Bobby Fischer Goes to Bled
By Bryce Avery, CCLA Historian

Earlier this year, I visited our local college bookstore and discovered the new book Bobby Fischer Goes to War on a table at the front. Seeing the book, recently reviewed online at Hanon Russell’s ChessCafe.com (look in the book-review archives), caused me to think about all the Fischer material available in The Chess Correspondent.

For example, in the spring of 1962, British IM Harry Golombek wrote a pair of articles for The Chess Correspondent on the 1961 Bled tournament, where Fischer took second behind Tal and was the only player to finish without a loss. This was during the so-called “British Invasion” period of CCLA’s history, where many articles were written by top British players, mostly about over-the-board events.

One of the few high points of Golombek’s article was his mention of his previous visit to Bled for the Candidates Tournament of 1959, where he met one of the (likely many) waiters who claimed to have brought Alekhine a drink at some point during the Bled tournament of 1931, which Alekhine won by a remarkable 5 1/2 points. I decided against re-editing the entire article and inserting it directly into this space because of its verbosity, mostly caused by Golombek’s decision to contrast Fischer’s performance with Tal’s on a round-by-round basis (not totally without interest at the time, but pretty boring 40 years later).

From what was a 20-round event at Bled, here are the only two games from Golombek’s article (with his edited notes), both of which also appear in Fischer’s My 60 Memorable Games.

RUY LOPEZ

White: Fischer
Black: GM Yefim Geller
Bled 1961, Round 6

5. O-O Bg4

Not directly bad—the real mistakes come a little later—but certainly 5..Bd7 is safer.

6. h3 Bh5 7. c3 Qf6?

This move causes all the subsequent trouble; not only is the queen misplaced here, but in developing her, Black falls grievously behind in the development of his kingside. Correct was 7. ... Nf6.

8. g4 Bg6 9. d4!

Obvious and powerful; Fischer opens up the center at a time when Black is seriously underdeveloped. The immediate threat is the win of a piece by 10. Bg5 Qe6 11. d5. Black must have already been regretting the placing of his queen at f6.

9. ... Bxe4?! Geller is not the sort to sit peacefully and await White’s attack, but this plays into White’s hands. Instead, he should play 9...b5 10. Bc2 Qd8, after which he can develop his kingside, though admittedly he will be some tempi behind.


Not so much to regain his pawn, but to break open the center completely.

11. ... bxc6 12. dx e5 dxe5 13. Nxe5 Bd6 14. Nxg6

Clearly superior to pawn-snatching with 14. Nxc6, when Black really does have time to counterattack with 14. ... h5.

14. ... Qxg6

continued on page 10
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Best Games Contest

The results of the 2003 Best Games contest are in. The games with the player’s initials only can be found on pages 132, 133 and 152 of the September/October, 2004 Chess Correspondent. Here are the full names of the players for all games selected. Winners are in bold type.

Please begin submitting games for the 2004 contest if you haven’t already! Send to: Dick Vandenburg, 2316 Regan Ave., Boise, ID 83702, or email to: rsvandenburg@juno.com. Games must be COMPLETED during 2004 and have to have been played between TWO CCLA MEMBERS. Ratings used are those at the START of play and the winner’s rating determines the class. Prizes are $50.00 for first and $25.00 for second in all three divisions.

Master/Expert Games

1st Game 5
White: Lloyd Rawley
Black: Sanford Greene
Result 0-1

2nd (Tie) Game 1
White: John Caliguire
Black: Robert Lucas
Result 1-0

2nd (Tie) Game 4
White: Jerry Honn
Black: Alex Cacas
Result 1-0

Game 2
White: Matthew Katrein
Black: Fred Aversa
Result 1/2-1/2

Game 3
White: Sheldon Rothman
Black: John Caliguire
Result 0-1

Game 6
White: Harry Simon
Black: Jerry Honn
Result 0-1

Classes A & B Games

1st Game 10
White: Michael Eldridge
Black: Joseph Chandler
Result 1-0

2nd Game 8
White: Mark Ludwig
Black: Harry Simon
Result 0-1

Game 7
White: Dick Vandenburg
Black: Jerry Boone
Result 1-0

Game 9
White: Michael Eldridge
Black: Solomon Leibowitz
Result 1-0

Game 11
White: Jim Jirowsk
Black: Crawford Daniels
Result 1/2-1/2

Game 12
White: Alex Cacas
Black: George Ramseyer
Result 1-0

Classes C and D Games

1st Game 13
White: Mike Jenkins
Black: Richard Pyle
Result 0-1

2nd Game 14
White: Smiley
Black: Tim Burritt
Result 0-1

Game 15
White: Richard Kalfas
Black: Donald Grenier
Result 0-1

Game 16
White: George Krauss
Black: Micah Rudisill
Result 0-1

Game 17
White: John Jones
Black: Micah Rudisill
Result 0-1

Game 18
White: Micah Rudisill
Black: John Jones
Result 1-0

Team Championship XIV

Although play in the next Team Championship will begin around July 1, 2005, it is not too early to plan for it now.

We invite all CCLA members to enter. Teams are traditionally formed by states or regions, however, some captains form miscellaneous teams. You can join a team or form a team of your own! Past championships have had 18-21 teams of ten players each. Divided into three divisions based upon the overall average team ratings, the championship involves several hundred players.

Prospective captains, if you plan to organize a ten-player team, contact the team coordinator as soon as possible. Also, let the team coordinator know if you plan to return as a captain. In that way, we will know who is organizing a team. We may be able to provide you with names of some potential players.

Note: Captains must be members of CCLA at least one year and have not forfeited any games within the last two years.

To either play or serve as a captain, please send your name, address, phone (optional) and e-mail address (if available). Contact: Verna M. Fausey P.O. Box 121154 Nashville, TN 37212-1154 E-mail: Vfausey@aol.com

E-mail Addresses

Please remember to update your e-mail address with CCLA when you make a change.
READERS’ COMPASS

The games Jim Jirousek – Alex Cacas and Bob Chalker – Don Eilmes offer attractive, straightforward chess but are not entirely easy. Nonetheless, they should appeal to many readers. The CCLA Team – Palciauskas exhibition match is also a very lively game. I hope you enjoy the coverage.

Bob Chalker – Jan Koziol starts out as a rather technical affair and play is rather subtle. However, after move 52 a very instructive bishop endgame appears on the board. This endgame should be accessible to most players and is worth studying. Alik Zilberberg – Gheorghe Rotariu is a nice positional game. At the end of the column I show one of my games from the ICCF Jubilee Open. Several interesting games are included in the notes. Enjoy.

On this Column

It is a pleasure to announce International Correspondence Chess Master Herb Hickman as the new Readers’ Games columnist. I am really looking forward to a fresh perspective and I hope the members will do the same.

Please support Herb by sending in interesting games!

In Memoriam Robert P. Chalker

With sadness I received the news that Robert P. Chalker, the 15th CCLA Champion, had died. He passed away on November 15, 2004, at the age of 73. He lived in Houston, Texas. A formal obituary will surely appear in this magazine sometime soon but since Bob was a friend a few words are in order right now.

I knew Bob as a friendly and modest man. We met in my first CCLA tournament when he had the better of a draw. He freely shared his games and thoughts and contributed regularly to this column. On the occasion of his CCLA Championship win we had a two-part player profile (2002 May-June and July-August issues). There he explained, “As for my feelings about getting into and winning H90019 (the 1999 CCLA Championship) the operative phrase ‘extremely lucky’ comes to mind. I was lucky to get in because so many of the CCLA top players chose that year not to enter. I was lucky that so many of my opponents chose to play too risky rather than easily holding an even position.” My guess is that not everybody would see it that way.

Bob kindly annotated a game from our GameKnot match for the 2003 January-February Readers’ Games column as well. He was CCLA’s nominee for the Final of the US Correspondence Chess Championship XIV. He died during the tournament.

Below I annotated two of his games from US CCC Preliminaries in which he defeated strong players. Rest in peace!

US Team Fights for Bronze Medal in Olympiad XIV

I started coverage of the Final of Olympiad XIV (also the First E-mail Olympiad) in my 2003 January-February column. Then, I pointed out the possibility that the US team, consisting of Alik Zilberberg, Stephen L. Jones, Daniel Fleetwood, Gary Kubach, Christopher Sergel, and Jeffrey Tilghman, might win an Olympic medal for the US. The rating average of the team at the start of the event was 2533, which was fourth best in the field of twelve teams.

Play had started 27 December 2002 and, unfortunately, the US team did not start well. But I was happy to report in the 2004 May-June issue that good results had improved the team score to 50%. I noted, “It is clear that the US team needs very good results from its last 18 games in order to fight for the bronze medal.”

After two years of play the US team has again improved its position. The current leaders are Germany (with 68.5% of points out of their finished games), Lithuania (61.0%), and the USA (53.2%). Of course, percentage rankings are quite unreliable when some teams have many ongoing games and others have not.

So here is a more detailed overview – numbers in brackets indicate the number of unfinished games:

<table>
<thead>
<tr>
<th>Standings in Olympiad XIV Final (top-7)</th>
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<tbody>
<tr>
<td>Germany: 42.5 points, 68.5%, (4)</td>
</tr>
<tr>
<td>Lithuania: 36.0 pts, 61.0%, (7)</td>
</tr>
<tr>
<td>USA: 33.0 pts, 53.2%, (4)</td>
</tr>
<tr>
<td>France: 29.5 pts, 52.7%, (10)</td>
</tr>
<tr>
<td>Russia: 31.5 pts, 51.6%, (5)</td>
</tr>
<tr>
<td>Switzerland: 30.5 pts, 50% (5)</td>
</tr>
<tr>
<td>Czech Rep.: 27.5 pts, 50% (11)</td>
</tr>
</tbody>
</table>

Points, percentage, ongoing games
Since my last report the US team has moved up (percentage-wise) from place 6 to place 3. France had the advantage over the US for some time but their results slid considerably during the last months: from an impressive 61% to 52.7%. Since Russia has a game in hand compared to the US team, they actually trace only by half a point. Hence the USA, France, and Russia are the hot contenders for the bronze medal. The Czech Republic still has many ongoing games but must score heavily to remain in the race.

Surprisingly, the strong English team is already out of contention for a medal. Since only total points count, the individual team matches have no special significance. Nonetheless I would like to mention the results of the US team matches:

**Unfinished matches:**

- USA – Argentina 2.5 – 1.5 (2)
- USA – Czech Rep. 2.0 – 3.0 (1)
- USA – Romania 3.0 – 2.0 (1)

The three pillars of the US team are Alik Zilberberg, Daniel Fleetwood, and Chris Sergel. Zilberberg (board 1) and Sergel (board 5) made grandmaster norms. Zilberberg scored 6.5 points out of 11 games; Sergel scored 7 points out of 10 games (one ongoing game).

Fleetwood (board 3) currently has 6 points out of 9 finished games. He needs one point from his two remaining games for a grandmaster norm.

Here is a win from the leader of the US team.

