# PROBLEM SECTION 11

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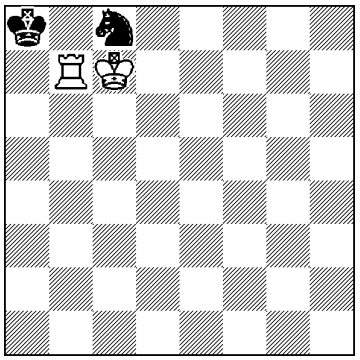
Here we see four problems showing correction, or to be more precise, **Black Correction**. In the last section we had seen black correction in the variations of Problem 3. In the four problems below, Black Correction is the main theme.

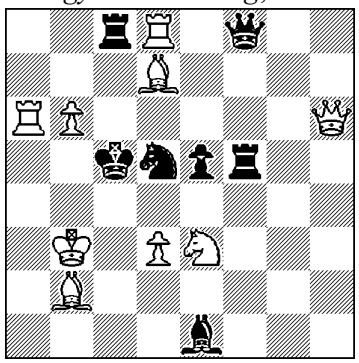
Solutions are on p. 57

Otto Dehler
*Neue Welt*, 1919



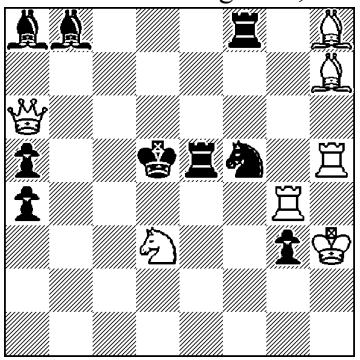
Problem 1: Mate in two

G. Dulcsan, 1st Hon. Mention
*Magyar Sakkavilag*, 1938



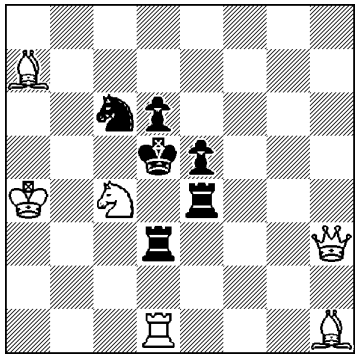
Problem 3: Mate in two

K.S. Howard
British Chess Magazine, 1941



Problem 2: Mate in two

J.M. Rice and M. Lipton
*Problem*, 1957



Problem 4: Mate in two

# A COMPARISON OF THE THREE MODES OF PLAYING CORRESPONDENCE CHESS

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***<pbdhanish@gmail.com>***

If you are a member of our International Section you can play in ICCF (International Correspondence Chess Federation) Tournaments. ICCF offers 3 modes of play, postal, email and webserver. AICCF tournaments are postal or email, however the next AICCF Championship will quite likely be played on ICCF's webserver. With the advent of internet and its easy accessibility in the principal cities of India, the average player can connect to the internet from home, office or cyber-cafe. Therefore playing by post is giving way to play by email and (in ICCF) webserver. Here is a comparison of these modes of play.

| | **Postal** | **Email** | **Server** |
|---|---|---|---|
| Available | AICCF<br>ICCF | AICCF<br>ICCF | ICCF |
| Cost for player | Very high for International play, and high for national play considering cost of Certificate Of Posting and reminders | Low, or NIL if you are using email at your place of work. | Low. Further, the net connection time can be reduced by using third party interface software like XECTool*. However some offices do not permit Internet but allow Email. |
| Cost for organiser | Medium.<br>Postage costs for TD are high | Low, or NIL.<br>Only email costs | Very high. Organiser has to set up and maintain server or pay for the facility |
| Illegible move | Common | Impossible | Impossible |
| Illegal move | Probable and common, especially mistakes in move numbers etc. | Possible. Reduced if software like ECTool* is used to submit the moves | Impossible. However you could setup the position wrongly on your board. Can be avoided by analysing from PGN download |

