

# EFCC CORRESPONDENT

Correspondence Chess quarterly •  
Issue 2 / February 2022

**Neural Networks  
in Chess**

**Paul  
Morphy**

**3<sup>rd</sup> English Championship**

[SchemingMind.com](http://SchemingMind.com)

**ICCF  
Ratings**

**Part 1 of  
Computer  
Chess Setup**

EFCC

# EFCC Information



## MEMBERSHIP

### EFCC OFFICERS

President: Ian M Pheby  
 General Secretary: John Rhodes  
 International Secretary: Phillip J Beckett  
 Treasurer: Ian M Pheby

### BECOME A MEMBER



Please consider joining us, all English correspondence players are encouraged to support the work of the Federation by becoming a Patron. Patrons may attend and speak at Executive Committee meetings and may vote at Annual General Meetings. The funds raised in this way are vital to the work of the Federation.

**Annual Patronage of the EFCC costs £12 or you can become a Life Patron for £120.00. To join , please send a cheque (payable to EFCC) to the Treasurer, Ian M Pheby, Oaklea Cottage, Horsham Road, Capel, Dorking, Surrey RH5 5JH) or use the PayPal facility at <https://bit.ly/JoinEFCC>**

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Clergy Correspondence Chess Club, Braille Chess Assn. , British CC Association., Natcor Chess Club, Yorkshire Chess Association, Social Correspondence Chess Association, Bloxwich

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## THE ENGLISH FEDERATION

We represent England within the International Correspondence Chess Federation and organise a range of national tournaments.

### ENGLISH CORRESPONDENCE CHESS CHAMPIONSHIP

EFCC's premier event. Held biennially since 2017. Consisting of a Championship Final & Semi-Finals (and Preliminary groups where necessary). <https://bit.ly/3rdEnglishCCC>



### ENGLISH VETERANS CORRESPONDENCE CHESS CHAMPIONSHIP (EVCCC)

The EVCCC is held biennially consisting of a Championship final, and semi-finals. Preliminary groups are held where necessary. It starts in March in alternate years to the English Correspondence Chess Championship. It is open to those players who are aged 60 years or over on the date the tournament starts and are registered or able (in the case of new players) to be registered to play under the England flag in the ICCF <https://bit.ly/VetsCCC>

### BRITISH CORRESPONDENCE CHESS CHAMPIONSHIP

Jointly organised by England, Wales and Scotland. Held annually commencing on the 15 October. The Championship section comprises 11 to 15 players, is played over 2 years, and will determine the next British Champion. There are also Candidates and Reserve sections. Competitors play one game against each of the others in the same section. <https://bit.ly/britishccc>

### BRITISH WEBSERVER TEAM TOURNAMENT

The BWSTT started in 2011. The first two seasons were run under the auspices of EFCC. The tournament is currently organised by Wales. Teams consist of 4 players who play (usually) 6 games each. <https://www.iccf.com/event?id=85258>

### COUNTIES & DISTRICT CC CHAMPIONSHIP (C&DCCC)

The C&DCCC is jointly organised by Wales, England and Scotland. It is open to teams representing counties or districts in the United Kingdom. There are three divisions: Division One (Ward-Higgs Trophy), Division Two (Sinclair Trophy) & Division Three (Butler-Thomas Trophy).

<https://bit.ly/WardHiggs>  
<https://bit.ly/SinclairTrophy>  
<https://bit.ly/Butler-Thomas>

INSIDE

# Contents

## REGULARS



**[Your Comments](#)** **4**  
Comments from Readers, what you would like see in future editions?

**[National News](#)** **6**  
We report the sad passing of Jonathan Penrose and Tony Morley. Updates on the English & British Championships and the European Chess 960 Final

**[ICCF Ratings](#)** **18**  
New titles awarded to English players. The Top 100 English players and new players on the rating list.



**[International News](#)** **20**  
The 1<sup>st</sup> EU Senior Cup and Veterans World Cup information alongside news from ICCF and the European Zone.

**[What Happened Next?](#)** **41**  
Six entertaining positions but can you find the winning move?

**TOURNAMENTS & GAMES**  
**[3<sup>rd</sup> English Championship](#)** **7**  
Our premier tournament consisting of a Final, Semi-Finals and Preliminary groups.

**[Memorial Tournaments](#)** **9**  
Updates on our Memorial Tournaments for Mike Nicholson, Peggy Clarke, and Keith Richardson.

**[Mike L. Nicholson Memorial](#)** **10**  
Congratulations to Kevin. D. Plant on securing first place.

### Disclaimer

The opinions expressed by authors and advertisers do not necessarily reflect the opinions or views of the EFCC.

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**[International Friendlies](#)** **11**  
England play France, USA, Norway, BeNeLux, Switzerland and Mexico.

**[England v U.S.A.](#)** **12**  
In depth analysis by Mike

**[SIM Mike Read Annotates](#)** **26**  
In depth analysis by Mike

**[Quick Wins](#)** **45**  
Some short wins in recent CC games.

## FEATURE ARTICLES

**[Meet the Player: Austin Lockwood](#)** **22**  
The owner of SchemingMind.com and former British Champion.

**[Paul Morphy](#)** **28**  
The only British chess player to become the World Champion

**[CC & Neural Networks](#)** **31**  
The brains behind the latest chess engines or not.

**[The Chess Program Scene](#)** **37**  
With so many software choices, what should the Correspondence Chess player consider when making their choice.

**[Setup a Correspondence Chess Computer System](#)** **42**  
Part 1 thoughts on setting up a decent solution for Correspondence play.

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### Contact Information

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**Editor's Notes**

# Welcome!

Thank you to everybody for your feedback and suggestions, it was very encouraging and helpful to receive these. I am very grateful for your support and look forward to hearing more from you when you have the time.

The first issue of the magazine demonstrated that there was a demand for correspondence chess news. This year we will produce 4 quarterly issues to coincide with the latest ICCF Ratings update.

In this issue, we feature an interview with Austin Lockwood, a previous British Championship winner, International Master and the owner of the fantastic SchemingMind.com website where you can play without ruining your ICCF rating! Our feature writer Keith Kitson, has again produced excellent in depth articles, this time covering Paul Morphy, computer advancements and the first part of a series suggesting how you may set up a computer system for correspondence chess.

Congratulations are due to Phill Beckett for arranging our International Friendly matches, the recent large scale matches versus the U.S.A. And France take a lot of organising.

In the next issue we plan to introduce a new section covering 'Opening Trends in Correspondence Chess'. This is quite a difficult topic but if you have any suggestions or can help, then please get in touch.

Michael Blake  
Editor  
[efcnews@icloud.com](mailto:efcnews@icloud.com)

**"Do you like analysing games? We are keen to hear from anyone wishing to analyse games for the magazine. The commitment would be to supply a small number of annotated games on a quarterly basis."**

**IN THE NEXT ISSUE**

News from Hiarcs that a new version of their chess database program has been released. Often seen as the best chess database program for Apple computers, Hiarcs is equally competent on the Windows platform. In the next issue of the magazine we will be providing an in-depth review of the new Hiarcs Chess Explorer Pro.

HCE Pro is available at <https://www.hiarcs.com/chess-explorer-pro.html>

**"Do you wish to join the Magazine Team? If you would like to contribute a regular article or a single item, please contact the editor and tell us how you can help."**

# Your Comments

A big thank you to everyone who wrote in with encouragement for this new magazine. Your support is warmly appreciated.

## First Issue

Michael,  
Can I just say that this magazine is excellent, please pass on my gratitude to those involved in producing such an outstandingly professional product.

Regards  
Wes Bell

## For Whom and How

Thanks very much, Mickey. Much appreciated.  
John P. Druce

## Good Luck!

This sounds like an excellent initiative.

## Awesome

This looks awesome. Can't wait to get stuck in!  
Thanks  
Sean Clark

## Positive

Many thanks for sending the magazine and for all your work in putting it together. It's really positive to see this happening.

## Well done.

Splendid first issue, well done!  
Nigel Robson

*Editors reply: Thank you to everybody who sent their best wishes for the new magazine, your support is very welcome. Please feel able to contribute where you can.*

*Articles may be submitted to the editor at any time and may cover any matter of interest to the author. I am hoping we can recruit as many contributors as possible, these may be either for regular articles, occasional or one-off contributions.*

*Please get in touch with me if you are able to contribute. Most file formats can be accepted and I welcome your ideas. email: [efccnews@icloud.com](mailto:efccnews@icloud.com)*

**Please submit content for the next issue by April 2<sup>nd</sup> 2022**

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**We offer all member organisations the opportunity to advertise free of charge in 'EFCC Correspondent', we also accept news items and other appropriate content that helps to promote your organisation. Please get in touch with us if you wish to take up this offer.**

Please send your [letters to the editor](#). These may be subject to slight editing to fit available space.

**NEW**

# HIARCS Chess Explorer Pro

The ultimate chess database, analysis and playing software for PC Windows and Apple Mac



HIARCS Chess Explorer Pro is a new highly advanced chess database, analysis and playing software for PC Windows and Apple Mac computers. It offers a very powerful user interface with the strongest ever HIARCS chess engine and world class chess database capabilities. Supports major chess database formats including PGN, HCE and ChessBase, CBH, CBV, CTG with export to PDF, EPUB and HTML. Unrivalled easy to use capabilities managing chess databases, preparation, analysis and training for players of all abilities from beginner to Grandmasters and beyond.



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  - Supports up to 32 threads/cores in any UCI chess user interface (HCE-Pro/ChessBase/Fritz)
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Languages: English (US & UK), French, German, Italian, Polish, Portuguese and Spanish. \* VAT may apply depending on country of purchase

# National News



## GM Jonathan Penrose OBE †

It is with great sadness that the EFCC reports the death of GM Jonathan Penrose OBE at the age of 88.

His highest ICCF rating was 2724 in 1993. He finished in third place in the ICCF World Championship 13 Final. He represented England with great success in the ICCF Olympiads. He scored 6 out of 9 on board 1 for England in the final of ICCF Olympiad 10 which enabled England to finish in second place, narrowly behind the Soviet Union. That is England's best performance in the ICCF Olympiad to date.

Jonathan was also an excellent 'over the board' player having won the British Championship on ten occasions. He was made an OBE in 1971 for his services to chess.

Our sincere condolences to his family and friends.

Ian M Pheby  
EFCC President

## 3rd English Championship

With just three games still to be decided, Praveen Kumar Rallabandi leads the 3<sup>rd</sup> English CC Championship. SIM Ian Pheby, currently in last place with three games remaining, can still win the championship. IM Brian Thompson with one game in play and just half a point behind Praveen may also take first place.

<https://www.iccf.com/event?id=91202>

Semi-Final A is led by CCE Matthew Bailey on 8/12 although the tournament may still be won by quite a few players.

<https://www.iccf.com/event?id=91200>

Semi-Final B is jointly led by SIM Keith Kitson and CCE Arnold Marchant on 8/12, Keith has the better tie-break score. The winner and runner up of each semi-final are entitled to enter the Championship section.

<https://www.iccf.com/event?id=91201>

The Preliminary section has been won by Chris Owen.

<https://www.iccf.com/event?id=91199>



## European Chess 960 Final

England finished last in the final but despite this disappointment we still managed a few achievements.

- We beat both Germany and Wales.
- On top board Peter Catt scored three draws against the two GMs.
- On second board Stan Grayland beat the Welsh player 1/5-.5 which clinched the match against Wales.
- On third board Keith Kitson scored 1 win and 9 draws.
- On fourth board Kevin Thurlow scored 2 wins and 9 draws.

<https://www.iccf.com/event?id=87912>

## Narrow Defeat Against France

We were defeated by our friends from New Zealand in a small match. A return match is being arranged by Phill Beckett.

<https://www.iccf.com/event?id=88279>

## British Championship 2020/22

SIM Jerry E.C. Asquith leads on 8/14 with all tournament games completed. This is the premier British event with an average grade of 2407, for the first time GM norms are available and it is the strongest Championship for many years. Robert Marks has secured the IM Norm whilst George Wharam has obtained a CCE and CCM Norm.

<https://www.iccf.com/event?id=88182>

## British Candidates A 2020/22

Edward Holland, CCM Richard Webster, Rhys Jones and CCE Oliver Graham are on 7½ pts. Are tied in first place with four game to be completed. <https://www.iccf.com/event?id=88184>

## British Candidates B 2020/22

Won by Phillip Barber with a fantastic 5 wins and score of 9½ pts. <https://www.iccf.com/event?id=88186>

## British Reserves A 2020/22

Matthew Bailey on 7/11 takes first place. <https://www.iccf.com/event?id=88187>

## British Reserves B 2020/22

Gareth Jones (WAL) with an incredible 7/11 pts. wins this group/ <https://www.iccf.com/event?id=88188>

## Tony Morley †

I am saddened to hear of the passing of Tony Morley. Tony never recovered from a stroke and passed away on 14th October. Condolences have been passed onto his family.

**Phill Beckett**

## England Edge Home in USA Match

England have taken a decisive lead in the 105 board match against our friends from the USA. A draw on board 34 - <https://www.iccf.com/game?id=1169138> took us to 105.5 points for the match - <https://www.iccf.com/event?id=86774>

Well done team!

## Defeat against New Zealand

We were defeated by our friends from New Zealand in a small match. Played over 9 board, this double round match saw a 12-6 win for New Zealand. <https://www.iccf.com/event?id=91324>

## TOURNAMENTS

# 3<sup>rd</sup> English Championship

## Previous Champions

2nd Championship - David Evans

1st Championship - Mark Eldridge

THE 3<sup>RD</sup> ENGLISH Championship started on the 5<sup>th</sup> March 2021 with an adjudication date of 31/12/2022. There are 49 players competing with a Final section of 15 players.

Tables from 12th February.

## 3rd English Championship Final

TD Wood, Ben A. (IA)

Rated		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Score	Wins	SB	RG	Place
1	🇬🇧 212704 SIM Rallabandi, Praveen Kumar 2501		1/2	1/2	1/2	1/2	1/2	1/2	1/2	1	1/2	1/2	1/2	1	1/2	1/2	8	2	53.5	0	1
2	🇬🇧 210854 IM Thompson, Brian 2397	1/2		1/2	1/2	1/2	1/2	1/2	1/2	1	1/2	1/2	1	1/2	1/2	.	7.5	2	51	1	2
3	🇬🇧 219076 CCM Squires, Michael B. 2366	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1/2	1/2	1	1/2	1/2	1/2	1/2	7.5	1	50.5	0	3
4	🇬🇧 210717 CCM Blake, Michael J. 2382	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1 <sup>D</sup>	1/2	1/2	1/2	1/2	1/2	7.5	1	50.5	0	3
5	🇬🇧 212397 CCM McDermott, Frank J. 2331	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	7	0	47.5	0	5
6	🇬🇧 211303 GM Coleman, Peter L. 2610	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	7	0	47.5	0	5
7	🇬🇧 210788 IM Lumley, Bill F. 2420	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	7	0	47.5	0	5
8	🇬🇧 211229 IM Ellis, Les 2423	1/2	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1/2	.	6.5	0	45	1	8
9	🇬🇧 210745 SIM Rawlings, Alan J. C. 2321	0	0	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1	1/2	6.5	1	43	0	9
10	🇬🇧 212013 CCM Evans, David 2408	1/2	1/2	1/2	0 <sup>D</sup>	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	6.5	0	44	0	10
11	🇬🇧 211062 SIM Asquith, Jerry E. C. 2400	1/2	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	6.5	0	44	0	10
12	🇬🇧 212008 CCM Williams, Richard 2355	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	6.5	0	44	0	10
13	🇬🇧 210507 Thurlow, Kevin J. 2283	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	6.5	0	43.75	0	13
14	🇬🇧 210324 SIM Mukherjee, Ajoy K. 2393	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	0	1/2	1/2	1/2	1/2		.	6	0	42	1	14
15	🇬🇧 210514 SIM Pheby, Ian M. 2431	1/2	.	1/2	1/2	1/2	1/2	1/2	.	1/2	1/2	1/2	1/2	1/2	.		5.5	0	38.25	3	15

## 3rd English Championship Semi-Final A

TD Wood, Ben A. (IA)

Rated		1	2	3	4	5	6	7	8	9	10	11	12	13	Score	Wins	SB	RG	Place
1	🇬🇧 213011 CCE Bailey, Matthew W. 2246		1/2	1/2	1/2	1/2	1/2	1/2	1/2	1	1	1/2	1	1	8	4	42.25	0	1
2	🇬🇧 212544 CCM Herman, Tom 2375	1/2		1/2	1/2	.	1/2	1/2	1	1/2	1	1	1/2	1	7.5	4	39.25	1	2
3	🇬🇧 210942 CCE Reed, Arthur F. 2232	1/2	1/2		1/2	1/2	1/2	1/2	1	1	1/2	1/2	1/2	1	7.5	3	40.5	0	3
4	🇬🇧 211382 Hart, Terry 2155	1/2	1/2	1/2		1/2	.	1/2	1/2	1	1/2	1	1/2	1	7	3	37	1	4
5	🇬🇧 212535 CCM Marks, Robert 2363	1/2	.	1/2	1/2		1/2	1/2	1	1/2	1/2	1/2	1	1	7	3	36.75	1	5
6	🇬🇧 210823 CCE Brotherton, Trevor S. 2209	1/2	1/2	1/2	.	1/2		1/2	1/2	1/2	1	1/2	1	1/2	6.5	2	36	1	6
7	🇬🇧 211552 CCE Franks, Keith 2344	1/2	1/2	1/2	1/2	1/2	1/2		1/2	0	1/2	1	1/2	1/2	6	1	34.75	0	7
8	🇬🇧 211403 CCE Gardner, Allan 2273	1/2	0	0	1/2	0	1/2	1/2		1/2	1/2	1	1/2	1	5.5	2	27.5	0	8
9	🇬🇧 211742 Clark, Sean 1975	0	1/2	0	0	1/2	1/2	1	1/2		1/2	1/2	1/2	1/2	5	1	27.25	0	9
10	🇬🇧 212326 Cunningham, Peter J. 2163	0	0	1/2	1/2	1/2	0	1/2	1/2	1/2		1/2	1/2	1	5	1	25.5	0	10
11	🇬🇧 213092 Hewes, Ralph 1900	1/2	0	1/2	0	1/2	1/2	0	0	1/2	1/2		1/2	1	4.5	1	23.75	0	11
12	🇬🇧 211537 Ackley, Peter J. E. 2038	0	1/2	1/2	1/2	0	0	1/2	1/2	1/2	1/2	1/2		1/2	4.5	0	25	0	12
13	🇬🇧 210454 Beckett, Phillip J. 1854	0	0	0	0	0	1/2	1/2	0	1/2	0	0	1/2		2	0	11	0	13

## TOURNAMENTS

# 3<sup>rd</sup> English Championship

## Prizes:

The winner will receive £300 together with an engraved trophy for retention.

The Runner-up will receive £150.  
Third place will receive £100.  
Fourth place will receive £50.

THERE ARE TWO Semi-Final Sections and a further Preliminary Group. Players may win promotion of face relegation dependant upon their results.

## 3<sup>rd</sup> English Championship Semi-Final B

				TD Wood, Ben A. (IA)													Score	Wins	SB	RG	Place		
Rated				1	2	3	4	5	6	7	8	9	10	11	12	13							
1	+	210569	SIM Kitson, Keith	2347		½	½	½	½	½	1 <sup>E</sup>	½	1	½	½	1	1	8	4	41.25	0	1	
2	+	210690	CCE Marchant, Arnold	2161	½		½	½	½	½	½	½	1	½	1	1	1	8	4	40.25	0	2	
3	+	212734	White, Nigel	2100 <sup>P</sup>	½	½		½	½	½	½	½	1	½	1	1	7.5	3	38.25	0	3		
4	+	211280	Perrin, Richard David	2153	½	½	½		½	½	½	½	.	1	½	1	1	7	3	36	1	4	
5	+	212803	CCM Webster, Richard	2368	½	½	½	½		½	½	.	1	½	½	1	1	7	3	35.75	1	5	
6	+	210619	CCE Norman, Nigel	2267	½	½	½	½	½		½	½	½	½	½	1	1	7	2	36	0	6	
7	+	211118	CCM Roberts, Anthony Arthur	2339	0 <sup>E</sup>	½	½	½	½	½		½	½	½	½	1	1	6.5	2	32.25	0	7	
8	+	212453	Cheek, Colin	2175	½	½	½	½	.	½	½		½	½	.	½	1	5.5	1	29	2	8	
9	+	210709	CCE Sutton, Alan B.	2235	0	0	½	.	0	½	½	½		½	1 <sup>E</sup>	½	1	5	2	22.25	1	9	
10	+	212819	Cowan, Alastair	2228	½	½	0	0	½	½	½	½	½		½	0	1	5	1	25.75	0	10	
11	+	212975	Lockett, John	1875	½	0	½	½	½	½	½	.	0 <sup>E</sup>	½		0 <sup>E</sup>	1	4.5	1	24	1	11	
12	+	212273	CCE Bruce, Robert	2031	0	0	0	0	0	0	0	½	½	1	1 <sup>E</sup>		1	4	3	14.75	0	12	
13	+	212438	Naldrett, Geoff W.	1944	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13

## 3<sup>rd</sup> English Championship Preliminary Group

				TD Wood, Ben A. (IA)																Score	Wins	SB	RG	Place	
Rated				1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8						
1	+	212405	Owen, Chris	1731			0	½	1	1	1	1	1	1	1	1	1	1	1	12.5	12	68.25	0	1	
2	+	211163	Tymms, J. D. M.	1755	½	1		½	½	1	1	1	1	1	1	1	1	1	1 <sup>E</sup>	1	12.5	11	70.25	0	2
3	+	212629	Mahony, Jon D.	1433	0	0	½	½		1	1	1	1	½	1	1	1	1 <sup>E</sup>	1 <sup>E</sup>	10.5	9	50.75	0	3	
4	+	212191	Ruffle, Alan	1490	0	0	0	0	0		1	0	1	0	1	1	1	1 <sup>E</sup>	1	6	6	18	0	4	
5	+	210201	IM Harman, Kenneth B.	1353	0	0	0	0	0	1	0		½	½	½	1	1	1	1	5.5	4	16.75	0	5	
6	+	212448	Page, Martin	1800 <sup>P</sup>	0	0	0	0	½	1	0	½	½		½	½	1	1	1	5.5	3	20.25	0	6	
7	+	211973	Kent, Chris	1472	0	0	0	0	0	0	0	½	½	½		1 <sup>E</sup>	1 <sup>E</sup>	1	3.5	2	8.25	0	7		
8	+	210689	Carrington, A. C.	1392	0	0	0	0 <sup>E</sup>	0 <sup>E</sup>	0 <sup>E</sup>	0	0 <sup>E</sup>	0	0	0	0 <sup>E</sup>	0 <sup>E</sup>			0	0	0	0	8	

The premier English individual tournament may be followed on the ICCF server at -

Final - <https://www.iccf.com/event?id=91202>  
Semi-Final A - <https://www.iccf.com/event?id=91200>  
Semi-Final B - <https://www.iccf.com/event?id=91201>  
Preliminary A - <https://www.iccf.com/event?id=91199>

## PREVIOUS ENGLISH CHAMPIONSHIP WINNERS

1st English Championship - Mark Eldridge  
2nd English Championship - David Evans

**MEMORIAL TOURNAMENTS**

# Current Memorial Tournaments

## MT-Richardson, Keith Richardson Memorial

TD Anderson, Gordon M. (IA)

Category 7		1	2	3	4	5	6	7	8	9	10	11	12	13	GM	SIM	IM	CCM	CCE	Score	Wins	SB	RG	Place
1	210514 SIM Pheby, Ian M.	2422	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1	1/2	1	1	8 1/2					7.5	3	43	0	1
2	212902 Wharam, George	2385	1/2		1/2	1/2	1/2	1/2	1/2	1	1/2	1/2	1	1	8 1/2	7 1/2	6 1/2	5	4 1/2	7	2	40.75	0	2
3	620345 SIM Mackintosh, Iain	2414	1/2	1/2		1/2	1/2	1/2	1	1/2	1/2	1	1/2	1/2	8 1/2					7	2	40.75	0	2
4	210701 SIM Rhodes, John D.	2402	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1	1/2	1/2	8 1/2					6.5	1	38.25	0	4
5	159028 IM Ottesen, Søren Rud	2387	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1	1/2	1/2	8 1/2	7 1/2				6.5	1	38.25	0	4
6	212018 LGM Halliwell, Toni	2400	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1/2	8 1/2	7 1/2	7			6	0	36	0	6
7	212651 CCM James, Angus	2399	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	1/2	1/2	8 1/2	7 1/2	7			6	0	36	0	6
8	210745 SIM Rawlings, Alan J. C.	2394	1/2	1/2	0	1/2	1/2	1/2	1/2		1/2	1/2	1/2	1/2	8 1/2					5.5	0	32.75	0	8
9	940829 CCM Galytskyi, Volodymyr	2401	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	8 1/2	7 1/2	7			5.5	0	32.75	0	8
10	429125 IM Sławiński, Tomasz	2410	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2		1/2	1/2	1/2	8 1/2	7 1/2				5.5	0	32.5	0	10
11	429151 IM Szerlak, Andrzej	2406	1/2	1/2	0	1/2	0	1/2	1/2	1/2	1/2		1/2	1/2	8 1/2	7 1/2				5	0	29.75	0	11
12	81532 GM Baumbach, Fritz	2421	0	1/2	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2		1/2	8 1/2					5	0	29.5	0	12
13	211541 CCM Catt, Peter	2395	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2		8 1/2	7 1/2	7			5	0	29.25	0	13

### Keith Richardson Memorial

<https://www.iccf.com/event?id=83519>

SIM Ian Pheby has overtaken both George Wharam and SIM Iain MacKintosh (SCO) to take the first place on 7 1/2/12 after winning his last game against IM Tomasz Sławiński (POL).