**Queen’s Indian Defense**

_Fianchetto Variation 4 g3 Ba6 (E 15)_

**White:** Alik S. Zilberberg  
**Black:** Gheorghe Rotariu (Romania)  
**2002 Olympiad XIV Final, board 1**

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 g3 Ba6 5 b3 Bb4+ 6 Bd2 Qe7 7 Bg2 Bb7 8 0-0  
Bxd2 9 Qxd2 d6 10 Nc3 Nb8-d7 11 d5  
e5 12 e4 0-0 13 b4 Ba6 14 Qe2 Bc8 15  
Rf1-c1 a5 16 a3 Bb7 17 Nh4 g6 18 Bb3  
Ra6 19 Nb5 Rc8 20 Qe3 Qd8 21 Ra1-  
b1 axb4 22 axb4 Rc8-a8 23 Nf3 Kg7 24  
Ng5 Nf8 25 f4 Ne8 26 c5 exf4 27 Qxf4  
f6 28 cxd6 cxd6 29 Nf3 Bc8 30 Bf1 Ra2  
31 Bc4 Ra2-a4 32 Nf3-d4 Ba6 33 Qe3  
Bxb5 34 Bxb5 Ra3 35 Qf4 Nc6 36 Rf1  
g7 37 Qf5 Nxb5 38 Nc6 Qd4 39 Qxd4  
Qe7 40 Nc6 Qf7 41 e5 dxe5 42 Nxe5  
Qe7 43 Ng4 b5 44 Rb1-e1 Qa7+ 45 Kh1  
Ra6 46 Nxf6 Ng6 47 Qxg5 h6 48 Qd2  
Rf8 49 Ng4 Rxh1+ 50 Rxf1 Qe7 51  
Qd4+ Kh7 52 h4 resigns. 1-0

**King’s Gambit**

_Kieseritzky Variation (C 39)_  
[Notes by Volker Jeschonnek]

**White:** CCLA Team  
**Black:** Vytas V. Palciauskas  
**2004 Exhibition Match**

1 e4 e5 2 f4

These moves were prescribed for the match. The hope was that a King’s Gambit would lead to a lively and double-edged game.

2... exf4 3 Nf3

The first decision for the team proved to be a hard one since both 3 Nf3 and 3 Bc4 are popular continuations. The text move received eleven votes. 3 Bc4 received five.

3... g5

This was a small surprise. We knew that our opponent had played 3... Be7 (the Cunningham Variation) twice before. On the other hand, 3... g5 is currently considered the most critical continuation in the King’s Knight’s Gambit.

When Vytas Palciauskas later greeted the team he provided some insights into his choices, see the note to Black’s fifth move.

4 h4

This was another hard decision for the team and the vote was even closer than at the previous move. Four moves received votes: 4 h4 (eight votes), 4 Nc3 (five votes), 4 Bc4 (three votes), and 4 d4 (two votes).

The text move is very logical and fundamental since it undermines Black’s f4-pawn. The backside is that the white pawn on h4 will be very vulnerable as well.

4... g4 5 Ne5

After two months of play the game has reached move eight (see diagram below). With his latest move, 8... 0-0, Vytas Palciauskas offers his f-pawn for active play. This should be interesting!
This move initiates the Kieseritzky Variation and all three experts recommended it.

The problem with the alternative 5 Ng5 (the Allgaier Gambit) is that 5... h6 forces a knight sacrifice on f7. White surely gets some compensation for the piece but opening theory states that it is not enough.

The vote was a one-sided affair: 5 Ne5 received 21 votes, 5 Ng5 received one vote.

5... Nf6

At this point Vytas Palciauskas greeted the (now much larger) team and included the following message, “My greetings to the CCLA team and the King’s Gambit experts. After a long period of analyzing and meditating on whether to play 5... d6 or 5... Nf6, I have decided for the “classic” 5... Nf6. It seems only fair that this challenge match with the King’s Gambit should explore the most popular line. Surprisingly, this is the first time I have faced the Kieseritzky Gambit, mainly because I have avoided it over-the-board and in correspondence chess with the Fischer defense and the Cunningham gambit. But, the temptation to finally face this variation was just too much!

It should be an exciting struggle.”

The team had also looked at 5... d6 6 Nxc4 Be7. Interestingly, two of our experts had explored the line in a game against each other (!). The game N. Eric Pedersen – Rick Melton, 1996 APCT King ch-1, continued: 7 d4 Bxh4+ 8 Nf2 Qg5 9 Nc3 Nf6 10 Qf3 Bg3 11 Bd2 Nc6 12 Bb5 Ng4 13 Qxg3 fxg3 14 Bxg5 gxf2+ 15 Ke2 0-0 16 Be3 f6 17 e5 dxe5 18 dxe5 Ne6 19 Bxf6 gxf6 20 Ba4 Re8 21 Bd4 Nc4+ 22 Kf3 Bb4 23 Ra1-e1 a6 24 Bb3 Nd2+ 25 Kf4 Nxb3 26 axb3 Ra8-d8 27 Rd1 Rd7 28 Bb6 Rg7 29 Rd8 Rxd8 30 Bxd8 Kg7 31 Rh3 Nf6 32 Ke5 Nd7+ 33 Kd6 Rxg2 34 Rhxh+ Ke8 35 Kg7 Bf7 36 Rhh8+ Nf8 37 Bf6 Bd5 38 Be5 Kf7 39 Rh2 f4 40 drawn.

6 Bc4

All three experts recommended this move.

6 d4 has been popular as well but is considered to be under a cloud right now. I showed a high-level encounter with this variation in the September-October column, the game Nimtz – Schön, correspondence chess World Championship XVIII Final. Unfortunately, White could not make the variation work and lost.

6 Bc4 received twenty votes, 6 d4 received six votes, and 6 d3 received one vote.

Black’s reply is forced:

6... d5 7 exd5

For the first time in this match everyone, experts and voters, fully agreed. 7 exd5 received all 22 votes.

7... Bd6

Another option is 7... Bg7.

8 d4

All three experts recommended this natural move. Two participants mentioned 8 0-0 (the Rice Gambit).

The vote was a one-sided affair: 8 d4 received 25 votes, 8 0-0 received one vote.

8... 0-0

Black had the solid option 8... Nh5, but our opponent continues in enterprise style and offers a pawn.

According to some theory sources White can actually capture the f4-pawn. It is not free, of course, since Black will develop some initiative. The team must make up their minds whether the pawn is worth some trouble and how much trouble it will be exactly. Obviously, the resulting positions, for example after 9 Bxf4 Nh5

10 g3 f6?! 11 Ng4 are quite unclear and it looks as if there is room for new ideas for both sides.

Featured Endgames

Correspondence chess is different from over-the-board chess in the regard that colors do not matter so much. The stronger player will often be able to collect some advantages and turn them into a win because the time limit enables precision. However, there is a certain backside to this as well. In qualification events, say the Preliminaries of the US Championships, players need to achieve high scores and hence need to make something happen as Black. One method for Black is to strive for unclear or double-edged position. But one must be aware that practice has clarified many “unclear” positions.

My guess is that in the game below Black had his eyes set on the position after move 11 (see next diagram), which was assessed as “unclear” in some theory books and, indeed, it looks terribly complicated. But nowadays a clear path for attack has been established for White and the position must be considered very promising for White.

The winner, Bob Chalker, probably wondered during the game what improvement his opponent had in store. Actually nothing, since both players followed a correspondence chess game from 1986 until they reached an endgame that must be much better for White (see the second diagram below).

Scotch Four Knights

4... Bb4 (C 47)

[Notes by Volker Jeschonnek]

White: Bob Chalker
Black: Don Eilmes
1998 (14th) US Championship Preliminaries

1 e4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 d4

The Scotch Four Knights is quite popular because it is a solid opening and it reduces the amount of necessary theory. For example, in the regular Scotch Opening 1 e4 e5 2 Nf3 Nc6 3 d4
exd4 4 Nxd4 Black can complicate matters after by 4... Qh4.

The backside is that White has somewhat reduced winning chances.

4... Bd4?

Black plays aggressively. The main line, 4... exd4, is covered in the next game.

5 Nxe5 Nxe4

Black continues to play in an aggressive manner. The move is quite risky but probably still okay for Black.

6 Qg4! Nxc3 7 Qxg7 Rf8 8 a3!

According to current opening theory Black must leave the d4-pawn alone and should retreat the bishop to a5. Then White can trade down into a slightly better endgame (8... Ba5!) 9 Nxc6 dxc6 10 Qe4+ Qe7 11 Nxe7+ Kxe7 12 Bd2! Bf5 13 bxc3! [13 Bxc3 Bxc3+ 14 bxc3 Bxc2 15 Kd2 might be minimally better for White as well.] 13... Bxc2 14 c4 Bxd2+ 15 Kxd2.

8... Nxd4? 9 axb4 Nxc2+ 10 Kd2 Nxa1 11 Kxc3 a5!

This is a highly unusual position where the white king is in the open and where Black has a material advantage. However, extensive analysis established that White’s advantage in development can be used for a very dangerous attack. Black can avoid mate but ends up with a very unpleasant endgame.

12 Bc4 Qe7

12... axb4+ 13 Kd2 d5 14 Bb5+ c6 15 Re1 is assessed as winning for White in Gufeld & Kalinichenko’s An Opening Repertoire for the Positional Player.

13 Re1!

Gufeld and Kalinichenko are very clear in their book (see above note), “This variation is highly tactical, but absolutely unacceptable for Black.”

13... d5

In New Ideas in The Four Knights, (published 1993) John Nunn analyzes 13... Qxb4+ 14 Kd3:

A) 14... Qd6+! 15 Ke2 “with an extremely strong attack for White.”

B) 14... d5?? 15 Nxf7+ Qxe1 16 Nd6+ Kd8 18 Bg5+ and mate to follow.

C) 14... Qxe1?? 15 Bxf7+ Ke7 16 Bg5+ Kd6 17 Qxf8+ Kxe5 18 Qc5+ d5 19 Qxd5#. (VJ)

Not better is: 13... axb4+ 14 Kd2 Qd6+ 15 Nd3+ Kd8 16 Kd1 Nb3 17 Bf4 and 1-0 in G. Schmidt - Heinz Fauth, ICCF corr. 1981.

14 Bb5+ c6 15 Nxc6 Qxe1+ 16 Bd2 bxc6 17 Bxc6+ Bd7 18 Bxd7+ Kxd7 19 Bxe1 Ra8-c8+ 20 Kg3 Nc2 21 Bc3 Nxb4+ 22 Bxb4 axb4 23 Qxh7!

Winning the b-pawn by 23 Qg4+ Kc6 24 Qxb4 is less convincing.

23... Kc6

This is the first new move of the game but it does not change the assessment at all. Two previous encounters were:

23... b3 24 h4 Ke7 25 Qg7 Rc6 26 h5 Rf8-c8 27 f4 d4 28 f5 Rc2 29 h6 Rd8 30 h7 Rxb2 31 Qe5+ Kd7 32 Qxd4+ Ke7 33 Qxd8+ Kxd8 34 h8Q+ 1-0, Evers - Schulze, corr. 1986;

23... Rc8-d8 24 Qf5+ Kc6 25 h4 Rd6 26 h5 Rg8 27 Kd4 Kb6 28 g4 f6 29 h6 Kb5 30 h7 Rh8 31 f4 Rc6 32 Qd7 Kb6 33 Qg7 Rc6-c8 34 Qxf6+ Kb5 35 Qe7 Rc4+ 36 Kxd5 Rc4-c8 37 Qb7+ Ka4 38 Qxc8 Rxc8 39 g5 Kb3 40 g6 Rd8+ 41 Ke4 Re8+ 42 Kf3 Kxb2 43 g7 Ka3 44 h8Q 1-0, Matthias Ulrich - Peter Schuelert, corr. Germany 1998.