| | | | |
|---|---|---|---|
| Missing mail | Common, especially with some players | Not so common, but sometimes does happen – spam filters block mail, intermediate servers break down losing data, etc | Very rarely, server may break down, and data since last backup may be lost |
| Incorrect time calculation | Regular. TD may ask for the PC with postmark but usually postmark is not clear | Often happens. Normally nobody bothers to check. Also difficult to verify in case of different time zones etc | Impossible |
| Time to complete a game | Four to five years | Two to three years, particularly if opponent misses emails | More than two years is exceptional |
| Game load | Low, because of long post transition time, the number of games in which you have to make a move is very less, and you can always take an unofficial holiday by "not receiving" a move | High, but can manage with "non-receipt of email" sometimes | High, and some players play ping pong chess by replying immediately! |
| Chat with opponent | Limited by space in postcard | Unlimited space available | Space in message box not very convenient for reading large messages |
| Record keeping | Lot of space required to store all postcards | Space of a thumb-drive to store all email / backup | Not at all required |
| Effort | High, you have to go to a postbox to post your moves, and to a post office for COPs | Medium, all can be done from your home | Low, not much needs to be done |
| Frustration | High, when opponents suddenly start replying after several months and all you work of getting COPs and making a claim go waste when they are not awarded by TD as usually he plays safe | Medium, as not that much effort is required to send reminders or for making a claim | Low, happens only when opponents starts delaying tactics with more than 35 days per move |

*ECTool and XECTool are freeware and can be obtained from http://webs.ono.com/a.valverde

After reading the above, would you like to try the server free of cost and without worrying about your rating? Anybody can register for two free friendly games at the ICCF webserver www.iccf-webchess.com.

The Editor adds:

We wish to clarify some points in Dhanish's comparison chart. Dhanish refers to XECTool as a method of reducing the net connect time. But it is a matter of taste. Instead of installing a third party software, you could write down all the opponents moves on paper (of course, avoiding mistakes!) and disconnect. After analysing all the games, connect again and make your moves on the server.

About delaying tactics in Webserver games…. This is a controversial point much debated in ICCF forums. What happens is that the opponent moves fast in the beginning thereby accumulating a lot of available time. Then later he can delay his reply. This can cause considerable irritation if you are in a winning position. However, if you are a patient person (as you should be!) you will reason that the opponent has the right to take as long as he wants so long as he is

within the time limit. After all, even in an OTB game, in a lost position an opponent can leave his clock ticking until the flag falls.

Under 'Missing mail' and 'Game load' Dhanish mentions lost mail ("common with some players") and even non-receipt of email as 'methods' to reduce the game load. These are completely illegal and unsportsmanlike tactics and AICCF is aware that some players are notorious for this type of behaviour. AICCF does not condone these tactics. If you find the game load too much it is only fair to discontinue and resign some games where the position is difficult. Non receipt of email in this day and age is an extremely unlikely event (at most the email goes into your spam folder). Another unholy tactic being employed by some (in postal chess) is to fake the arrival date of the opponent's post card and/or fake the date of posting of one's own postcard. This seems all too easy as these days the post offices often do not put clear postal stamps on the postcard. However it becomes obvious when a player is behaving dishonestly and AICCF is committed to take action against such players. Such tactics are totally ruled out in webserver games.

One point that Dhanish does not mention is viruses and in particular viruses transmitted over email. With the server this is not possible. If you are playing by email or webserver from your home computer, the situation will arise when one day you have a PC crash due to virus or hardware failure. Its no use lamenting over this *after* the event. One has to be *prepared* for this. It is true that with the webserver, there is nothing lost in this case. Even if the hard disk is reformatted or you are continuing from a new computer, a friend's computer, or a cyber café, you can just download the PGN of your games from the webserver. For that matter, even in email play, if you connect to your email from another computer you can recover the PGN of your game from your last sent mail or the last received mail. It is for this reason that we require the complete game score to be included with each and every move in email play. It is important to be prepared for a virus attack or hardware failure and ensure *in advance* that you will be able to continue your games without substantial delay.

# OTB AND CC PLAYERS, A COMPARISON -2


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Readers of the AICCF Bulletin may have been wondering about the non-appearance of the concluding part of my article, the first part of which appeared in February 2006 (see the AICCF Bulletin, February 2006, p. 27 –Ed). The data stored on the hard disk of my computer was deleted and I had to type everything out again. I offer my sincere apologies to readers of the AICCF Bulletin.

I give below the references I used while writing the article.

