



Gambits



YAKOV ESTRIN
VIIth WORLD CORRESPONDENCE CHAMPION



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Si alguien estuviese interesado en unirse al grupo nos pueden escribir a: caissa_lovers@yahoo.com.

Saludos!

Caissa Lovers

G A M B I T S

YAKOV ESTRIN

**World Correspondence Chess Champion
1975 - 1980**

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The history of chess consists of more than just the World Championship matches; it is also the struggle between theoretical schools of thought and direction — the battle of ideas. Replacing the early Italian School of the beginning of the 17th Century, whose foremost proponent was Gioacchino Greco, in the latter half of the 18th Century came the teaching of the Frenchman Andre Danican Philidor, who may be considered the first chess strategist.

The Italian School was characterized by its striving for the open game, wherein the forces of both sides come into close contact in the opening. It was, in fact, the 17th Century that gave birth to the so-called Gambit Strategy — playing for quick development of one's pieces, for the sake of which one sacrifices pawns, even pieces.

After the First International Tournament of London, 1851, the chess world fell under the influence of the Romantic Movement: the Combinative School of Adolf Anderssen. It was, for all practical purposes, a further development, on a new, and better-developed basis, of the ideas of the Italian School.

The next major influence on chess minds was that of Wilhelm Steinitz, the first official World Champion, and the founder of the new Positional School.

The natural question then arises: is it worth the chessplayer's time, in our day, to study gambits? It is, undoubtedly; and here's why. First of all, playing gambits shows the chessplayer a wealth of tactical ideas, aiding in the development of his combinative acuity. Additionally (and this is most important), playing gambits helps shape the chessplayer's character, teaching him to understand the dynamics of play, and not to fear giving up material.

Only by playing gambits will the chessplayer begin to understand that getting active positions, with the possibility of landing combinative shots will compensate him for the material sacrificed.

The path followed by the chess player in his development will thus repeat the historical path followed by the art of chess itself. Its starting point is combinational creativity, on whose basis thereafter was laid the art of positional play. The development of a chessplayer's combinative feel is best aided precisely by those openings in which the opposing sides come into close contact at a very early stage of the game — that is, tactical play.

Occasionally, the evolution of an opening system leads to the conviction that its positional plans and tactical possibilities are exhausted, and the natural tries to enliven the game lead nowhere. As a result, that opening system is considered to have been studied through and through, and a categorical evaluation is affixed. But toiling analysts do not always follow these evaluations, preferring instead to search for the gambit solution, the brave and unexpected sacrifice. In this manner, sometimes an opening variation is "exploded", radically altering the existing evaluation.

The all-important prerequisite of such a combinative "blast", its positional

basis, is the lead in development. And one means of bringing about such an advantage in the opening is to employ gambits.

What is a gambit? The word "gambit" comes from the Italian expression, *Dare il gambetto*,: "to trip up". The "tripping" consists of sacrificing a pawn or even a piece in the opening, so that one side, in the interests of quicker development, may gain time, creating favorable conditions for combinative play and attacks on the enemy position. To put it another way: at the price of a sacrifice in the opening, one side attempts to change the character of the game sharply in his favor.

Gambits can either be accepted — when the chessplayer meets his opponent's intentions head-on and accepts the proffered material — or declined. Sometimes, one also sees the so-called counter-gambits, when the chessplayer meets a proffered gambit by sacrificing a pawn himself.

In the open positions that arise from gambit openings, the struggle becomes exceptionally fierce. A single tempo becomes immensely significant, and each move requires a momentous decision. Constant practice in gambit openings leads to the expansion of the creative horizons of the chessplayer, teaching him to combine in the game's early stages.

Gambit systems have received a lot of development in our day; they occur in all kinds of openings. The internal makeup of gambit systems has become deeper and more varied, thanks to the fact that they now embrace the whole gamut of strategic and tactical ideas, sometimes totally new and original ones. Gambit play always wins the appreciation of those who love chess by its pretty and surprising combinations, its energetic attacks, and its unique romanticism.

The best players in the world have, in their day, employed gambit systems; and they still continue to do so. Present-day theory numbers many gambits, *per se*, but this does not exhaust all the gambit systems. Even in the Ruy Lopez, apparently so quiet, there is a whole slew of classical gambit lines.