24 h4

The following, together with the additional examples above, shows how difficult this endgame is for Black. The rooks are simply not effective.

24... Rg8 25 Qf5 Rc8-d8 26 g4 Rd6 27 g5 Rh8 28 Qf4 Re6 29 Qxb4 Kd7 30 f3 Rh5 31 Qg4 Rh8 32 h5 Ke7 33 h6 Rg6 34 Qb4+ Ke6 35 Qb6+ Ke7 36 Qc7+ Ke6 37 f4 Rg6-g8 38 Qe5+ Kd7 39 Qf5+ Ke7 40 Qf6+ Ke8 41 Qd6 1-0

The following game is again a Scotch Four Knights but this time Bob Chalker’s opponent, Jan Koziol, does not force matters at all. He just puts his pieces on good squares and waits what White comes up with.

The queens leave the board on move 16 and the rooks are gone by move 24 as well. The endgame appears roughly equal and the players are mainly probing for some time.

Things change drastically when Black loses a pawn on move 36, which might have been due to a clerical error. Bob Chalker shows excellent technique and liquidates into a technically won and highly instructive bishop endgame. Definitely worth studying!

Scotch Four Knights
Main Line (C 47)
[Notes by Volker Jeschonnek]

White: Bob Chalker
Black: Jan Koziol
2000 (15th) US Championship Preliminaries

1 e4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 d4 exd4
4... Bb4 was played in Chalker - Eilmes above.

5 Nxd4 Bb4 6 Nxc6 bxc6 7 Bd3 d5 8 exd5

Another main line is 8... Qe7+.

Less good is 8... Nxd5, which was played in Chalker - Martin Van Lith, 1998 (14th) US CC Championship Preliminaries. The game continued 9 0-0! Nxc3 10 bxc3 Bxc3? [After this the black king won't find safe shelter anymore. 10... Be7 is a better choice.] 11 Ba3 Bxa1 12 Qa1! Qf6 13 Bc4+ Kd7 14 Qxf6 gxf6 15 Rd1+ Be6 16 Qe1+ Bd5 17 Rd5+ Kc6 18 Qd5+ Kc7 19 Qxf7+ Kc6 20 Qe7+ Kc5 21 Qe1+ Bd5 22 b3 Rb8 23 Qc7+ Kd5 24 Rc4+ resigns. 1-0.

9 0-0 0-0 10 Bg5 c6 11 Na4

Black is not afraid of doubled pawns on the kingside and most theoreticians agree that the bishop pair should provide sufficient compensation.

John Nunn opines in Nunn’s Chess Openings that 11... h6 12 Bxf6 Qxf6 13 Qxf6 gxf6 and 11... Be7 should be good enough for equality as well. A downside of 11... Be7 is a certain vulnerability of the bishop to tactics on the e-file.

12 Qf3-e1

White must play precisely to keep his hopes for an edge alive: 12 Bf5 Bxf5 13 Qxf5 Qd7 and 12 Na4 Be5 leave White with nothing.

12... Rb8 13 Na4

More popular is 13... h6 when 14 Bxf6 [14 Bh4 g5!?; 14 Bf4 Bg4 15 Qc3 Re8 16 Qd2 Be6 is fine for Black] 14... Qxf6 15 Qxf6 gxf6 leads to an interesting endgame. Koziol might have disliked its drawish character or might have feared an improvement for White. For example, an unterested suggestion by Lev Gutman is 16 b3 followed by Ra1-c1 and c4. Overall, my impression is that 13... h6 gives Black some chances to play for a win.

The text move leads to a thematic endgame of a different kind (see diagram below). Black is probably very comfortable as well. But since White can force off all rooks I believe Black has rather few winning chances.

14 b3 Rg4 15 Bxf6 Qxf6 16 Qxf6 gxf6 17 Ra1-d1 Rg5 18 f3 Re5

This is the point of Black’s rook maneuver. He can double rooks on the e-file.

19 g3 Rf8-e8 20 Kf2

So far both players followed the game Computer Fritz / Primergy - Peter Leko, Frankfurt (rapid) 2000, which Leko drew easily. This game continued 20... h5 21 f4 Rxe1 22 Rxe1 Rxe1 23 Kxe1 h4 24 Kf2 Kg7 25 Ke3 h3 26 hxg3 c5 27 c4 dxc4 28 Bxc4 Bd7 29 Nc3 Kg7 30 Kd2 Bf5+ 31 Ne4 Bc7 32 Bd5 Ba6 33 Nc3 Bxe4 34 Bxe4 Be1 35 g4 Kf8 36 Bd3 Ke7 37 Ba6 drawn.

20... Kg7 21 c3!? h5 22 b4?!

Bob comes up with an interesting plan of his own. He puts the queenside pawns on dark squares which would give him an advantage in an endgame with light-squared bishops.

22... Rxe1 23 Rxe1 Rxe1 24 Kxe1 h4 25 Kf2 hgx3+ 26 hxg3 Kh6

Black was probably not eager to draw yet. 26... d4 seems to lead to more simplification:

A) 27 a3 dxc3 28 Nxc3 Be5 29 Na4 Be6 30 Be4 Bb3 31 Nc5 Bc4 32 Bxc6 Bb2 33 a4=Bc3 =.

B) 27 cxd4 Bxb4 28 Nc5 (28 Be4 Be6 29 Bxc6 Bxa2 should be equal) 28... Be6 29 a4 f5 =.

27 a3!

This takes away the possibility ... d5-d4.

27... Kh5 28 b3 Be6 29 Be2+ Bg4 30 Bc6 Bf5 31 Nb2 Bc7 32 Nd1 Be4 33 Ne3 f5 34 Ke2 Bb8 35 Bd7 Bb6 36 Be8

Not 36 Bxc6?? Bxe3 37 Kxe3 d4+ and Black wins a piece.

36... d4?

This looks like a blunder. Maybe Black intended 36... Kg6 37 a4 d4.

37 cxd4 Bxd4 38 Bxf5 Bd5

Bad is 38... Bxe3?? because of 39 g4+! Kh4 40 Kxe3 when White should win without any problems.

However, 38... Bxf5 39 Nxf5 Bb2 is less clear.

39 Bd3 Bb2 40 Bd7 Bb3

Not 40... Bxa3 because White has 41 b5.

In the following Bob plays the endgame with great skill and patience.

REMINDER

All CCLA memberships renew on the first of the year. You must keep your membership current to continue playing games and receiving The Chess Correspondent. See the inside cover for the new rates. Don't risk forgetting. Send your check today!
41 Bxc6 Bxa3 42 Bf3+ Kg6 43 Be4+ Kf6
44 B5 Ke6 45 Nf5 Ba2 46 Kc3 Kd7 47 Bd3 Ke6 48 Nd4+ Kd5?!
This cuts off the escape route of the light-squared bishop and allows White to liquidate into a won bishop endgame. 48... Kd7 would have been tougher.

49 Nc2 Bc5 50 Nb4+!! Bxb4+ 51 Kxb4 Kd4

We have arrived at a very instructive bishop ending.

52... f6
Maybe Black had set his hopes on 52... Ke3 but after 53 Bb3 Bxb3 54 Ka3 Kxg3 55 Ka6 Kxf4 48 Kxa7.
White queens first and wins as the books say.

53 Ka5 Ke3 54 Ka6 Bc4 55 f5 Kf7

It is all over. White also wins after 56... Bd3 57 Kxa7 Bb5 58 b6 Ba4 49 Kg6 Kg7 50 Kb7 Ka6.

57 Kxa7 Bb5 58 Bxb5 Kxf5 59 Bd7+ Ke6 60 g4 Kd6 61 Bf5 Ke7 62 Ka8 resigns. 1-0

Defence and Counterattack

Jim Jirousek sent in the following interesting game. His opponent who has the black pieces bravely sacrifices a pawn and grabs the initiative. However, since there are no real weaknesses in the white camp and since White has good board control Jim gradually smothers Black’s play and gains control over the position. Struggling to stay in the game Black overlooks a tactic that costs him a piece. The lesson is that good defense and solid technique produces wins.

French Defense
Tarrasch Variation (C 05)
[Notes by Volker Jeschonnek]

White: Jim Jirousek
Black: Alex Cacas
2003 (105th) North American

1 e4 e6 2 d4 d5 3 Nd2 Nf6 4 e5 Nf6-d7
5 f4!? c5 6 c3 Nc6

A different idea is 6... b6 with the intention to exchange light-squared bishops via a6.

7 Ng1-f3

The main line is 7 Nd2-f3 with which White attempts a more harmonious setup (the king knight will go to e2 later). However, this costs time and can lead to extremely sharp positions.

Jim prefers to put the other knight on the f3-square as he did in his game versus Bob Daniel in the 2001 (69th) Grand National, see the 2003 September-October issue of The Chess Correspondent.

7... Qb6 8 Nb3 cxd4
9 Nf3xd4

Black sacrifices a pawn in order to open the game and to exploit his slight advantage in development. But the game shows that sustaining the initiative is not easy.

A more conservative execution of the idea is 9... Nxd4 10 Nxd4 f6.

10 Nxe6! fxe6 11 Nf5 Nd7xe5 12 Qx6 dxe6 13 Qxe6+ Be7 14 Bd2 Rd8 15 0-0-0

15 Rd6 16 Qc8+ Rd8 17 Qf5 g6 18 Qf4 Rd6

Chasing the queen by 18... Rf8 19 Qg3 Bf6 results in less than nothing after 20 Qh3. White has good board control and the weaknesses in Black’s camp start to tell.

18... Qd6 19 Bh6 Rxd1+ 20 Rxd1 Qh4
21 Qd4 Qxd4+ 22 Qxd4 Rf8 23 Qe3

19 Bc4 Nxc4

22 Qe4 Bxe4 23 Qxe4 Nxc4 24 Qxc4 Nba6 25 Bd2 Qf6 26 Rf4 Qd6 27 Re4

The h2-pawn is heavily poisoned (see next note) and White threatens Bg5.

27... Qd5
Not 27... Qxh2? because 28 Qb5+ Kd8 29 Rd4+ wins for White, for example, 29... Bd6 30 Bg5+ Re7 31 Bxe7+ Kxe7 32 Qxb7+.

28 h4 Rf1+ 29 Kc2 Qf5?

In a lost position (think pawn endgame) Black overlooks that the queen is overloaded.

30 g4! Qf7 31 Rxe7+ Qxe7 32 Qxf1 Resigns. 1-0

International Play

In previous columns I showed some of my games from the second round of the ICCF Jubilee Open as examples of international play. Except for one game, all my games from this tournament have finished and my record is +1 -2 =8. I believe that with careful play I should be able to draw my last game.

So far I showed my win, one loss, and three draws. Below is another game. I will annotate my second loss and a few interesting games but will abandon my plan of showing all games. I did not foresee that some opponents would offer draws in positions where they could/should have played on. (My game versus Alexa from the September-October 2004 Chess Correspondent is an example.) I don’t think that such occurrences are typical for strong international tournaments and feel that readers would be dissatisfied when looking at such games.