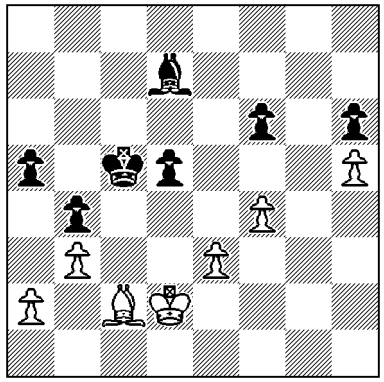


**Diagram 4**

Gelfand – Karpov Game 7, analysis by GM Tony Miles in CHESS April 95 issue and by Gelfand in *Megadatabase 2005*. Also *Europe Echecs* April 1995 issue where Karpov has analysed a variation in a line till 91st move.

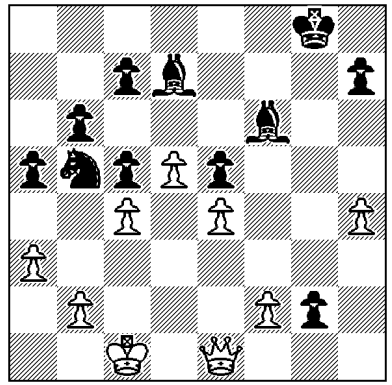


**Diagram 5**

Piket – Nunn, Wijk-aan-zee, 1990. Analysis by GM Nunn in his book, *John Nunn's Best Games*. Nunn has analysed a variation in one line till 62nd move. This book, together with 'Secrets of GM Chess',

also by Nunn, gives the reader a clear idea how difficult the game really is at GM level.

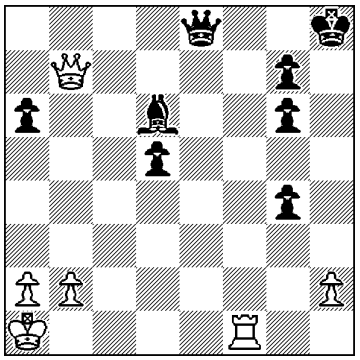
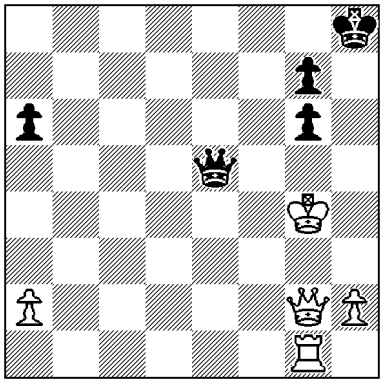


**Diagram 6**

Analysis by Roberts Alvarez in the game Roberto Alvarez – Grigory Sanakoev CAPA 10th Jub. Email 1999. The moves were:

**37.Qxd5 Qe2 38.Rg1 Be5 39.Qg2 Bxb2+ 40.Kb1 Qe3 41.Kxb2 Qd4+ 42.Kb1 Qb6+ 43.Kc2 Qc5+ 44.Kd3 Qd6+ 45.Ke4 Qe6+ 46.Kf4 Qf5+ 47.Kg3 Qe5+ 48.Kxg4**



According to Alvarez, computers think White is winning here but it is a draw. Those interested can try out the position on Fritz.

**48…Qf5+ 49.Kg3 Qe5+ 50.Kf3 Qf5+ 51.Ke3 Qc5+ 52.Ke4 Qc6+ 53.Kd4 Qb6+ 54.Kd5 Qd8+ 55.Kc6 Qc8+ 56.Kb6 Qd8+ 57.Kxa6 Qd6+ 58.Ka7 Qd4+ ½ - ½**

Draw accepted by White. The last 18 moves were all checks to the White king. The entire annotated game is in Correspondence Database 2002.

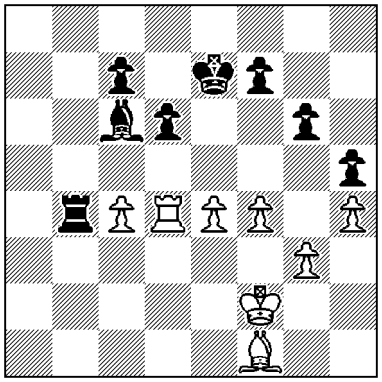


**Diagram 7**

Narjdorf – Bronstein, Candidates Tournament, Budapest 1950. Refer book *David Bronstein Chess Improviser* – B.S. Vainstein, page 15. The moves were:

