



Keeping the Golden Ages Golden

Perhaps the most significant difference between OTB chess and CC is time. The OTB games are played at so many moves an hour; CC games are measured in days per move. CC moves are made when the player has the time; OTB chess players play at schedules set by the organizers. But perhaps most important, the playing career of most top OTB players is limited. Many strong players retire from active tournament play around 50. But correspondence chess? A player can keep his strength into his 60s, 70s, and beyond. This month I would like to reintroduce you to Robert Jacobs.

Still going strong at 77, Robert Jacobs has had a handsome career. Around 5 to 7 years of age, he learned chess with his older brother, gluing shaped pieces of cardboard to empty spools of thread to make the pieces. Bob first dabbled in correspondence chess in 1944. He finished 2-3rd in the 1972 Golden Knights playoff. Along the way he gained the International Correspondence Chess Master title. Robert won the very first USCF Absolute tournament back in 1976 and then finished second and third in the next two Absolutes he entered. Now, 30 years later, Robert is playing and, though it is early, leading in the 2004 Absolute.

GAME OF THE MONTH

"In my mind there are three prerequisites to assure that as one ages, the golden ages remain golden: a loving companion, a fun way to keep your body active, and a way to challenge your head. I'm fortunate to have all three: my beautiful wife Irene; my passion for golf; and, of course, correspondence chess." — Robert Jacobs

SICILIAN DEFENSE [B21]

W: CIM Robert Jacobs (2320)

B: Gary Shure (2351)

2002 Absolute Championship

1. e4 c5 2. f4 d5 3. exd5 Qxd5 4. Nc3 Qd8 5. Nf3 Nf6 6. Ne5 e6 7. Qf3 Be7 8. b3 Nfd7 9. Bd3

Usual here is 9. Bb5 but Jacobs, who frequently goes his own way in the openings, has in mind an interesting pawn sacrifice.

9. ... Nxe5 10. fxe5 Nc6 11. Bb2 Nxe5 12. Bb5+ Nd7

Playable is to return the pawn by 12. ... Bd7 13. Qxb7 0-0 but Black, too, is ambitious.

13. Ne4 0-0 14. 0-0-0

White's idea is to give his pieces open lines against the black kingside. If now 14. ... Nf6, 15. Qg3. Playing for a win, Black now weakens his kingside.

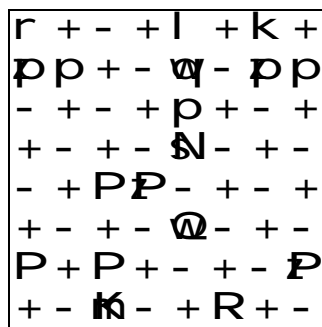
14. ... f5!? 15. Qc3 Rf7 16. Rhf1 Qf8 17. Nf2

The first wave of the attack has been beaten back. Black stands better.

17. ... Bf6 18. Qe3 Nb6 19. g4!

And now the second wave begins. White must try to open up lines for his rooks. Black should keep the lines closed with 19. ... f4, but challenged by Jacob's pugnacious nature, Shure elects hand-to-hand combat. Black may have overlooked White's 22nd move.

19. ... c4?! 20. Bxc4 Nxc4 21. bxc4 fxc4 22. Ba3! Be7 23. Bxe7 Qxe7 24. Nxc4 Rxf1 25. Rxf1 Bd7 26. Ne5 Be8 27. d4



after 27. d4

White's knight is gorgeous on e5. Black cannot exchange rooks, so White's pressure grows in strength.

27. ... b6 28. Kb2 Rd8 29. c3 h6 30. Qh3 Rd6 31. Qg4 Rd8 32. Rf2 Rd6 33. Kb3 Rd8 34. h4 Rd6 35. a4

Jacobs gains space all over the board in anticipation of an endgame that never occurs.

35. ... Rd8 36. h5 Rd6 37. Rf3 Rd8 38. Ng6 Bxg6 39. hxg6 a6?

Black cracks. After 39. ... Qe8 Black can head for a difficult endgame — White does not play 40. Re3 Rd6 41. Qg3 Rc6 42. d5 Rxc4! and Black draws. Instead White plays for a superior endgame by 39. ... Qe8 40. Re3 Rd6 41. d5 e5 42. Rxe5 Qxg6 43. Qxg6 Rxg6 44. Kb4 Kf7 45. c5.