### Jonathan Penrose Memorial

Jonathan (1933-2021) recently passed away and plans are being discussed to hold a memorial event. The Guardian newspaper printed a nice tribute to Jonathan at <https://www.theguardian.com/sport/2021/dec/02/jonathan-penrose-obituary>



### Mike L Nicholson Memorial

<https://www.iccf.com/event?id=86999>

Kevin D. Plant has won this tournament with 8 1/2/12 pts.



## MEMORIAL TOURNAMENTS

# Mike L. Nicholson Memorial Tournament

ID Grayland, Stan J.

Minor category H	1	2	3	4	5	6	7	8	9	10	11	12	13	CCM	CCE	Score	Wins	SB	RG	Place
1  211509 Plant, Kevin D. 2203		½	½	½	½	½	1	½	½	1	1	1	1 <sup>E</sup>	8	6½	8.5	5	44.5	0	1
2  510869 Lambert, Michael H. 2003	½		½	½	½	½	½	½	1	½	1	1 <sup>E</sup>	8	6½	8	4	41.75	0	2	
3  511542 Munoz, Lazaro 2099	½	½		½	½	½	½	1	½	0	1	1	1 <sup>D</sup>	8	6½	7.5	4	39	0	3
4  620775 Buchan, Allan 2066	½	½	½		½	½	½	½	½	½	1	1	1 <sup>E</sup>	8	6½	7.5	3	38.75	0	4
5  810222 CCE Smith, Andrew 2173	½	½	½	½		½	½	½	½	½	1	1 <sup>D</sup>	8		7	2	36.5	0	5	
6  210447 Cole, Steve 2067	½	½	½	½	½		½	½	½	½	1	1 <sup>E</sup>	8	6½	7	2	36.5	0	5	
7  213011 Bailey, Matthew W. 2180	0	½	½	½	½	½		½	½	½	1	1	½	8	6½	6.5	2	34.75	0	7
8  211280 Perrin, Richard David 2124	½	½	0	½	½	½	½		½	½	1	1 <sup>D</sup>	8	6½	6.5	2	33	0	8	
9  211824 CCE Graham, Oliver 2252	½	0	½	½	½	½	½	½		½	1	1 <sup>E</sup>	8		6.5	2	32.75	0	9	
10  210953 SIM Vivante-Sowter, John 2180	0	½	1	½	½	½	½	½	½		0	½	1 <sup>D</sup>			6	2	33.25	0	10
11  210709 CCE Sutton, Alan B. 2183	0	0	0	½	½	0	½	½	1		1	1 <sup>E</sup>	8		5	3	21.5	0	11	
12  212438 Naldrett, Geoff W. 1987	0	0	0	0	0	0	0	0	½	0		1 <sup>E</sup>	8	6½	1.5	1	3.5	0	12	
13  530286 Gimenez, Edgar Ramón 2100 <sup>P</sup>	0 <sup>E</sup>	0 <sup>E</sup>	0 <sup>D</sup>	0 <sup>E</sup>	0 <sup>D</sup>	0 <sup>E</sup>	½	0 <sup>D</sup>	0 <sup>E</sup>	0 <sup>D</sup>	0 <sup>E</sup>	0 <sup>E</sup>		8	6½	0.5	0	3.25	0	13

***Congratulations to Kevin D. Plant on securing first place in the Mike L. Nicholson Memorial tournament with an excellent score of 5 wins.***

**Plant, Kevin D. (2203) - Sutton, Alan B. (2183)  
ENG/NIC (ENG) ICCF, 31.07.2020**

1.d4 Nf6 2.c4 g6 3.Nf3 Bg7 4.g3 0-0 5.Bg2 d6 6.0-0 Nc6 7.d5 Na5 8.Na3 c5 9.Re1 a6 10.e4 Rb8 11.Rb1 Ng4 12.b3 Re8 13.h3 Ne5 14.Nxe5 Bxe5 15.f4 Bg7 16.Bb2 Bxb2 17.Rxb2 b5 18.Rf2 bxc4 19.bxc4 e5 20.f5 f6 21.Bf1 g5 22.h4 Kh8 23.hxg5 Rg8 24.g6 hxg6 25.Rh2+ Kg7 26.Nc2 gxf5 27.exf5 Kf8 28.Ne3 Qd7 29.Ree2 Qg7 30.g4 Rb4 31.Reg2 Qg5 32.Qe1 Nb7 33.Rh5 Qf4 34.g5 fxc5 35.Rg4 Rb1 36.Qe2 Rxf1+ 37.Nxf1 Qxf5 38.Rg2 Ke7 39.Rf2 Qg6 40.Ng3 Nd8 41.Qe4 Qxe4 42.Nxe4 Rg7 43.Rh8 Bd7 44.Rb2 Bf5 45.Nxd6

1-0

**Vivante-Sowter, John (2180) - Plant, Kevin D. (2203)  
ENG/NIC (ENG) ICCF, 31.07.2020**

1.e4 e5 2.Bc4 Nf6 3.d3 c6 4.Nf3 d5 5.Bb3 a5 6.a4 Bb4+ 7.c3 Bd6 8.exd5 cxd5 9.Bg5 Be6 10.Na3 h6 11.Bh4 Nc6 12.Nb5 Bb8 13.0-0 Ra6 14.Re1 0-0 15.h3 Qc8 16.Bxf6 gxf6 17.Nh4 Ne7 18.c4 d4 19.c5 Kh7 20.Bxe6 fxe6 21.Qf3 Qc6 22.Rec1 Nd5 23.g3 Nb4 24.Qe2 Rg8 25.Rc4 Qd5 26.Nf3 Rc6 27.Nd2 f5 28.Nb3 b6 29.Rac1 f4 30.cxb6 fxc3 31.f3 Rxc4 32.dxc4 Qd8 33.Qe4+ Kh8 34.Nc5 d3 35.Qe3 Qh4 36.Kg2 e4 37.Qxe4 Qg5 38.Nb3 Bf4 39.Rc3 Rd8 40.N5d4 Qe5

0-1

**Plant, Kevin D. (2203) - Naldrett, Geoff W. (1987)  
ENG/NIC (ENG) ICCF, 31.07.2020**

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.g3 Bb7 5.Bg2 Be7 6.0-0 0-0 7.Re1 d5 8.cxd5 exd5 9.Bf4 Nbd7 10.Nc3 a6 11.Ne5 b5 12.Rc1 Rc8 13.Bh3 c6 14.e4 Ra8 15.Nxd7 Nxd7 16.exd5 Nb8 17.Qe2 Bf6 18.Ne4 cxd5 19.Nxf6+ Qxf6 20.Qe7 Qb6 21.Bc7 Qa7 22.Qxf8+ Kxf8 23.Bd6+

1-0

## INTERNATIONAL FRIENDLIES

# International Friendly Matches

THE INTERNATIONAL FRIENDLY matches are a great opportunity to both foster friendship and gain International experience. A long standing tradition within ICCF and deserving of our support.



## England v Wales 2021

<https://www.iccf.com/event?id=95781>

England trail 11½-17½ against tough competition from Wales. Early English wins from John Nichol, Alan Ruffle, J.M. Hutchings and Chris Owen are not enough to stop Wales gaining a strong early lead in this return match.

## Norway v England

<https://www.iccf.com/event?id=95044>

A 28 board match where England trail by 13½-21½.

## England v BeNeLux 2021

<https://www.iccf.com/event?id=93922>

A huge 101 board match against Belgium, Netherlands and Luxembourg. England currently trail 39½ to 101½. Our top 5 boards are SIM Clive A. Frostick, SIM Ian M Pheby, IM Gary Maguire, SIM John D. Rhodes and CCM Ian Maver.

## England v Sweden Postal Match

<https://www.iccf.com/event?id=93020>

15 board double pairing postal match. England lead 3½-½. The players for England are, IM Maguire, Gary; SIM Kitson, Keith; IM Brockbank, Henry W.; Lyne, Colin J.; Beresford, Alan; Cunningham, Peter J.; Lefevre, Stephen D.; CCE Bruce, Robert; Smyth, Sandy; Morley, Tony; Gifford, M. J.; Kok, Herman; Robinson, Robin; White, Richard and Gosling, David.

## England v Sweden 2021

<https://www.iccf.com/event?id=93035>

England currently trail 21-19 over 28 boards.

## England v Mexico 2021

<https://www.iccf.com/event?id=91540>

A 12 board server match. England currently trail 4½-12½ with English wins recorded by J.M. Hutchings who won both games against Rojas, Esau.

## England v Switzerland

<https://www.iccf.com/event?id=89984>

England trail 36-27.

## England - USA Friendly Match 2020

<https://www.iccf.com/event?id=86774>

This 105 board match is nearing the end with England leading by 105½ - 101½.

## RECENT RESULTS

### England loss 39-41 v France 2020

<https://www.iccf.com/event?id=88279>

### England U2000 win 26-20 v CCLA Kangaroos

<https://www.iccf.com/event?id=88452>

### England loss 6 - 12 New Zealand 2021

<https://www.iccf.com/event?id=91324>

### Wales win 26½ - 1½ England Chess 960 Friendly

<https://www.iccf.com/event?id=87609>

### England win 11½ - 8½ Mexico

<https://www.iccf.com/event?id=86740>

### England loss 5½ v 10½ SchemingMind.com

<https://www.iccf.com/event?id=86438>

### England loss 3½ - 16½ Indonesia

<https://www.iccf.com/event?id=85291>

### England win 13 - 7 Scotland Under 1800

<https://www.iccf.com/event?id=85332>

*Please contact Phill if you would like to join the teams.*

## GAMES

# England v U.S.A. International Friendly



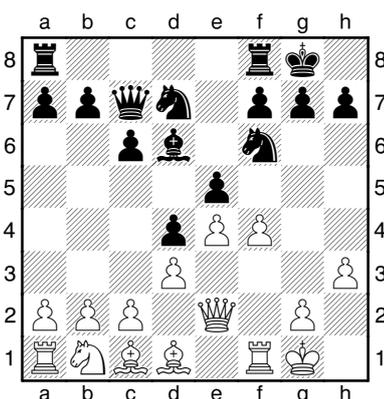
This 105 board match is nearing the end with England leading by 105½ - 101½.  
<https://www.iccf.com/event?id=86774>

Squires, Michael B. (2360) - Korogodski, Leonid (2352) [B11]

ENG-USA 2020 ICCF, 16.06.2020

1.e4 c6 2.Nc3 d5 3.Nf3 Bg4 4.h3 Bxf3 5.Qxf3 e6 6.Be2 Nf6 [ B11: Caro-Kann: Two Knights Variation.]

7.0-0 d4 8.Nb1 Bd6 9.d3 Bc7N [Predecessor: 9...Nbd7 10.Bd1 (10.g3±) 10...0-0 11.Qe2 Qc7 12.f4 e5



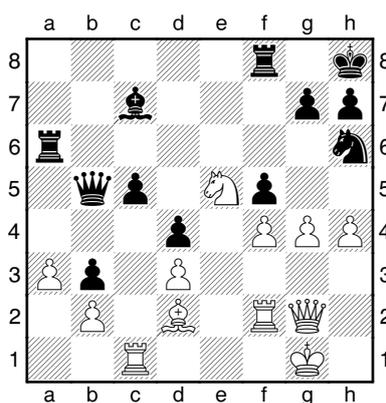
13.f5! c5 (Δ13...h6) 14.c4 (Δ14.Nd2) 14...Ne8 (Δ14...h6) 15.g4 f6 1-0 (44) McShane, L (2685)-Hawkins, J (2554) London 2015;

10.Na3 0-0 11.g3 c5 12.Qg2 Nc6 13.f4 Kh8 14.Nc4 Qd7 15.a3 Ng8 16.Nd2 Rab8 17.Nf3

a5 18.c4 a4 19.Bd1 Ra8 20.Rb1 Na5 21.Bd2 f6 22.Rf2 Ra6 23.h4 b5 24.Rc1 [24.Bxa5!? Bxa5 25.b4 axb3 26.Bxb3=]

24...Nh6 25.cxb5 Qxb5 26.g4 f5 27.Ne5 Nb3 [27...fxg4 looks sharper. 28.Nxg4 Rg8 29.Qf3 Nxg4 30.Qxg4 Nb3]

28.Bxb3 axb3 29.exf5 exf5 [



White must now prevent ...Nxg4.]

30.g5 [ next Qd5 is good for White.]

30...Bxe5 31.fxe5 Ng8! 32.Qd5↑ [ White has good play.]

32...Qxd3 33.Qxc5 Raa8 34.Qc4 Rab8? 35.Qxd3 1-0

Kitson, Keith (2318) - Merrell, William S. (2316) [B49]

ENG-USA 2020 ICCF, 16.06.2020

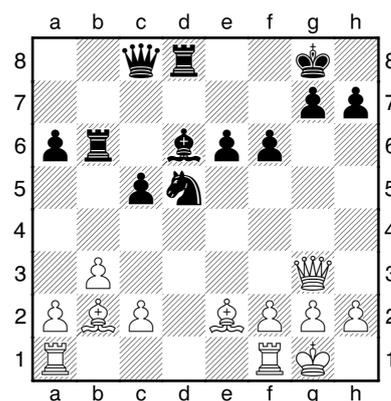
1.e4 c5 2.Nc3 Nc6 3.Nge2 e6 4.d4 cxd4 5.Nxd4 Qc7 6.Be3 a6 7.Be2 Nf6 8.0-0 Bb4 9.Na4 Be7 10.Nxc6 bxc6 11.Nb6 Rb8 12.Nxc8 Qxc8 13.Bd4 c5 14.Be5 Rb6 15.Qd3 d6 [ B49: Sicilian: Taimanov: 5 Nc3 Qc7 6 Be3 a6 7 Be2.]

16.Bc3 0-0 17.b3 d5 [White is slightly better.]

18.exd5 [ Black is now going downhill.]

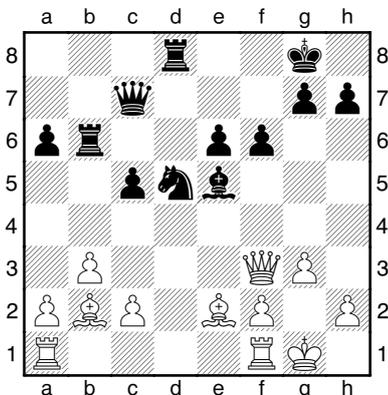
18...Nxd5 19.Be5 [ A strong pair of Bishops]

19...Rd8 20.Qg3 f6 21.Bb2 Bd6 [



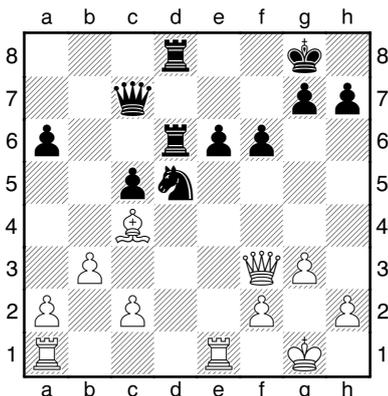
# England v U.S.A. International Friendly

22.Qf3!+- Qc7 23.g3 Be5 [



]

24.Bxe5 Qxe5 25.Bc4 Qc7  
26.Rfe1 Rbd6N [



27.Rxe6!!+- Rxe6 28.Bxd5  
Rxd5 29.Qxd5 Qd6 30.Rd1 Qc6  
31.Kf1 [White is clearly winning.]

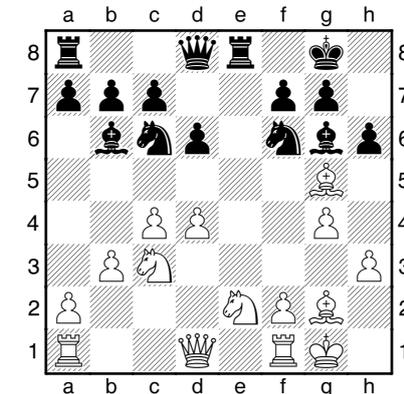
31...Kf7 32.Qxc6 Rxc6 33.Rd7+  
Kg6 34.a4 h5 35.h4 Re6 36.Rc7  
Re5 37.a5 1-0

**Illingworth, J. B. (1905) -  
Sereni, Vincent T. (1902) [A25]**

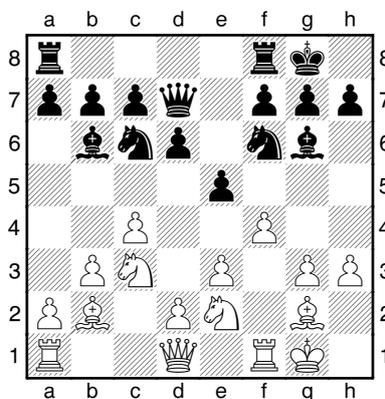
ENG-USA 2020 ICCF, 16.06.2020

1.c4 e5 2.g3 Nf6 3.Bg2 Nc6  
4.Nc3 Bc5 5.e3 0-0 6.Nge2 d6  
7.0-0 Bb6 [ A25: English  
Opening vs King's Indian with  
...Nc6 but without early d3.]

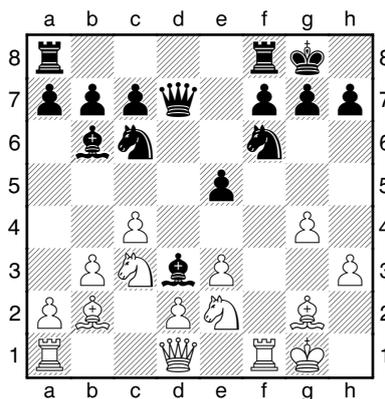
8.b3 Bg4 9.h3! Bh5 10.Bb2N  
[Predecessor: 10.g4 Bg6 11.d4  
exd4 12.exd4 Re8 (12...h5±)  
13.Bg5 h6



10...Qd7 11.f4 Bg6 [



12.g4 Bd3 13.fxe5 dxe5 [



14.Rxf6! gxf6 15.Nd5 Qe6  
[15...Qd6 keeps fighting.]

16.Ng3+- Kh8 17.Nh5 Rfd8  
[17...Bg6 18.Nhx6 Nb4]

18.Qf3 Bg6 19.Nhx6 Rac8  
20.Rf1 Bc5 21.Qg3 Bf8 22.h4  
Bd3 23.Rf2 Qd6 24.e4 Bg7  
25.g5 Bc2 26.Qg4 Bxf6 27.Rxf6

Qc5+ 28.Kh2 [ Hoping for Qf5.]

28...Nd4 29.Rxf7 [ Intending Qh5  
and mate.]

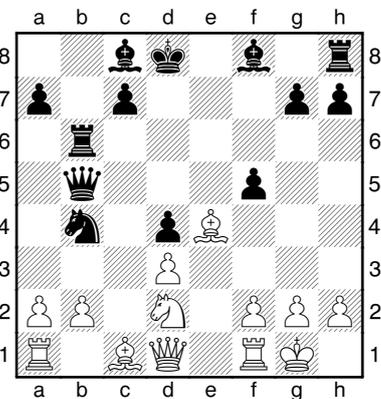
29...Qf8 30.g6 hxg6 31.Qxg6  
Qxf7 32.Qxf7 Rxd5 33.cxd5 c6  
34.Qh5+ Kg8 35.Qxe5 c5  
36.Bxd4 cxd4 37.Bh3 Rf8  
38.Be6+ Kh7 39.Qh5+ Kg7  
40.Qg5+ Kh7 41.Qe7+ Kg6  
42.Qxf8 [ White took control after  
the opening.] 1-0

**Sereni, Vincent T. (1902) - Illingworth, J. B. (1905) [C57]**

ENG-USA 2020 ICCF, 16.06.2020

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6  
4.Ng5 d5 5.exd5 Nd4 6.c3 b5  
7.Bf1 Nxd5 8.cxd4 Qxg5  
9.Bxb5+ Kd8 10.0-0! Rb8 [ C57:  
Two Knights: Wilkes-Barre/  
Traxler and 4 Ng5 d5 5 exd5,  
unusual Black 5th moves.]

11.Bc6 exd4 12.d3 Qf5 13.Nd2  
Rb6 14.Ba8N [Predecessor:  
14.Qa4 Nb4 (14...Be7±) 15.Be4  
Qb5 16.Qd1! f5



(16...Bb7 17.Bxb7 Rxb7)  
17.Bf3! h6 18.Nc4 Re6 19.a3  
Nd5 20.Bd2 1-0 (27) Fetisov,A  
(2357)-De Smet,K (2243) ICCF  
email 2012; Better is 14.Qa4±;  
Predecessor: 14.Qa4 Nb4  
15.Be4 Qb5 16.Qd1 f5 17.Bf3 h6  
18.Nc4 Re6 19.a3 Nd5 20.Bd2  
1-0 (27) Fetisov,A (2357)-De  
Smet,K (2243) ICCF email 2012]

14...c6!= [ White must now  
prevent ...Nc7.]

## England v U.S.A. International Friendly

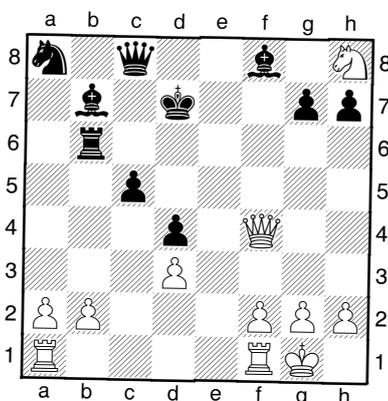
**15.Ne4?** [ White does not recover from this.]

[15.Nf3!= and White has nothing to worry.]

**15...Nc7-- 16.Qa4 Nxa8 17.Qxa7 Bb7 18.Qb8+ Qc8 19.Qf4 Qd7 20.Qb8+ Qc8 21.Bg5+ f6 22.Qf4** [ Hoping for Bxf6+!]

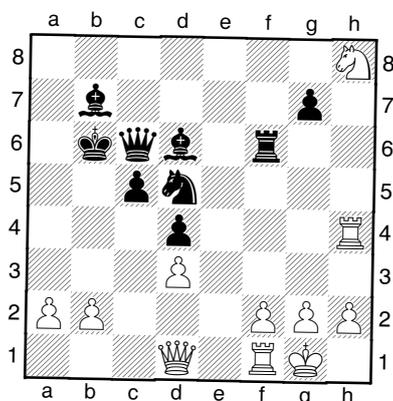
**22...fxg5 23.Nxg5** [ Nf7+ is the strong threat.]