**41.Ke3 Rb1 42.Kf2 Rc1 43.e5 dxe5 44.fxe5 Bd7 45.Bg2 Rc2+ 46.Kf1 c5 47.Rf4 Be6 48.Bd5 Bxd5 49.cxd5 Rd2 50.d6+ Ke6 51.Rc4 Rd5 52.Re4 f6 53.exf6+Kxf6 54.g4 Rxd6 55.gxh5 gxh5 56.Rc4 Rd5 57.Ke2 Ke6 58.Ke3 Kd6 59.Ra4 Kc660.Ra1 Rd4 61.Rh1 Kd5 62.Ke2 c4 63.Ke3 Kc5 64.Rh2 c3 65.Ra2 Rxh4 66.Ra8Rh3+ 67.Ke2 Kc4 68.Kd1 Rh1+ 69.Kc2 Rh2+ 70.Kc1 h4 71.Rc8+ Kd4 72.Rd8+ Ke473.Re8+ Kf3 74.Rf8+ Kg3 75.Rc8 Rf2 76.Rxc3+ Kg2 77.Kd1 h3 78.Rc8 h2 79.Rg8+ Kf1 80.Rh8 Kg1 81.Ke1 Rg2 0-1**

It is incredible that Najdorf played on 2 pawns down in a lost position. Perhaps Bronstein's time trouble could be the reason.

This is what appears in print. But did Bronstein's second, Vainstein really analyse for 42 moves up to Najdorf's actual resignation? In British Chess Magazine, March 2002 it is speculated that Vainstein may be responsible for Bronstein's win against Keres in the last round of Cand. Ty. 1950. Now a person who may 'order' a GM to lose can easily claim to analyse a position for 40 odd moves. Kasparov in his book *My Great Predecessors* Part IV page 477 states that Vainstein "applied every effort in bringing David Bronstein to a match for the world championship and in trying to overthrow Botvinnik". Had Vainstein's role *exclusively* been limited to a 'second' for Bronstein, Kasparov may not have hinted that Vainstein had other sinister roles to play (.i.e. persuading Boleslavsky to draw the final 2 games in the tournament etc. Kasparov does not mention it explicitly).

Vainstein was also the head of the Soviet delegation to Budapest Cand. Ty. 1950 and wielded considerable influence. By 1953 he fell out of favour with Soviet politicians and hence Bronstein found he was the only Soviet GM without the services of a second in Can. Ty. 1953, although he had prepared for 2 years with Vainstein for Cand. Ty. 1953.
In conclusion I am inclined to believe that the incident as mentioned in the book *actually* happened. It was one of a billion possibilities but the *one* that was destined to happen. If it were an invention the Soviet ambassador in Hungary would not have been mentioned, there being other ways to convince the reader of Vainstein's analytical abilities.

There was an important point of which I was unaware when I wrote the article (in Feb 2006 issue). When I showed the article to the concerned IM OTB player he readily agreed that correspondence players are weaker than OTB players in OTB chess. During the course of our conversation he also mentioned that he had

imposed one pre-condition while solving the 3-movers. He solved the problems without touching the pieces on the board as in an actual OTB game. He informed me that if he were moving the pieces around on the board he would have finished much sooner. Being allowed to move the pieces would not pose a challenge to his visual ability. According to him, this visual ability is very crucial and differentiates the good from the average OTB player. The stronger a player, not only, clearer will be the vision of the position in his mind, but also, more accurate and quicker will be his appraisal of the contemplated position.

I have seen my IM friend play blindfold (he was sitting with his back to the board) unerringly, effortlessly and was amazed by his display. However, he does not attach any importance to this adding that anyone with good 'board sight' can also play blindfold.

I think I have covered all the points. The proof of the pudding lies in the eating. I do not know if ICCF team will play in Dresden 2008 Olympiad. (See pages 22/23 AICCF Bull. May 2006). But if they do, they may be expected to perform as per their OTB seeding irrespective of their ICCF ratings. However I take this opportunity to give two other points which are of interest to correspondence chess players.

Kindly refer to the book, *Analysing the Endgame* by GM Jonathan Speelman. The chapter, Limits of Analysis, is worth reading. As all strong OTB players have fertile and unbounded imagination, it is a point of interest to ask when to stop analysing a particular position and what extent all the variations are relevant. However, I would say nothing about Karpov, Bronstein and Gelfand, but readers may recall that both Nunn and Speelman could achieve their 'best' joint 9/10th position (Nunn) and 5th position (Speelman) back in the 80's in the era when the 2K's were dominating.