For completeness I would like to add that the rating of one tournament participant was corrected and that as a result the category of the tournament went down from category III to category II. Norms for the International Correspondence Chess Master title are still possible but (and this is a change) not for the Senior International Master title. For me this is not important since either way my score is much too low for an IM-norm.

Sicilian Defense

Sicilian Four Knights (B 45)

[Notes by Volker Jeschonnek]

White: Andrej Sustarsic
Black: Volker Jeschonnek
2003 ICCF Jubilee Open, 2nd round

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 Nc6 5 Nc3 Nf6 6 Nxc6 bxc6 7 Bd3 Qc7 8 0-0 Be7 9 Be3 0-0 10 f4 d6

The game started as a Sicilian Four Knights but the structure is the same as in the Scheveningen Sicilian. I play the “Schev” regularly so I was happy about this.

11 Qf3 e5 12 fxe5 Ng4!?

If Black recaptures on e5 with the pawn White’s light-squared bishop becomes a valuable piece. With the text move I offer a pawn for control of the dark squares and an opportunity to exchange my knight for a bishop.

13 exd6 Bxd6 14 Bf4

My opponent apparently believes that Black would get enough compensation for the pawn and returns it right away for simplification.

13 exd6 Bxd6 14 Bf4

14... Qb6+ 15 Kh1 Bxf4 16 Qxf4 Qxb2 17 Ne2 Ne5 18 Rf1-b1 Nxd3 19 Rxb2 Nxf4 20 Nxf4

I entertained some hopes that I could put pressure on my opponent in this endgame. But although I tried I couldn’t come up with a promising plan.

20... Re8 21 Rb4 c5 22 Rc4 Ba6 23 Rxc5 Rxe4 24 Nd3 Ra8-e8 25 Kg1 Rxb8 26 Rd1 f6 27 a3 Bb7 28 Rd2 Kf7 29 Ra5 Ba8 30 g3 g5 31 Rf2 Kg6 32 Ra6 Re4-e6 33 Ra5 Rb6 34 Nb4 Rd6 35 Nc3 Rd6 36 Nb4 Rd6 37 Nc3 Rb6 38 drawn.

BOBBY FISCHER....

Continued from front cover


15. Re1+ Kf8

15. ... Ne7 16. Nc4 0-0-0 17. Qa4.

16. Nc4 h5

Still animated by a spirit of aggression, Black tries to counterattack, but the hope is quite forlorn by now and the best chance of defense lay in 16. ... Nh6 and 17. ... f5.

17. Nxd6 cxd6 18. Bf4 d5


19. Qb3 hxg4 20. Qb7!

Rightly disdaining the mere win of a piece by 20. Qb4+ Ne7 21. Qxe7+, since now he wins even more material.

20. ... gxh3+ 21. Bg3 Rd8 22. Qb4+ 1-0

And now the meeting between the event’s top two players:

SICILIAN DEFENSE

White: Fischer
Black: GM Mikhail Tal
Bled 1961, Round 2


continued on page 16
Occasionally, I wonder why I use a good chunk of my waking hours pursuing the play and study of chess. After this holiday season an answer seemed to surface. Besides a desire to prove some kind of proficiency, the helter-skelter of the holidays (not to mention the barrage of ongoing global travesties proving me helpless in remediing) drives me knowingly back to my garret so that I can find respite, if not temporary peace, in pondering the seemingly pointless pleasure of a next move over cold black coffee and an overworked pipe. Much like Plato’s allegorical cave, the truth of chess I find in privacy holds at arm’s length, albeit temporarily, the truth outside I must soon confront and make a move again in that game. I wish all of you a fruitful New Year.

In my last installment I discussed a couple of psychological chess attributes: the impulse move and post-move anxiety (PMA). When playing a number of concurrent correspondence chess games (i.e.: usually six or more) there arises another facet of PMA: the “anxiety index” (AI). Invariably there arise one or two games or opponents that seemingly demand, if not require, more time and attention in order to abate or forestall a negative outcome. My current slate of official correspondence games entails only those below. So it’s fairly easy now for me to identify those games and opponents requiring a larger share of my attention for the AI. But our endeavor is not merely one of course of emotional facets, strategies, and classical elements. There are supposed cognitive skills that fine teachers and theoreticians point out as essential with ongoing improvement. While rummaging through my library I located two such works that emphasize such skills. Both books are authored by grandmaster and trainer Iossif Dorfman. The titles are The Method in Chess (Montpellier: Sarl Game Mind, 2001) and The Critical Moment (Reading: Game Mind, 2002).

In general, these two works emphasize “static” evaluation of chess positions. By static, I mean what is actually on the board as opposed to “dynamic” or fluid possibilities that can or might arise by way of a tree of analysis for possible candidate moves. Dorfman discusses four elements by way of static evaluation. These are king position, material situation, position with queens removed, and pawn formation. I will use these elements, with some modification to discuss the games below. Additionally, since for the most part these encounters are out of the opening states, at the conclusion of each game I will provide some suggested reading as study material pertaining to the opening being utilized. Please keep in mind that although I find opening monographs useful, they are not a substitute for collecting and updating at the very least twenty or more games of a particular variation with detailed annotations by a master or above.

ECO C10, French Defense

White: Allard (2056)
Black: Joseph Daudish (1532)

1 e4 e6 2 d4 d5 3 Nd2 dxe4 4 Nxe4 Be7 5 Nf3 Nf6 6 Nx6+ Bx6 7 Bd3 c5 8 dxc5 Qa5+ 9. Bd2 Qxc5 10 c3 Nc6 11 0-0 Bd7 12 Be3 Qa5 13 Qc2 Ne5 14 Nxe5 Qxe5 15 Be4 Qc7 16 Rad1

In general, if Black responds with 17...bxc6 the resultant isolated pawns should lead to a lost endgame. More than likely, Black is in dire straights before this exchange in light of White’s control of the d-file.

17...Qxc6 18 Bd4

As I indicated last time, if Black...

This dark-square challenge is possible for a couple of reasons. First, Black opted to forego the generally adopted placement of his king’s bishop on the f8-a3 diagonal. Second, because of the exchange of N’s on f6, White has been allowed to keep offensive vigilance on Black’s kingside.

18...Bxd4 19 Rxd4 0-0

Now let’s apply Dorfman’s principles of static evaluation. The respective king positions are similar. Although material is balanced, White is soon to double up rooks on the d-file. With the queens removed, the situation is not changed and neither side has an advantageous pawn structure. In short, White has the edge because of his better rook development that will lead to control of the seventh rank.

20 Rfd1 Rfc8

Black initiates an erroneous plan. Much better is establishing an escape square for the king by way of ...h6 or ...g6. The move chosen leaves the f7-pawn weak.

21 Rd7 Rc7

This is a tragic misplay but to be sure I replayed the position from all of Joe’s postcards to ensure that I had not setup the position incorrectly.

22 Rd8+ Qe8

Alas, Black must play this to forego mate.
23 Rxe8+ Rxe8 24 Qa4 Resigns.

Time-Allard (26 days) and Daudish (26 days).

Lessons to be drawn from this game are distrusting early opening queen sorties and variations that have few examples of top-level play. In this case, 4...Be7 is rarely played. Since starting this game, Joe’s rating has rocketed from 1532 to near 1700 and so I anticipate we will hear of his conquests soon.

Suggested Study Material:

Steffen Pedersen, The Main Line French: 3 Nc3 (London: Gambit, 2001)

As I’ve suggested above, “all” opening works should be treated with skepticism. For example, Psakhis cites Kreiman-Blatny, New York Open 1998 that deviated from the game above with 7 c3 b6 8 Bd3 Bb7 9 Qe2 Nbd7 10 Bf4 0-0 11 0-0-0 Re8 12 h4 Nf8 13 Kb1 Qe7 14 g4 and White has “the initiative” according to Psakhis. Further research reveals that Black won on move 68.

ECO-A88, Dutch Defense

White: Daudish (1532)
Black: Allard (2056)

1 d4 f5 2 Nf3 Nf6 3 g3 g6 4 Bg2 Bg7 5 0-0 0-0 6 c4 d6 7 Nc3 c6 8 Qc2 Na6 9 a3 Qe8 10 Bf4 Nh5 11 Bd2 e5 12 dxe5 dxe5 13 e4 Be6 14 b3 h6 15 Rab1 Qf7

With his last move Black puts additional pressure on White’s queenside and the f-file. Applying the Dorfman static assessment model we can conclude that the position is approximately balanced.

16 Rfe1 f4

Black’s intentions are now clear. White’s king’s bishop is rendered as “bad” and Black intends to pile-up on f3 and g2. In short, this appears to be a classic example of the Leningrad Dutch going right.

17 Ne2 g5 18 gxf4

White is attempting to forestall the threats of Black’s pawns reaching f3 and g4.

18...Nxf4 19 Nxf4 gxf4 20 Bc3

This counter comes too late.

20...Qh5 21 Qb2 Nc5 22 Resigns.

Time-Daudish (25 days) and Allard (24 days).

Joe throws in the towel before I can prove the superiority of Black’s position. Without going into detailed and righteous variations proving Black’s plus, I’ll leave it up to you to ascertain if the resignation is premature.

Having played both sides of this variation of the Dutch, I suggest that White opt for an early d5 push around move five or six. Invariably this results in Black being strapped with a backward e-pawn if White timely follows up with e4.

Suggested Study Material:

Valeri Beim, Understanding the Leningrad Dutch (London: Gambit, 2002)
Neil McDonald, The Dutch Leningrad (Brighton: Chess Press, 1997)

ECO-B12, Caro-Kann Defense

White: Allard (2056)
Black: Arthur Holmer (1762)

1 e4 c6 2 d4 d5 3 e5 Bf5 4 Nf3 e6 5 Be2 Nd7 6 0-0 Ne7 7 c3 c5 8 dxc5 Nc6 9 b4 Nxd5 10 Nd4 Nxd4 11 cxd4 Nd7 12 Nc3 Be7 13 Bf4 a6 14 Bd3 Bxd3 15 Qxd3 0-0 16 Rfe1 Re8 17 Re2 Rc8 18 Rae1 Nf8 19 Bg3

Of the five pair of games comprising this column, Art’s currently rate highest on my anxiety index. Although last time I hinted at the possibility of a White offensive, Black’s defensive resources are toxically present.

19...Ng6 20 b5

White is preparing to establish a connected passed c-pawn.

20...Qa5

This move has both up and down sides. First, it vacates d8 and provides for rook mobility. Second, the queen now has few safe squares to occupy.

21 f4

White’s offensive plans on the queenside are coupled with completing a bind on e5.

21...Red8

Black starts to remove pieces from the e-file in light of White’s doubled rooks. But this move lends some venom if White gets sloppy, as we will investigate.
22 f5

This move is not required right away. Much more accurate is 22 bxa6 followed up 23 Rb1 so as to preclude the Black queen from the b-file.

22…Nf8 23 bxa6 bxa6

After receipt of every one of my opponents’ moves, I set up the position on the board from scratch. When I had the above position on a physical board I started to walk away but quickly noticed Black’s threat of 24…Bxc5 followed by 25…Qxc5+. Then, and only then, did I finally realize how tense the position had become. So, I addressed this threat.

24 Kh1

Yes, the king gets tucked in the corner without an escape square but the f-file is left open as an alternative route for the rooks.