**23...c5 24.Nf7+ Kd7 25.Nxh8** [



**25...Rf6 26.Qh4 Nb6 27.Rae1 Nd5 28.Re4 Kc6 29.Qh5 Qd7 30.Rh4 Kb6 31.Qxh7 Bd6 32.Qh5 Qc6** [ And now ...Nf4 would win.]

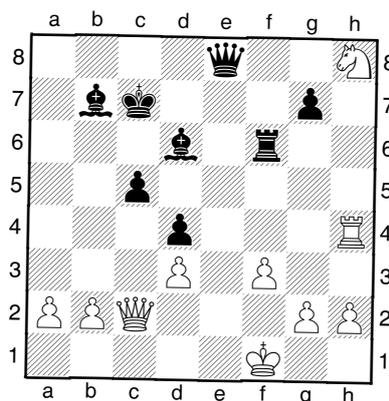
**33.Qd1** [



]

**33...Ne3!** [ Pin, Double Attack]

**34.Qb3+ Kc7 35.f3 Nxf1 36.Kxf1 Qe8 37.Qc2** [



**37...Bxf3! 38.gxf3 Rxf3+ 39.Kg2 Re3 40.Qd1 Re2+ 41.Kf1 Rxb2 42.Qf3 Rb1+ 43.Kg2 Qe1 44.Rf4 Rb2+ 45.Qf2 Rxf2+ 46.Rxf2 c4 47.Rf7+ Kc6 48.Rf1 Qe5 49.Rf2 cxd3 0-1**

**Fanelli, Fred (1508) - Clark, Michael (1521) [D35]**

ENG-USA 2020 ICCF, 16.06.2020

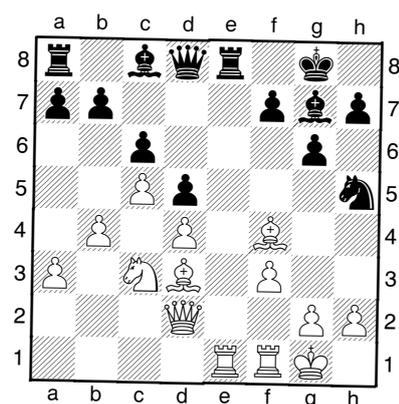
**1.d4 d5 2.c4 e6 3.e3 Nf6 4.Bd3 Be7 5.Nc3 c6 6.Nge2** [ D35: Queen's Gambit Declined: Exchange Variation.]

**6...Nbd7 7.0-0 0-0 8.a3** [White is slightly better.]

**8...Re8 9.c5 e5 10.f3 exd4 11.exd4 Nf8 12.b4 Ne6 13.Be3 Bf8 14.Qd2 g6 15.Rae1 Bg7 16.Bc2** [ Better is 16.b5±]

**16...Bd7** [16...b6±]

**17.Bd3 Bc8 18.Nf4 Nxf4 19.Bxf4 Nh5** [



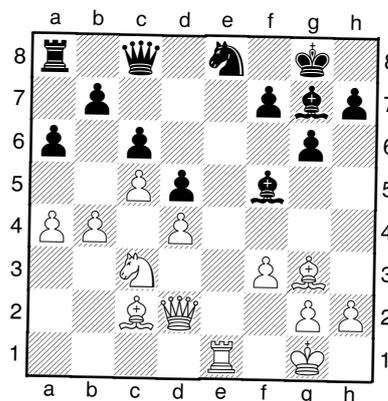
[19...Rxe1= 20.Rxe1 Nh5]

**20.Be3 20...Nf6** [20...Bf6=]

**21.Bf2** [21.a4±]

**21...Bd7 22.Bh4 Qc7 23.Bg3 Qc8 24.a4 a6** [24...Rxe1= 25.Rxe1 Nh5]

**25.Bc2 Bf5 26.Rxe8+ Nxe8 27.Re1?** [



[27.Bd1= and White stays safe.]

**27...Bxc2-- 28.Qxc2 Bxd4+ 29.Bf2 Bg7 30.Ne2 Nf6 31.Bd4 Qd7 32.Be5 Re8 33.Nd4?** [33.Bd4]

**33...Nh5 34.Kf1 Bxe5 35.g4 Bxd4 36.gxh5 Qh3+ 0-1**

**Tarrant, Johnny L. (1586) - Ward, Bill (1599) [A97]**

ENG-USA 2020 ICCF, 16.06.2020

**1.c4 f5 2.Nc3 e6 3.g3 Nf6 4.Bg2 Be7 5.d4 0-0 6.Nf3 d6 7.0-0 Qe8 8.h3** [ A97: Classical Dutch: Fluid Systems: 7 Nc3 Qe8.]

**8...Qh5 9.Be3** [9.b4±]

**9...Nbd7 10.c5N**

**10...e5?** [10...dxc5= and Black is okay. 11.Qb3 Kh8]

**11.g4??** [11.Nb5+--]

**11...fxg4-- 12.hxg4** [Δ12.Ng5 gxh3 13.Bf3]

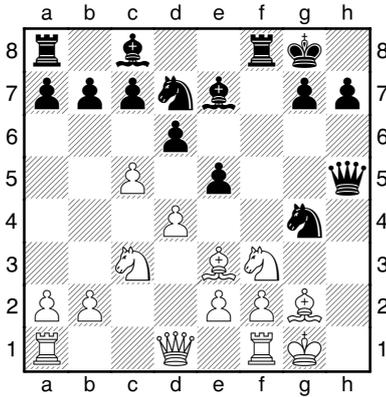
**12...Nxg4** [

# England v U.S.A. International Friendly

**Clark, Michael (1521) - Fanelli, Fred (1508) [B56]**

ENG-USA 2020 ICCF, 16.06.2020

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 e5 5.Nf3 Nf6 [



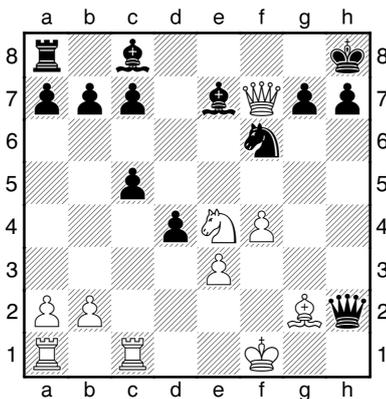
And now ...Rxf3! would win.]

13.Qb3+ Kh8 [ aiming for ...Rxf3!]

14.Rfc1 Rxf3 15.exf3 Qh2+ 16.Kf1 Nxe3+ 17.fxe3 dxc5? [17...Bh4+- 18.cxd6 exd4]

18.f4? [18.Qf7± Nf6 19.Qxe7 cxd4 20.Qd8+ (20.Qxc7? dxc3 21.Rxc3 Bh3-) 20...Ng8 21.Qg5 (21.Qxc7 Bh3±; 21.exd4 Bh3=)]

18...exd4 19.Ne4 Nf6 20.Qf7 [



20...Bh3! [Black mates.]

21.Nf2 [21.Rc2 Qh1+]

21...Qxg2+ 22.Ke2 d3+ 23.Kxd3 Rd8+ 24.Ke2 Bg4+ 25.Ke1 Qg1# 0-1

16.Bc4+- Nce7 17.Bxd5+ Nxd5 18.Qxd5+ Kh8 19.Nxe5 Qf6 20.Nd7 Qe7 21.Nxf8 Rxf8 22.Be3 Rd8 23.Qxf5 Rf8 24.Qh5 Kh7 25.Bxa7 g6 26.Qg4 Qc7 27.Bd4 h5 28.Qe6 Qc6 29.Rae1 Qc7 30.f4 Rf7 31.f5 Re7 32.Qxg6# 1-0

**Clark, Sean (2004) - Targonski, Stanley (2000) [E94]**

ENG-USA 2020 ICCF, 16.06.2020

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5 7.0-0 exd4 8.Nxd4 Re8 9.f3 Nc6 10.Be3 Nh5 11.Qd2 Nxd4 12.Bxd4 Nf4 13.Rfd1 Qg5 [ E94: King's Indian: Classical: 6 Be2 e5 7 0-0: Various Black 7th moves.]

14.Bf1 [ aiming for Bxg7.]

14...Bxd4+ 15.Qxd4 Ne6 [White is better.]

16.Qf2 Qc5 17.Nd5 Kg7 18.Ne3 Nf4 [18...Bd7±]

19.g3+- Ne6 20.a3N a5 21.b4!↑ [ White is really pushing.]

21...Qa7 22.h4 f6 23.Bg2 Bd7 [ White should prevent ...axb4.]

24.Kh2 axb4 [24...Qb8 was called for. 25.Qd2 axb4]

25.axb4+- Qb8 [25...Qxa1 26.Rxa1 Rxa1 27.Qb2±]

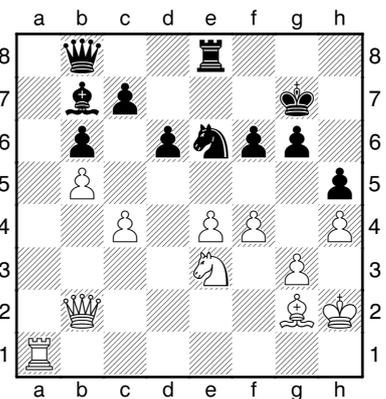
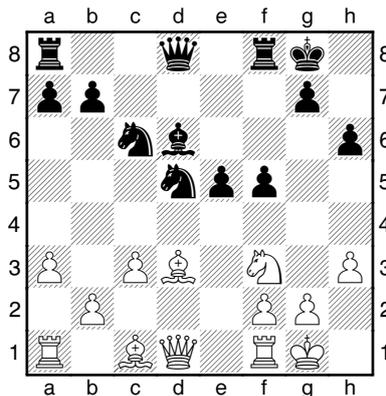
26.Rxa8 Qxa8 27.f4 Qd8 28.Qb2 b6 29.Ra1 Bc6 30.Ra7 h5 31.b5 Qb8 32.Ra1 Bb7 [

6.Nc3 h6 7.h3 Be6 8.Bd3 Nc6 [The position is equal.]

9.a3 Be7 10.0-0 0-0 11.Be3 d5 12.exd5 Bxd5 [ Black should play 12...Nxd5± 13.Nxd5 Bxd5]

13.Nxd5 Nxd5 14.Bc1N [Predecessor: 14.Qc1 Nxe3 (14...Nf6!? 15.Rd1 Qc8=) 15.Qxe3 Bf6 (15...Qc7±) 16.Rad1 Qc7 17.Qe4 g6 18.h4 h5 19.g4 hxg4 20.Qxg4 1-0 (34) Turai, J (1980)-Korompai, B (2150) Miskolc 1994; Better is 14.Qd2±; Predecessor: 14.Qc1 Nxe3 15.Qxe3 Bf6 16.Rad1 Qc7 17.Qe4 g6 18.h4 h5 19.g4 hxg4 20.Qxg4 1-0 (34) Turai, J (1980)-Korompai, B (2150) Miskolc 1994]

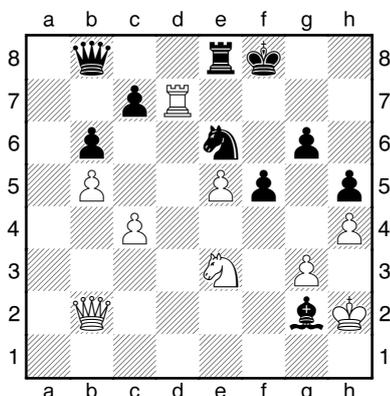
14...Bd6 15.c3 f5? [



# England v U.S.A. International Friendly

33.e5! dxe5 34.fxe5 f5 35.Rd1 Bxg2 36.Rd7+ [36.Qxg2 Rd8±; 36.Kxg2 Rd8±]

36...Kf8? [



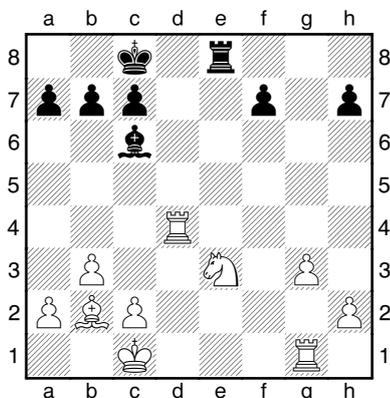
37.Nxf5! 1-0

Ward,Bill (1599) - Tarrant,Johnny L. (1586) [C56]

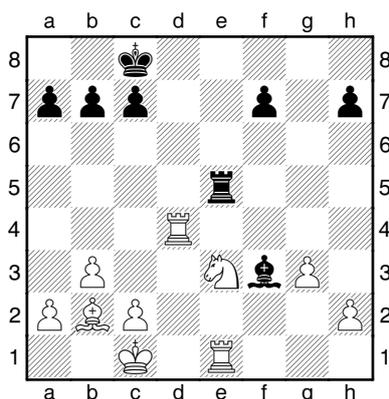
ENG-USA 2020 ICCF, 16.06.2020

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4 5.e5 d5 6.Bb5 Bd7? [ C56: Two Knights: 4 d4 exd4 5 0-0 Nxe4.]

7.exf6+- gxf6N 8.Bxc6 Bxc6 9.Nxd4 Qd6 10.Qe2+ Be7 11.Nf5 Qe5 12.Qxe5 fxe5 13.Nxe7 Kxe7 14.Rg1 Rhg8 15.g3 Rad8 16.b3 Kd7 17.Bb2 Rge8 18.Nd2 e4 19.0-0-0 e3 20.fxe3 Rxe3 21.Nc4 Kc8 22.Nxe3 d4 23.Rxd4 Re8 [



24.Rgd1! Bf3 25.Re1 Re5 [



26.Rd8+!! Kxd8 27.Bxe5 Ke7 28.Nf5+ Ke6 29.Nd4+ Kd7 30.Nxf3 h5 31.Bf6 Kc8 32.Re8+ Kd7 33.Re7+ Kd6 34.c4 Kc5 35.a3 1-0

DuCharme,Steven (1481) - Ruffle,Alan (1485) [A09]

ENG-USA 2020 ICCF, 16.06.2020

1.c4 Nf6 2.Nf3 d5 3.cxd5 Nxd5 4.g3 Nc6 5.d4 Bg4 6.Bg2 [ A09: Réti Opening: 1 Nf3 d5 2 c4.]

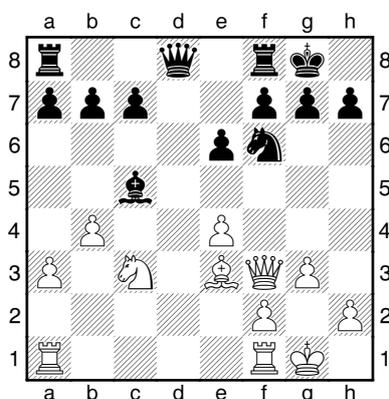
6...e6 7.0-0 Be7 8.a3N 8...0-0 9.e4 [9.e3±]

9...Nf6= 10.Nc3 [10.e5!= keeps the balance. 10...Nd5 11.h3]

10...Bxf3± 11.Bxf3 Nxd4 12.Be3 Bc5 [12...Nxf3+-+ 13.Qxf3 c6]

13.b4? [13.e5= Nxf3+ 14.Qxf3]

13...Nxf3+-+ 14.Qxf3 [

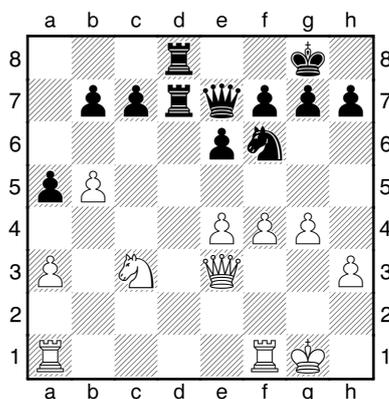


14...Bxe3 15.Qxe3 Qe7 16.h3 [16.e5± Nd5 17.Nxd5 exd5 18.f4]

16...a5 17.b5 Rfd8 18.f4? [18.e5 keeps fighting. 18...Nd5 19.Qf3]

18...Rd7 19.g4 [Δ19.Nd1 Rad8 20.Nf2]

19...Rad8 [



Strongly threatening ...Rd3.]

20.Rfd1 h6 21.Kf2 b6 22.Ke2 Rxd1 23.Rxd1 Rxd1 24.Nxd1 Nd7 25.Kf3 e5 26.Qc3 [Δ26.f5 Nc5 27.Kg2]

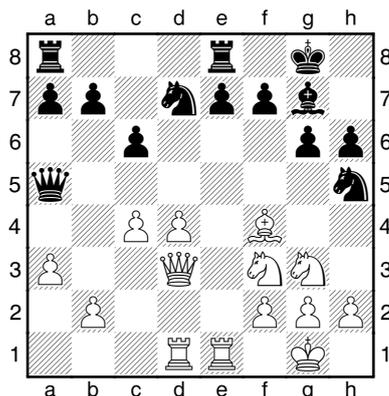
26...exf4 27.Qxc7 Ne5+ 0-1

Ruffle,Alan (1485) - DuCharme,Steven (1481) [B18]

ENG-USA 2020 ICCF, 16.06.2020

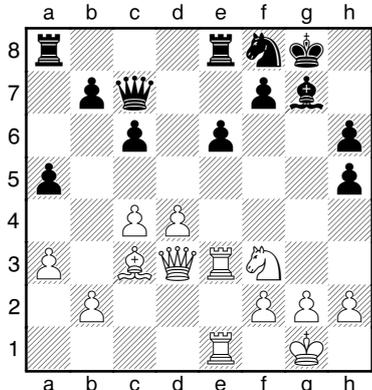
1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.Nf3 Nf6 7.Bd3 Nbd7 8.Bg5 [ B18: Classical Caro-Kann: 4...Bf5 sidelines.]

8...Bxd3 9.Qxd3 g6 10.0-0 10...Bg7 11.Rad1 0-0 12.Rfe1 Re8 13.c4 h6 14.Bf4 Qa5N 15.a3 Nh5? [



# England v U.S.A. International Friendly

16.Bd2+- Qc7 17.Nxh5 gxh5  
18.Re3 e6 19.Bc3 a5 20.Rde1  
Nf8? [



21.Ne5 Rad8 22.Qe2 Ng6  
23.Nxg6 fxc6 24.Rxe6 Rxe6  
25.Qxe6+ Qf7 26.Qxf7+ [  
Weaker is 26.Bxa5 Qxe6  
27.Rxe6 Rxd4=]

26...Kxf7 27.Rd1 [ Not 27.Bxa5  
Rxd4 28.b3 Rd6±]

27...b6 28.Kf1 c5? [28...a4  
29.Ke2 g5]

29.d5 [White is clearly winning.]

29...Bxc3 30.bxc3 Rd6 31.a4 g5  
32.Re1 Kf6 33.f3 1-0

**Towery,Bryan (1556) - Joslin,Kay (1589) [C00]**

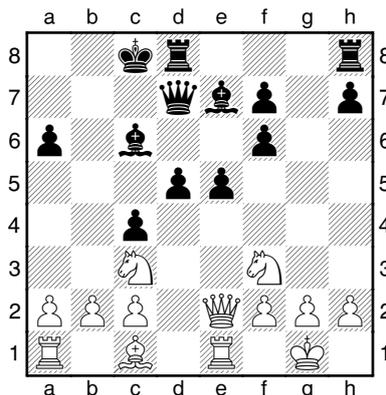
ENG-USA 2020 ICCF, 16.06.2020

1.e4 e6 2.Nf3 d5 3.e5 c5 4.Nc3  
Nc6 5.Bb5 Nf6N [Predecessor:  
5...Nge7 6.0-0 a6 7.Bxc6+ Nxc6  
8.d3 Be7 9.Ne2 g5 10.d4 g4  
11.Ne1 cxd4 ½-½ (19)  
Andreikin,D (2449)-Nikitin,A  
(2452) Alushta 2004]

6.exf6+- [ C00: French: Unusual  
White 2nd moves.]

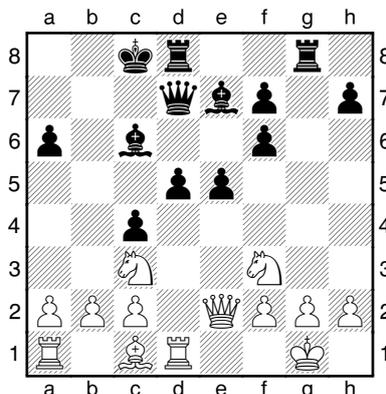
6...gxf6 7.d4 a6 8.Bxc6+ bxc6  
9.Na4 cxd4 10.Nxd4 c5 11.Nb3  
c4 12.Nd4 e5 13.Qe2 Bd7  
14.Nc3 Be7 15.Nf3 Bc6  
[15...Be6 keeps fighting. 16.0-0  
d4]

16.0-0 Qd7 17.Re1 0-0-0 [



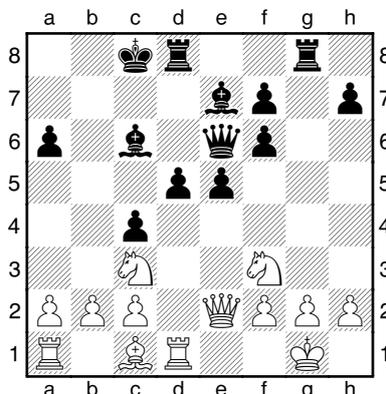
18.Rd1? [18.Bf4!+- has better  
winning chances.]

18...Rhg8± [



19.Kh1? [19.Ne1!+-]

19...Qe6 20.Kg1? [

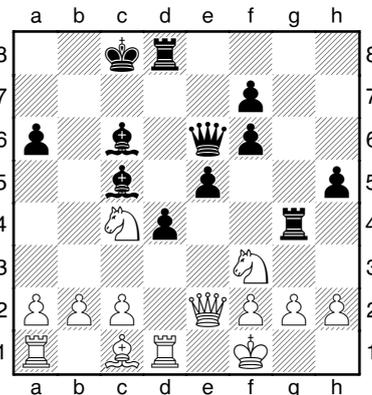


Now White is beyond hope.]

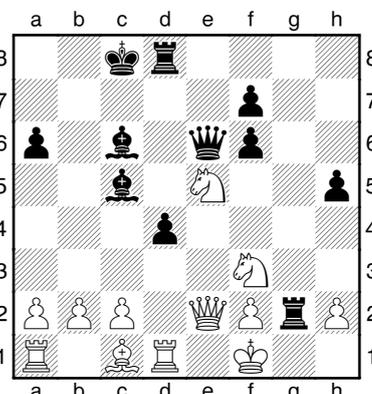
[20.Bd2± stays ahead.]

20...h5!+- [ Black has strong  
compensation.]

21.Kf1 d4 22.Ne4 Rg4 23.Ned2  
Bc5 24.Nxc4 [



24...Rxc4!! 25.Ncxe5 [



25...Bb5! 26.Nd3 Qh3 [ Strongly  
threatening ...Bb4!] 27.Ke1 Re8  
0-1

**Joslin,Kay (1589) - Towery,Bryan (1556) [A29]**

ENG-USA 2020 ICCF, 16.06.2020

1.c4 Nf6 2.Nc3 d5 3.cxd5 Nxd5  
4.g3 Nb6 5.Bg2 e5 6.Nf3 Nc6  
7.0-0 Be7 8.d3 0-0 9.a3 f6  
10.b4 Be6 11.Ne4 Nd4 English  
Opening: Four Knights Variation  
with 4 g3.] 12.Nxd4!± Qxd4  
13.Be3 Qb2 14.Bc5!+- Rae8  
15.Bxe7 Rxe7 16.Nc5 c6 17.e3  
Rd8 18.Re1 18...Qc3 19.Qb1 e4  
20.d4 Qc4 21.Bxe4 h6 22.Bc2  
Bf7 23.Bb3 Qb5 24.a4 Nxa4  
25.Bxa4 Qb6 26.Qf5 g6 27.Qxf6  
Qc7 28.Bc2 Rd6 29.Qh4 g5  
30.Qg4 b6 31.Ne4 Rg6 32.f4  
Qd7 33.f5 Kh8 34.fxc6 Qxc6  
35.gxf7 Rxf7 36.Nd6  
1-0

# ICCF Ratings 2022/1

ICCF ratings are updated quarterly. The following tables only show active players who are defined as having played a minimum of 30 rated games and have completed a rated game within the previous two calendar years.