There is one other material difference between OTB and CC play i.e. as regards the unsavoury aspect of cheating. In OTB the player who cheats is certain to be caught when his luck runs out (as happened to a OTB player in 2006) but it is easily possible to utilise the services/advice of a strong OTB GM and pass off the moves as one's own while playing CC/e-mail chess. He can never be caught. This is particularly crucial in top-level play where a player can actually LOSE if he utilizes the computer to generate the moves for him (in several positions). Perhaps only millionaires can afford to pay an OTB GM for his "services" but this can happen very easily.

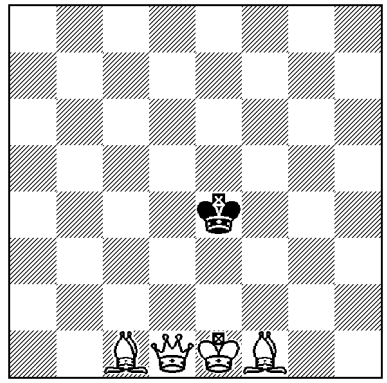
Lastly I want to draw your attention to the following news item:

The Times of India
Mumbai, 31-1-06

**Q: Which is the highest-ever FIDE rating achieved?**
**A:** The highest ever FIDE rating was 2851, which Garry Kasparov had in July 1999 and January 2000. As of August 2005, the Hydra supercomputer was considered the strongest "over the board" chess "player" in the world; its FIDE equivalent playing strength is estimated by its creators to be over ELO 3,000; but this has not firmly been established as yet in match play. However, the world's strongest chess entities are combinations of skilled humans playing with the aid of computer analysis engines. The best of these 'cyborg' players have playing strengths estimated to be over ELO 3,200 and routinely outperform Hydra in standard and correspondence chess matches.

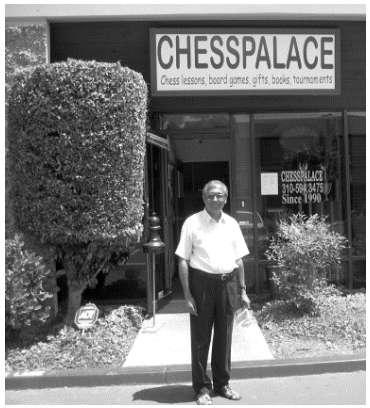
According to the news item, the best chess is played by strong OTB players aided by computers i.e. Advanced Chess. However, correspondence chess players are permitted to use computers in their games with the added luxury of time limits in days instead of hours. Correspondence players are second to none as far as analysis of a position is concerned. Even Kasparov was 'at par' when he played the World by 'correspondence' in 1999. The game lasted several months. So in an attempt to probe further the secrets of chess a set-match should be arranged between strong OTB GMs (who play Advanced Chess) and World class CC players, both sides using computers. Any sponsors? Is van Oosteroom the winner of 18th and 21st World Corr. Championships interested?

I end by appending a 3-mover. Bobby Fischer could not solve this problem within 30 minutes. Can you?

