



Slaying the Monster

In June of this year, Michael Adams (2741), the English Grandmaster who recently reached #4 in the world rankings, was destroyed 5½-½ in a well-publicized match against Hydra Scylla, the silicon descendant of Deep Blue. (See our story on page 21 —Ed.) Hydra was advertised as a 64-way cluster computer. It could calculate every prime number between one and sextillion in five minutes. It takes only one second to analyze 200 million chess moves and choose the best one. It was able to project the game six more half moves than Deep Blue. And, according to advance publicity, it had never been beaten by a human. What was not so well publicized is that Hydra had played an earlier match against a correspondence grandmaster and had been sent home minus a few heads.

Arno Nickel had completed two games of the projected four-game match against Hydra. In those first two games, Arno Nickel beat Hydra 2-0. Who is Arno Nickel? Arno Nickel is a correspondence chess grandmaster from Berlin, and, in



Arno Nickel
photo from www.chessfriend.com

cidentally, is a human. Nickel argues that the machines often disregard important chess principles and get into difficulties in the middlegame and endgame. At classical chess speed, humans are vulnerable. At correspondence chess speed, carbon beats silicon.

GAME OF THE MONTH

By managing to neutralize Hydra's tactical powers to reach positions where long-sighted plans are called for, the machines can be beaten. At least by correspondence players.

SICILIAN DEFENSE [B48]

W: GM Arno Nickel (2586)

B: Hydra Chimaera

Correspondence Match 2004-5

Notes based on comments made on www.chessfriend.com

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 Nc6 5 Nc3 Qc7 6 Be3 a6 7

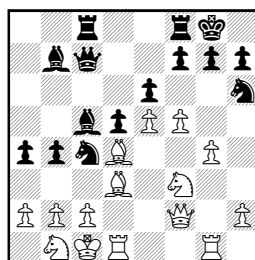
Qd2 Nf6 8 0-0-0 Bb4 9 f3 Ne5 10 Nb3 b5

The endgame after 10 ... Bxc3 11 Qxc3 Qxc3 12 bxc3 favors White.

11 Qe1 Be7 12 f4 Nc4 13 e5 Ng4 14 Bd4 0-0 15 Bd3 Bb7 16 Qe2 Nh6 17 Nd2 d5

With a closed center, the battle will be decided on the wings where White is better placed.

18 g4 Rac8 19 Rhg1 b4 20 Ncb1 a5 21 Nf3 a4 22 f5 Bc5 23 Qf2
(diagram)



after 23 Qf2

23 ... a3

The game was being played with Fischer time — 20 days for the game and two additional days per move. Nickel thought the better choice here was 23 ... Bxd4 24 Qxd4 f6!?

24 bxa3 Bxd4?!

And now Nickel thought 24 ... Qb6!? was a better try.

25 Qxd4 bxa3 26 f6 Ba6 27 Bxc4 Qxc4 28 Qxc4 Bxc4 29 Nd4

This knight dominates the board and accentuates Black's poorly placed minors.

29 ... Ra8 30 Rg3 Bxa2 31 Nxa3 Rfb8 32 h3 Rb7?!

Now White wins by force. Black should have tried 32 ... gxf6 33 exf6 Rb4, but White still stands much better.

33 Rdd3 gxf6 34 exf6 Rb6 35 Rc3 Kh8 36 Rc6 Rb4 37 Nab5 e5 38 Nd6 exd4 39 Ra3!

Regaining the piece when Black's knight could just as well be off the board.

39 ... Rb1+ 40 Kd2 Rab8 41 Rxa2 Rf1 42 Rb6 Rg8 43 g5, Black resigns.

• Due to the ever-growing popularity of e-mail chess, this month I would like to announce the formation of the Walter Muir e-Quads, a double round robin, four-player class event for USCF members to be played by e-mail. Walter Muir (1905-1999) was one of the true pioneers of U.S. Correspondence Chess. This one's for you, Walter!

• A new correspondence chess book has just been published by Chess Mail, 26 Coolamber Park, Dublin, Ireland or www.chessmail.com/sales/write.html. The book, *The Write Move* by Tim Harding, is a collection of writings by various authors with the common thread of correspondence chess.