This work will acquaint the reader, in broad outline, with the gambit openings which occur in current practice. It is based on a standard openings sequence, and uses complete games as examples to demonstrate the methods of playing the attack. The author has not set himself the task of hacking through the debris of all the possible variations; such a work would have taken too much space. Rather, the particular gambit systems and the few examples of them we shall study in this book should serve as a sort of prologue, helping the chessplayer to steer through the boundless sea of variations, to evaluate them critically, and to select according to his own taste the ones which he will then begin to use in tournaments.

J. Estrin

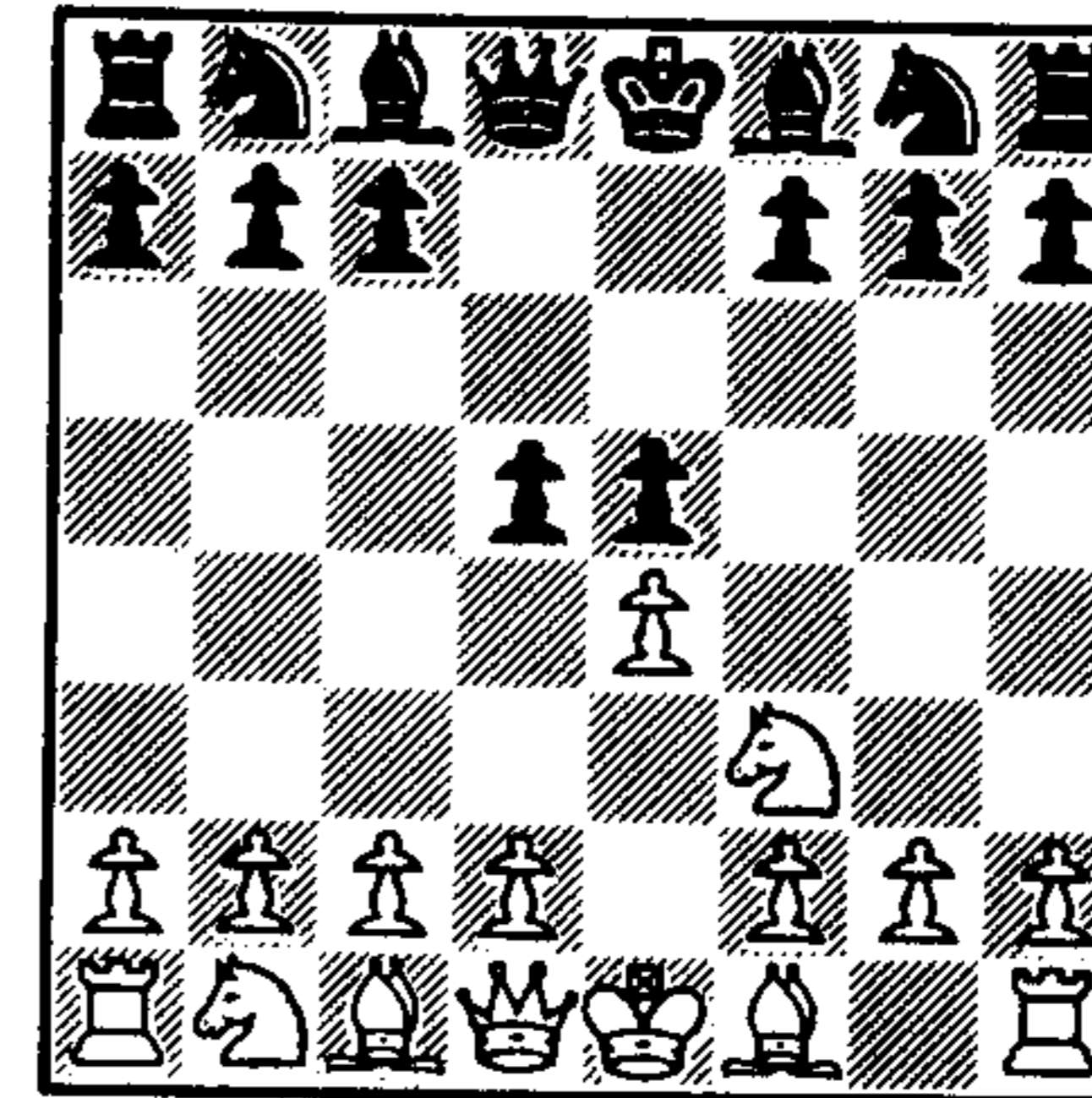
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Irregular Openings

This is the name given to all openings which are so rarely met in practice, that they have no accepted name.