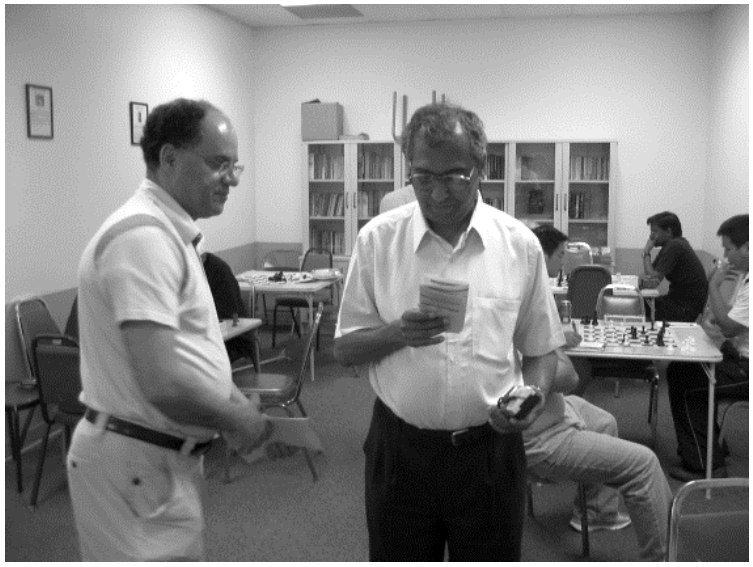


Composer : Pal Benko
White to play and mate in 3

The Editor adds :
Shri Modak while on a recent visit to USA (June 2007) visited the Los Angeles Chess Club, 11514 Santa Monica Blvd, Los Angeles. The club is at Santa Monica, a very famous beach of L.A. The club holds regular tournaments on Saturday/Sundays and also Intermediate/Advanced Chess classes on Tuesdays. Here Shri Modak is seen with Mr. Mick Bighamian who runs the club. The 1ast photo is of Chess Palace at Garden Grove County, California.







# WHY SOLVING PROBLEMS IS NOT ENOUGH TO IMPROVE YOUR CHESS!

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***AICCF Champion***
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There have been several articles in recent issues of the Bulletin extolling the virtues of solving problems: Three movers as well as otherwise. I was expecting some dissenting voices. But there being none, to stimulate discussion and to prevent incorrect notions from leading youngsters astray, I am taking up the cudgels myself. I request the previous authors not to take offence and give their comments on my points.

I agree that solving problems can be useful to improve one aspect of playing chess, that is, calculation. But is that all to success in chess? Of course not! In my opinion, what is most important is the ability to evaluate positions. Nobody can calculate all variations till mate is reached, except in problems. So, there has to be some stage where you decide that the move chosen is the best for you to play. This is based on your evaluation of the position. How does one learn to evaluate positions? First we start with the material equivalents in terms of pawns, but soon we find that it is not sufficient. Is the knight better than the bishop? Yes, if the position is closed. Great chess players have studied thousands of games and the patterns observed have been generalised and stored in their brain. When they see a similar position, they immediately start playing similar moves, with hardly any calculation.

A case in point is that computers have been able to solve three movers or four movers in seconds for quite some time, but they performed poorly in actual games. It was only when the evaluation functions became sufficiently sophisticated that they have been able to defeat humans. And where do computers make mistakes against human beings? In dynamic unbalanced positions: See game at the end illustrating a ‘human’ win against a pure engine from the recent freestyle tournament and the comment by Dagh Nielsen, one of the centaurs, taken from the Rybka forum http://rybkaforum.net.

Problems usually have very unusual positions. Such positions are special, in that the normal moves do not work and that is the charm of the

problem! Learning such positions is not useful for normal chess as they are peculiar ones. Far better, would be to solve tactical positions from real games.

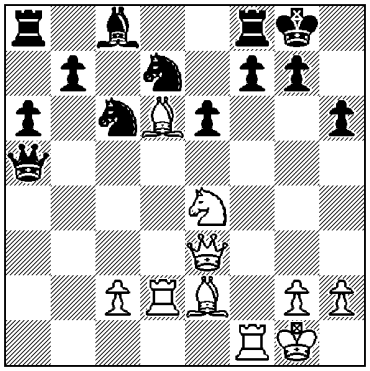
Even then, things are not straightforward. When solving such positions, you are told to look for a particular result. Then you can put all out efforts to search till the solution is found. But in real games, you have limited time, and you have to judge whether a forced solution is likely. If not, you are merely wasting time.

What about correspondence chess(CC)? Since almost everybody analyses with engines, the possibility of tactical mistakes is almost nil. Now, it is mistakes in strategy which lead to a decisive result. Comparing CC with Over The Board Chess (OTB) is meaningless. Earlier also, one could move pieces on the board while analysing in CC, and now engines have made it a different game altogether. It's impossible to say whether a good OTB player can become a good CC player. OTB players depend a lot more on memory, especially during the opening stages and endgame stages. OTB players especially lack patience; they just cannot wait four years to win a game or a championship. (The last AICCF Championship, 1506 took 4 years to finish. With email and server, it's much faster, I could win WCCC30PR01
http://www.iccf-webchess.com/EventCrossTable.aspx?id=8766
in a little more than a year).

In conclusion, it would be far better to spend your time studying strategy or other annotated games rather than solving problems.