40. Rf7 Qd6

After 40. ... Qe8 41. Qe4 Kh8 42. Qe5 Qg8 43. Qxe6 White is in full control.

41. Qf3, Black resigned.

Web surfers can find free forms for correspondence chess at www.chessville.com — a move-planning sheet, variations analysis sheet, score sheet and time log, 50-move score sheet, and a diagrammed score sheet.

A lesson on how to sustain an initiative; White, too, played in that first USCF Absolute and is playing in the current one.

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KING'S GAMBIT

[C39]

W: N. Eric Pedersen (2420)
B: Robert Hux (2427)

*VIII North American Invitational
Championship 1996*

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Nf6 6. Bc4 d5 7. exd5 Bd6 8. d4 0-0 9. Bxf4 Nh5 10. g3 f6 11. Nxf4 Qe8+ 12. Kd2 Nxf4 13. gxf4 Qe4 14. Kc3 Qxf4 15. Nh2 c5 16. dxc6+ e.p. Kh8 17. Qf3 Nxc6 18. Qxf4 Bxf4 19. Na3 Rd8 20. Rad1 Bh3 21. Bf1 Bxf1 22. Nxf1 b5 23. b4 a5 24. Nxb5 axb4+ 25. Kc4 Rxa2 26. c3 bxc3 27. Nxc3 Ra3 28. Ne4 Na5+ 29. Kc5 Ra4 30. Kb5 Rc4 31. Kxa5 Rb8 32. Ra1 Rcb4, White resigned.

QUEEN'S GAMBIT DECLINED [D38]

RAGOZIN VARIATION

W: Richard Title (2435)
B: Kristo Miettinen (2342)

2003 Absolute Championship

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. Bg5 Bb4 6. cxd5 exd5 7. Qb3 Ba5 8. e3 Nbd7 9. Bd3 h6 10. Bh4 Qe7 11. 0-0 0-0 12. Qc2 Re8 13. a3 Bxc3 14. bxc3 g5 15. Bg3 Ne4 16. a4 Nf8 17. Rfb1 Nfg3 18. hxg3 Rb8

19. a5 Be6 20. e4 dxe4 21. Bxe4 Qd6 22. Ne5 f6 23. Nf3 Re7 24. Ra4 Kg7 25. Rab4 Bf7 26. c4 c5 27. Rb5 cxd4 28. c5 Qd8 29. c6 b6 30. Rd1 Ne6 31. Bf5 d3 32. Rxd3 Qc7 33. Bxe6 Bxe6 34. Nd4 Bc8 35. Qb3 Re4 36. f4 Re1+ 37. Kh2 Re8 38. Qc3 Kh7 39. Nf5 Rf8 40. Qe1 Rf7 41. Qe4 Bxf5 42. Rxf5 Kg7 43. Rfd5, Black resigned.

When these two unrated players slug it out, they both show the ability to stand toe to toe and not give an inch.

SICILIAN DEFENSE

[B56]

W: Christopher Townsend
B: Louis Lima

Electronic Golden Knights 2005

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 6. Bb5+ Nbd7 7. Nf5 a6 8. Bxd7+ Qxd7 9. 0-0 d5 10. f4 dxe4 11. Qxd7+ Bxd7 12. fxe5 Ng4 13. Nd6+ Bxd6 14. exd6 Bc6 15. Bf4 Kd7 16. Rad1 Rhe8 17. h3 Nf6 18. Bh6 e3 19. Bxg7 e2 20. Bxf6 exd1Q 21. Rxd1 Re6 22. Be7 Rg8 23. g4 h5 24. g5 f6 25. h4 fxg5 26. hxg5 h4 27. Kh2 Re3 28. Rd4 Rh8 29. Bf6 Re1 30. Nd5 Bxd5 31. Rxd5 Rhe8, draw.

**CORRESPONDENCE
CHESS TOURNAMENT
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CONGRATULATIONS!**

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Paul Kolis 2205

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Daniel Garnett 04UD04 5-1

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John Badger 05SQA06 4-2
Kendrick Aung 06SQ01 6-0
Johnny Owens 05SQAB19 5-1

CHECK OUT USCF'S CORRESPONDENCE CHESS RATED EVENTS

USCF's 59th ANNUAL

**2006 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, 2006.

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 based on 400 entries and may be 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 winner 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 3rd ANNUAL

**2006 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, 2006.

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 based on 400 entries and may be 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.

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