In the past I have never hesitated to recommend a really good correspondence chess book to the general chess public. I cannot do that for this book, but those of you who are interested in the history, philosophy, humor, and genius of correspondence chess — buy this book! Included in the book you will find writings by or about Alexander Alekhine, Paul Keres, Stephan Gerzadowicz, Jon Edwards, Kevin Embrey, Jonathan Berry, Tim Harding, Eduard Dyckhoff, and even Alex Dunne. Nevertheless, I still recommend this book!

"The far greater time and quietness available [for correspondence chess] facilitates an astonishing improvement in the performance of one or both players." —Eduard Dyckhoff

One of the games included in *The Write Move* is this exciting game. Black completely destroys White's queenside; White retaliates by beating up the black king.

CATALAN OPENING [E04]

W: Gennady Nesis

B: P. Buj

11th World Championship Final 1981

1 d4 Nf6 2 c4 e6 3 Nf3 d5 4 g3 dxc4 5 Bg2 Nbd7 6 Nbd2 b5 7 a4 c6 8 Ne5 Nxe5 9 dxe5 Nd5 10 0-0 Be7 11 Ne4 Bb7 12 Nd6+ Bxd6 13 exd6 0-0 14 e4 Nb4 15 b3!? c3 16 e5 Nd5 17 Qd4 f6 18 Bh3 Qd7 19 exf6 gxf6 20 Bh6 Rf7 21 Qg4+ Kh8 22 Qxe6 Bc8 23 Qe2 Qd8 24 Qh5 Kg8 25 Bg2 Bxa4 26 Rf1 axb3 27 Bxd5 cxd5 28 Re7 Be6 29 Rxe6 b2 30 Rae1 c2 31 Re7 Qxe7 32 Rxe7, Black resigns.

• A tactical genius like Hydra Chimera would see the ending of this game — 29 ... Nf5 30 Be8+ Kb7 31 Rh1 Ka7 32 Qc7+ Bb7 33 Bc6 Nd6 34 Qxd6 in a flash — but how many moves earlier had Mousessian seen it?

FRENCH DEFENSE [C13]

W: John Mousessian (2443)

B: Noble (2258)

15th U.S. Championship 2003

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 Be7 5 e5 Nfd7 6 h4 Bxg5 7 hxd5 Qxd5 8 Nb5 Qd8 9 Qg4 g6 10 Nf3 a6 11 Nc3 c5 12 dxc5 Nc6 13 Qf4 h5 14 0-0-0 Qa5 15 g4 Qxc5 16 gxf5 Rxf5 17 Rxf5 gxf5 18 Be2 Qxf2 19 Rf1 Qc5 20 Ng5 Ndx5 21 Nxf7 Nxf7 22 Qxf7+ Kd8 23 Qg7 Ne7 24 Qf8+ Kd7 25 Bxh5 b6 26 Qe8+ Kd6 27 Qd8+ Kc6 28 Na4 Qe3+ 29 Kb1, Black resigns.

• Ted Brandorst gives a lesson in direct attack on the king to the strong Peter Evans.

CARO-KANN DEFENSE [B15]

W: Ted Brandhorst (2387)

B: Peter Evans (2383)

2002 Absolute Championship

1 d4 g6 2 e4 Bg7 3 Nc3 c6 4 Nf3 d5
5 h3 Nf6 6 e5 Nfd7 7 Be3 Nf8 8
Qd2 Ne6 9 Bd3 0-0 10 Bh6 f6 11
Ne2 Qb6 12 Bxg7 Nxd7 13 0-0-0
Na6 14 c3 Nc7 15 Kb1 a5 16 g4 a4
17 Qh6 Rf7 18 Nh4 f5 19 Nf4 a3
20 b3 c5 21 Nfxg6 Qa5 22 gxf5
Qxc3 23 Rd2 c4 24 Rc1 Qb4 25 f6
exf6 26 Ne7+ Kf8 27 exf6 Rxe7 28
Re2 Be6 29 fxg7+ Rxd7 30 Rg1,

**CORRESPONDENCE
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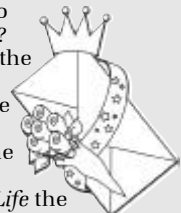
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**POSTAL BEAUTY
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Is it right that beauty is so often only its own reward? Surely not! And thanks to the generosity of Dr. Ronald Hames, the scales of justice have become more evenly balanced between how one wins and the hard fact of victory. For now in *Chess Life* the players who conduct scintillating games will receive the Hames Correspondence Game of the Year Awards. Resident postal editor Alex Dunne is the judge of a contest with prizes of \$100 for the best game by a master and \$100 for the best game by a non-master to appear in *Check* is in the Mail during a given year. What better reason, then, to send your postal brilliancies to Alex Dunne?