1 e4 e5
2 Nf3 d5

Diagram 1



White attacks Black's central pawn; Black, in turn, rather than defend it, tries to wrest the initiative by means of a central counterattack. Practice has shown that this counterattack is insufficient for equality.

This was the continuation in the game Boleslavsky-Lilienthal (Match-Tournament for the Absolute Championship of the USSR, 1941):

3 Nxe5

Another possible continuation is 3 ed e4 4 Qe2 Nf6 5 d3 Be7 6 de 0-0 7 Nc3 Re8 8 Bd2!, and Black does not have compensation for the two pawns he has sacrificed.

3 Qe7

After 3...de 4 Bc4 Qg5 5 Bxf7+ Ke7 6 d4 Qxg2 7 Rf1 Bh3 8 Bc4 Nf6 9 Bf4 Nbd7 10 Nc3, White's position would also be clearly better, in view of the unfortunate position of the enemy king.

4 d4 f6
5 Nd3 dxe4
6 Nf4 Qf7
7 Nd2! Bf5
8 g4 Bg6
9 Bc4 Qd7
10 Qe2 Qxd4

After making nothing but queen moves, Black is now far behind in development, and in serious trouble. White now achieves a decisive advantage without much trouble:

11 Ne6 Qb6
12 Nxe4 Nd7
13 Bf4 Ne5
14 0-0-0

Although we are not even out of the opening, Black's game is hopeless — something that rarely happens in games between grandmasters.

14 ... Bf7
15 N4g5! fxg5
16 Bxe5 Bxe6
17 Bxc7!

Black resigned, since after 17...Qxc7 18 Qxe6† it is mate next move.

