb8 (30...a6 31.d6 Qa7+ 32.Kh1+-) 31.Qe3+ Kf8 32.Qxh6+ Ke8 33.Qh8+ Ke7 34.d6+ Ke6 35.Qd4+-

30.Qxf4



Black is actually ahead in material when he resigns, but after 30.... Qd7 31.h3 this will change 1-0

Timm,John (2200) - IM Glazer,Helmut (2470) [B74] 2nd NAPZ, 1994

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.Be2

This was my first international tournament. I was sure a 2470 IM was very strong, and knew lots of theory which was not readily available.

So White avoids the "modern" Yugoslav attack and plays an "old-fashioned" system. Remember that this was 1994, and that most players (myself included) did not have home PCs, chess-playing programs, or computer databases.

7...Nc6 8.0-0 0-0 9.Nb3 b6?!



According to theory, Black can equalize by trading off pieces on c4 or g4 after 9 ... Be6; 10 f4, Na5 or Qc8. But in a tournament with 7 2400+ players, and a handful of unrated (nominally 2200) players such as myself, it could make sense for a 2470 Black to avoid exchanges and try for more than equality.

10.f4 Bb7 11.Bf3 Rc8 12.Qd2 Qc7?!

Very passive. Black needs counterplay, and should try 12 ... Qd7 with the idea of Ng4, or 12 ... Nd7!? with the idea of 13 ... B:c3 and if 14 Q:c3, then Nce5.

13.Rad1 Rfe8 14.Rfe1 Nd8

Black's avoidance of theory and exchanges isn't working out. The natural-looking 14 ... a6 just creates a weakness on b6, and White increases his advantage by Qf2 or Na4 or Nd5 forcing ...N:d5.

15.Nd4 a6

Now b6 is shielded by Nd4, but White has another idea.

16.Bf2 b5 17.e5!



This must be the right idea. White, unlike Black, has all his pieces developed, and ...Nd8 interferes with the cooperation between Black's Rooks and has left e5 temporarily undefended. In other words, the tactics "should" work, but still need to be calculated.

17...Bxf3 18.exf6 b4!

[Not 18...Bxd1? 19.Nd5 Qc4 20.Nxe7+ Rxe7 21.fxe7 Ne6 22.Nxe6 fxe6 23.b3 Qc7 24.Rxe6 Re8 25.Qd5! Kh8 (25...Bxc2? 26.Rxg6+! Kh8 27.Rxg7! mates quickly) 26.Qxd1+-]

19.Rxe7 Rxe7 20.fxe7 Qxe7 21.Nxf3 bxc3
22.bxc3 Nb7 23.Qd3 Rxc3



Probably best. After 23 ... a5, White has a combination of advantages: extra doubled pawn, two weak Black pawns, stable center squares for White's pieces. But now the White a-pawn is dangerous.

24.Qxa6 Rxc2 25.Qa8+ Nd8 26.a4 Ra2 27.Re1 Qf8 28.Rc1 Qe8
29.Bb6 Bf6 30.Re1 Qd7

[Not 30...Qc6?? 31.Bxd8!+-]

31.a5 Kg7 32.Qd5 Qa4 33.Ng5 Qc2 34.Kh1 Ne6 35.Rxe6! Ra1+



[35...Qb1+? 36.Bg1 fxe6 (36...Ra1 37.Re1!+-) 37.Nxe6+ Kh6 38.g4[]+- threatening 39 Qg5+!! with mate.]

36.Bg1 Rxb1+

[36...fxe6 37.Qb7+ mates.]

37.Kxb1 Qc1+ 38.Kf2 Qxf4+ 39.Ke2 Qg4+ 40.Kf2 Bd4+
41.Ke1 Bc3+ 42.Kf1 fxe6 43.Nxe6+ Kf6



Black has material equality but White is winning due to the dual threats: against the King and to trade Queens and win with the passed a-pawn.

44.Nd8! Qf4+ 45.Ke2 Qg4+ 46.Ke3 Qd7 47.Qf3+!+- Kg7

[47...Ke7 48.Nc6+ Ke8 49.Qd5+-]

48.Qb7 Qxb7 49.Nxb7 Be5 50.h3 Kf6 51.a6 Bh2 52.Kf3 Bg1
53.Nxd6



1-0

Olympiad XIV Final

Tournament Director: George Pyrich
georgepyrich@tiscali.co.uk - New Address!