## New ICCF Titles Awarded in 2021

ICCF ID	TITLE	NAME	GAMES	GRADE
212018	IM	Halliwell, Toni	971	2414
212933	IM	Le-Marechal, Gerard	104	2505
211906	IM	Rice, Peter	145	2368
213011	CCM	Bailey, Matthew W.	249	2355
212925	CCM	Brennan, Samuel J.	63	2323
211019	CCM	Dixon, Danny	96	2372
211824	CCM	Graham, Oliver	697	2320
210847	CCM	Grobler, David J.	1206	2331
212527	CCM	Holland, Edward N.	193	2382
210619	CCM	Norman, Nigel	660	2281
210942	CCM	Reed, Arthur F.	887	2259
211434	CCM	Sheppard, Barry S.	448	2295
212902	CCM	Wharam, George	46	2410
212469	CCE	Broadway, Dennis	756	2117
211382	CCE	Hart, Terry	83	2249
211280	CCE	Perrin, Richard David	545	2199
212116	CCE	Stanton, Tim	102	2277
212266	CCE	Steel, Anthony	140	2198
210507	CCE	Thurlow, Kevin J.	251	2300
212494	CCE	Tillett, Richard	126	2285
210332	CCE	Wilkinson, James P.	364	2303

## New to the Rating List

ICCF ID	NAME	GAMES	GRADE
212902	Wharam, George	46	2410
211147	Fleury, Martin	30	2255
212463	Witt, Daniel	30	2202
213184	Gittens, Mark	46	2167
212999	Read, Christopher	47	2148
212734	White, Nigel	45	2146
212919	Jeff, John	34	2113
213100	Steward Anderson, Tony	37	1978
213090	Shaw, Dene	49	1935
213092	Hewes, Ralph	47	1926
211179	Huntley, Kevin	33	1888
212380	Jordan, Matthew	41	1825
212438	Naldrett, Geoff W.	43	1799
211208	Davies, S.	30	1793
213097	Glanville, Nicholas	37	1783
212186	Keene, Jim	30	1750
212873	Swindells, Philip	38	1712
212629	Mahony, Jon D.	68	1695
212338	Kok, Herman	36	1686
211710	Jolly, Richard	33	1567
212069	Kirk, Matthew	31	1565
212994	Randall, Adam	34	1495
212579	Roberts, Stephen	48	1306
212872	Deane, Phil	32	1277
212724	Theedom-Bridgeman, P. J.	30	1202

Players with less than 30 games are considered to have an unpublished rating whilst players with no result within 2 years are considered to be inactive.

A total of 8,431 rated results were recorded by English players in in 2021.

## Most Improved Players in 2021

ICCF ID	TITLE	NAME	INCREASE
211793		Ibbitson, Anthony	256
212975		Lockett, John	144
212669		Adamson, Trevor	139
211163		Tymms, J. D. M.	136
212405		Owen, Chris	131
213011	CCM	Bailey, Matthew W.	109
210447	CCE	Cole, Steve	108
211382	CCE	Hart, Terry	94
210847	CCM	Grobler, David J.	81
210690	CCE	Marchant, Arnold	80
212982		Tanner, Garry	72
212932		Law, Ken	71

## The '1000 Club' of Games Played

ICCF ID	TITLE	NAME	GAMES
210745	SIM	Rawlings, Alan J. C.	2558
210514	SIM	Pheby, Ian M.	2265
210454		Beckett, Phillip J.	1808
210201	IM	Harman, Kenneth B.	1751
210854	IM	Thompson, Brian	1460
210569	SIM	Kitson, Keith	1383
212334		Woodhouse, Stephen	1314
780026	CCE	Ward, Richard	1229
210709	CCE	Sutton, Alan B.	1215
210847	CCM	Grobler, David J.	1206
219137	CCM	Mason, Ian J.	1113
210218		Tibbert, Peter H.	1071
211299	IM	Eldridge, Mark	1044

## Most Games Completed in 2021

ICCF ID	TITLE	NAME	+GAMES
210514	SIM	Pheby, Ian M.	184
210745	SIM	Rawlings, Alan J. C.	183
210454		Beckett, Phillip J.	173
212397	CCM	McDermott, Frank J.	172
210854	IM	Thompson, Brian	163
210942	CCM	Reed, Arthur F.	151
210847	CCM	Grobler, David J.	145
212273	CCE	Bruce, Robert	134
213011	CCM	Bailey, Matthew W.	123
210709	CCE	Sutton, Alan B.	114
210201	IM	Harman, Kenneth B.	111

The next page lists the top 100 players, space dictates that I am unable to list all players but please do write and tell me if you would like to see a particular set of data from the ICCF rating list.

Your thoughts on an email to me please @ [efcnews@icloud.com](mailto:efcnews@icloud.com) please.

# ICCF Ratings 2022/1

## The Top 100

ICCF ID	TITLE	NAME	GAMES	2022/1	ICCF ID	TITLE	NAME	GAMES	2022/1
211305	GM	Robson, Nigel	230	2614	212008	CCM	Williams, Richard	388	2363
211303	GM	Coleman, Peter L.	268	2583	211887	CCM	Eastlake, Phil	170	2360
210773	GM	Hall, Richard V. M.	364	2582	210866		Manley, Jonathan P.	69	2359
210408	GM	Brooks, Ian S.	270	2512	212314	LGM	Williamson, Dawn L.	912	2358
212933	IM	Le-Marechal, Gerard	104	2505	211360	CCM	Bell, I. Wes	406	2358
211655	SIM	Williamson, Harvey D.	543	2502	213011	CCM	Bailey, Matthew W.	249	2355
210929	SIM	Frostick, Clive A.	121	2501	211450	IM	Suto, Janos I.	538	2355
212704	SIM	Rallabandi, Praveen Kumar	456	2485	212803	CCM	Webster, Richard	331	2352
211501	SIM	Wharam, John	182	2461	212207	CCM	Richardt, Mike	287	2346
211942	IM	Weldon, David J.	347	2459	212397	CCM	McDermott, Frank J.	807	2343
211500	SIM	Burne, Nigel G.	367	2458	210641		Lyne, Colin J.	185	2340
211318	IM	Soh, Edmund	361	2454	210569	SIM	Kitson, Keith	1383	2339
210514	SIM	Pheby, Ian M.	2265	2442	210967	CCE	Haupt, William D.	87	2334
211765	IM	Brewer, Shaun	167	2442	211009		Birkbeck, Brian	91	2332
210108	IM	Wharrier, Jo A.	870	2432	210847	CCM	Grobler, David J.	1206	2331
211299	IM	Eldridge, Mark	1044	2428	212104	CCM	Copsey, Antony	272	2331
210807	SIM	Tait, Jonathan A.	168	2427	210845	CCE	Jefferson, N. W.	415	2326
211431	GM	Pugh, John	471	2425	211987	CCM	Hughes, Stephen J.	144	2326
211229	IM	Ellis, Les 763	2424		212925	CCM	Brennan, Samuel J.	63	2323
210788	IM	Lumley, Bill F.	758	2420	211375	CCM	Soszynski, Marek J.	214	2323
210265	SIM	Williams, Christopher C.	243	2419	211788		Ewan, Rod	166	2323
211454	IM	Cade, Steven	577	2419	211154	IM	Shaw, Sidney S.	559	2322
212018	IM	Halliwel, Toni	971	2414	210250	IM	Brockbank, Henry W.	106	2322
210701	SIM	Rhodes, John D.	586	2414	211824	CCM	Graham, Oliver	697	2320
212175	IM	Maguire, Gary	456	2412	210745	SIM	Rawlings, Alan J. C.	2558	2317
212902	CCM	Wharam, George	46	2410	211552	CCE	Franks, Keith	231	2316
210425	GM	Brookes, John G.	203	2408	211143		Barker, Alan	81	2314
211880	CCM	Eastoe, Leslie K. G.	449	2406	210919		Girling, Clive F.	169	2313
212651	CCM	James, Angus	221	2403	210931	CCM	Revell, Philip W.	191	2306
212012	CCM	Maver, Ian	83	2399	210332	CCE	Wilkinson, James P.	364	2303
212013	CCM	Evans, David	480	2398	212119	CCE	Waller, Anthony	186	2303
211062	SIM	Asquith, Jerry E. C.	361	2390	210507	CCE	Thurlow, Kevin J.	251	2300
212160	CCM	Brasier, John	486	2386	210927		Bowden, Karl	38	2298
210787		McLaughlin, Keith W.	222	2386	211434	CCM	Sheppard, Barry S.	448	2295
212527	CCM	Holland, Edward N.	193	2382	210462		Wilson, M. R.	121	2293
219076	CCM	Squires, Michael B.	470	2380	212686	CCE	Watkins, Kenneth	91	2293
210717	CCM	Blake, Michael J.	910	2380	211118	CCM	Roberts, Anthony Arthur	355	2292
218010		Barber, Philip	297	2379	212494	CCE	Tillett, Richard	126	2285
212443	CCM	Donovan, Terence	143	2379	219137	CCM	Mason, Ian J.	1113	2282
212544	CCM	Herman, Tom	194	2378	210619	CCM	Norman, Nigel	660	2281
210753	SIM	Dearnley, Andrew	563	2378	210578		Williams, Stephen M.	127	2278
210370	CCM	Owen, K. J.	204	2375	211958	CCM	Batchelor, Paul A.	299	2278
211541	CCM	Catt, Peter	472	2374	212116	CCE	Spanton, Tim	102	2277
211019	CCM	Dixon, Danny	96	2372	210823	CCE	Brotherton, Trevor S.	696	2270
210854	IM	Thompson, Brian	1460	2372	211384	CCE	Conterno, Dominique	433	2270
212535	CCM	Marks, Robert	184	2371	211580	CCM	Foulds, E. V.	383	2268
211906	IM	Rice, Peter	145	2368	212835	CCE	Shaw, John S.	51	2267
212381	CCM	Carr, Trevor	329	2367	210942	CCM	Reed, Arthur F.	887	2259
211452	CCM	Grayland, Stan J.	703	2365	211509	CCE	Plant, Kevin D.	98	2257
210324	SIM	Mukherjee, Ajoy K.	565	2365	211147		Fleury, Martin	30	2255

# International News



## ICCF Swiss System - KO Tournament Announcement

A new tournament in knockout format from ICCF. The tournament will be restricted to a maximum of 4 rounds. The tournament winner will be the player with the highest accumulated score (percent) across all 4 rounds. If less than 22 Players remain for the 4th round, the tournament winner will be determined according to the scores after round 3.

Reflection Time:

Triple Block each round: Duration: 500 days; Initial Clock: 50 days; Initial Bank: 50 days; Increment: 3 days, without guaranteed time.

Entry Fee:

9,36 € Multiple entries are not possible!

<https://www.iccf.com/message?message=1513>

## ICCF - 2022 Congress Details

Scotland will host the 2022 ICCF Congress at the Glasgow Hilton Hotel, 1 William Street, Glasgow G3 8HT, Scotland from August 14 – 18, 2022.

Excursions and various chess matches will be offered throughout the week, with the Closing Banquet being held on the evening of Thursday, August 18. Further details (including alternate hotel options) may be found here:

<https://glasgow2022.scottishcca.co.uk/article/3>

Family and friends of accompanying delegates to the Congress are warmly invited to attend the opening ceremony.

<https://www.iccf.com/message?message=1512>

## New Postal Tournaments

The structure of postal tournaments is changing. Gian-Maria Tani had proposed that the frequency of postal tournaments required a change to their structure. A proposal was presented to the 2021 ICCF Congress to unify the two upper classes, WT/M and WT/H, into a single category. This will make it easier to start new sections, players will not have to wait too long after registering and... maybe the postal play will have a new impetus!

The proposal was accepted. Therefore, as of 01/01/2022, there will be two postal tournament classes: the "old" WT/O, for players rated < 1900, and the "new" WT/A, for players rated 1900 or more. This will make it easier to start new sections, players will not have to wait too long after registering and... maybe the postal play will have a new impetus! Each WT/A tournament will have 4 players who will play 2 games with each other, one with White and one with Black, for a total of 6 games.

<https://www.iccf.com/message?message=1508>

## European Individual Webserver Championship

The European have announced the 2022 Webserver tournament.

- Open Rounds: for players rated under 2100, starts when filled.

- Preliminaries: for players rated between 2100-2299, starts when filled

- Semi-Finals: for players rated between 2300-2499, starts on the 20th of September.

- Candidates' Tournament: for players rated 2500 or over, starts on the 20th of March.

More information may be seen at <https://www.iccf.com/message?message=1506>

## 11th Chess 960 World Cup

The tournament will be played by server and will be organised in three or four stages, depending from the number of the entries. The sections of the preliminary round will have 6 players (10 games) with 2 qualified for the next round. All sections will be with double round robin (players will have the same position with Black and White but all positions will defer from one opponent to another).

**The closing of the registrations is the 28th of February 2022.**

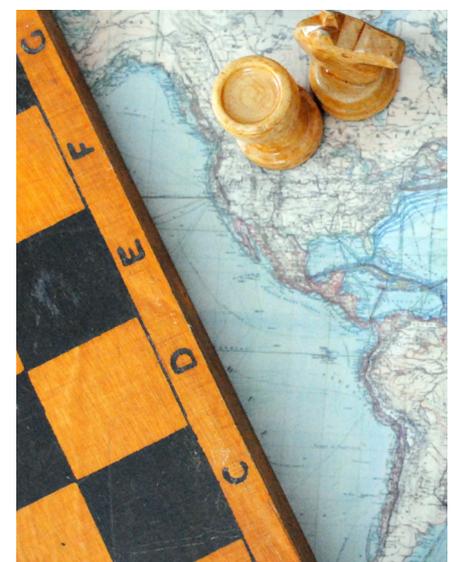
<https://www.iccf.com/message?message=1505>

## World Correspondence Chess Championship 2022 Cycle

The start date of the Preliminaries of the 65th WCCC is March 20, 2022.

All entries will be accepted according with ICCF Rules valid as from January 1, 2022, to be received not later than February 6, 2022.

<https://www.iccf.com/message?message=1502>



# International Correspondence Chess Federation



WORLD GOVERNING body for International Correspondence Chess and organiser of tournaments for individuals and teams. All members of EFCC may enter ICCF World and ICCF European tournaments.

THE Entry to ICCF tournaments may be made via the [EFCC website](#) or direct to [ICCF](#).

## Individual Tournaments

Enter at any time. These are listed under ['New Events' at iccf.com](#).

### Norm Tournaments

Grandmaster (GM), Senior International Master (SIM), International Master (IM), Correspondence Chess Master (CCM) and Correspondence Chess Expert (CCE) title qualification tournaments.

### Promotion Tournaments

Postal and Server based sections in Open, Higher and Master sections to work your way through based on ICCF ratings.

### Aspirer Tournaments

For players rated below 1600 or new to CC. Games will be rated and whilst there is no promotion or relegation, this is a good place to start with the aim to learn and improve in a tournament environment.

### Free Tournaments

Free two unrated two game matches designed to introduce players to the ICCF and Chess-Server use

### Chess 960 Tournaments

Rated Chess 960, 5 players, 8 games, 10 moves in 30 days, starts when filled.

### Thematic Tournaments

Usually 5 players, 8 games, 10 moves in 50 days, starts when filled.

<https://www.iccf.com/EventsAnnouncements.aspx>

## Thematic Tournaments

Events start on a regular basis with the current and upcoming list offering a good variety of tournaments.

### WSTT/SEA - Sicilian, English Attack, B90

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be3  
Starting when sections are filled.

### WSTT/RD - Russian Defence, C42

1.e4 e5 2.Nf3 Nf6  
Starting when sections are filled.

### WSTT/KID - King's Indian Defence, E97

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 O-O 6.Be2 e5 7.O-O Nc6 8.d5 Ne7  
Starting when sections are filled.

### WSTT/GD - Grünfeld Defence, D80

1.d4 Nf6 2.c4 g6 3.Nc3 d5  
Starting when sections are filled.

### WSTT/2/22 - King's Indian, Makagonov var., E71

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.h3  
Planned start date 01/03/2022

### WSTT/3/22 - French MacCutcheon, C12

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Bb4 5.e5 h6  
Planned start date 15/04/2022

### WSTT/4/22 - Queen's Gambit Accepted, D26

1.d4 d5 2.c4 dxc4 3.Nf3 Nf6 4.e3 e6 5.Bxc4  
Planned start date 01/06/2026

## ICCF Europe Zone

European Zone tournaments .

The European Zone of ICCF operates both Server and Postal based tournaments. The server championship comprises 2 qualifying sections, the Open and the Preliminaries lead to the Semi-Finals, Candidates and Finals. Mostly enter at any time, these are listed at <https://bit.ly/IC-CFEU>

### 4th EU Amateur Cup 2022

Rated, 7 players, 6 games, Triple Block 350 days (75 bank, 1 increment), starts 25/02/2022

### European Server Championship 2022, Preliminary

Rated, 11 players, 10 games, 10 moves in 50 days, starts when filled, 8 out of 11 players registered

### EU WS Champ. 2022, Candidates' Tournament

International, 13 players, 12 games, 10 moves in 50 days, starts 15/03/2022

### European Postal Championship Open Round

Postal Rated, 4 players, 6 games, 10 moves in 40 days, starts when filled, 5 out of 4 players registered

### European Postal 72° Championship Semi-Final

Postal Rated, 6 players, 10 games, 10 moves in 40 days, starts when filled, 2 out of 6 players registered

More information at <https://www.iccf.com/EventsAnnouncements.aspx>

## PLAYER PROFILE

# Meet the Player: IM Austin Lockwood

**My sincere thanks to International Master and former British Champion, Austin Lockwood for agreeing to this interview. Welcome Austin, please introduce yourself.**

Hi Mickey, many thanks for interviewing me! – I hope your readers find my story interesting.

I am 58 years old and live in Bolton, Lancashire. I am married with three children and three grandchildren. I work at the University of Manchester as an eLearning Technologist but am looking forward to retiring in a couple of years and dedicating more of my time to my website and other CC projects.

I have been playing chess since my dad taught me at a very young age, but never seriously OTB; I'm more of a correspondence specialist. I have an interest in CC technology and I do spend a little bit of time helping out at ICCF by answering emails to the webserver helpdesk and in other minor technical roles, but my primary interest in CC is running my own website, SchemingMind.com. The ICCF work is fun, but I do find the organisation a little Gormanghastian at times, and at SchemingMind I am my own boss, which makes it a little more rewarding from my point of view.

## Gormanghastian?

From the Mervyn Peake novel (well worth a read), a lot of vestigial and inexplicable traditions... a lot of fun too, and some very interesting people. I do really enjoy working with those guys on the technical stuff (I wouldn't do it if I didn't), but sometimes my eyes roll a little.

I joined the ICCF Services Committee (the ICCF committee responsible for the website, player ratings, titles, etc.) in 2009 when I had



IM Austin Lockwood

***There are two “traditional” British CC clubs which run their online tournaments exclusively on SchemingMind***

my first experience of their annual Congress in Leeds and have been a member ever since, it is actually very rewarding.

**You created and run an excellent correspondence chess club & server at <https://schemingmind.com/> This is a fantastic resource for correspondence players and I believe that two of the EFCC member organisations hold their tournaments on your site. How did SchemingMind come to being?**

Thanks for the flattering comments about the site – It has been running continuously since April 2002, so it's older than my son, who has just started his driving lessons!

An old school friend moved to Hawaii some years before and we decided to try and keep in touch by playing email chess with each other... but email chess is such a drag, you have to keep records and neither of us were any good at that; the late 90s was before the days of unlimited storage, you had to delete emails in those days, and the idea of transcribing anything was just a bore, so we each set up the current position on our chess boards... which worked fine, until his dog knocked it over, or one of my (then) young kids decided it would be fun to play around with the pieces – we were hopeless!



I was developing some interactive websites for the university at the time, and it occurred to me that this could all be done online. At the time there was no chess.com, the ICCF playing site was still three or four years in the future, sites like redhotpawn.com and chessworld.net were very much in their infancy and nothing really did what we needed it to do... so I decided to set up my own website as a programming challenge.

It was just the two of us playing together for a long time, eventually I invited my dad to join, and then some other friends, and finally I thought it would be interesting to open it up to the public (with some optimistic idea that I could make a profitable business out of it... that never happened!).

It's just gradually developed since then!... my available time and enthusiasm do tend to wax and wane, and the work I do for ICCF occasionally eats into the time I have available for the site, so development tends to occur in bursts – nothing can change for years and years, and then I'll have a burst of energy and set up some new feature.

**I have been a member of SchemingMind for many years and love the friendly atmosphere and variety of tournaments that are available there, I don't know of another site offering so many variants of the game. How many variants are on the site and how popular are they?**

Technically 50... but most of those are sub-variants (for example we have Loser's Chess, Loser's Chess 960, and Dark Loser's Chess all listed as separate variants); they really fall into different themes – different start positions (classical, Chess960, and some others like Makruk (Thai Chess) and Shatranj which is an ancient game from Persia. Then we have different movement rules, for example in Alice Chess you play on two different boards, when you move a piece, it jumps to the other board; or CrazyHouse, where you can put a piece you have taken from your opponent back on the board, rather like Shogi; or Atomic chess, where pieces adjacent to a captured square explode.

There are also different visibility rules, so in some games you can only see your opponent's pieces if they are en prise, so you have to make a lot of deductions.

It's all great fun!... Personally, I enjoy some more than others – I love the idea of Alice chess, but I'm just not clever enough to be any good at it, and I really enjoy the dark variants. I'd encourage all chess players to try some chess variants; it's relaxing because we play in a correspondence format, and it can be an interesting challenge.

**SchemingMind is a great site for those wishing to escape engine assisted play, tournaments start regularly and of course both SCCA and CCCC also run their own tournaments. How do you see the future for SchemingMind?**

There are really two completely different types of correspondence chess; ICCF CC where engines are allowed and the games are approaching perfection, and engine free CC where the human element is still dominant... personally I enjoy both, but the approach to each is completely different.

SchemingMind will always be aimed at the human side of chess; people ask me how I police this – the simple answer is that I don't. Of course, there are cheats, but it's obvious from the games that most



## Chess Variants

As well as Standard Chess and Chess960, SchemingMind offers around forty different **chess variants**, for example CrazyHouse, Suicide, Atomic, and Alice Chess; we also have some unique chess variants which are exclusive to the site.

players are honest, and there are no rewards or prizes, it's all for fun.

I can't really say much more than that about the future of the site; the site will continue for as long as I do (which hopefully will be for a few more years at least) and it will continue to be developed when I have the time and energy. As I mentioned earlier, I hope to retire in a couple of years and dedicate a little more time to maintaining and developing it.

There are two "traditional" British CC clubs which run their online tournaments exclusively on SchemingMind, these are the [Social Correspondence Chess Association \(SCCA\)](#) and the [Clergy Correspondence Chess Club \(CCCC\)](#); I have an arrangement with both these clubs which allows their members discounted membership of SchemingMind. Anyone who is considering membership of SM should also consider membership of CCCC (if you happen to be a member of the clergy) or SCCA (if you don't) just because it's probably cheaper to join that way.

**Membership of SchemingMind is very cheap and all tournaments are free, how do you manage to run the site so efficiently on what must be a tight budget?**

There isn't really a budget; it's not terribly expensive to run a website if you don't have to pay for developers and technicians... and since I do it as a hobby, I don't.

Of course, even without staff costs, there are running costs like server hire, etc. and this is funded through member subscriptions. I prefer to keep the membership fees as low as possible because I like to keep membership inclusive, and there are sponsored options for players from countries where payment might



## Accounts

We have three types of account, "Full Member", "Trial Member" and "Guest". New players are assigned trial membership and enjoy most of the benefits of full membership for their first fifty games. There is an option to upgrade to full membership for an annual subscription of **£20.00 GBP** at any time. Those who do not wish to subscribe may continue indefinitely as a free guest player after completing their trial games.

be a problem... but there won't ever be a free membership option – people associate “free” with “throwaway” – if you have made a contribution, however small, then I think you feel some kind of responsible ownership of your account. The site does make a small loss, but as I say, it's my hobby – I don't spend any more of my own money on it than I would if my hobby were fishing, or golf.