1 e4 e5
2 Nf3 f6

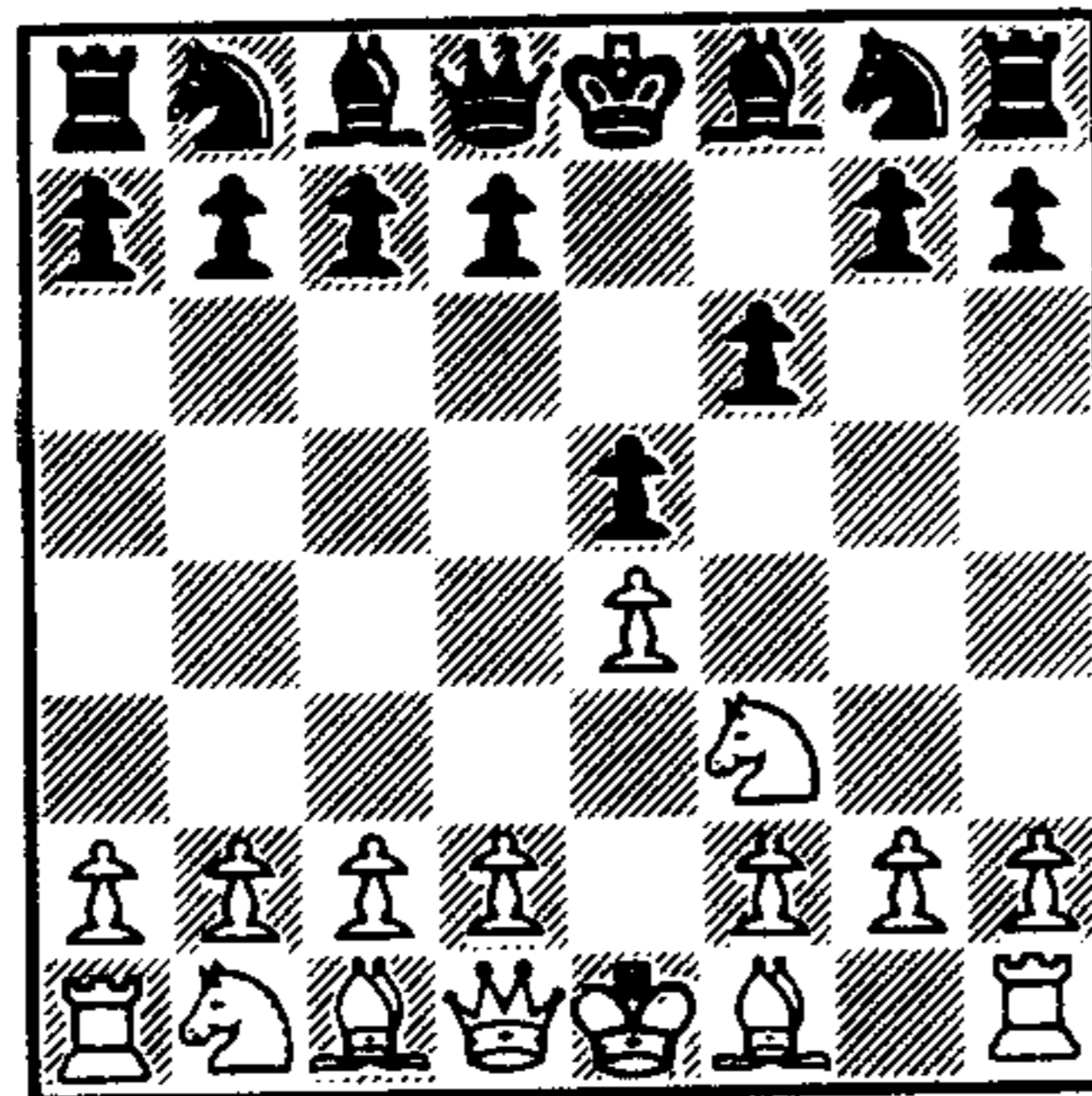


Diagram 2

After 2...f6

This defense of the center pawn is also unsatisfactory. White can continue favorably with 3 Bc4 now, seizing the important a2-g8 diagonal, but the following knight sacrifice is considerably more spectacular:

3 Nxe5! Qe7

Accepting the sacrifice, 3...fxe5, leads to a loss after 4 Qh5† Ke7 (if 4...g6, then 5 Qxe5† and 6 Qxh8) 5 Qxe5† Kf7 6 Bc4† d5 7 Bxd5† Kg6 8 h4 h6 9 Bxb7 Bd6 10 Qa5, when Black must lose a rook, since 10...Bxb7? is answered by 11 Qf5 mate.

4 Nf3 d5

After 4...Qxe4† 5 Be2, followed by 6 0-0 and 7 Nc3, White is also considerably ahead in development.

5 d3 dxe4
6 dxe4 Qxe4†
7 Be2 Nc6

After 7...Bf5 White could play 8 0-0! Qxc2 9 Qe1 Be7 10 Nc3 Nc6 11 Bb5, with a tremendous attack.

8 0-0 Bd7
9 Nc3 Qf5
10 Bd3 Qh5
11 Re1† Be7
12 Bf4

and Black has trouble developing; 12...0-0, for example, is met by 13 Nb5.

Latvian Gambit

1 e4 e5
2 Nf3 f5

This gambit was introduced to tournament play by the Latvian players Apscheneek, Behtin, et al. This may be considered a form of King's Gambit played by Black, who is thus a tempo down; in view of this, Black is unlikely to achieve equal play.