24…Rc6 25 Qd2

At first glance this looks like a standard “cheapo” with Black’s queen being susceptible to a discovered attack after 26 Nxd5. As White, I intend to coordinate efforts down the semi-open e-file while finding ways to secure my c-pawn and the possibilities it offers. If we apply Dorfman’s static assessment model we might conclude the position is balanced, unclear, or White has an edge due to the doubled rooks and passed c-pawn. Black has some not so obvious resources. Can you find them?

Time-Allard (31 days) and Holmer (38 days).

Suggested Study Material

Hagen Tieman, Die Caro-Kann Verteidigung (Ludwigshafen: Reinhold Dreier, 1994)

In light of the constant state of current theoretical flux, the above books should be used as very general guides and not as a substitute for serials such as Chess Informant and New in Chess.

ECO-A80, Dutch Defense

White: Holmer (1762)
Black: Allard (2056)

1 d4 f5 2 Bg5 h6 3 Bh4 g5 4 Bg3 Nf6 5 e3 d6 6 h4 g4 7 h5 Bxe4 8 Bxf6 Bxf6 9 Bxe4 Qe5 10 f4 Ng4 11 Na3 0-0-0 12 c3 gxf3 13 gxf3 Rg8 14 Rd1 e5 15 Ne2 Na5

A quick application of Dorfman’s static assessment might lead to the conclusion that this position if balanced. But White has a plus in that half of his pawns are not committed and remain as options for flexible play.

19 Bh4

White takes time to exchange his “bad bishop” for a knight. This is a good idea in a closed position.

19…Rde8 20 Bxf6 Bxf6 21 Nd3

Keeping his plans close to the vest, White repositions this knight with options to go either to the queenside or e5.

21…Qd6

Black repositions the queen so as to keep an eye on a6 and consider the possibilities of helping his rooks on the g-file.

22 f3 gxf3 23 gxf3 Rg7

After the typical f3 break by White, Black gets ready to double up on the g-file. White must decide whether to keep the c1-h6 diagonal open, allowing …Bg5 or close it with f4.

24 Rdg1 Rcg8 25 Rxc7 Rxc7

It seems as if White is working to swap down to a beneficial endgame where his knights will be considerably more mobile than Black’s bishops. Black’s options for counter play are limited to the g-file and some faint possibilities by opening up the a or b files.

Time-Holmer (41 days) and Allard (30 days).

Suggested Study Material:

Valeri Beim, Understanding the Leningrad Dutch (London: Gambit, 2002)

ECO-B52, Sicilian Defense

White: Allard (2056)
Black: Russell Schwartz (1697)

1 e4 c5 2 Nf3 d6 3 Bb5+ Bd7 4 Bxd7+ Qxd7 5 0-0 Nc6 6 c3 Nf6 7 Qe2 e6 8 Rd1 Be7 9 d4 exd4 10 Nxd4 0-0 11 Bg5 Rae8 12 Nf3 Rfd8 13 e5 Nd5 14 exd6

Last time I voiced trepidation about my impulsive move no. 13. In the position above, White lags in piece development.

14…Bxc5
Black grants a reprieve. Much better is 14...Qxd6 when Black threatens 15...Nf4.

15 Nxd6

Now White has the pseudo-threat of 16 Qh5.

15...h6 16 Ne4

For the time being White’s d-pawn can’t be taken and he threatens Qg4.

16...b3 17 c4 Nde7 18 Na3

This anticipates Black’s knight maneuver to f5 and d4.

18...Nf5 19 Nc2

It remains to be seen how long White can hold onto the extra pawn. So it behooves him to optimize his N and R development. All in all it’s an intriguing game.

Time-Allard (31 days) and Schwartz (32 days).

Suggested Study Material:
Rolf Schwarz, *Sizilianisch II (aufbau mit 2...d6)* (Hamburg: Schach Archiv, 1979)

ECO-A00, Grob’s Attack

White: Schwartz (1697)
Black: Allard (2056)

1 g4 d5 2 h3 e5 3 d3 c6 4 Bg2 Bd6 5 Nf3 Ne7 6 a3 0-0 7 e4 dxe4 8 dxe4 Ng6 9 0-0 Be6 10 Be3 Na6 11 Nc3 Bc4 12 Re1 Qe7 13 b3 Be6

This position seems to be balanced in most static attributes except that Black’s rooks now have greater mobility.

14 Qc1 Rfd8 15 Ne2 Bc5

Black is desirous of exchanging his bad bishop for White’s good one and at the same time attending to his weak a7-pawn.

16 c4

This grants Black free R penetration along the d-file and especially d3. Probably better is 16 Ng5 with intent to get Black’s light squared B.

16...Rd3 17 Bxc5

White, by way of an exchange, develops Black’s pieces. Now he is in serious trouble.

17...Nxc5 18 Ng3

Mandatory now is 18 Qc2 to minimize the affects of Black’s invasion.

18...Nxb3

White’s last three moves did nothing but weaken his position. Prior to these moves I was unhappy with my opening play and concerned as to how I might find counter play.

Time-Schwartz (31 days) and Allard (29 days).

Suggested Study Material:
András Adorján, *Black is O.K. in ... Rare Openings* (Kecskemét: Caissa Ltd., 1998)
Tim Harding, *Dynamic White Openings* (Dallas: Chess Digest, 1989)
Bill Wall, *Grob’s Attack* (Coraopolis, PA: Chess Enterprises, 1988)

ECO-C41, Philidor’s Defense

White: Allard (2056)
Black: Ruben Ruiz (1600)

1 e4 e5 2 Nf3 d6 3 d4 exd4 4 Nxd4 Nf6 5 Nc3 Be7 6 Bf4 Nbd7 7 Qd2 0-0 0-0-0 8-0 0-0 9 Nc5 9 f3 a6 10 g4 Ne6 11 Nf5

The second pair of games on my anxiety index are those with Ruben. He has essayed variations slightly off the beaten bath with what appears to be reasonable play apparently minimizing, if not negating, my possibilities for initiative.

11...Nxf4 12 Nxe7+ Qxe7 13 Qxf4

As indicated last time, these exchanges were anticipated.

13...b5 14 g5

This move intends to displace the knight and start a chain of moves to enhance White’s development.
14\ldots Ne8 15 Nd5 Qe5

This is Black’s best opportunity to keep matters balanced. Now Ruben proposed the exchange of queens and I followed that up with my own set of “if” moves. Yes folks, contrary to my own self-imposed maxims, I proposed conditional moves. It was an intuitive decision that may very well backfire.

16 Qxe5 dxe5 17 Ne7+ Kh8 18 Nxc8 Rxc8 19 Bh3

Although material is balanced, White’s advanced g-pawn along with his light squared bishop may prove to be weaknesses. White must work along the d-file on both Black’s temporarily isolated e-pawn and queenside. White has some momentum but is it enough for an advantage in this endgame?

Time-Allard (20 days) and Ruiz (6 days)

Suggested Study Material:


Much like the Caro-Kann, the Philidor is currently in the throws of much theoretical revision within the higher rungs of master play. If you decide to take up this opening from either side, I urge you to keep current with the serials previously mentioned.

ECO-B23, Sicilian Defense

White: Ruiz (1600)
Black: Allard (2056)

1 e4 c5 2 Nc3 d6 3 f4 Nc6 4 Nf3 g6 5 Bc4 Bg7 6 0-0 e6 7 a3 Nge7 8 d3 a6 9 Be3 Nd4

Neither side has yet made opening mistakes. Ruben foregoes the standard kingside pawn rush to play more positionally.

10 Bxd4 cxd4 11 Ne2 Nc6 12 c3 b5 13 Ba2 Qb6 14 Kh1

An alternative is 14 Rf2, which protects the b-pawn if White opts for the exchanges on d4.

14\ldots 0-0

I anticipate 15 cxd4 Nxd4 16 Nfxd4 Bxd4 17 Nxd4 Qxd4 when White’s bishop is better than Black’s. Additionally, White seems to still hold a first move initiative so it will be interesting to see how he proceeds. Black’s challenge is to find a proper post for his bishop and challenge for control of the c-file.

Time-Ruiz (6 days) and Allard (18 days).

Suggested Study Material:


ECO-B52, Sicilian Defense

White: Allard (2056)
Black: Randall Woodfield (1832)

1 e4 c5 2 Nf3 d6 3 Bb5+ Bd7 4 Bxd7+ Qxd7 5 0-0 Nc6 6 c3 Nf6 7 Qe2 g6 8 Rd1 Bg7 9 d4 cxd4 10 cxd4 e6 11 Nc3

This game proceeds as I anticipated. White wins a pawn but as the game proceeds it’s not clear how the material advantage can be converted to a greater initiative.

16\ldots Bxf6 17 exd5 exd5 18 Qf3Bg5

This is a double-edged move that I discounted in my analysis. It’s benefit lies in that White’s queen’s rook is not allowed to cooperate in supporting his d-pawn. But Black’s bishop is also susceptible to attack now.

19 Nxd5 Qd6 20 Rc5

I also considered 20 Rc7. The move chosen offers more tactical opportunities. Note that 20\ldots b6 is not possible in light of 21 Rc6.

20\ldots Rad8 21 Nc3

Black’s challenge is to demonstrate that White’s pieces can’t support the d-pawn and that his KB is stronger then the N. White, besides finding better cooperation among his pieces must decide if the extra pawn can be held or if it should ejected for some other benefit.

Time: Allard (26 days) and Woodfield (42 days).

The suggested study material for this game is the same as that found for Allard-Schwartz above.
ECO-B85
White: Woodfield (1832)
Black: Allard (2056)
1 e4 c5 2 Nf3 e6 3 Nc3 a6 4 d4 dxd4 5 Nxd4 Qc7 6 Be2 Nf6 7 0-0 d6 8 f4 Be7 9 Be3 Nc6 10 a4 0-0 11 Kh1 Re8 12 Bf3 Bf8 13 g4 Nxd4

For the next three moves this game develops as I anticipated. Then, Randall seems to have second thoughts about continuing his offensive on the kingside.

14 Bxd4 e5 15 Be3

Lately, 15 Bg1 is found more frequently in grandmaster praxis. Then White intends to use the subsequently open f-file for a R-offensive. A sample line runs as follows: 15...exf4 16 g5 Nd7 17 Nd5 Qd8 18 Qd2 Ne5 19 Qxf4 Be6 20 Bb6 Qd7 21 Nc7 Qe6 22 Nxa8 Rxa8 23 Bd4 (or 23 a5 Nxf3 24 Rxf3 d5 25 e5 Qxc2 in Cernousek-Bereznik, Roznov 2002) Nxf3 24 Qxf3 d5 as in Nataf-Stefansson, Havana 2001. According to GM John Emms, Black has sufficient compensation for the material deficit.

15...exf4 16 Bxf4 Be6 17 h3

Better is 17 g5 Nd7 18 Nd5 Qd8, although Black can follow this up with ...Rc8 and ...Ne5 as done does in our game.

17...Nd7 18 Qd2 Ne5 19 Bg2 Rac8

Now Black threatens 20...Nc4, 21...Nxb2, and 22...Qxc3.

BOBBY FISCHER....
Continued from page 10

If Black wishes to post his queen here, he should first safeguard it from attack by White’s knights with ...a6; this game demonstrates the necessity for such a precaution with hammer-like force.