### **Can new members still join SchemingMind, if so how do they go about it?**

Yes, of course, it is open to anyone at any time. There is a sign-up form on the website, but please don't expect an immediate response, I do manually check all new accounts, so it can take a day or two.

New players get a free trial period of most of the features, but after fifty games we do ask players to support the site by subscribing to full membership; the current rate is £20.00 a year

### **During the current pandemic we have seen online chess grow very quickly, do you feel this is a threat to correspondence chess or do you feel the game has a solid future?**

Well, pretty much all correspondence chess is now online anyway! Actually, I think there has been a proximity effect, the more people who play online, the more people filter through to the more specialised niches like correspondence chess. As well as the pandemic forcing players online, we also saw the popular Netflix series, The Queen's Gambit, at the same time (again, highly recommended if you haven't seen it yet!) which did seem to stir up a lot of new interest in the game.

There was a significant increase in activity on both SchemingMind and ICCF at the peak of lock-down last year. I organised a large ICCF open last year to soak up some of the excess interest and it attracted over 650 players; all the entry fees were donated to Covid research.

The future?... I suspect activity will drop again to a steady level eventually, I think correspondence chess is probably always going to be a little bit niche, but there will always be a core group of players.

### **What are your favourite openings and defences for correspondence chess?**

To be honest, most of my favourite openings are no use for correspondence chess at all, certainly not ICCF correspondence chess, where the slightest weakness is immediately punished by a powerful silicon opponent... it does take some of the fun out of the game. What I tend to do is rather than try to acquire a repertoire, I like to study the most recent games from players over 2,500 and try to learn from the outcomes of those games; it's interesting to see different openings coming in and out of fashion for that group. I am sure that a lot of OTB professionals watch ICCF events very closely, as these are some of the most analysed openings there are, and you do tend to see top OTB tournaments following ICCF theory.

I also like to play something wacky occasionally; some years ago, someone challenged me to enter an ICCF tournament and open 1. h3 in all my games as white, not being one to decline a challenge, I accepted, and didn't do too badly: <https://www.iccf.com/event?id=27567>

***I organised a large ICCF open last year to soak up some of the excess interest and it attracted over 650 players; all the entry fees were donated to Covid research.***

And more recently I entered a memorial tournament where all the players were asked to open 1. Nc3 as it was the favoured opening of the player being honoured... Personally I thought it was a bit unsound but went along with the spirit because I thought everyone else would do the same... It turns out I was right about it not being sound and wrong in my assumptions about the cooperation of the other players!... Oh well...

**PLEASE CONTACT THE EDITOR TO BE FEATURED IN THE MAGAZINE!**

On SchemingMind it's completely different, you can have much more fun with chess openings because you know you're not going to be pulled apart by Stockfish in the middle game; I like to play 1. e4 and follow where it leads... but I like to try and find new traps and take risks, so I do tend to deviate quickly from theory.

**In an effort to improve my own game I have started to work on chess puzzles, not very successfully I may add but mostly that is down to poor technique where I don't give enough time to each position. What techniques do you think could improve a players correspondence games?**

Firstly, if you're interested in puzzles, I highly recommend [chesspuzzle.net](http://chesspuzzle.net); this site is run by Martin Bennedik, who also developed the ICCF website. The interesting thing about this site is that none of the puzzles have been constructed; Martin developed an algorithm to search chess games for puzzle themes... it is very good, and well worth a look.

But how to develop as a CC player?... well again, there are two different types of CC. If you want to play ICCF style chess, then you have to be very systematic and unemotional; there is no time for beautiful games in ICCF, you have to play perfect games (which can be the same thing sometimes, but not always, to be a successful ICCF player you need to learn the difference). ICCF games are mostly won and lost in the opening, you need to be able to interrogate databases of past games and interpret and understand the WDL statistics for each candidate move – I think that's probably the difference between the elite and the rest of us mortals; once you get out of the opening, then the engines take over and the outcome is largely out of your hands. I'd recommend Russell Sherwood's excellent series on chess engines which is available on the Welsh Correspondence Chess Federation website for tips on how to get the best out of your computer.

For SchemingMind the advice is probably similar to the advice for OTB play... but I'm not good enough to be a chess coach – my personal advice would just be to relax, have fun, take some risks, experiment, and don't take it too seriously... oh, and read some books and study the games of the masters.

**Do you have a favourite correspondence player or over-the-board favourite?**

Over the board, all very boring and predictable... Magnus, Fischer, Anand, all the usual suspects...

Correspondence, the achievement of Aleksandr Surenovich Dronov in winning

three world finals is just beyond incredible in these days of powerful computers levelling most of the differences between the top GMs – it's just an outstandingly unbelievable achievement, and I see that ICCF have recently made him the first ever inductee to the Hall of Fame as a player rather than an official. I don't think many would argue with my selection of favourite CC player!

On the other hand, if you want to know about my favourite opponents; correspondence chess has a relatively small player base, so you do tend to come across familiar faces (if "faces" is the right word in CC) from time to time. Some players play quite staid and predictable games and others are much more interesting... they take risks, use some imagination, and don't blindly follow their computers' recommendations (if playing in ICCF).

**What is your favourite game played by yourself, hopefully that will not be our 2009 British Championship game where you soundly trashed my play as White 😊**

It was in that tournament, but it wasn't that particular game!... winning the British Championship (actually jointly winning because tie breaks weren't taken into account in 2009!) and earning the British Master title is probably my greatest achievement in CC, and one I doubt I will ever match.

2009 was getting towards the end of the era when you could be imaginative and play risky openings like the Sicilian Wing Gambit in ICCF CC (which I still really enjoy playing against human opponents on SchemingMind); at the time I was working with Hansjürgen Baum on developing a library of annotations on chess openings (this is still available on SchemingMind.com, under "Chess>Opening Explorer") and it was a lot of fun to try out the openings that Hansjürgen had written about in that tournament.

My favourite was my game against IM Duncan Chambers' French Defence... not so much because I thought it was anything special at the time, but later my good friend Tryfon Gavriel (webmaster of the excellent CC playing site, chessworld.net, and a well-known chess YouTuber) made a video annotation of the game, which was not only flattering but actually made me think of things that I hadn't thought about at the time... it turns out my game was a lot more interesting than I thought it had been when I was playing it!

<https://www.youtube.com/watch?v=eDiuMqxi4HQ>

The British Championship has come on in leaps and bounds since those days, and now it's possible to earn IM, SIM and even GM norms by playing in it, which is a real step forward for British correspondence chess. I would highly recommend it to any British player interested in participating in an ICCF rated event with the possibility of earning title norms.

**Than You Austin, what a great insight into your chess and the hard work that you do for players!**

**SchemingMind.com**

If you would like to help the magazine, please consider agreeing to be featured here. Contact me at [efccnews@icloud.com](mailto:efccnews@icloud.com) to discuss.

GAMES

# Mike Read Annotates



MIKE READ REPRESENTED England from 1990 until his retirement from the game in 2000. The International Correspondence Chess Federation awarded Mike the International Master (IM) title in 1994 and the Senior International Master (SIM) title in 1999. Mike has never owned a computer!

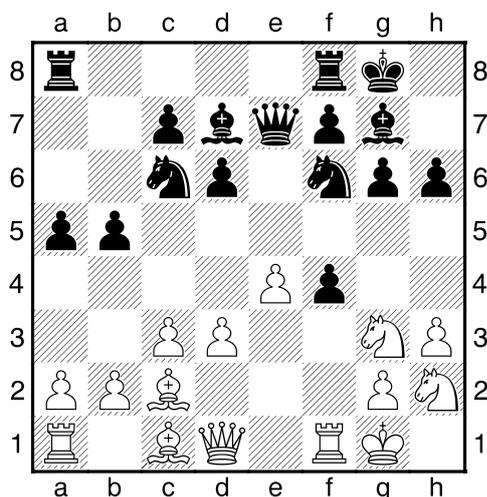
**Read, Michael - Mitchell, J [C77] British Junior Championship Preliminary, 1979**

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.d3** [A quiet line which I played regularly early in my career]

**5...d6 6.c3 g6 7.Nbd2 Bg7 8.Nf1 0-0 9.Ng3 h6 10.0-0 b5 11.Bc2 a5 12.h3 Bd7 13.Nh2** [The first deviation from the game Smyslov v Ciocaltea, Havana 1965 when White played 13 d4 followed by 14 Be3.]

**13...Qe7** [More in the spirit of the position would be 13 ... d5!. White had intended 14 f4 in reply leaving a complicated position where, in many lines, White would have an isolated e pawn but active piece play.]

**14.f4 exf4?** [



This move compounds the inaccuracy of his last. White now has complete control of the centre.]

**15.Bxf4 Nd8** [15 ... d5 would be answered by 16 e5! as 16 ... Nxe5 loses to 17 Re1 Nh7 18 Bxe5 Bxe5 19 Nf3 etc. (but not 19 d4?? which does not win a piece due to 19 ... Qg5)]

**16.Qd2 g5?** [Black can ill afford to loosen his position in this way. 16 ... Kh7 was required, although White's central control would still ensure the advantage.]

**17.Be3 Ne6?** [Another error. He cannot afford to concede the f5-square to White's knight.]

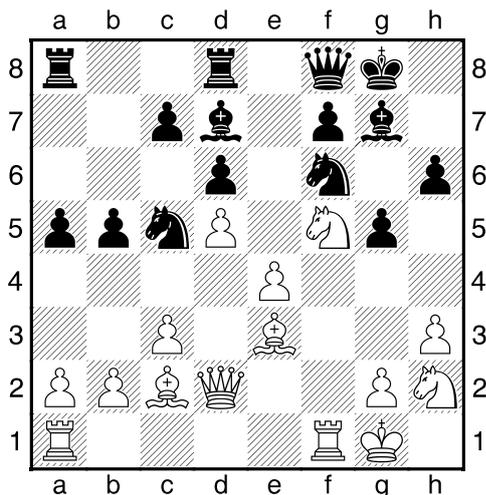


**18.d4!** [White's job here is simply to accumulate threats until Black can no longer defend all of his weak points at once. This move prepares 19 e5 which would be followed by 20 Qd3.]

**18...Rfd8 19.Nf5** [Black has freed the square f8 for his king, but now White strikes from another angle - a plan also prepared by 18 d4.]

**19...Qf8 20.d5** [20 Nxh6+ also wins a pawn]

**20...Nc5?** [



This leads to the forced loss of a piece, although after the better 20 ... Nf4 21 Bxf4 gx4 22 Qxf4 White still has a won game]

**21.Nxg7 Qxg7 22.Bd4! Ncxe4** [Or 22 ... Nfxe4 23 Qe3 Qg6 24 Bxc5 etc.]

**23.Qe3 Re8 24.Qf3 Nd2** [24 ... Qg6 is answered by 25 Rae1.]

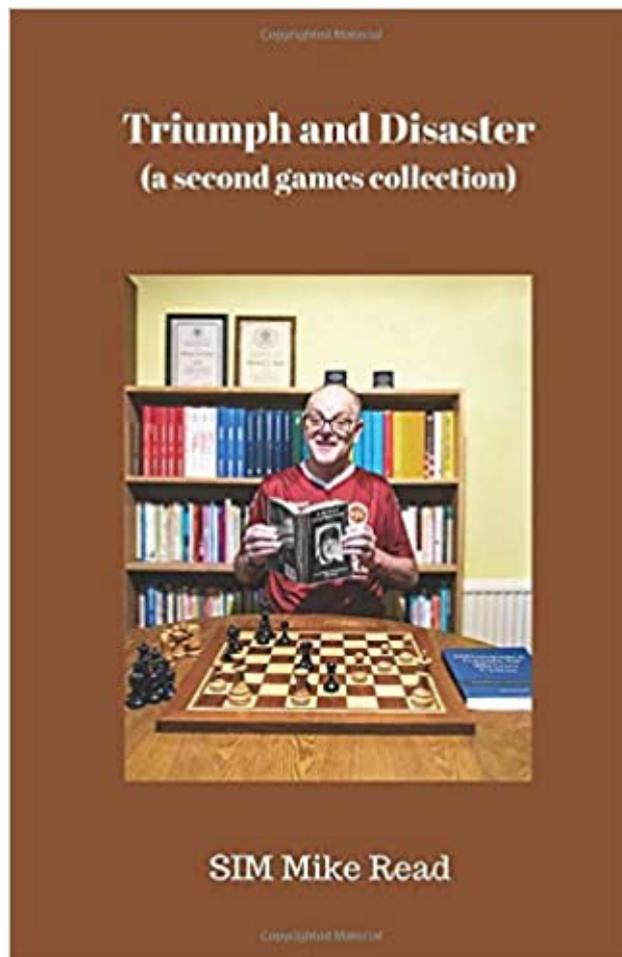
**25.Qxf6 Qxf6 26.Rxf6** [The rest is irrelevant. Black can resign now]

**26...c5 27.dxc6 Bxc6 28.Rxh6 f6 29.Rg6+ 1-0**

In early 2018 Mike compiled a book entitled 'My 120 Selected Correspondence Games' which contains all of the games given on his website with additional analysis over 534 pages. This is [available from Amazon](#) online priced at £10.13 from Amazon with free delivery.

A second book, '**Triumph And Disaster: (a second games collection)**' was published in 2020 by Mike, it offers an excellent collection of annotated correspondence chess games. [Amazon £6.80.](#)

Mike has never owned a computer but a small website contains further information on his career as a correspondence chess player. <https://mikereadsim.weebly.com/>



## FEATURE ARTICLE

# Paul Charles Morphy (1837-1884)



PAUL MORPHY REMAINS one of the greatest champions of all time, and everything connected with him exerts an inescapable lure. He was an American player who defeated three of Europe's leading masters in 1858 and then retired from the game.

AUTHOR KEITH KITSON

## Paul Charles Morphy: (1837-1884)

He dazzled his contemporaries with his genius and virtuosity and became an instant legend in the few years that his chess career lasted. Paul Morphy remains one of the greatest champions of all time, and everything connected with him exerts an inescapable lure.

He was an American player who defeated three of Europe's leading masters in 1858 and then retired from the game. Born in New Orleans of Creole descent, Morphy developed exceptional talent at an early age. From the age of 8, encouraged by his family, he played hundreds of games against the best players of New Orleans.

***At 13 he could beat them all and was already one of the best players in America.***

For a time he applied himself to his studies, receiving the degree of LLB in 1857 while still too young to practise. Later that year he won a national tournament at New York.

## Morphy travels to Europe

Morphy went to Europe in 1858 and startled the chess world by beating Löwenthal (+9=2-3), Harrwitz (+5=1-2), and Anderssen (+7=2-2) within the space of six months, proving to himself and his contemporaries that he was the best player in the world. Morphy went to Europe well versed in openings knowledge, to which he made no significant addition; when outside the bounds of his knowledge he played the opening no better than others. In both tactical skill and technique, however, he outdistanced all rivals.

Anderssen and Löwenthal frequently gained strong advantages against him, but they rarely won these games. Morphy could win his won positions, and he often drew lost positions. His technique, not equalled until the 1870s, produced many games in clean-cut style

that have not lost their appeal.

After the opening Morphy usually commenced an attack, as was the style of the time, but there were a few remarkable exceptions. His third, fourth and fifth match games against Harrwitz were among the best he played, foreshadowing the positional play of a later age. When Morphy returned to New York he was fêted, the first American to achieve world supremacy in any sphere. He was so idolised that even today there are those who find it difficult to appraise him. Perhaps the pithiest verdict lies in the phrase 'the pride and sorrow of chess'. Until 1859 all was pride, afterwards all was sorrow.

## Morphy's politics, work ethic and demise

For a year he wrote a chess column in the New York Ledger, for which he was paid \$3,000. He was assisted by another player who, along with the editor, found Morphy 'incorrigibly lazy'. Morphy seemed incapable of work and did nothing for the rest of his life.

George Putnam, before he became a publisher, met Morphy in 1863 and writes '...he had given up his chess and was not making a success at the Bar. It appeared he had not been able to convince himself that the cause of the Confederacy was well founded or that Louisiana had a right to secede. He had, therefore, not gone to the front with men of his own age and standing. On the other hand he had no intention of taking up arms against his State. He remained, therefore, between the two great war parties, sympathising with neither and exposed to the loneliness that must always come to the "in-between" man. He ought under the circumstances to have carried himself off to Paris or elsewhere.'

***When Morphy gave up chess, he lost that sense of mission.***

Increasingly withdrawn from society, he suffered in his last years from delusions of persecution. He was looked after by his mother and younger sister until he died of a

stroke while taking a bath. After his death his family were not very keen on him being permanently associated with chess. As a result, chess books in which he wrote his name are rare, because his relatives cut out his name whenever they could.

**Morphy’s unique approach to chess**

Morphy did not give up chess because of disenchantment with the conduct of some European players, as is supposed by a few who base their opinions on Edge’s mischievous book, ‘The Exploits and Triumphs in Europe, of Paul Morphy, The Chess Champion (New York, 1859)’ and ‘Paul Morphy The Chess Champion (London, 1859).’ Before he went abroad he had decided to give up the game on his return. He was, after all, only playing until, at age 21, he could practise law, and he shared his family’s belief that chess was no fit occupation for a grown man. He was, however, conscious of the ‘chess fever’ (his own phrase) that assailed him from time to time.

He kept in touch with chess affairs during his long retirement. He visited Paris in 1863 and 1867, where he played privately and met Kolisch, Petroff and other players, but he avoided the chess haunts, not wishing to meet professionals. Andersson, in a letter to von de Lasa (31 Dec. 1859) refers to Morphy’s need to prove himself at chess: ‘Morphy...treats chess with the earnestness and conscientiousness of an artist. With us, the exertion that a game requires is only a matter of distraction and lasts only as long as the game gives us pleasure; with him, it is a sacred duty. Never is a game of chess a mere pastime for him, but always a problem worth of his steel, always a work of vocation, always as if an act by which he fulfils part of his mission.’

When Morphy gave up chess, he lost that sense of mission.

**Morphy’s Demeanour**

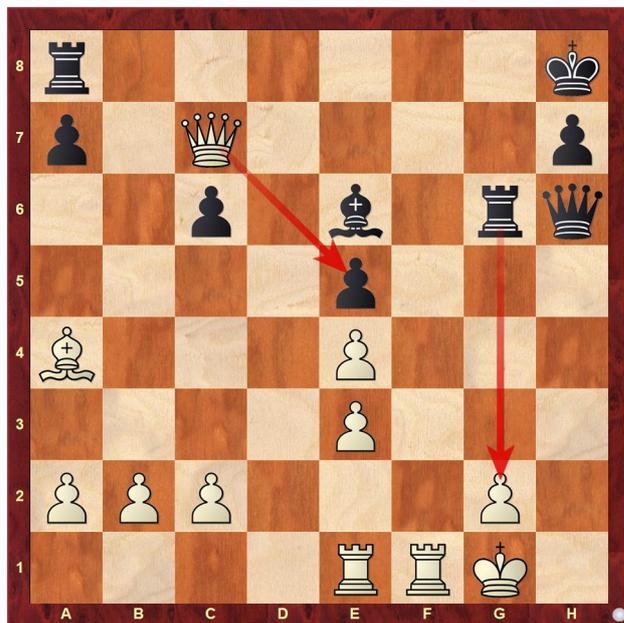
Short and slimly built, with a pale, unbearded face, delicate white hands, and feet ‘preternaturally small’, Morphy could have passed for a woman. His dress was immaculate, his manners impeccable, his nature uncommunicative and introverted.

His memory was exceptional: he could recite verbatim most of the Civil Code of Louisiana, and he could recall innumerable games of chess. Morphy’s delicate features and modest height have often been described. In the book of the First American Congress, Fiske wrote: ‘Physically, Paul Morphy is of short stature and slight build. He has the dark eye and hair of the South, and betrays in many ways his Gallic descent. His eye is soft and expressive and assumes an expression of brilliancy whenever he is examining an interesting position. His memory is wonderfully good, and his comprehension quick and active.’

**Morphy vs Paulsen**

Looking at the confrontation between Paulsen and Morphy in New York, it becomes clear what a far cry from modern practice that contest was. Paulsen and Morphy met in the final match of the 16-player knockout contest, which only seems logical, since they were the clear favourites. However, it was actually pure chance, because lots were drawn for every round, and the two might easily have been paired against one another at any stage.

Equally remarkable is what happened three weeks before the final, during the first round. That first round consisted of 8 matches from which the players who first scored three wins proceeded to the next round. While the



round was still in progress, Paulsen played Morphy in a blindfold simul!

Having already won his first-round match, Paulsen, who was famous for his blindfold play, had said that he was ready to take on four opponents blindfold. He also invited Morphy who readily accepted, provided he was allowed to play blindfolded as well. The outcome must have been embarrassing for the German from Iowa.

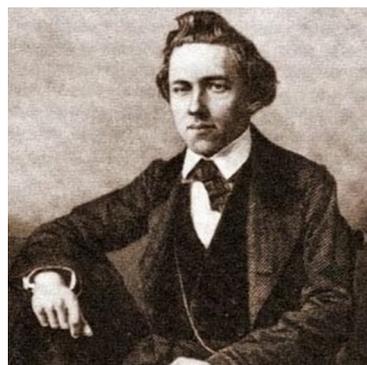
**Louis Paulsen v Paul Morphy (New York blindfold simul 1857)**

White is two pawns up, but Black’s attack is overwhelming. Morphy called out his next move and announced mate in five:

**23...Rxcg2+ 24.Kxg2 Qh3+ 25.Kf2 Qh2+ 26.Kf3 Rf8+ 27.Qf7 Rxf7 Mate.**

While the genius from New Orleans was known for his quick and unwavering play, Paulsen had the reputation of being an extremely slow player.

There was officially no time-limit on the moves, which required extreme patience from Morphy. Particularly tedious was the second game. The total amount of



time that Morphy spent on moves that took him more than five minutes was a modest 25 minutes. In Paulsen's case it was 11 hours! Small wonder that Morphy lost that game when he started a sequence of moves with the second move, probably because he was exhausted or bored to death at that point.

That loss affected him and he also lost the next game, but he won the match 6-2 (+5=2-1).

The most famous moment of the final match came in Game 6:

**Louis Paulsen v Paul Morphy**  
(New York First American Congress 1857 (6) )



Here, after thinking for 12 minutes Morphy played: 17...Qxf3! Typically, Paulsen thought for an hour(!) before taking the queen, and Black won in 28 moves. Steinitz was so impressed by the position after 17...Qxf3 that he put a diagram of the position printed in gold on the cover of his book 'Modern Chess Instructor (1889). The remaining moves were:

**18.gxf3 Rg6+ 19.Kh1 Bh3 20.Rd1 Bg2+ 21.Kg1 Bxf3+ 22.Kf1 Bg2+ 23.Kg1 Bh3+ 24.Kh1 Bxf2 25.Qf1 Bxf1 26.Rxf1 Re2 27.Ra1 Rh6 28.d4 Be3 0-1.**

#### Bibliography

Hooper, D and Whyld, K, The Oxford Companion to Chess 2nd edition, OUP, 1996

New in Chess 2021/5, Pp 65-70.



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# Correspondence Chess and Neural Networks

THE NEW IN Chess Yearbook volume 137 contains an ICCF game by GM Krishnan Sasikiran - a very strong OTB GM, showing a game that demonstrates those with talent can still win against the engine.