Results to 31.05.2005

Board 1

64. Rotariu (ROM) $\frac{1}{2}$ Bouverot (FRA); (2 unfinished) *Final score:*
Rotariu (ROM) $2\frac{1}{2}$

Board 2

64. Romanov (RUS) 1 Breahna (ROM) (Rule 6(f)); (2 unfinished)
Final score: Romanov (RUS) $5\frac{1}{2}$

Board 3

60. Echeguren (ARG) 0 Kiss (HUN); 61. Jacot (SUI) 1 Rybak (CZE); (5 unfinished) *Special Leave: Fleetwood (USA) – 15/05/05 to 26/05/05*

Board 4

No new results (1 unfinished)

Board 5

No new results (4 unfinished)

Board 6

No new results (2 unfinished)

Match Results

48. HUN 3½ ARG 2½; 49. SUI 3 CZE 3; 50. RUS 4 ROM 2; 51. FRA 4½ ROM 1½;

Current positions

1. Germany 43½/64 (68.0%)
2. Lithuania 38/63 (60.3%) – **Silver Medals – Congratulations!**
3. USA 33½/63 (53.2%);
4. France 31½/60 (52.5%);
5. Russia 33½/64 (52.3%);
6. Switzerland 33/65 (50.8%);
7. Czech Republic 32/64 (50.0%);
8. Hungary 31/63 (49.2%);
9. Denmark 30½/66 (46.2%)
10. England 26½/63 (42.1%);
11. Romania 24½/64 (38.3%);
12. Argentina 22½/61 (36.9%);

Total completed games: 380/396 (96.0%)

ABOUT BOOKS

by Alex Dunne

Starting Out: Modern Benoni by Endre Vegh

Let me begin by saying I like this book. I don't often play the Benoni, yet, but after reading this volume, I believe I will. Everybody needs to change his opening from time to time if he wishes to improve. The question here is, how helpful is this book if you would like to begin playing the Modern Benoni?

Everyman Chess, Everyman Publishers plc, distributed in North America by the Globe Pequot Press, PO Box 480, 246 Goose Lane, Guilford, CT 06437-0480, has published Starting Out: Modern Benoni by Endre Vegh, ISBN 1 85744 366 7 at \$18.95 for the soft cover.

This is an intelligent book. Vegh begins by defining the opening and a brief history. He is brutally honest – he tells us in advance it is much easier to play White. By page 12 he is giving us simple plans by which White can expect to gain an advantage. These are not long variations, but rather ideas for White, plans to take advantage of the Pawn structure – the Pawn push to e5, supported by Pawns or not, the relocation of the King Knight to c4, the breaking up of the queenside by b2-b4, and the advance a2-a4-a5. Vegh makes no bones about it, these are strong weapons against the Benoni. By Page 34 I was almost ready to give up on the Benoni, but I had faith Vegh wouldn't let me down, and he didn't. After showing all White's trumps, now Vegh turned the spotlight to Black's plans. Again, these were presented not as variations, but as workable ideas against the White blitz. He presents a richness of ideas against White's formation. There are enough ideas here to make a fight of the position, from a Benko Gambit-like ...b5 to play on the queenside to ...g5 and play on e5 and f4 on the kingside.

So Vegh convinced me. I am ready to try it.

After the outline of plans for both sides, Vegh next discusses variations. They are all basically White variations that Black has to adapt to. Vegh gives statistical evaluations of the variations, but does not always rely on them to tell the truth of the position. Again the book is not heavy on variations and analysis, but more interested in the ideas behind the structure of the variations. In the chess camps I teach at, the philosophy is always the same: it is much more important to understand the position than to just memorize the lines, so I am inclined to approve of Vegh's approach. Most of the sample games given in the book are within the last five years, but there are a smattering of games from the 80's and a few Tal games from the 50's and 60's thrown in.

If you are thinking of learning to play "the son of sorrow," the modern Benoni, and are rated between 1600-2200, buy this book. It will be a very helpful book for learning the basics (and some of the more common frills) of the opening.

The English Attack by Tapani Sammalvuo

Some chess books are meant to be read; some are meant to be reference sources. Starting Out: Modern Benoni is an example of a book meant to be read. The chessboard is only needed to play out some of the ideas. The expression of those ideas is clear and not overly detailed. Some books are meant as reference books. Correspondence chess players can use them to look up main lines and check their evaluations before making a move. Analysts can use them to annotate games and check on the current state of theory. Those books tend to sit on a book shelf until they are pulled down to check on a specific position. Such books can be very valuable to a player to determine the evaluation of a particular position, but unless you possess a top-flight memory, these books are not very valuable for OTB players. (Most tournament directors today frown on players consulting opening books during the game). The English Attack is one of those books