You are invited to send me your comments, questions and correspondence games (with or without annotation). Because of the volume of mail, submissions cannot be returned, and personal replies are not possible.

For Correspondence Chess game results, time complaints, vacation notices, etc., mail them to: Alex Dunne, PO Box 367, Sayre, PA 18840 or e-mail: alex.dunne@cqservices.com

For Correspondence Chess tournament entries, these **MUST** be mailed to: Joan DuBois, USCF, PO Box 3967, Crossville, TN 38557.

CHECK OUT USCF'S CORRESPONDENCE CHESS RATED EVENTS

USCF's 58th ANNUAL

2005 Open Correspondence Chess Golden Knights Championship
\$1,500 First Prize

(plus title of USCF's Golden Knights Champion and plaque)

• 2nd place \$800 • 3rd place \$600 • 4th place \$400 • 5th place \$200 • 6th thru 10th place \$100 each. **Entry fee: \$25.**

The entry deadline is November 30, 2005.

These USCF Correspondence Chess events are rated and open to all USCF members who reside on the North American continent, islands, or Hawaii, as well as those USCF members with an APO or FPO address. USCF members who reside outside of the North American continent are welcome to participate in e-mail events. Your USCF membership must remain current for the duration of the event, and entry fees must be paid in U.S. dollars. Those new to USCF Correspondence Chess, please estimate your strength: **Class A:** 1800-1999 (very strong); **Class B:** 1600-1799 (strong); **Class C:** 1400-1599 (intermediate); **Class D:** 1399 and below (beginner level). **Note:** Prize fund guaranteed (based on 400 entries) and will be increased or decreased proportionately per number of entries assigned.

CORRESPONDENCE CHESS MATCHES (TWO PLAYERS)

\$5 entry fee per person with two, four or six game options.

WIN A CORRESPONDENCE CHESS TROPHY

Four-player, double round-robin with class-level pairings. 1st-place winner receives a trophy. **Entry fee: \$10.**

VICTOR PALCIAUSKAS PRIZE TOURNAMENTS

Seven-player class-level pairings, one game with each of six opponents. Players must have a USCF CC rating to enter. 1st-place winner receives \$130 cash prize and a certificate signed by Victor Palciauskas. **Entry fee: \$25.**

JOHN W. COLLINS MEMORIAL CLASS TOURNAMENTS

Four-player, double round-robin with class-level pairings (unrateds welcome). 1st-place winner receives a John W. Collins certificate. **Entry fee: \$7.**

E-MAIL RATED EVENTS (NEED E-MAIL ACCESS):

LIGHTNING MATCH Two players with two, four or six game option. **Entry fee \$5 per person.**

Swift Quads Four-player, double round-robin format. 1st-place prize merchandise credit of \$30. **Entry fee: \$10.**

NEW!! Walter Muir E-Quads

Four-player, double round-robin e-mail format tournament with class-level pairings (unrateds welcome). 1st-place receives a certificate. **Entry fee: \$7.**

Express Tournament

Seven-player events, one game with each of six opponents. Prizes: 1st place \$30 merchandise credit, 2nd place \$20 credit. **Entry fee: \$15.**

USCF's 2nd ANNUAL

**2005 E-mail Correspondence Chess
Electronic Knights Championship**

(Seven-player sections, one game with each of six opponents.)

\$1,500 First Prize

(plus title of USCF's Electronic Knights Champion and plaque)

• 2nd place \$800 • 3rd place \$600 • 4th place \$400 • 5th place \$200 • 6th thru 10th place \$100 each. **Entry fee: \$25.**

The entry deadline is November 30, 2005.

These USCF Correspondence Chess events are rated and open to all USCF members with e-mail access. Your USCF membership must remain current for the duration of the event, and entry fees must be paid in U.S. dollars. Maximum number of tournament entries allowed for the year for each player is ten.

Note: Prize fund guaranteed (based on 400 entries) and will be increased or decreased proportionately per number of entries assigned.

Please circle event(s) selected.

NOTE: Except for Lightning Matches, Swift Quads, Walter Muir E-Quads, Electronic Knights & Express Tournaments, players will use post office mail, unless opponents agree to use e-mail.

TO ENTER: 800-903-USCF (8723) OR FAX 931-787-1200

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