6. g3 Nf6 7. Ndb5 Qb8

The lesser evil now was to give White the two bishops after 7...Qd8 8. N6d+, though admittedly Black’s game would have been far from pleasant. Still, as the game goes, Black’s position rapidly becomes repulsive.

8. Bf4 Ne5

The only alternative is 8...e5, leaving a horrible hole at d5 from which White could profit with 9. Bg5 a6 10. Bxf6 gxf6 11. Na3 Nfd4 (11...Bxa3 would leave Black fatally weak on the black squares as well) 12. Nd5 Be7 13. c3, followed by 14. Qf3 with a magnificent game for White.

9. Be2 Bc5?!

The bishop is badly placed here, and in addition, White’s last move is the preliminary to a development that Tal must have completely overlooked. 9...a6 was essential.

10. Bxe5 Qxe5 11. f4 Qb8

There is a certain amount of humor in the way that Black’s queen is forced to haunt the ignominious square b8.

12. e5 a6

Too late, but 12...Ng8 13. Ne4 is even worse.


18. Qf6 Qc7 19. O-O-O!

A move of original genius; who would have imagined that White could afford to castle long in view of Black’s half-open a-file? But after the safer 19. 0-0, Black emerges more or less from his troubles with 19...Qc5+ and 20...Qf5.

19. Rxa2 20. Kb1 Ra6

The natural counterattack 20...Qa5 is at once quenched with 21. b5, when Black is helpless against Bd3 and Bxh7.

Anticipating that White will swap queens with 23. Qxe5+ Qxe5 24. fxe5 Rxe5, when Black will have solved his worst problem. But now comes a beautiful surprise.


White has now more than regained his material, with two rooks and two united passed pawns for the queen. And (as Fischer’s fine positional intuition has sensed) the rooks are much superior to the queen.


The win is difficult for White after 34. Rxb7 Qh1+ 35. Ka2 Qd5+, as his king is exposed to many checks.

34. ... Kc8 35. Rc7+ Kd8 36. Rfd7+ Ke8 37. Rd1 b5 38. Rb7 Qh5 39. g4 Qh3

39. ... Qxg4 40. Rh1 Qd4 41. Rh8+! Qxh8 42. Rb8+.

40. g5 Qf3 41. Re1+ Kf8 42. Rxg5 Kg7 43. Rb6 Qg3 44. Rd1 Qc7 45. Rdd6 Qc8 46. b3 Kh7 47. Ra6 1-0

**COMPLETED EVENTS**

**NORTH AMERICAN CLASS CHAMPIONSHIPS**

E02009*
Claude Hefner scores 5-1 to win the 102nd (2000) class A championship. Congratulations, Claude!

**2002 CCLA CHAMPIONSHIP & LEADERSHIP**

**CLASS RATINGS**

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**TITLES**

*minimum 5 years membership for a title
# ten years’ membership
* twenty - five years’ membership

Full Rating List is for Tournament Results Received between October 16, 2004 and December 15, 2004.

1443 ACEBO#, BRIAN
1100 ACUFF, RONALD E.
1550 ADAMS, BRUCE E.
2185E ADAMS*, JOHN D
2138E ADAMS*, LARRY L.
1763 ADAMSON#, DAVID R
1888 ADDISON, ROBERT S.

**RATING LIST**

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**WELCOME NEW MEMBERS**

BROWN, PAUL (1900)
RANCHO PALOS VERDES, CA
PARKER, WILLIAM (1343)
PHOENIX, AZ
TOOR, BRUCE (1500)
HOLLYWOOD, CA

* RETURNING MEMBER

continued on page 25
1946 DREWIELIK, RICHARD
1716 FORET, FRED S.
1798 FOXX, ROBERT G.
1860 FRANKLIN, DAVID
1585 FRANK, LOUIS L.
1565 FRANK, ROBERT A.
1940 FRANK, WILLIAM E.
1527 FRANK, WILLIAM H.
1917 FRANKLIN, JOHN S.
1679 FRANKLIN, ROBERT A.
1242 FRANK, WILLIAM H.
1467 FRANKLIN, ROBERT A.
1585 FRANKLIN, ROBERT A.
1407 FRANKLIN, ROBERT A.
1704 FRANKLIN, ROBERT A.
1722 FRANKLIN, ROBERT A.
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A40159  BERNAKES R 1 STEFFEN G
A41019  STEFFEN G 1 JOHNSON M
E32021  JOHNSON M 1 KATZL R

CHALLENGE MATCHES

C30082  J MESE DECEASED

GRAND NATIONAL

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G00029  J MESE DECEASED
G00039  J MESE DECEASED
G00049  J MESE DECEASED
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RESULTS
LEADERSHIP TOURNAMENT

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ZEH L 1  DAVEN J
H30019
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BRAILSFORD J 1  GLEYZER L
GLEYZER L 1  MICHELMAN P
GRAY JR# W 1  MICHELMAN P
KATZL* R 1  MCGLERAND* H
ZAAS** D 1  BRAILSFORD J
ZAAS** D 1  MCGLERAND* H
H30021
D BLOMBERG WITHDRAWS
Cacas A 1  DANIELS# C
GOEHR H 1  Cacas A
GUEHR N 1  BOONE J
MARSHALL M 1  Cacas A
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WARNER D 1/2  POLONSKI M
WARNER D 1  DEAS** C
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BRAILSFORD J 1  GRAY JR# W
H40051
M NOWICKI WITHDRAWS
E-MAIL
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BLECHAR* M 1  MALFAIT A
BLECHAR* M 1  MALFAIT A
MALFAIT A 2(F) JOHNSON T
LENKEI# J 2(F)  JOHNSON T
TATE R 2(F)  JOHNSON T
TATE R 1/2  BLECHAR* M
TATE R 1/2  MALFAIT A
TUTTLE* J 2(F)  JOHNSON T
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TAYLOR B 1/2 GLASSMIRE B
TAYLOR B 2  NOWICKI M
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LANGENBACH T 1  CANGELOSI* D
LANGENBACH T 1/2  FAUSEY* V
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HICKMAN* H 1  STEVENS D
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ESCHBACH K 1  FAUSEY* V
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FAUSEY* V 1/2 TAYLOR B
GLASSMIRE B 1  NOWICKI M
PECK J 1/2  FAUSEY* V
PECK J 1/2  TAYLOR B
TAYLOR B 1  FAUSEY* V
TAYLOR B 1/2 PECK J
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SIMON H 1  DOUTHED Y
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MOTT# P 1/2 MCKELLOP# T
MOTT# P 1  RAWLEY L
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ELDRIDGE# M 1(F) JOHNSON T
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SOCIAL BI-MONTHLY
M30059
DUCHARMEM P 1 DAVIS J
MCDONALD S 1 DUCHARMEM P
M30109
NACE C 1 DESKIN G
M30119
NACE C 2 JOHNSON D
M30129
DUNCOVICH M 1 NORDIN J
M30199
SVENDSEN S 1 SULLIVAN G
M30219
JACHENS W 1 DAVIS J
RUZ R 2 DAVIS J
M30239
ELDRIDGE# M 2(F) ARNOLD M
M30249
HUBBARD A 1(A) EASLEY D
HUBBARD A 1 FORET F
HUBBARD A 1 M20099
M30259
MILLER D 1 ELDRIDGE# M
M30269
FORET F 1 MEYER S
M40029
BUTLER M 1/2 HOLMER A
HOLMER A 1 BUTLER M
M40049
CORRECTION FORET F 1
YOUNG W E
M40069
JOHNSON* G 1 CATARINO C
M40079
HOEFEYZERS* C 1/2 WILLIAMS B
WILLIAMS B 1/2 HOEFEYZERS* C
M40089
DOSTAL D 1 STRELECKY# R
M40119
JOHNSON D 2 DOSTAL D
NACE C 1 DOSTAL D
M40129
NACE C 1 WOLFE R
M40149
HOLMER A 1 DOSTAL D
M40169
FORET F 1 NORDIN J
242 RESULTS ON FILE

TD REPORTS....
Continued from page 17
M10109*
Robert L. Jones 4.0 - 2.0
M20099*
Sheldon McDonald 3.5 - 0.5
M20179*
Don Dostal 3.0 - 1.0
Sheldon McDonald 3.0 - 1.0
M20229*
William Jachens 3.5 - 0.5
M30109*
Charles Nace 3.5 - 0.5
M30189*
Gerard Sullivan 4.0 - 0.0
M30239*
Michael Eldridge 4.0 - 0.0
PIONEER
P10039*
Joseph Davis 5.5 - 0.5
CLOSE-OUTS
G20051  Randolph -
Casey (2)
G20071  Bloodstein-
Moran (1)
G20101  Hart - Moran
(1)
Ott - Moran (2)
G20111  Klarl -
Elizondo (1)
G20131  Goggin -
Burritt (1)
G20151  Leber -
Friedrich (1)
G20191  Elizondo -
Ziemak (1)
G20211  Ramseyer -
Wolfe (2)
G20231  Swist - Moran
(1)
H20021  Ludwig -
Noveske (1)
H20031  Boone -
Daniels (1)
H20051  Hobson -
McDonald (1)
H20099  Davis -
Elizondo (2)
Jones - Elizondo (1)
M10109  Radtke -
Mathews (2)
M10139  Sears -
Ramseyer (1)
M20099  McDonald -
Westhead (1)
M20179  Dostal -
Curry (1)

CCLA SCORESHEETS
$7.50/100 scoresheets, Postage and Handling included. Order from: CCLA, P. O. Box 257, Galesburg, Illinois, USA 61402-0257.

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CCLA RULES OF PLAY
FOR POSTAL and EMAIL CHESS

General Conduct of the Game

1) Except for the rules about touching pieces and others obviously inapplicable to correspondence chess, all games shall be governed by the Laws of Chess (the official code of F.I.D.E. - the International Chess Federation). Players must understand the rules of chess and read/write chess notation before entering CCLA events.

2) Conduct:
   a) During a game, a player may consult written or published works on chess, but in the selection of moves may not receive help from any other player, chess-playing computer or any mechanical device designed to play, study or discuss the game of chess. b) Upon substantive evidence of a player’s violation of this rule, the penalty is forfeiture of all games in progress, loss of titles and prizes due, and expulsion from CCLA. If a dispute arises over comments made (including pictures) by one or both players, the Tournament Director may forbid both players from sending each other further comments not related to their game(s). If either player violates this directive, the Tournament Director at his discretion may forfeit that player in any or all games being played with that opponent.

3) The Tournament Director for each tournament shall be specified in The Chess Correspondent.

4) Unless otherwise specified in these rules, disputes between players shall be referred to the Tournament Director. Any ruling may be appealed to the General Manager, if not the same person, but otherwise to the President.

Chess Moves

5) The player who has dispatched the record of his move must abide by that record so dispatched; no alteration may be made except to correct an illegal move, and no subsequent change by faster mail or any other method of communication shall be allowed. In email-only events, all moves are transmitted by email, except as described in Rule 15. For all other events, postal is used unless both players agree to email or fax, and either player may void the agreement at any time and return the game to postal play.