Gambit Publications Ltd., distributed in the US by BHB International, Inc., 302 West North 2nd Street, Seneca, SC 29678, has published The English Attack by Tapani Sammalvuo, ISBN 1 901983 57 9 at \$28.95 for the soft cover edition. Check out www.gambitbooks.com

The book is 272 pages of thickly analyzed notes. Most of the variations extend twelve, thirteen, or more moves before the analysis begins and the example game begins, if any (usually included in the notes). If you play the Sicilian as Black, this book will be a must. If you want to sharpen your Sicilian attacking skills with a cutting edge attacking weapon, this book is a must. Sammalvuo is an honest writer. When he doesn't grasp the full positional/tactical evaluation of a position, he admits it. He is also not afraid to give an evaluation of the position when it is beyond practice.

Another value to the book that though it is filled with extensive notes, Sammalvuo also gives a verbal explanation of what is happening in many instances – a typical note (chosen at random) is “11. Re1 is another way to protect the e-Pawn indirectly. The logical follow-up then is N-h4, as the Rook on e1 doesn't do much to control the d5 square. 11...h6 12. a3 Nbd7 13. Nh4 Nb6 14. Nf5 Nc4 was enough for Black to equalize comfortably in Smirin-de Firmian, New York rpd 1995.”

This book is of value for any correspondence player who deals with the Sicilian Defense.

365 Ways to Checkmate by Joe Gallagher

Roughly sixty to seventy years ago most of the current genres of chess books were invented by chess author/players such as Spielmann, du Mont, Znosko-Borovsky, Reinfeld and Fine among others. One of the most prolific and inventive of the chess authors was Fred Reinfeld who in 1955 almost single-handedly invented the collection of diagrammed positions of the “White to move and win” variety. His book, 1000 Ways to Checkmate was a collection of 1001 diagrams with solutions of how to win them. Since

that collection, chess authors have repeated Reinfeld's formula with various improvements. Some authors have added interesting information about the players or tournaments to the solutions. Some have arranged the diagrams according to the kind of combinations that wins. Some have presented game positions all from one particular player. Some have strived for huge numbers. It is the responsibility of the author to present these positions in a new and instructive (or entertaining) way.

Gambit Publications Ltd., distributed in the US by BHB International, Inc., 302 West North 2nd Street, Seneca, SC 29678, has published 365 Ways to Checkmate by Joe Gallagher, ISBN 1 901983 95 1 at \$23.95 for the soft cover edition. See www.gambitbooks.com

Joe Gallagher's presentation seems to be a book without anything new at all, except you could solve one problem a day for a year (except every fourth year). This is not a bad book, it just has the individuality of a clone.

Fire on Board, Part II: 1997-2004 by Alexei Shirov

Alexei Shirov has been on the next to the top rung of the chess ladder for fifteen years. His first book, Fire on Board covered the period 1979 to 1996. Around 1996 many players felt Shirov was one of the most imaginative players around. In discussing Shirov's games, GM Boris Kreiman called him "a madman," a respectful description of his game. Some of the victims in Volume 1 included Ivanchuk (6 games); Judit Polgar (3 games); Timman (3 games); Leko (3 games); Gelfand (4 games); Adams (3 games); Kramnik (5 games) – some impressive names. But then something happened.

Everyman Chess, Everyman Publishers plc, distributed in North America by the Globe Pequot Press, PO Box 480, 246 Goose Lane, Guilford, CT 06437-0480, has published Fire on Board, Part II: 1997-2004 by Alexei Shirov, ISBN 1 85744 382 9 at \$24.95 for the hard cover.

Shirov gives us some insights into his world at the beginning of the book. Though the title says 1997-2004, the first two analyzed games were played in 1996. Throughout the early part of the book, Shirov discusses his memory lapses – this position he thought he had studied, but hadn't; in this position he didn't remember his own analysis written in Volume I. He mentions his erratic love life, his failed marriage, his child; he discusses how a beer-inspired Queen sacrifice was born. Many times throughout the book he describes how his analysis for magazine publication was different from his thoughts during the game and how his analysis for the book gave him a different evaluation from the magazine analysis. The list of "victims" is not nearly as impressive as the first volume: Kramnik is still a favorite victim (4 games) and there is a win against Karpov (always tough!) and Kasparov – well, a draw. The list isn't a quarter as impressive. All in all, the picture is one of a star in eclipse. The promise of a Volume III where Shirov promises to share his opening discoveries is a hint of a man losing some of his ambitions. Many of the games are fun to play over. Even the errors are instructive. On the basis of

the games alone, this is a book that is worth having. But it is not up to the quality of Volume I -- few books are. Volume II is above average, but not too much more.