Author: Keith Kitson

## Introduction

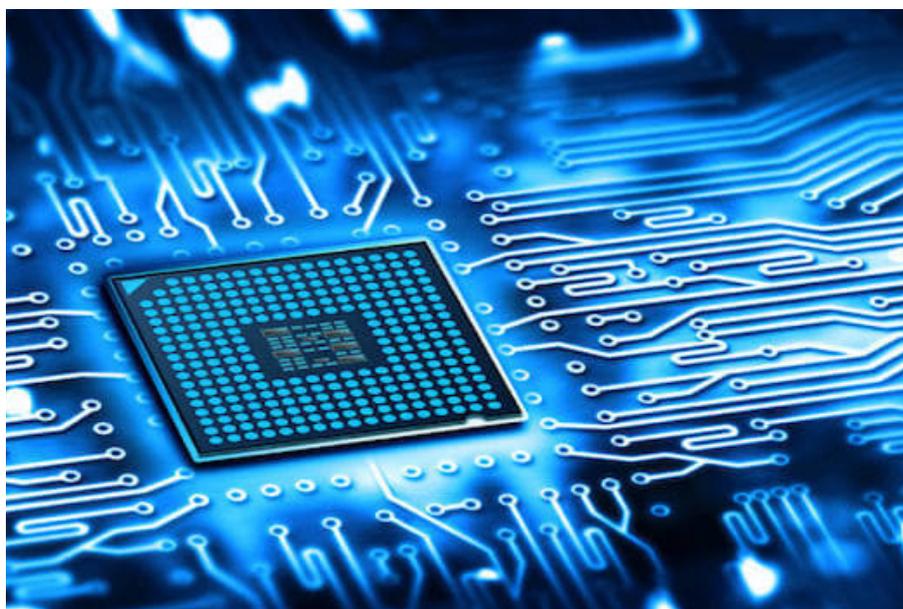
The effect of new developments in Neural Net processing in chess programming is arguably forcing many high-level chess games to result in draws.

NNUE, which for the benefit of the uninitiated stands for Efficiently Updateable Neural network, introduced in Stockfish 12; a new and improved NN. Since its release there have been a wave of projects implementing NNUE: including Dragon, Ethereal, Igel, Minic, Rubichess, amongst others. All reported huge strength improvements upon switching. This is now a topic of discussion by the top correspondence chess players.

The following article reproduces a discussion between GM Lawrence C. Kaufman and GM Stephen E. Ham on the chess forum TalkChess.com, commenced on Thursday, January 21st, 2021 at 5:26 am. GM Kaufman is an American chess and shogi player. In chess, he was automatically awarded the title Grandmaster by FIDE after winning the 2008 World Senior Championship. A renowned chess author Kaufman has previously been involved in the development of the chess engine Rybka 3. He is currently involved in development of the chess program Komodo, which recently released its NNUE version, renamed Dragon by Komodo. GM Hall is currently the USAs top-rated Grandmaster with a rating of 2580+, with 240 ICCF games.

GM Kaufman initiated the discussion with this post:

“Now that strong Stockfish



NNUE versions have been out for about six months, there should have been lots of correspondence games played by email that have completed during this interval.

Based on results we have seen in both normal chess and chess960 when powerful hardware is used with NNUE engines, unless bad openings are mandated, the draw percentage between roughly equal NNUE engines at long time controls is in the high 90s, basically making the game unplayable. So what is the experience of correspondence players using good hardware and NNUE engines over the past six months?

I suppose some games are won due to opponents having inferior hardware or not knowing about NNUE or not caring about the result much, but is anyone winning any games from opponents where these factors are not applicable? Is correspondence chess still playable without

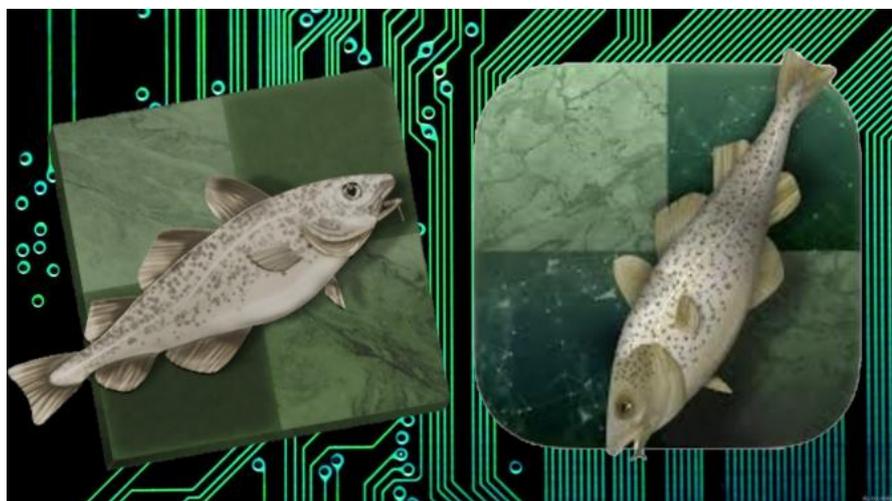
mandated openings?”

Quite rightly, the conversation continued by pointing out that many games take much longer than 6 months to complete so it may be a little premature to draw any conclusions on the topic when only a small relative game sample may be available at the present time. With thousands of completed games any conclusions drawn are more likely to hold substance with the greater number of games to backup any assertions.



It is worth mentioning here that the take up of NNUE chess programs by the chess playing fraternity could well be intermittent at best for the following reasons:

- some chess players do not have the interest to scan the internet for the latest changes;
- chess players hardware may be several years old, and they are reluctant to spend money on upgrading a working system;
- some chess players will not have the knowledge to understand how to optimise their systems to run the strongest programs. Perhaps not understanding the difference between a chess engine and a chess GUI interface, or how to link the two together;
- some chess players will have installed a chess program several years ago or have installed a free version of a weaker program believing this will be sufficient for their needs.



GM Kaufman specifically remarks on correspondence games played by email, which I believe are very few and far between now, in preference to webserver play which has taken the chess community by storm as the preferred mode of play. Perhaps he meant webserver?

A Talkchess member by the nickname of Ozymandias then joined the conversation and posted:

“Taking out really weak players (probably not even using a computer) the draw rate for the past three years is already close to 60%. If you take out weak players, like those who only use a computer to check some positions, it raises over 75%. We're still talking over 140,000 games for just three years, and the best ones from this period are likely to finish yet.

To get to 90%, you need to increase the strength of players to a point where only 65,000 games are left. To give you an idea, you still have close to 2,500 players at this level. These are serious players who care about results and have both access and willingness to use HW. This doesn't mean they use the latest, but that's not necessary to face a draw problem, and if you select the cream of the crop (more than 14,000 games and close to a thousand players)

you surpass the 95% draw rate. This is why Arno wrote a proposal I submitted to you some months ago, you didn't need the advent of NNUEs to have a real problem in your hands.”

So, Ozymandias is saying we already have a 95% draw situation amongst the top 2,500 players and that is without considering if all NNUE are responsible; this could be any computer assistance.

However, the comment was made by another member poster, cdani:

“Any random guy of 2100 using NNUE at ICCF is much more difficult to win than 6 months ago”

In my experience this is now proving to be the case. There is a plethora of CC players in the 1800 to 2200 grading range using computer programs for assistance that are very difficult to get anything but a draw from, bringing your grading down slightly if you are a higher graded player or bringing your grading up slightly if you are lower graded and using a computer, to even things out.

Poster jdart confirmed that, “The draw rate in top-level correspondence chess (world championship tournaments for example) is already in the 90% range I think.”

Poster Branko Radovanovic then added, “That's true, even before NNUEs CC draw rate was already significantly above 90% at the highest level of play according to stats. Pointed out by Leonardo Ljubicic [a Croatian Grandmaster who in 2016 won the 28th World Correspondence Chess Championship] NNUEs will

spread this effect into lower ELOs and probably kill the current concept of CC within a couple of years.”

Ljubicic promotes a chilling forecast for the future of correspondence chess, but not a view to be ignored, as a former WCC Champion, he achieved a rating high of 2650 in the year 2011. However, he appears only to be rated at FIDE 2087, at standard chess time controls with no FIDE ratings for rapid or blitz, much lower than his ICCF CC chess rating, begging the question, “how much does he rely on the use of computer chess programs for his CC game play?”

Unfortunately, the statistics circulated here has led one poster, ‘whereagles’ to assert, “High draw rate at top level is sort of an heuristic proof chess is a theoretical draw”

I would have thought this a difficult result to arrive at without a thorough and exhaustive analysis of the game which, with well over 100 years of game play, to assess this trend from perhaps less than a year's play is rather jumping to conclusions, and perhaps not very helpful to the wider chess community.

Poster Uri Blass suggested, “lower ELOs [sic] simply do not

use engines for a long time. I do not believe NNUE made a big change and I doubt if it is possible to get less than 90% draws in correspondence games against something like Stockfish10 even if you use NNUE against it assuming you used 8 hours for every move.”

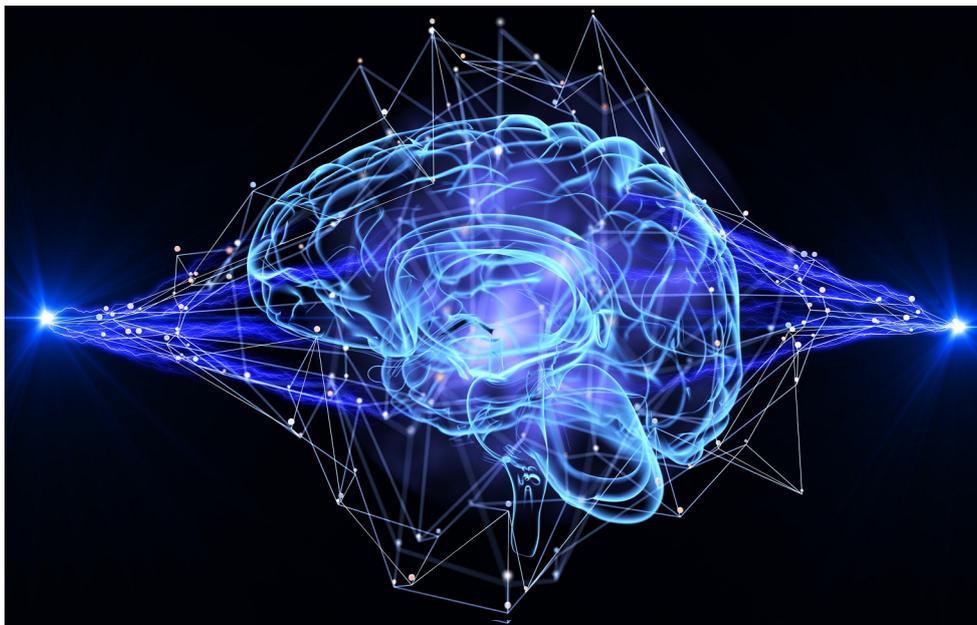
Next GM Kaufman responded with:

“I didn't have time in November to look into this, but now I do. I have completed my new book for New In Chess, "Chess Board Options", which has quite a bit of material relating to these issues of excessive draws, ratings, rule changes, etc. It is supposed to be available on Amazon April 19. We did a fair amount of testing with alternate rules in Komodo for this book; the rule change which would have the most dramatic effect is to forbid repetitions (or score them as something like 1/4 point for the repeating side).”

GM Kaufman clearly has a vested interest in almost surreptitiously promoting his latest publication. But who better could analyse the current situation and come up with some suggested changes to the game of chess than a GM who has input to one of the top NNUE chess engines on the market? Perhaps the suggestions in his soon to be released book may inject more interest and renewed life into the correspondence chess game that is sorely in danger of losing strong chess players interests due to the utilisation of chess engines during game play?

Poster Branko Radovanovic responded to the post by Uri Blass saying:

“Looking at Ljubicic's stats, yes, that seems to be the case. No upward draw rate trend in the <1801 Elo bracket at all, so I guess no change for these players. 2200+ looks like it's



going to become unplayable in 5 to 10 years though.”

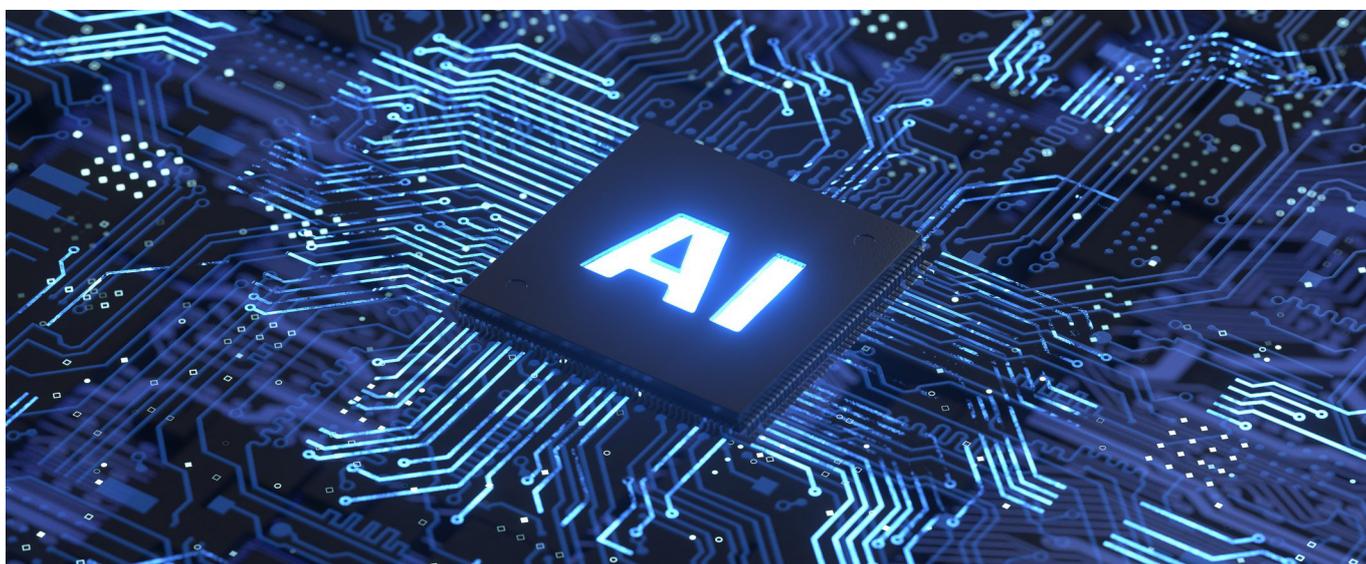
Branko seems to be confirming that at the lower ratings in CC the upward trend in draws is not happening. The main category of CC players affected appear to be in the range 2200+, ending with a chilling assertion that chess will become unplayable in 5 to 10 years' time.

Now Stephen Ham made his presence known on this thread with the following:

“Hi Larry,

That's an interesting question. First, my qualifications to opine: I'm America's top-rated ICCF Grandmaster with a 2580+ rating, 240 ICCF games of experience, generally playing in tournaments with like-rated opposition.

That said - it's evident that chess is a draw "with best play". Best play includes numerous alternative continuations - no singular "best play" exists. Best play need not be "brilliant" - it instead must be error-free. Since chess is intrinsically a draw, many top-level ICCF tournaments





now finish with 100% draws. No meaningful errors were made.

However, ICCF draws are not specifically a manifestation of NNUE. It's instead the result of generally improved hardware/software, game databases, plus 7-man Table-Bases (perfect chess). NNUE is just one specific component of this overall advancement in technology. Top-level ICCF play approached 100% draws even before NNUE went public. Improved software/hardware gets us closer to error-free chess. No meaningful errors - no decisive games - all draws result.

Therefore, many top ICCF GMs are considering quitting correspondence chess. I'm not there...yet. I still enjoy exploring new ideas, pushing matters, and taking reasonable risks when positions can't be 100% analyzed out. Top hardware with NNUE is still not perfect. I think many Stockfish NNUE evaluations are faulty. After long and deep searches, I've seen evaluations flip/flop.

Computer software/hardware will likely kill chess, even OTB chess. However, it's effect upon the ICCF is more immediate since all top-level GMs utilize computers to analyze games. And we have enormous amounts of time in which to do so. While chess will never be 100% analyzed out, it's "practically" analyzed out now in the ICCF. Once a game is completed, it's stored in the ICCF's archived database. ICCF players now have: hardware/software for analysis, endgame TableBases, and a complete inventory of thousands of ICCF games.

Human input in top-level ICCF games is now 99% eliminated, other than personal preference in selection of openings. OTB GMs are now mining the ICCF's game archives for useful opening theory. Soon, the human element will be removed in OTB chess too, rendering it more of a memory contest - who can recall data better than their opponent.

Sorry for the pessimistic prognosis, Larry. But that's the way I see matters.

All the very best,  
-Steve-

GM Ham's input draws a gloomy picture for the future of CC. Uri Blass commented on GM Hams post, reiterating that he disagreed with the assertion that OTB chess would go in the same direction. Then GM Kaufman posted this:

"Thanks for your input. I agree that correspondence chess already had a huge problem with draws before NNUE, but since I hadn't heard a lot about players wanting to give up or change rules I thought it wasn't yet bad enough for this to happen, now maybe it will be the majority view among strong players. I agree more with Uri regarding OTB chess; so many mistakes are made by humans that it is certainly no problem for White to avoid theory and still win games if he is the stronger player; maybe somewhat of a problem just for Black.

So the question now becomes whether top correspondence players will just give up, or whether they will favor some change or reform to address the problem. That could be a rule change, such as penalizing the player who repeats position, or it could be the computer chess solution of mandating bad openings with each player having a shot at the White side once. It would be nice if chess960 were the solution, but from the results we've seen here even chess960 is hopelessly drawn with top engines and long time limits. Have either rule changes or mandated (bad) openings attracted much interest among top correspondence players yet?"

Ozymandias posted:

“Many already gave up. By 2017, more than 10,000 players were still active in my DB. In the last three years, less than 6,000 remain.”

This was followed by another post by GM Ham:

Hi Larry,

The ICCF moves very slowly. Since it's an international organization, what appeals to country/culture X is dismissed as unacceptable by country/culture Y. It's thus difficult to get an international consensus on many things.

Presently, the ICCF is working on "low hanging fruit", yet still taking years to address obvious problems, such as: poor sportsmanship, excessively long time-controls, and "Dead Man's Defense" (i.e. taking forever to play out inferior/lost positions, almost to the point of waiting for the opponent to die). Yes, inferior/lost positions do occur. They're rare, but...they exist, usually at lower performance levels.

Really, what ICCF rule changes can fix the problem of chess being intrinsically a draw? Is it still chess if the ability to repeat a position is penalized? Regardless, rule changes inside the ICCF come very slowly.

Also, mandating playing inferior openings in the ICCF will NEVER be popular. Most top-level games/tournaments take roughly a year to complete. So, why willingly suffer the results of bad openings in multiple tournament games for a year? Putting forth effort and time, not to mention the cost for the latest PC hardware, is unpleasant enough when knowing one's best efforts still have a 99% likelihood of just being a draw. Surely it's even worse to expend the cost/effort/time playing bad openings one never chose in the first place.

Some top ICCF GMs have already quit correspondence chess for the reasons cited in my previous post. Other top GMs are considering it. Some day, I too will quit, but presently enjoy the delusion that I can still win games...somehow. The challenge still exists for me. However, the enjoyment of correspondence chess, with

its "delayed gratification" of more than a year, is approaching zero for many of us.

All the very best,  
-Steve-

Cordfed then posted how the draw trend affected his approach:

Same here - gave up on "Correspondence Chess" roughly 20 yrs ago - 2399 ICCF. Engines/Hardware of that time were NOTHING like they are today, but it was obvious people were using them.

I can't even stand the thought of playing ICCF, etc today - it's like strapping yourself to jet engines in the water and 'racing' someone and saying you are 'out swimming' someone....and even with those jets, it can ironically take months to finish the race! Yes, some players are still legitimately good players, but the proportion seems to keep dropping and when an 1800 USCF player can play like a Super GM...you know you are involved in something that just doesn't make sense.

Long live OTB!

Braindied then posted:

It is clear that quite a number of the stronger ICCF players are dropping out - and you only have to look at the event categories to support that. The latest World Championship is a cat 11 compared to a usual minimum of 13.

But it is also noticeable that a few very strong FIDE GM's are dabbling - not to win games, but to try out and learn opening structures. The number of new GM's in ICCF is reducing as even scoring a +2 in a cat 11 or 12 event is pretty much impossible without luck.

As a 2530 ICCF player, and over 500 games, my overall record on the ICCF server is around 25% wins - but since 2017 I have won 2 games, and one of those was a clerical error (such things still exist!). The engines have exceeded my chess skill (OTB 2200).

I still see correspondence chess having a place for a short period as a test bed of opening novelties, and adding a new line to the theory data-

base, though whether any are strong enough novelties to change the overall result is doubtful.

However, in 960 ICCF in recent times, I have a 25% win ratio, because the random nature of the start position and the natural advantage in some of the start positions leads to decisive results. But is that real chess that provides enjoyment?. The idea of being forced to start with a doubtful opening line and playing both sides is still engine dominated chess. Is being given an advantage or handicap bringing enjoyment?

My pet hate and something I do not comprehend are a newer generation of correspondence players, who just parrot engine moves, use no thinking time, and complain about "slow play" of using the permitted time controls. Why bother?

The New In Chess Yearbook volume 137 contains an ICCF played and annotated by GM Krishnan Sasikiran - a very strong OTB GM, showing a game he won from human moves not selected by the engines. It shows those with talent can still find opportunities the engine parrots cannot.

So, this exchange of views by some top correspondence chess and over the board grandmasters highlights a significant problem! Resulting from most of the CC community utilising Chess Computers to aid their play the number of drawn games occurring approaches 95% of the games played. This problem is persuading some top players to leave the CC game altogether and leaves the remainder considering which direction they take for the future. But perhaps the light at the end of the tunnel may be the suggestion by GM Kaufman to adjust the rules slightly to cater for avoidance of the problems being experienced.

What do you think?



# EFCC Game Archive

THE EFCC GAME archive currently holds over 33,000 correspondence games by players registered with England. Please send in any games that you would like to be included.

## Rhead,A - Morra,P [C45]

Great Britain v France, 1924

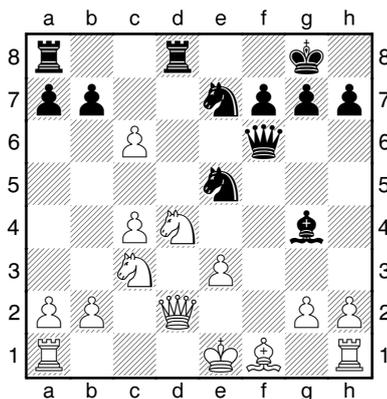
1.e4 e5 2.Nf3 Nc6 3.d4 exd4  
4.Nxd4 Bc5 5.Be3 Qf6 6.c3  
Nge7 7.Qd2 d5 [ C45: Scotch  
Game.]

8.Nb5 Bxe3 9.fxe3 0-0

10.exd5N Predecessor: 10.Nxc7  
Rb8 11.Nxd5 Qh4+ 12.Qf2 Qxe4  
13.Nxe7+ Qxe7 14.Na3 Re8  
15.Nc2 b5 16.Be2 1-0 (54)  
Jurjew CC-Dwinsk Klub corr  
1894 Corr 2008 [Baltische  
Schachblätter]

10...Rd8 11.c4 Bg4 12.N1c3  
Ne5 13.Nd4 [13.h3!± Bh5  
14.Qf2]

13...c6↑ 14.dxc6? [



[14.h3= Bh5 15.Qf2]

14...N5xc6 [14...N7xc6± 15.Nd5  
Qh6]

15.Ne4? [15.Qf2±]

15...Qe5-+ [Black is clearly  
winning.]

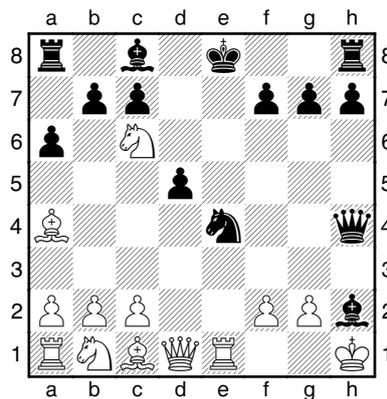
16.Bd3 Nxd4 17.0-0 7...Ne2+!  
0-1

## Legrain,G - Luckcock [C80]

Great Britain v France, 1925

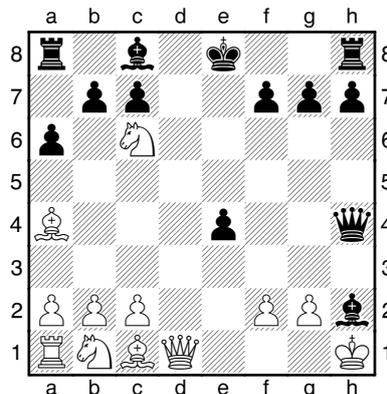
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6  
4.Ba4 Nf6 5.0-0 Nxe4 6.d4 exd4  
7.Re1 d5 8.Nxd4 Bd6 9.Nxc6  
Bxh2+ 10.Kh1 [ Inferior is  
10.Kxh2 Qh4+ 11.Kg1 Qxf2+  
12.Kh1 Qh4+ 13.Kg1 Qf2+  
14.Kh1 Qh4+ 15.Kg1 Qf2+=]

10...Qh4 [



C80: Open Ruy Lopez: Sidelines  
and 9 Nbd2.]