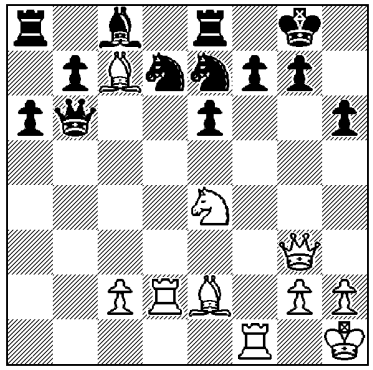
White: Flyingfatman, 2682
Black: Mission control, Rybka 2.1d3 mp, 2468
6th Freestyle Tournament, Final
playchess.com #101513
2007.06.22
Sicillian Poisoned Pawn, B97
Notes by the winner

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qb6 8.Qd2 Qxb2 9.Rb1 Qa3 10.e5 dxe5 11.fxe5 Nfd7 12.Ne4 Qxa2 13.Rd1 h6 14.Bh4 Qd5 15.Qe3 Qxe5 16.Be2 Bc5 17.Bg3 Bxd4 18.Rxd4 Qa5+ 19.Rd2 O-O 20.Bd6 Nc6 21.O-O**



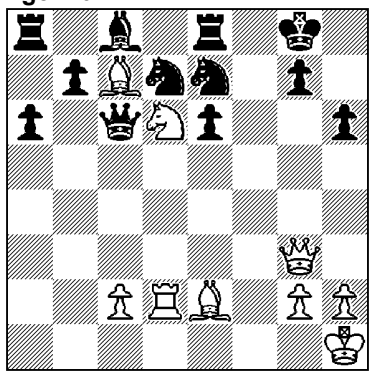
*Interesting, but not quite a novelty. It was played for the first time, I think, in a rapid game Shirov-Gouliev, 2007.04.06, Calatrava. However, in most public discussions (and in Georgiev's The Sharpest Sicilian), only 21.Bxf8 has been mentioned, so it was a nice move to get in vs. .a pure engine given that the Mission control team was not booked against it. I had prepared the 10.e5 attack and the then-novelty 21.0-0 also before the 5th Freestyle final, but Hercules01 (=Mission Control) played the off-beat 6...h6 in that game.*

**21...Re8 22.Qg3 Qb6+ 23.Kh1 Ne7 24.Bc7!!**

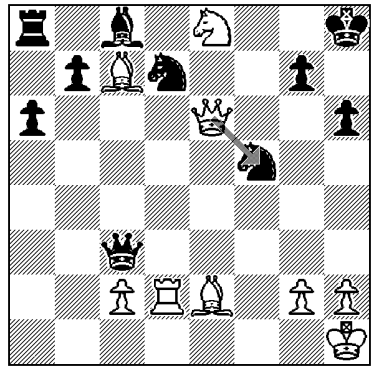


*24.Bc7!! vs.Mission Control has to be one of the deepest tactical shots in Freestyle chess ever. When Mission Control resigned, 15 minutes after 24.Bc7 was played, most kibitzers had still not seen the crucial point given below. 24.Bc7 (with 30.Qxf5 point) was found and played within 3 minutes of active centaur analysis, illustrating that in some positions, centaurs can be almost infinitely faster than a pure engine. I worked with a couple of Rybkas in this game.*

**24...Qc6 25.Rxf7 Kxf7 26.Nd6+ Kg8 1-0**



*The point being: 27.Nxe8 Nf5 28.Qg6 Qc3 29.Qxe6+ Kh8*



*30.Qxf5!! White goes further down in material, but establishes a crushing mating attack 30...Qxd2 31.Qf7 Qc1+ 32.Bf1 Qa1 33.Bd6! with the neat tactical point of c2-c3 (allowing Bd3 after Qxc3), then Bf8, then check with Qxf8, and then Bd3+ g6 Nf6+ and black must give the queen, for example: 33...a5 34.c3 Qxc3 35.Bf8 Nxf8 36.Qxf8+ Kh7 37.Bd3+ g6 38.Nf6+ Qxf6 39.Qxf6*

The Editor adds:
In fairness to D.M.Modak, it should be mentioned that his articles mentioned Problem Solving only as a means of improving tactical prowess for OTB. In CC it becomes irrelevant. The series of articles by S.M.Mody expound the Chess Problem as an art form and has nothing to do with actual play (OTB or CC). Interestingly Modak mentions Advanced Chess and Dhanish Freestyle Chess. These are forms of chess play that differ from CC only in the time factor.