

Playing online correspondence chess for Surrey

The next Counties & District Correspondence Chess Championship (C&DCCC) will start in February 2022.

I see the C&DCCC as an enjoyable and instructive way to play a couple of games each year in a different style and at a leisurely pace. There is nothing to pay (the SCCA funds the cost of team entries).

Teams of eight players compete in three divisions. In 2021 Surrey had four teams, two in the first division and two in the third division. One of our teams won promotion and one was relegated, so in 2022 I'm expecting that we will have at least one team in each division, and possibly two in the second division, depending on how many teams we are able to field. You can view last season's cross tables [here](#) for Division 1 and [here](#) for Division 3 (to view the games click on the cells in the crosstables).

Games are played on the International Correspondence Chess Federation (ICCF) webserver. You make your move using the on-screen board which shows the game position. You won't need to make a substantial time commitment as you play just two games for your team over the course of the season. Both games are played at the same time against the same opponent, one with the White pieces and the other with Black. The time limit is 10 moves in 30 days and you have an additional 14 days allowance for holiday leave. Games count towards ICCF ratings. An important point to note is that use of computer engines is permitted - nearly all players in the first and second divisions use engines and many in Division 3.

If you would like to play in the 2022 championship, please let me know by Wednesday 19 January at the latest.

All entries and enquiries to me please.

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