11.Rxe4+ dxe4 [



12.Qd8+! Qxd8 [White is clearly  
better.]

13.Nxd8+ Kxd8 14.Kxh2 Be6  
15.Be3 [ White has strong  
compensation.]

15...Ke7N [Predecessor: 15...f5  
16.Nd2 Ke7 17.c3 h6 18.f3 exf3  
19.Nxf3 Rac8 20.Re1 c5  
21.Bxc5+ Rxc5 1-0 (31) City  
New York Brooklyn CC-City  
Schenectady USA 1924]

16.Bc5+ Kf6 17.Nc3 Kg6  
[17...b5 is a better defense.]

18.Nxe4+- f5 19.Nc3 b5  
[19...Kf7 was called for. 20.Ne2  
Bc4]

20.Re1? [20.Bb3+-]

20...Kf7 [ This move loses the  
game for Black.]

[20...Rae8=]

21.Bb3 Rhe8 [21...Bxb3 might  
work better. 22.Re7+ (22.axb3  
Rhe8±) 22...Kg6]

22.Nd5 Bxd5 [Δ22...Rac8  
23.Rxe6 Kxe6]

23.Bxd5+ [White is clearly  
winning.]

23...Kg6 24.Be7 Rab8 25.Re6+  
Kf7 26.Re3+ Kg6 27.Rg3+ Kh6  
28.Bg5+ Kg6 29.Bd8+ [ A strong  
pair of Bishops]

29...Kh6 30.Bxc7 [ White wants  
to mate with Bf4+.]

30...g5 31.Bxb8 Rxb8 32.Ra3

1-0

## FEATURE ARTICLE

# The Chess Program Scene

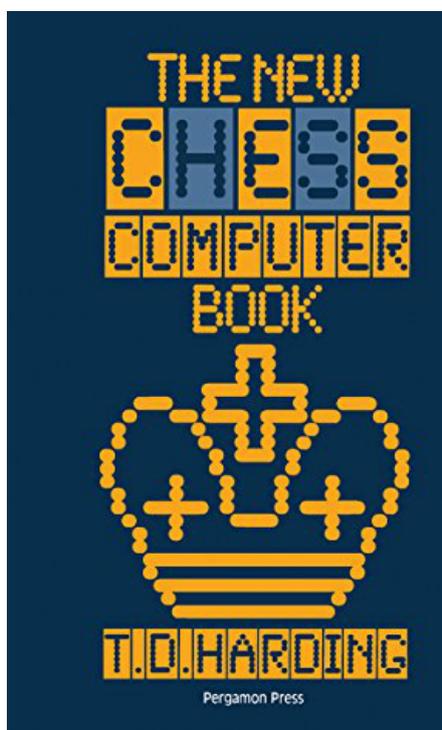
*The development of chess programming techniques for home chess really started commercially in the mid to late 70s*

Author: Keith Kitson

In 1985 Tim Harding suggested in his book, 'The New Chess Computer Book',

**In a few years from now, the only human players who can feel confident of beating a chess microcomputer regularly will be the players strong enough to have international ratings (better than 200 British Chess Federation grading or 2200 on ELO-type systems) and maybe even they will not be immune. The school of thought that computers will one day be the world's strongest players is regaining some ground. (Harding, 1985, Page 1)**

Well, some 36 years later Harding's assertion may well have been true at some point but it takes a strong and computer savvy GM to beat the best chess software and in a match I would expect the computer to win on most if not all occasions. Certainly, chess players of 2200 ELO and below will be soundly beaten at any time control by the strongest chess programs available now, and the best chess programs, on occasion, can now beat the world's strongest players, but we may not quite be at the stage where we can say that computers are the strongest players. There is no suggestion that computers have solved chess. There will always be room for improvement for the foreseeable future. Especially in the endgame phase where chess programs can be quite naïve with their recommended play, before tablebase play kicks in.



To reach this particular stage in their evolution, chess computers had several hurdles to jump first. Colossus was very close to being the dawn of the chess computer era. In the pre-transistor era thermionic valves could be found in large, water-cooled casings owned, due to their size and cost, by large organisations with the space to accommodate them. ENIAC was one of the pioneering machines which was hard wired with tasks to complete. To change the task meant rewiring the machine, a major undertaking each time. The first major stride forward was the concept of the stored program, where task changing involved feeding the stored code from a punched tape into the machine to reprogram its task. (Harding, Page 1 thru 5)

Therefore, early electronic chess program development was restricted to large mainframe installations where it was financially prohibitive to build a machine purely to play chess. This main frame domination culminated in a series of matches between IBMs Deep Blue and Kasparov in which Kasparov lost the final match. Early mainframe chess programs relied on brute force to calculate a reply to each move which was sufficient to eventually beat Kasparov. However, brute force was too time consuming and wasted the speed of the mainframe on moves that humans would discard very quickly, which reduced the move horizon or search depth before the program went blind to further moves. As development of the chess program evolved, the factors that had a major influence on achieved level of play included, hardware speed and architecture, chess knowledge, efficiency of search technique, and accuracy of evaluation.

As chess programming techniques started to mature, move pruning techniques were introduced which reduced the search by dropping the great majority of fruitless replies leaving just the most promising replies according to the program evaluation. This meant the fewer selected moves could be searched deeper in each line greatly expanding the move horizon. The program evaluation was responsible for dropping irrelevant moves but unfortunately no program evaluation gets it right one hundred percent of the time, so potentially good candidate moves may also be dropped during initial move pruning. Inaccurate move pruning, and reduced accuracy of move selection as the search deepens in ply both contribute to weakening the chess

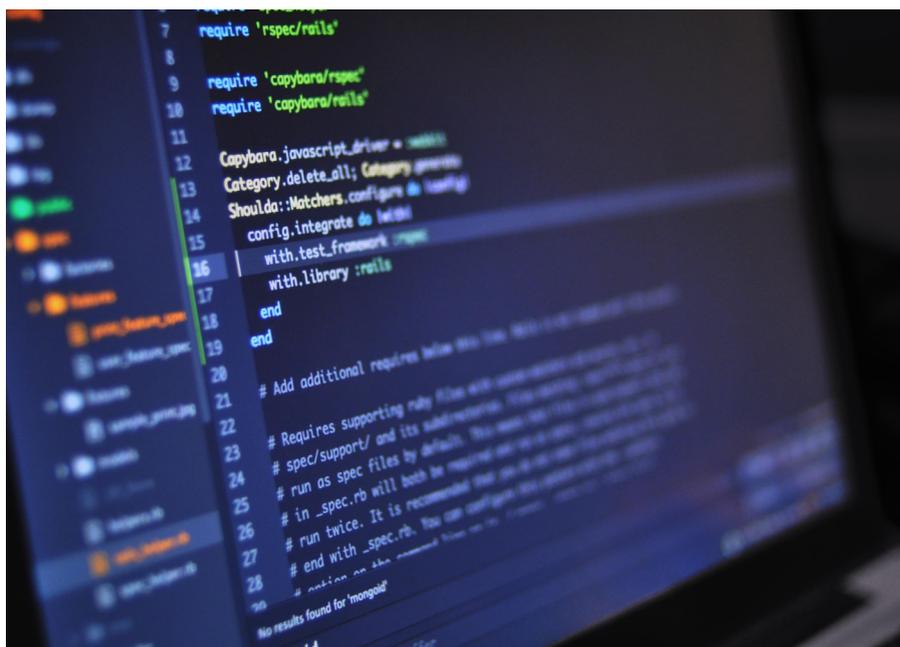
program. The speed of the computer chip and the chess knowledge built into the program also restricted the strength of chess play.

The development of chess programming techniques for home chess really started commercially in the mid to late 70s with availability of small dedicated electronic boards with a small LED display. At best they initially played 80-100 (BCF now ECF) which approximates to players emerging from beginner stage and starting to understand in a little more depth the rudiments of the game. The American company Fidelity Electronics produced a series of chess machines called Chess Challengers which ran programs written by the very successful chess programming team of Dan and Kath Spracklen. Progress of the chess programming scene can be typified by the journey of one of Britain's leading chess programmers around this time, Richard Lang. With the emergence of the early 80s Richard Lang was new on the computer chess scene, deserving interest in his first program, 'Cyrus', written in Z80 Assembly language. By writing in assembler the program ran the fastest it possibly could on a Zilog Z80 chip. The Z80 was leading edge at the time but just an 8-bit microprocessor, the first chip produced by Zilog. This chip had the advantage that it was compatible with Intels 8080 cpu but also brought to market several enhancements over and above Intel's chip which Lang was able to take advantage of.

As chess programming techniques matured, the number of program lines increased and writing in Assembler became a very slow process and restricted the program to running on one particular processor only. The microprocessor market was progressing in leaps and bounds, so existing programs had to be rewritten from scratch to run on the new generation of chips each time. Rewrites for new processors emerging onto the market proved very expensive, so eventually higher-level programming languages like C and later C++ offered the benefit of 'portable code' that could easily be recompiled for a different microprocessor base without expensive rewrites each time. Eventually microprocessors would increase their speed sufficiently to make the difference in speed between a

program written in a high-level language negligibly slower than Assembler programming or even raw machine-code, with the big benefit of cross platform portability but at the risk of making hackers jobs easier to steal programming code for their own use.

The practice of copying existing code for use in a new program without declaring the original source has torn the chess programming community apart and bitter feuds have ensued on



who owns what code. Some enterprising websites have a reputation of testing chess programs in tournaments against each other to determine which is the best on the market. The chess playing community have a vested interest in which is the strongest program so they can use the same program to aid their chess play. The chess programmers and marketing fraternity also have a vested interest in seeing their program at or near the top of the ability ladder as, obviously they will get more sales and higher profits can be translated into further research and development for the next generation of chess programs. Therefore, if several programs appear near the top of the winning list and they are all copies of one successful program, but with different names, by different programmers, you can understand the animosity from genuine, originally written, chess software which doesn't even reach the final but deserves to be near the top if copied

code programs are eliminated from serious competition.

This then presented another problem which needed to be addressed, in that chess programmers devised their own methods to resist attempts to reveal their code, using copy protection techniques, at least to tournament organisers, if not competing programmers who had special tools and knowledge to break into other programmer's chess masterpieces. This then presented problems to tourna-

ment organisers and how they determined to find and eliminate copied programs from their competitions. Eventually, enterprising programmers wrote software that compared many aspects of program output, to establish thresholds of correlation that were sufficient to minimise the risk that two programs had the same or very similar source code, and therefore could be considered copies. This works reasonably well but it's not error free and is the subject of much controversy, as mistakes can sometimes be made and the reputation of a programmer rests on the decisions coming out of these program comparisons. The honest programmers could easily prove their innocence by revealing their pristine, uncopied code. Unfortunately, securing their innocence is at the expense of revealing their code for further copying. The controversy still exists to this day and will probably continue to be a bone of contention in the chess programming community

for many years. One glimmer of light seems to be that any new chess program released onto the market that performs at or near the top level is very unlikely to be a brand-new program as historically programmers need to go through a series of updates over the years to improve their programs in stages. So, any brand-new top-strength programs are always the subject of suspicion and therefore unlikely to be taken seriously by the chess computing community.

Another factor has now entered the chess programming arena, in the latter part of 2020, which promises to tailor Neural Net programs to mimic the play of a targeted source, be that a human, past or present, or another chess program. Maia Chess recently had claims made for it that neural networks can be trained to play like human players. This includes the ability to predict the moves of individual players, with good success. Approximately 75% accuracy has been attained in predicting particular player's moves. Regression Analysis has predicted that it will be possible to train Maia to play like the best chess programs with 75% similarity but without any code similarity present. False positives are more likely to occur when program comparison is made to avoid duplication and render the decision-making process very difficult for the tournament organisers deciding whether to include or exclude a chess program from their next tournament. As chess computer programs become even stronger and more powerful, (than they are now), we will see move choices for lines of play correlating between two leading edge machines maybe to 20 ply or more, even though there is no similarity of code, which is another factor to confound the process of detecting clones. One other factor to consider is that Maia is an open-source project and therefore, anyone can copy the program and produce their own version of top programs by replicating the top engines style of play. To add insult to injury any programmer would be able to copy a top open-source program like Stockfish and claim the only reason it matches Stockfish is because they have used a Maia like approach to the Neural Net file. Fortunately, in the mid to late 80s chess programming was not 'mature' enough, if mature is the right word, to have code copying



problems of this nature.

Back to Richard Lang who moved on from his early chess programming success by writing a new chess program called, 'Psion', which made its first appearance on the market in Sir Clive Sinclair's Sinclair QL. Later Psion would create its own label and market Psion Chess for the Apple Macintosh, Atari ST and, in late 1983, possibly the turning point in chess programming direction, the IBM PC, the dawn of a stable platform to allow all chess programmers to write for a ready and large willing market awaiting new developments, without the disappointment of finding the very latest chess program incarnation is not written for their machine.

One of the most successful companies to market chess computers was Hegener and Glazer (H&G), a German company founded in 1969 by Manfred Hegener and Florin Glaser for production of semiconductors, displays and portable electronic game unit applications. They were best known in the chess programming community for their range of luxury Mephisto chess computers, which were very successful in their day. In addition to integrated travel and sensory computers, they also sold a line of modular electronic sensory boards, which their main competitors, Fidelity Electronics, Conchess and later TASC, also competed for sales. The strongest software in these sets was written by Richard Lang, who later translated his programs as Psion and ChessGenius. Lang's Mephisto programs won six World Computer

Chess Championships (WCCC) from 1984 to 1990. H&G also incorporated and sold engines licensed from Johan de Koning, Ed Schroder, and Frans Morsch. Different models used 8-bit, 16-bit and 32-bit processors, including microprocessors from MOS Technology 6502, Motorola 68HC05, and Motorola 68000, amongst others (sourced from Wikipedia). H&Gs models were sold at premium prices and as PC chess software became more popular and significantly cheaper to own, as you were only paying for the software not the hardware too, Mephisto models became less popular and were eventually sold to Saitek.

For several years chess program development continued with dedicated machines until the home computer market started to expand with very early, small, dedicated machines like the kit-form home build zx80 or fully assembled zx81, which consisted of a small plastic casing with a keyboard printed on to the top of the casing with a press sensitive membrane beneath, a mains socket for an external adaptor and a socket to plug in a RAM pack, originally only available for purchase by post. Three major factors held back chess program development: expensive RAM (volatile Random Access Memory or Ram) which restricted available memory down to affordable levels and CPU (Central Processing Unit or the main computing chip) speed which determined the capacity of program instructions able to be performed in one second. This expanded as Commodore produced

the Vic20 with 3.5k of ram and accepted plugin software chess modules such as Sargon and with the option of a second 6502 processor, although chess programming at this stage didn't allow for utilising dual processors. Commodore followed this with their Commodore 64 machine which had a faster chip and more memory. In June 1981 Texas Instruments released the TI99/4a, an enhanced version of the less successful TI-99/4, which was released in 1979. This was the first 16bit home computer range running a TMS9900 processor at 3Mz. Several other manufacturers competed in the same hardware market, too numerous to mention in this small article.

But fundamentally the chips (like the intel 6502 and 8080, competing heavily against the zilog z80 for instance) were only 8-bits limiting the amount of data read and processed in one chip cycle. Later developments would see 16, 32 and the current 64 bit chip architectures which also allowed more memory to be addressed. Meanwhile memory was still quite frugal, and utilisation of a second processor was not top of the programmers lists. So, chess programming on early machines was very limited with nothing outstanding in their play. As the home computer scene became a little more sophisticated with the advent of the BBC A and B with 16k and 32k of ram (note we are still talking about kilobytes here not Megabytes or Gigabytes; an order of magnitude of computer memory far removed from the early days) dedicated chess programs written for specific machines became available, such as Martin Bryant's White Knight 11 and 12. At this stage in chip architecture we are still only talking single core where the CPU could only perform one program instruction at any one time.

Early machines had their own idiosyncrasies and were not distributed worldwide so mass development for one machine type was limited. It was only with the development of MS-DOS and PC-DOS that a common operating system became available to provide a relatively stable environment for worthwhile mass chess program development. This was followed by the development of the IBM PC, a more consistent hardware base allowed mass development of chess

programs for one single machine type, thereby programmers had the incentive to write chess programs as a wider customer base gave potentially better financial rewards. Distribution of chess programs was initially via 5 1/4" floppy disc later replaced with the more durable 3.5" floppy, with an increased capacity of 1.44 Megabytes. Eventually, as chess programs became a little more sophisticated in their knowledge, sometimes supplied with an openings book and a small database of games, floppy disc capacity was exceeded by chess program package size. Distribution switched to higher capacity 800Mb CD and later to 4.7Gb DVD. Once download speeds were at a feasible level downloading of chess programs and data became the norm.

### PC User Interface

American computer programmer, Timothy Paterson, a developer for Seattle Computer Products, wrote the original operating system for the Intel Corporation's 8086 microprocessor in 1980, initially calling it QDOS (Quick and Dirty Operating System?), which was renamed to 86-DOS. 12 months later a new company called Microsoft purchased exclusive rights to sell this system, and renamed it MS-DOS, and sold it to IBM for their new IBM-PC. IBM renamed it PC-DOS. MS-DOS enabled the development and use of leading edge chess programs of the day such as Richard Lang's Chess Genius, Mark Uniak's Hiarcs, MChess Pro written by Marty Hirsch and Rebel by Ed Schroeder, amongst many others. Microsoft produced several early versions of Windows software which were not very successful. The hardware was not capable of running the graphic software at acceptable speeds, which was not quick enough for smooth graphics operation; delays in processing were prohibitive and off-putting. Then along came Windows 95, written by Microsoft which was the first Graphic User Interface (GUI) that successfully could supersede the CLI MS-DOS. However, for many years Windows was built on an underlying MS-DOS base which enabled most DOS programs to run in a DOS window within Windows. MS-DOS technology did not keep pace with its competition. There was pressure to supersede the MS-DOS CLI because it lacked the multitasking, multiuser capabilities of the UNIX operating

system, also MS-DOS couldn't compete against the user-friendly graphical interface of the early Macintosh computer from Apple Inc. Now that the Windows GUI was established as the de facto operating system successive versions of the operating systems only improved the interface, establishing a stable basis to run chess programs.

No doubt, future years will reap many interesting continuations of improved chess program development. Will we ever see chess effectively solved? Many doubters suspect not, due to the enormous variation in positions that occur as any game progresses. But that doubt is based on current technology. There is no telling what new hardware will be invented in the future, or what new programming techniques are developed which may constitute a revolution in chess programming. Already, Chinese scientists have proven that light can be used as the transmissible element. Researchers in China have claimed to have achieved quantum supremacy, building a quantum computer capable of carrying out calculations trillions of times faster than today's most powerful supercomputers. According to a paper published in the journal 'Science' on Thursday the 3rd December 2020, the computer, developed by a team of scientists at the University of Science and Technology of China (USTC) in central Hefei, completed a calculation almost 100tn times quicker than existing supercomputers. China's official news agency Xinhua claimed the computer, which comprises lasers, mirrors, prisms and photon detectors, could process 10bn times faster than the quantum computer unveiled by Google in 2019. However, Mr Lu Chaoyang, a professor in charge of the experiment in USTC, added that so far, "quantum machine can only do a specific job, not all jobs. It is not fully programmable yet. This is something we are working on." (Reported by Ryan McMorow in Beijing and Siddharth Venkataramakrishnan in London, in the Financial Times, December 4th, 2020)

### Bibliography

Harding, T.D., (1985), The New Chess Computer Book, Pergamon Press, Oxford.

**Winning Move**

# What Happened Next?

POSITIONS FROM CORRESPONDENCE play, all feature a winning move.  
Nothing too difficult and best tackled without the use of a computer.

**1** White to Move after 23... f4  
Sam Lloyd v G. Moore  
American Chess Journal, 1878



**2** White to Move after 26... Qxe2  
J. H. Blake v N. V. Urusov  
Le Monde Illustré 1889-93



**3** White to move after 15... Nc2  
M. Klempar v J.A. Taylor  
ICCF World Cup 10 prelim.



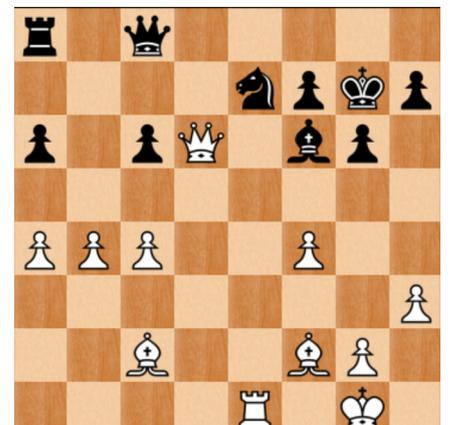
**4** White to Play after 13...c5  
T. Winkelmann v K. Schneider  
WRG-Welt-Turnier 1996



**5** White to play after 13... Bd1  
B. Hanison v G. Radosztics  
Reg Gillman Memorial E



**6** White to Play after 27...Kg7  
L. G. Barnes v T. Paterson  
BCCA v BCCS, 2002



Solutions on [page 44](#)

## FEATURE ARTICLE

# Setting Up A Chess Computer System Pt 1

CONTEMPORARY SYSTEM CHOICES, the first part of a series of ideas for setting up a chess computer system.

Author: Keith Kitson

## Introduction

Some of you have expressed a wish to have an article written on setup of a computer system for chess play and analysis. I can understand the concern for the computer novice who is not that au fait with computers in general or the contemporary chess software scene in particular. Indeed, all aspects of computing are constantly changing and improving so the contemporary chess computer scene is a constantly moving target to try and keep abreast of current trends. Therefore, any attempt to write about it will become a snapshot at that time and subject to change and update within days or weeks of writing. The market has four main categories of hardware platform for the home user to run chess software: desktops, laptops, tablets and mobile/smart phones (i.e., smart phones have a larger screen and can download and run programs or applications often called apps.). Each can have a part to play in the chess software scene and some players utilise more than one platform for speed, portability and budget considerations.

As this document is mainly for the readership of chess players at all levels of technical ability, it is very likely that some of the ideas and techniques asserted in this article could be challenged by an individual's own experiences. The intention is that the information provided will inform those who can adopt and benefit, allow comparison for those who have established techniques through experience to fine tune their approach, and confirm for those who feel their experience is superior for their needs than is presented here.



## Anti-computer Diehards

It is first worth considering whether to move towards computer assistance for your chess play or stay as you are. There are those that prefer not to use digital assistance. Naturally it is an individual's choice on how they approach their chess. Factors worthy of consideration when considering the pros and cons are:

### Existing without a computer

If you don't have an email address and play all your correspondence chess by post, then it is perfectly feasible to utilise physical books or your memory for your openings and maintain a paper database (perhaps a chess games score book) to review your opponent's games scores before commencing a game. Unfortunately, this category of chess player would not have access to endgame tablebases which are part and parcel of the correspondence game now and rule changes have been adopted to accommodate use of these tablebases on some chess servers, like the ICCF for

example. By electing not to use a computer a chess player must face up to the fact that their opponent may well use a computer to assist their play and that may place the non-computer user at a disadvantage. At a very basic level humans can and do make mistakes during play, whereas basic mistakes like leaving a piece en-prise has been eliminated from strong chess computer play unless there is suitable compensation to do so. This could lead to the non-computer chess player losing a match and his/her grade being adversely affected by a lower graded player win.