6) All ambiguous moves must be clarified before play continues. All moves must be legal moves, and an illegal move may be replaced by any legal move. Moves erased or otherwise visibly altered must be dealt with at once as illegal moves, unless also initialed by the sender. If a card includes both a written move and a diagram of the position after that move, the move shall be considered ambiguous only if the diagram does not show the piece moved to the square indicated by the written move. Verifying the balance of the diagram is not required, but is encouraged as a means of detecting errors and thereby avoiding future conflicts and delays.

If claimed by the opponent, the sending of an impossible, ambiguous, illegal or missing move is an automatic five-day penalty under the 10/30 time control, with each additional offense a ten-day penalty. The incorrect omission or addition of chess indications (such as “check”, “captures”, “mate”, or “en passant”) does not cause a move to be impossible or illegal.

7) If a player assumes that his opponent will make certain moves and sends hypothetical replies, (“if” moves) they shall not be binding until or unless accepted by the adversary. A player accepting an “if” move must accept his opponent’s proposed next move and reply to it. If more than one “if” move is offered, the mandatory response applies only to the first “if” move.

8) A player sending a reply must specify (a) the correct move and its number to which he is replying, including any accepted “if” moves not already acknowledged, and (b) the correct number of his own move.

9) Players must use standard (long or short form) Algebraic notation in sending moves, unless both players agree upon another unequivocal notation, such as International Numeric or English Descriptive notation, at the beginning of the game. Descriptive has preference over Algebraic only in events labeled Descriptive.

Time Limits

10) The time limit is based on the Date of Receipt and the Date of Dispatch for each move. The Date of Receipt is the date a player is first able to receive the opponent’s move, or the assignment sheet. If a move may have reached its address more than two days prior to the Date of Receipt, the reply move should be accompanied by an explanation for the delay in the Date of Receipt, unless previously given (e.g., an unexpected business trip.) The Date of Dispatch is the date the player loses control over the move, usually by placing it in an official mailbox slot or giving it to the postman. A discrepancy of more than one day, between dispatch and postmark dates, may be considered as evidence of an incorrect Date of Dispatch, and may be corrected by the receiver. The Date of Dispatch for email or fax is the date given in the heading of the email message as stamped by the Internet server or fax machine used by the sender. As with postal chess, the Date of Receipt is the date a player is first able to receive the opponent’s move. If a move may have reached its address more than one day prior to the Date of Receipt, the reply move should be accompanied by an explanation for the delay in the Date of Receipt.

11) The Date of Receipt and the Date of Dispatch must be reported along with each move. If a player fails to report either date, the opponent shall have the right to determine the missing date(s) as follows: (a) The Date of Dispatch shall be the postmark, if legible, or else it shall be three days prior to receipt of the opponent’s move, and (b) the Date of Receipt shall be three days following the Date of Dispatch of the prior move. If the addresses of the two players are in different countries, or APO’s, five days rather than three days shall be used in (a) and (b) above. Each player must also show the cumulative days used by the opponent and himself on each card, in addition to the Date of Receipt and Date of Dispatch. If a player does not dispute his opponent’s Date of Receipt, Date of Dispatch and accumulated days immediately (the next move sent,) these stand, and the player must change his record to match his opponent’s. If a player fails to report either Date of Receipt or Date of Dispatch for email or fax, the Date of Receipt may be estimated as the Date of Dispatch of the prior move (in the recipient’s time zone), and the Date of Dispatch shall
be as defined in Article 10. Disputes about accumulated time that cannot be settled between players must be promptly referred to the Tournament Director for a decision. If neither player has shown the accumulated time on the cards immediately preceding the time complaint, the Tournament Director may, at his discretion, refuse to recognize any time limit violation and may warn the player(s) that continued refusal to list received and sent dates, and accumulated times may result in forfeiture of the game(s).

12) The time used for each player’s move is the number of days elapsed between the Date of Receipt and the Date of Dispatch, but not including any days of vacation or special leave granted to the player (note: Sundays and holidays count in CCLA time limits.)

13) Each player is entitled to 30 days vacation in each calendar year, but all opponents and the Tournament Director must be informed in advance of vacation days being taken. Violation of this rule may, at the Tournament Director’s discretion, result in those days being treated as elapsed time, subject to the penalties contained in rules 15 or 16. When one player goes on vacation, his opponents do not also get this time off, unless they have declared vacation simultaneously. If a player sends moves before going on declared vacation, his opponents are obligated to reply within the applicable time limit.

14) In email-only events, the time limit is 10 moves in 40 days (10/40). In all other events, the time limit is 10/30, regardless of whether moves are sent by postal, email or fax.

15) There may be valid explanations for exceeding the time limit, including (a) illness, documented by a physician’s statement, if necessary, or (b) an unexpected business trip. If a player is unable to transmit or receive moves by email in an email-only event, he may notify the Tournament Director and his opponents [showing his latest move(s) and the latest move(s) received from the opponent(s)] that he is taking downtime. Downtime begins when this notification is sent and ends when the player notifies the Tournament Director and his opponent(s) that he can resume email. Up to 30 days of downtime may be taken during a calendar year; vacation days taken by the player are not included in this count. During downtime, games may be continued by postal mail if both players agree. Otherwise, the game is halted and neither side is charged with elapsed time until the player ends the downtime or the 30 days is exhausted. After the 30 days of downtime are exhausted, the player may either (a) withdraw from all his games in email-only events or (b) be charged with elapsed time until he replies by email to his opponents’ moves. If he withdraws, his games will not be rated except by adjudication under Rule 17 or Rule 26.

16) Under the 10 moves in 30 days time limit, a) The time limit is exceeded when more than 30 days time of reflection are used for 10 or less moves, 60 days for 20 or less moves, etc. Exceeding the time limit can neither be prevented nor caused by “if” moves. For example, if the 10th move is accepting an “if” move and the 11th move is thus required at the same time under Rule 7, the 30 day time limit is not applicable. b) Claims for exceeding the time limit may be made within seven days of the alleged violation or, at the latest, seven days after receiving the opponent’s 10th, 20th, 30th, etc. move. The claim is to be sent to the Tournament Director and must indicate all information required in Rule 18. c) If an official time complaint is not mailed within the time specified above, a player loses the right to complain about that time control period, e.g., he loses the opportunity for complaint until the next time control is exceeded. That complaint will be treated as a “first complaint,” with no penalty being assessed retroactively to a prior control period. d) The Tournament Director shall inform both players when an exceeding of the time limit has been confirmed. When there is a first claim pending, play continues. The time limit of 30 days for another 10 moves begins anew for the guilty player only, and is added to his current total, as determined by the Tournament Director. e) On claiming a second time limit violation against an opponent, play is discontinued, pending disposition of the claim by the Tournament Director. f) Confirmation by the Tournament Director of a second time limit violation shall result in forfeiture of the game(s) by the guilty player. g) It is recommended, but not required, that a player who intends to take more than ten days for a single move so notify his opponent, so that his opponent will not have to send an unnecessary repeat card. The same principles apply under the 10 moves in 40 days limit.

17) If games are forfeited against two opponents in the same section, all uncompleted games in that section shall also be forfeited. If a player withdraws from some of his games, but continues to play in other games or sections, the games he is quitting shall be treated as forfeits. If a player resides outside the area of eligibility for CCLA membership for more than four months (plus vacation time used), his games must be continued by email if possible; if email is not possible the games may continue but either player has the right to demand an adjudication (as described in Rule 26) at any time while the player remains outside the CCLA membership area. If a player dies, or withdraws from all CCLA games and so notifies the Tournament Director and all his opponents, the games he is quitting shall be treated as withdrawals rather than forfeits. Both withdrawals and forfeits shall be treated as losses with respect to the tournament results. Forfeits occurring more than 90 days after the tournament’s starting date shall be automatically rated as wins for the opponent. Withdrawals and forfeits occurring 90 days or less from the tournament’s starting date, shall not be rated except for games adjudicated. A player may request adjudication of any unrated games with an opponent who withdraws or forfeits. Adjudications of games going 90 days or less will be considered only if the player can demonstrate an advantage equivalent to at least two pawns. All games adjudicated under this rule are either evaluated as rated wins for the player or are not rated at all; this does not apply to closeout games adjudicated under Rule 26.

18) If an opponent fails to reply to a move within 16 days a player must send a repeat move. If another 16 days has elapsed without a reply to the repeat move, file a time complaint with the Tournament Director and send no more repeats. Add another four days for CCLA membership for more than four months (plus vacation time used), his games must be continued by email if possible; if email is not possible the games may continue but either player has the right to demand an adjudication (as described in Rule 26) at any time while the player remains outside the CCLA membership area. If a player dies, or withdraws from all CCLA games and so notifies the Tournament Director and all his opponents, the games he is quitting shall be treated as withdrawals rather than forfeits. Both withdrawals and forfeits shall be treated as losses with respect to the tournament results. Forfeits occurring more than 90 days after the tournament’s starting date shall be automatically rated as wins for the opponent. Withdrawals and forfeits occurring 90 days or less from the tournament’s starting date, shall not be rated except for games adjudicated. A player may request adjudication of any unrated games with an opponent who withdraws or forfeits. Adjudications of games going 90 days or less will be considered only if the player can demonstrate an advantage equivalent to at least two pawns. All games adjudicated under this rule are either evaluated as rated wins for the player or are not rated at all; this does not apply to closeout games adjudicated under Rule 26.

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responsibility of the Tournament Director, not the players. In email-only events, the repeat move must be sent by email.

19) If a player replies to a move but has apparently violated the time limit under Rule 16, a player must (for the complaint to be valid) send a time complaint to the Tournament Director within seven days of receipt of the offending reply. Declared violation will not apply to this seven-day period. The complaint must include all information required in Rule 18.

20) Upon receipt of a time complaint, the Tournament Director shall send an official inquiry to the opponent named. Should the Tournament Director receive a valid explanation, he will order the game resumed (if needed) and no action will be taken. If the explanation is not satisfactory, the Tournament Director will impose the appropriate penalty, as provided for in Rules 6 or 16. If no answer is received by the Tournament Director within 16 days from the date the complaint was filed by him, the game(s) will be forfeited. The complainant shall, in all instances, receive written disposition of any valid time complaint filed.

**Game Results**

21) Drawn games shall count one-half point for each player.

22) Except for challenge matches, the winner of each game, or the player having the White pieces in a drawn game, must report the result of the game to the Tournament Director immediately upon completion of the game. Failure to do so shall result in the loss of any rating points which would have ordinarily accrued thereby. The results of challenge matches are reported to the Tournament Director by the winner of the match, or by the higher-rated player if the match is tied, only after all games have been completed.

23) In reporting the results of the game to the Tournament Director, all the following information must be given: (a) the official tournament section code (letter plus 5 digits), (b) full names of each player, (c) result of the game(s) clearly marked, (d) date game was completed, and (e) if two or more games are being played between contestants in that section, the result(s) of any previously completed games against that opponent in that section. Results from email-only events must be sent to the Tournament Director by email. All other results may be sent to the Tournament Director by postal or email.

24) A player who withdraws from all CCLA games for any reason other than illness, documented by a physician’s statement (if the Tournament Director so requests), or who forfeits more than one game for any reason, will not be permitted to enter any new events for one year from the withdrawal or forfeit, unless he posts a $25.00 cash bond. Such bond shall be credited back to the player’s account if one calendar year elapses without any additional withdrawals or forfeits, but if either of these occur, the bond is forfeited to CCLA. Any player who forfeits such a bond, and wishes to enter new events, shall have to post a $50.00 bond, subject to the same conditions above for refund. Any player who forfeits two bonds shall be automatically and irrevocably barred from CCLA play and his membership terminated.