### Non-ownership Computer use

Most players use computer assistance. Even if just to access a web-server for play and to access email chess correspondence. For those not wishing to own a computer in the house they can access internet facilities at their local library (usually for free) or visit an Internet Cafe where they can rent computer time, often by the hour. Obviously, the downside is

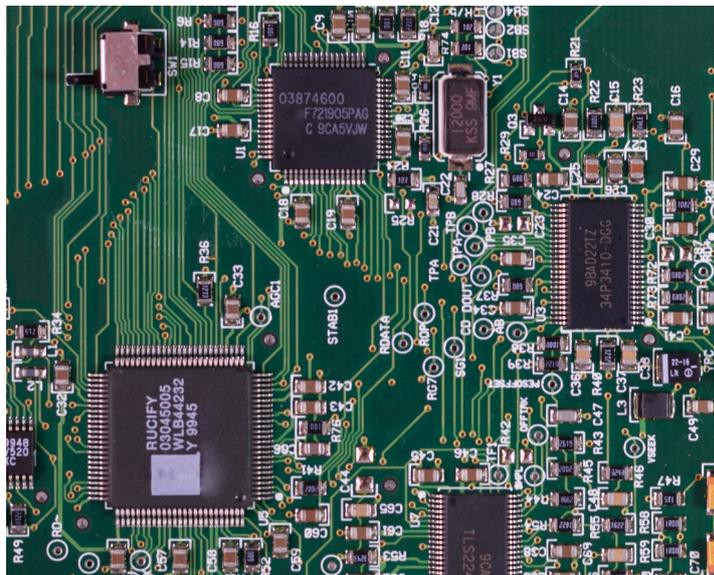
that access to these facilities are at restricted times and you have to leave the house to access the facility, coupled with the fact you cannot install your own software on this class of computer service. Alternatively, internet access can also be achieved by utilisation of apps on a smart phone or tablet to enable receipt and reply of emails, notification of opponent move on chess servers and chess apps to aid game analysis. Effectiveness of chess analysis being restricted by the abilities of the phone or tablet specification and the inherent dumbing down of features and facilities in these apps to enable compatibility with phone or tablet.

**Extending Computer Usage for chess**

Computers can also be well employed to maintain an openings database, and a games database. Endgame tablebases are now available online, such as at the ICCF website. This aspect of computer use during chess play is no different to using manual procedures for storage and recall of games and openings, except speed of data access will be faster, and data is extensible, what-ifs are significantly easier to implement and searches are quicker and a lot more versatile. Something new, and a little out of the ordinary, is to maintain a player database which would hold a thumbprint image of the player and statistics about their chess history which would enable opponent research before commencing a game. Where chess playing websites prohibit the use of computer assistance for chess play the computer use described in this paragraph will not contravene those rules, as the computer is not being used to generate a reply move. However, some unscrupulous chess players still use computer software to assist their play despite the practice being banned on those sites.

**Legacy Computer systems**

Where chess players have existing computers, which are employed for general purpose use these could be adopted to run computer software. However, older computer systems or systems not purchased with chess or gaming in mind are unlikely to be ideal for running chess software. They may be running an old or out of date operating system, perhaps even no longer supported for updates, fixes etc. Many older system hardware will not be compatible with the requirements to install Windows 10 or Windows 11 (which will be with us soon). With unswerving regularity new generations of software applications become more sophisticated and demand faster and higher capacity hardware to function at reasonable speeds. Older generation hardware is often slower to process at reasonable speeds or has not got the capacity or capability to accommodate new generation software.



**Inadequate Resources**

The CPU architecture may not be up to date; 8 and 16 bit systems are now out of date and 32bit systems are also now being replaced with 64bit. The central processor may only run single core or two cores (dual core) and the speed at which it runs could prohibit effective move analysis to any significant depth or require longer run times (perhaps overnight) to reach a reasonable depth of search.

**Insufficient RAM is disastrous**

For a few years 4 Gigabytes (GB) of computer memory (RAM for Random Access Memory) was considered adequate for most regular users. Whereas nowadays current software can be significantly more demanding of RAM requirements. From start-up modern day systems may demand 2Gb or more of RAM. Then with several pages open in an internet browser that could easily exceed 1Gb leaving 1Gb or less to start the chess GUI and commence an analysis task. Any further background tasks that may start automatically could easily request RAM that is not available. The system will then slow down, often

ignoring any further user requests, whilst it attempts to save any non-critical current task's memory to disc, thereby freeing up often small portions of RAM. Only when sufficient RAM has been freed-up will the system start the new task and the system will then respond to further user requests. Occasionally sufficient free RAM is not found and the system is stuck in this mode, unresponsive to requests. Often the only resort is to turn off the machine (by depressing the start button for 5 seconds) and restart the system, at the risk of corrupting any open files that didn't close

properly on power down. 8Gb should be considered a minimum to run chess software. 16Gb or 32Gb being much safer to run in and is offered on many machines nowadays. Usually, two or three RAM memory slots are built on the motherboard with current systems. So, 8Gb would normally be installed as 2 x 4Gb chips. These chips are often easily upgraded with larger capacity chips. The superseded chips sometimes can be part exchanged for an upgrade.

### New Revolution in Mass Storage

Remaining free hard drive storage may be insufficient for contemporary databases, bearing in mind it is always wise to leave at least 10% of disc space free and unused for defragmentation purposes. There is also a new generation of mass storage device which is superior to the magnetic head disc drives that have been used in computers for many years now. Solid State is the new 'kid on the block' and improved reliability and access times for reading and writing data are the characteristics of this new storage. For many years storage memory was known as either volatile or non-volatile. Volatile memory held information stored there until power was switched off; computer RAM being an example of this. In contrast, non-volatile memory or storage can retain information even after power is removed. The term non-volatile memory can also refer to read-only memory (ROM), flash memory, and most types of magnetic computer storage devices. It is Solid State, non-volatile memory that retains contents when power is removed that has now largely replaced magnetic head disc drives. These legacy drives were always known as the drives that will always eventually fail either with a head crash or corrupted areas of the disk that cannot be read. There is a much-reduced risk of read/write problems with Solid State memory. However, Solid State memory is still quite expensive in comparison with the mature conventional magnetic head storage. Where a legacy system has acceptable CPU speed but low disc space adding a 1Tb disc drive could be the cost effective answer. Externally placed for laptops and internally mounted for desktops.

### Defragmentation Explained.

Modern file saving techniques include saving a larger file in several smaller disc gaps, where previous files have been deleted, rendering the file saved in several fragments. The system keeps tabs on where all fragments of each file are. This ensures that very little disc space is wasted but, renders file retrieval more complicated and takes more time for the system to locate all fragments of one file (all this being invisible to the computer user). This is remedied by running a defragmentation job which collates all fragments for one file together in one place on the disc, rendering a more efficient file retrieval system.

### Dedicated Chess Machine.

Dedicated chess playing machines with electronic board and integral computer program, with or without a display window, are also available but are not at the leading edge of the market anymore. The outer casings are usually manufactured from plastic at the budget end of the market, with press sensitive squares and sometimes an LED light on each square.

At the more expensive end of the market luxury polished wood replaces plastic casings, and magnetic switches detect the presence or absence of a chess piece. Leading edge dedicated chess computer machines are rare or do

not exist due to the rate of improvement of the chess computer scene, and the price will be prohibitively expensive. This aspect of computer chess is still of interest to those requiring an instant chess sparring partner, to mimic closely OTB play. Unfortunately, the benefits are fewer to the titled or advanced chess player who may easily beat the computer most of the time and upgradeability is rare because the customer base is too small for profit making.

In the majority of cases, except with modular high-end (read expensive) systems, hardware is not usually upgradeable. This category of the computer chess market is not recommended for the aspiring chess player who wishes to utilise a computer to assist their chess play. The higher price of the stronger dedicated versions can be better utilised to purchase a desktop or laptop machine and thereby gain access to much stronger free programs available on the market, and of course you would still have use of a computer for many other tasks which a dedicated chess machine is obviously not capable of.



### Electronic board Accessory

Some chess players prefer to analyse a position on an actual chessboard. Electronic boards with pieces are available to attach to a PC or laptop allowing the computer to play one side whilst the chess player can analyse or play through a game. Corresponding software will be required to interface with the external board.

### Next Instalment

In the next issue of 'Correspondent' we will cover playing on a chess server and choices of hardware. Please let us know your thoughts on this article and the future of chess & computers.

### Solutions to What Happens Next?

(1) **24. Qe6!! Bxe6**, (( 24... Rxe6, 25. Nhg6 Kg8, 26. Rh8#) 24,, Nxe6, 24... Rxe6, 25. Nhg6 Kg8, 26. Rh8#) **25. Nf5+ Kg8, 26. Nf7 mate. 0-1**

(2) **27. Re3!!** Winning the black Queen for a Rook or forcing mate.

(3) **16. Nf6+ Ke7** (16... gxf6 17. Qxc6+ Ke7 18. Qd7#) **17. Rd7+** (17. Rd7+ Ke6 18. Qg4+ Kxf6 19. Qf3+ Kg6 20. Qxf7#) **1-0**

(4) **14. Rxf6!** (14. Rxf6 gxf6 (14... Qxf6 15. Qe4) 15. Qg3 Kh8 16. Nxh7 Kxh7 17. Qh4+) **1-0**

(5) **14. Nxe6!!** (if fxe6 (14... Qxe7 15. Bxe7 Re8 16. Nc7) 15. Bxe6+ Rf7 16. e8=Q#) **1-0**

(6) Analysis as Black resigned after **27. Qxd6 due to Kg7 28. Qxf6+ Kxf6 29. Bd4#) 27... Kg7 28. Qxf6+ Kxf6 (28... Kf8 29. Qh8+ Ng8 30. Bc5#) (28... Kg8 29. Bd4 Kf8 30. Qh8+ Ng8 31. Bc5#) 29. Bd4# 1-0**

# Quick Wins in CC

COMPUTERS MAY BE leading to more draws but there are still many games decided quickly following mistakes. Enjoy the following quick wins from recent play.

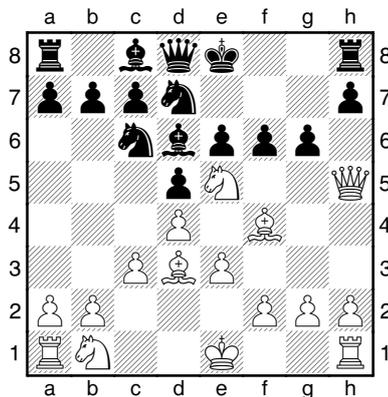
## Walsh, Tom - Lea, Anthony [D02]

BCCA/BL/2D21 (ENG) ICCF,  
01.02.2021

1.d4 d5 2.Nf3 Nf6 3.Bf4 e6 4.e3  
Bd6 5.Ne5 Nfd7 6.Bd3 [ D02: 1  
d4 d5 2 Nf3 sidelines, including  
2...Nf6 3 g3 and 2...Nf6 3 Bf4.]

6...Nc6 7.c3? f6?? 8.Qh5+ +-  
[White is clearly winning. White is  
clearly winning.]

8...g6 [



9.Nxg6! hxg6 10.Qxh8+ Bf8  
11.Bxg6+ 11...Ke7 12.Qh7+ Bg7  
13.Qxg7# 1-0

## Evans, Neil G. (2111) - Bray, Peter (1504)

BBCC 13 (WLS) ICCF, 01.03.2021

1.e4 c5 2.d4 cxd4 3.c3 dxc3  
4.Nxc3 e5 5.Nf3 Nc6 6.Bc4  
Be7? [ B21: Sicilian: 2 f4 and  
Morra Gambit.]

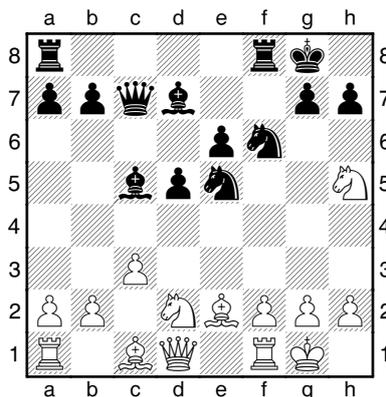
7.Qd5!+- Nf6N 8.Qxf7# 1-0

## Lea, Anthony - Walsh, Tom

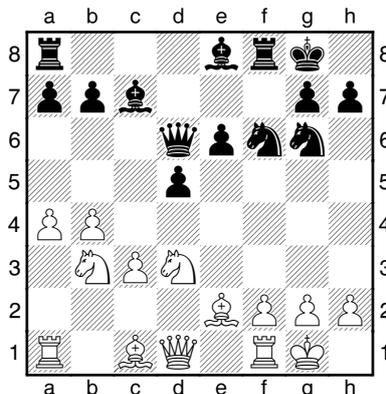
BCCA/BL/2D21 (ENG) ICCF, 2021

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5  
Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2  
f6 8.exf6 Nxf6 9.0-0 [ C06:  
French Tarrasch: 3...Nf6 4 e5  
Nfd7 5 Bd3 main lines.]

9...Qc7 10.dxc5N Bxc5 11.Ng3  
[Black has an edge.] 11...Ne5  
12.Bb5+ Bd7 13.Be2 0-0  
14.Nh5? [



14...Be8? [14...Nxh5+- 15.Bxh5  
Bxf2+ 16.Kh1 Bb6] 15.Nf4 Qd6  
16.b4 Bb6 17.a4 Bc7 18.Nb3?  
Ng6 [ 18...g5 19.b5 Ne4]  
19.Nd3? [



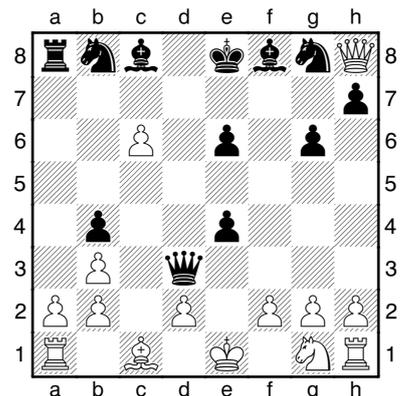
19...Qxh2# 0-1

## Gott, Duncan - Lambert, Derek (1583)

BCCA/BL/2D21 (ENG) ICCF, 2021

1.e4 d5 2.Bb5+ c6 3.Ba4 a5  
4.Nc3 b5 5.Bb3 a4 6.exd5 [ B01:  
Scandinavian Defence.]

6...axb3 7.cxb3 b4 8.Ne4 f5  
9.dxc6 fxe4 10.Qh5+ g6 11.Qc5  
e6 12.Qe5 Qd3 [ White must now  
prevent ...Ba6!] 13.Qxh8 [



13...Ba6! 14.Qxg8 Qf1# 0-1

## Bray, Peter (1504) - Evans, Neil G. (2111)

BBCC 13 (WLS) ICCF, 01.03.2021

1.d4 Nf6 2.d5 e6 3.dxe6 fxe6  
4.Bg5 d5 5.Nf3 h6 6.Bh4 [ A70:  
Modern Benoni: 6 e4 g6 7 Nf3.]

6...g5 7.Bg3 Bg7 8.c3 8...0-0  
9.e3 Ne4 10.Nbd2 Nxg3  
11.hxg3 Qf6 12.Bd3? [12.Qe2#  
might work better.]

12...g4+- 13.Nh4? [13.Qe2+-  
gxf3 14.gxf3]

13...Qxf2#

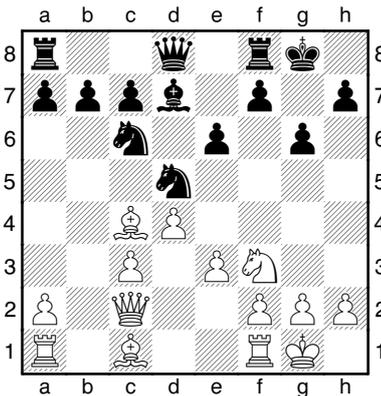
0-1

**Yuan,David - Wilding,Arthur (1334)**

GB/BT2021/22 ICCF, 14.02.2021

**1.d4 d5 2.c4 e6 3.Nc3 Bb4 4.e3 Nf6 5.Qa4+ Nc6 6.Nf3 Bxc3+ [ D38: Queen's Gambit Declined: Ragozin Defence (4 Nf3 Bb4).]**

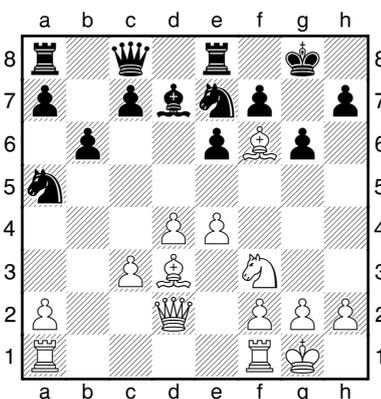
**7.bxc3 0-0 8.Bd3 Bd7 9.Qc2 g6 10.0-0 dxc4N 11.Bxc4 Nd5? [**



**12.e4+- Nde7 [Δ12...Nb6]**

**13.Bh6 Re8 14.Bg5 [ The bishop pair is nice]**

**14...Na5 15.Bd3 Qc8 16.Qd2 b6 17.Bf6 [**



Threatening mate with Qh6.]

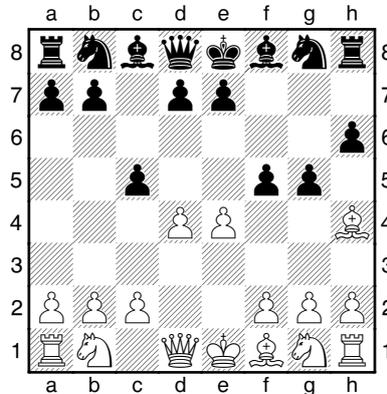
**17...Nac6 18.Qh6 18...Nf5 19.exf5 Nxd4 20.Qg7#**

**1-0**

**Mahony,Jon D. (1433) - Kent,Chris (1472) [A80]**

ENG/CHP3/Prelim (ENG) ICCF, 2021

**1.d4 f5 2.Bg5 h6 3.Bh4 c5 4.e4 g5N [**



**5.Qh5#**

**1-0**

**Mountford,David - Bowley,Michael**

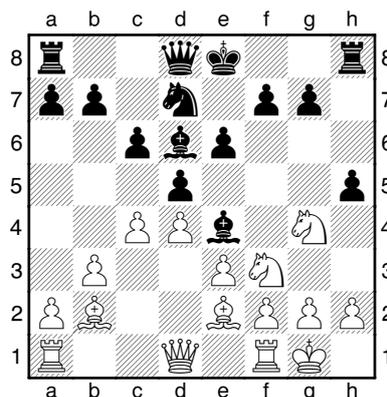
ENG V WLS ICCF, 01.12.2021

**1.Nf3 d5 2.b3 Bf5 3.Bb2 Nf6 4.e3 e6 5.c4 h6 6.d4 c6 7.Be2 Nbd7 8.0-0 Bd6 9.Nbd2 [ A06: Réti Opening: 1 Nf3 d5.]**

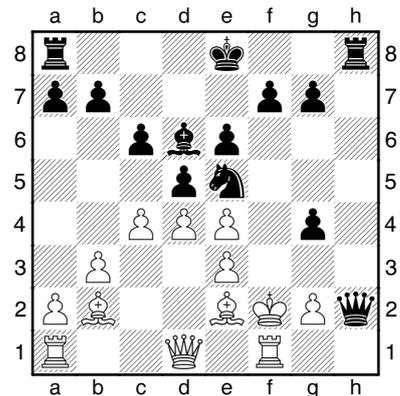
**9...h5 10.Ne5N [Predecessor: 10.Nh4 Bxh2+ 11.Kh1 Ng4 12.Nxf5 exf5 13.Nf3 Bc7 14.cxd5 Ndf6 15.dxc6 b6 16.Qc2 0-1 (32) Hollstein,G-Heine,J Fischbach 1997]**

**10...Ng4 11.Ndf3 [Black is slightly better.]**

**11...Be4 12.Nxg4? [**



**12...hxg4+- 13.Ne5 Qh4 14.f3 Qxh2+ 15.Kf2 Nxe5 16.fxe4 [**



**16...Nd3+! 0-1**

**Ariss,John - Elwood,David (1825)**

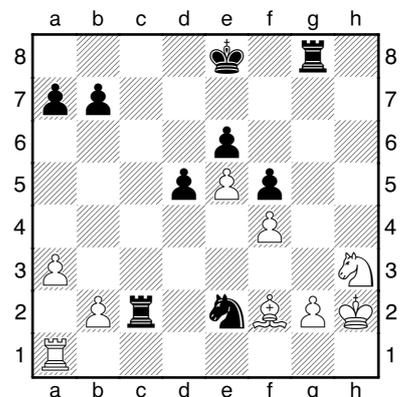
NCCC CT35031/32 (ENG) ICCF, 2021

**1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Nge7 6.Bd3 cxd4 7.cxd4 Nf5 8.Bxf5 exf5 9.Nc3 Be6 10.Ne2 Rc8 [ C02: French: Advance Variation.]**

**11.h4 Qb6 12.0-0 Be7 13.Nf4 h6 14.Nxe6 fxe6 15.a3? g5+- 16.hxg5 hxg5 17.Nxg5 [17.Bxg5 Bxg5 18.Nxg5 Nxd4 19.g3]**

**17...Qxd4 18.Qxd4 Nxd4 19.f4 [Δ19.Nh3 Ne2+ 20.Kh2]**

**19...Rc2 20.Nh3 Rg8 21.Rf2 Ne2+ 22.Kh2 Bh4 23.Be3 Bxf2 24.Bxf2 [**



**24...Nxf4! 25.Bg3 [25.Nxf4 Rxf2]**

**25...Rxg2+**

**0-1**

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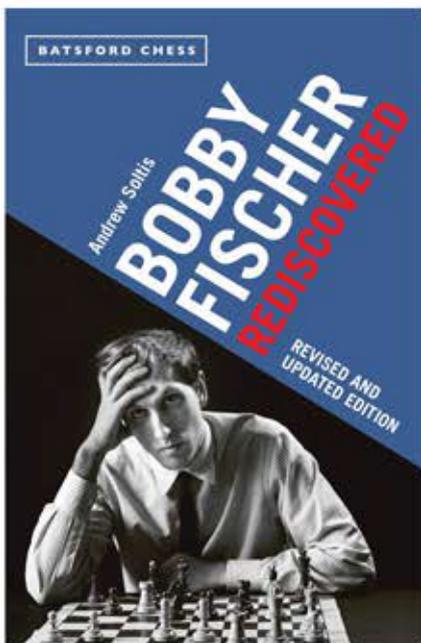
## The London Chess Centre



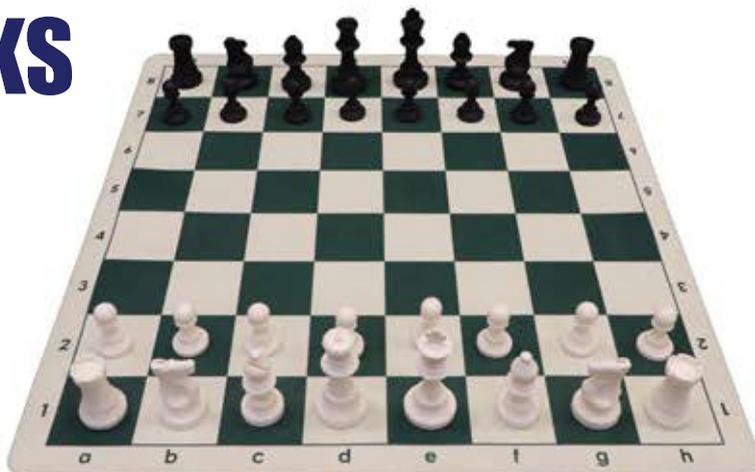
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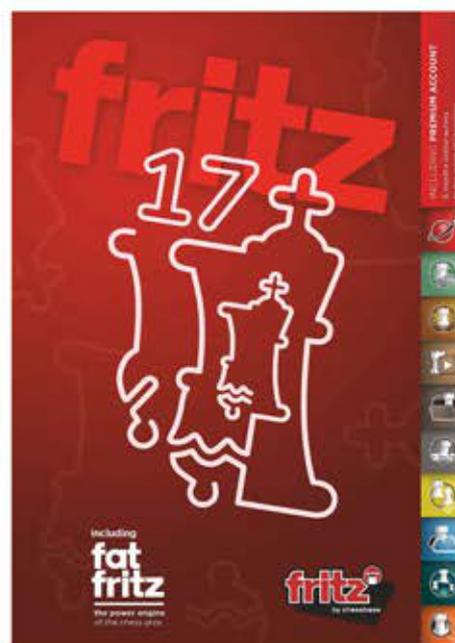
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