25) WARNING! CCLA Bylaw VII requires current membership in CCLA at all times. Failure to renew membership within 90 days of the expiration date is grounds for termination of membership, which results in forfeiture of all CCLA games in progress and any prizes or advancements earned. Membership renewals are due January 1st of each year.

26) Unless otherwise specified on the official tournament section assignment sheet, all games which are unreported at the end of two years (24 months) from the date on the assignment sheet, will be scored as close-out (unrated) draws. (The exceptions to the 24-month close-out are Challenge Match games, which are not closed out, and the final rounds of championship events, which have a 30-month close-out.) Either player may request adjudication of the game(s) involved, on or within one week prior to the close-out date, by sending game score, diagram of final position and any pertinent analysis, to the Tournament Director. Or, extensions in playing time may be granted by the Tournament Director if both players agree to such extension. Extensions are made in 6-month increments, but will not be allowed where the specific tournament rules prohibit them, or where they will delay the awarding of prizes and/or advancements to subsequent rounds of play.

27) In The Chess Correspondent announcement of each event, the Tournament Director will state the number of players that will form a round one section, the prizes that will be awarded for each round, what qualifications are needed to advance to subsequent rounds (if any,) the deadline for entry and the entry fee per section. All tournaments with specific start dates will be advertised in The Chess Correspondent two months (issues) prior to the entry deadline.

28) The number of players in any one section of a semi-final or a final round will depend on the number of winners in preliminary rounds, and such sections will be established by the Tournament Director.

29) Team matches will be played in accordance with special team rules approved by the Board and stated by the Tournament Director in his announcement of the team event.

30) Players must note all rule changes, game results, prize awards, etc., published in The Chess Correspondent magazine, and act responsively where mistakes occur. Once published in The Chess Correspondent, changes in rules, regulations and procedures become official. Players must retain records of their games (including all opponents’ cards and letters) for at least 60 days following publication of results and awarding of prizes. Otherwise counter-claims may be upheld if submitted.

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**MOVING?**

CCLA needs six weeks advance notice for changes of address. The Post Office will not forward 2nd class mail unless you sign a request card and agree to pay forwarding charges. There will be a $2.00 charge for each replacement copy of The Chess Correspondent.
Support CCLA by joining the CCLA Knights, a group of members who are donating financially to help advertise our organization to attract new members, as well as assist with other projects or contribute to our endowment fund.

Anyone contributing $1000 or more at one time will become a Lifetime Knight. $250 contributions may also be made each year over a four year period towards becoming a Lifetime Knight. These members will be listed as Lifetime Candidates until the $1000 level is obtained. All moneys received towards Lifetime status will go into CCLA's endowment fund, which will remain intact. The dividends/interest from the endowment will be used for special projects as needed.

Contributions from Friend through the President’s Circles will go towards current advertising expenses unless sufficient moneys are available and some is transferred to the endowment.

Payments may be made by check or money order payable to CCLA Knights, or by authorization of deductions from your credit balance. Inquiries and contributions should be sent to Richard Vandenburg, 2316 Regan Avenue, Boise ID 83702.

Contributing Categories are:
- Lifetime Knight, $1000 or more
- Lifetime Candidate, $250 or more
- President’s Circle, $100.00 or more
- Benefactor, $50.00-$99.99
- Contributor, $25.00 - $49.99
- Donor, $10.00 - $24.99
- Friend, $5.00-$9.99

Benefactors
- Joseph E. Merritt
- Richard S. Vandenburg

Contributors
- Jon H. Fisk
- Arthur Holmer
- Carl Langenhop
- Alina Markowski
- Michael Polonski

Donors
- Ed Craren
- Crawford Daniels
- Charles Hoeveyzers
- Don and Sibylle Reithel

Contributors
- Randy Ryan
- Arthur Sinclair

Lifetime Candidates
- Christopher Sergel
- Andrew Gach

President’s Circle
- Randy Ryan
- Arthur Sinclair

Friends
- Janice Guehn
E-MAIL TOURNAMENTS

CCLA E-mail Ladder

In the E-MAIL LADDER tournament two players play only one game at a time. The challenger pays the $3 entry fee. If the challenger wins he or she exchanges places with his/her opponent on the ladder. To issue a challenge, contact the Ladder Coordinator, John Caliguire at johnjcal@verizon.net.

The ladder event is for serious e-mail players. Before you issue a challenge go to the CCLA website at http://www.chessbymail.com to read the details and to check the ladder standings for eligible opponents. Players joining the Ladder for the first time (or returning after being dropped for inactivity) are positioned as follows: Master/Expert, 1/3 down from the top, Class A/B, 2/3’s down from the top, and Classes, C, D and E at the bottom of the Ladder.

Challenge & Thematic Matches

Matches consist of 2, 4 or 6 games and are arranged by the players themselves, who then send in the entry fees to receive an official match number so the games can be rated. Players new to CCLA may not enter this event directly; CCLA will attempt to arrange a match if you contact the E-mail Secretary or the Editor of the Chess Correspondent. Thematic matches - opening variation is agreed upon in advance and all games follow this line. Entry fees: $3 for two games, $5 for four games, $7 for 6 games.

Rated Socials

A rated email social section consists of 5 players who play one game per opponent.

Rated email socials are played according to the rules published at the site http://www.chessbymail.com. Reported results will be published regularly at this site as well as in The Chess Correspondent.

Rated email socials are open to all CCLA members. In a rated email social all games are rated according to the CCLA rating system, published in The Chess Correspondent. The entry fee is $3. First place receives $6.

Send your check made out to CCLA to the TD, Jerry Honn at: CCLA P. O. Box 257 Galesburg, IL 61402-0257 e-mail: ccla@insightbb.com

VISIT CCLA ON THE INTERNET
www.chessbymail.com

The Jubilee E-mail Championship

The next CCLA Email Championship will be called the Jubilee E-mail Championship, in honor of CCLA’s 95th anniversary. Entries will be accepted from about November 1, 2004 to December 31, 2005. Each section in the preliminary round will have seven entries, playing one game against each opponent. Sections will be formed as soon as entries are received. The winner (including ties) of each section advances to the finals. There will be at least seven finalists, playing one game with each opponent. Entry fee: $10; multiple entries allowed. Prizes for this event are: 1st $150, 2nd $75; 3rd $50 and 4th $25. More details will appear on the Web site http:// www.chessbymail.com.

Time Limit Change

The time limit in e-mail-only events is being changed from 10 moves in 30 days to 10 moves in 40 days. This change will not affect games currently in play or that are in sections which begin forming before September 1, 2004.

This change applies only to e-mail-only events. It does NOT apply to games in postal events where both players have agreed to use email. Their time limit remains 10/30 throughout the game regardless of whether postcard or e-mail is being used.
POSTAL TOURNAMENTS

Time Limit: 10 moves in 30 days. Notation: Algebraic (unless both players agree on another notation). CCLA membership required. Send entry fees to: CCLA, P. O. Box 257, Galesburg, IL 61402-0257

2005 Grand National
CCLA Open Correspondence Chess Championship

Open for entries all year.

Format: A Round 1 score of 4-2 or better qualifies for Rd 2 and 60 points. In Rd 2, wins count 14 pts, draws 7 pts; a total of 108 pts, from Rds 1 & 2 qualifies for Rd 3. In Rd 3, wins count 18 pts, draws 9 pts.

Assignments, Rd 1 sections are 4-player, 2 games per opponent and are issued only at the end of each calendar month, entries permitting. Advanced sections can only be issued when there are sufficient qualifiers to fill 7-player sections. A fee of $5.00 is required for each Rd 2 assignment; advancement to Rd 3 Finals) is free.

Players may enter multiple Rd 1 sections, and will be permitted a Rd 2 section for each Rd 1 qualifying score. Only one Rd 3 (Finals) section is permitted; highest point total from best Rd 2 section will be carried forward, The Grand National winner is determined by the highest point total after three rounds of play.

Prizes: First place $250, trophy and title of CCLA Open Correspondence Chess Champion; Other prizes are based on the number of Rd 1 sections formed. Second Place, $7 per section and trophy; Third Place, $4 per section; Fourth and Fifth Place, $2 per section; Sixth and Seventh Place, $1 per section. Class prizes: Class A, best Rd 1 and Rd 2 total, $2 per section first prize. Class B, best Rd 1 total, $2 per section first prize. Class C and Class D, best Rd 1 total, each $1 per section first prize.

Restrictions: No one may win class prizes in the same or lower class two years in a row, or if they have withdrawn from CCLA play.

Entry fee: $10.00/section

Players rated 2000 or more may enter directly Round 2 of an earlier Grand National.

ENTRY FEE: $15.00 / SECTION

CCLA Social Bimonthly

Format: A semi-class event with sections formed in rating order. One round, three players per section, two games per opponent.

Assignments are issued bimonthly, on the 1st of Jan., March, May, July, Sept. and Nov.

Prizes: $7.00 for 1st place in a section.

Entry fee: $5.00 per section

Challenge Matches

Format: Members may play 2, 4 or 6 game matches with any other member.

Entry fee: 2-game match, $3.00 per player; 4-game match, $5.00 per player; 6-game match, $7.00 per player. Do not send match fees to CCLA and request opponents. Matches arranged between players only.

Entry Deadlines for Coming Events ...

June 1, 2005, CCLA Team Championship*
Sept. 15, 2005, CCLA Annual Championship
Sept. 15, 2005, CCLA Leadership Tournament
Feb. 15, 2006, CCLA North American Class Championships
May 1, 2006, CCLA Woman's Championship

* Advertised in this issue.
MEMBERSHIP RATES ARE:

<table>
<thead>
<tr>
<th>Duration</th>
<th>Amount</th>
<th>Description</th>
</tr>
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<tr>
<td>One Year</td>
<td>$25</td>
<td>Family (one magazine) $38</td>
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<tr>
<td>Two Years</td>
<td>$48</td>
<td></td>
</tr>
<tr>
<td>Three Years</td>
<td>$68</td>
<td>Add $6 per year for first class mail</td>
</tr>
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Other membership information is on the inside front cover

CCLA MEMBERSHIP APPLICATION
(Please Do Not Use For Renewals)

All CCLA memberships come due January 1st. If you are joining in any other month, you will pay less than the full membership fee. Check the box beside the month in which you are joining and remit the indicated amount, payable to “C.C.L.A.”

Name _____________________________________________
Street  ____________________________________________
City, State, Zip ______________________________________

Please give your U.S.C.F. (or alternate club) postal rating _____, or over-the-board rating _______.

If you have no rating, estimate your ability, from Class E (lowest) to Class A (strongest)______, Mail to: CCLA, P. O. Box 257, Galesburg, Illinois, USA 61402-0257.

*Includes next full calendar year

SUBSCRIPTION RATES (for non-members)

<table>
<thead>
<tr>
<th>U.S.A.</th>
<th>Foreign</th>
</tr>
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<tbody>
<tr>
<td>$25.00 second class</td>
<td>$27.00 surface mail</td>
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THE CHESS CORRESPONDENT
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