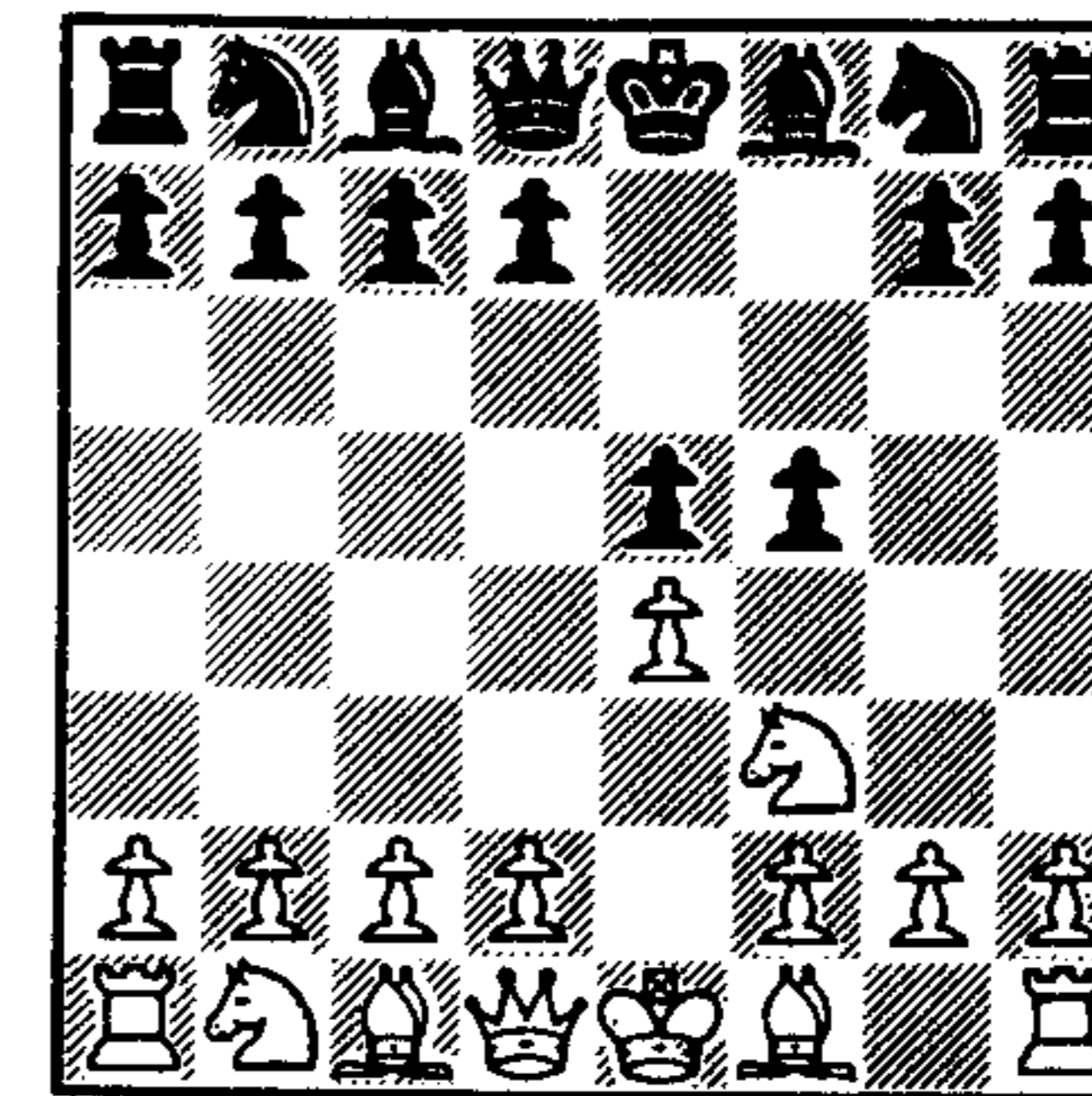


Diagram 3

After 2...f5

3 Nxe5!

The strongest. White can expect less from 3 d4, in view of 3...fxe4 4 Nxe5 Nf6 or 3 exf5 e4 4 Ne5 Nf6 5 Be2, when there could follow 5...d6 6 Bh5† Ke7 7 Nf7 Qe8 8 Nxh8 (or 8 Nc3 Nxh5 9 Nd5† Kd7 10 Qxh5 Rg8) 8...Qxh5 9 Qxh5 Nxh5 10 g4 Nf6, leading to a complex and unclear game.

3 ... Qf6
4 Nc4

Also possible is 4 d4 d6 5 Nc4 fe 6 Nc3 Qg6 7 Qe2 Nc6 8 Be3 Be7 9 0-0 Nf6 10 d5 Nb4 11 Na5 0-0 12 Qc4 Na6 13 h3 Kh8 14 Be2, with advantage to White (Kofman-Wishnevsky, Kiev 1947).

4 ... fxe4
5 Nc3 Qg6
6 d3 Bb4
7 Bd2

In the famous game Trifunovic-Apscheneek (Stockholm 1937), after 7 de Qxe4† 8 Ne3 Bxc3† 9 bc Nf6 (9...Ne7 10 Bc4 d6 11 0-0 Be6 12 Qh5† Kd7 13 Bxe6† Qxe6 14 c4 also leaves White with a clear advantage) 10 Bc4 c6 11 0-0 d5 12 Nxd5!, White pressed his attack home in fine style. The finish was: 12...Qxc4 13 Re1† Kf7 14 Nxf6 Kxf6 15 Qd6† Be6 16 Bg5†! Kxg5 17 Rxe6 Nd7 18 Qxd7 Qxc3 19 f4† Kh5 20 Re5† Kh6 21 Rh5†!, and Black resigned, as it was mate in two.

7 ... Bxc3
8 Bxc3 d5
9 Ne5 Qf5
10 dxe4 Qxe4†
11 Be2 Nf6
12 0-0 c6

On 12...0-0 White plays 13 Bf3, winning a pawn.

13 Bh5† Kf8
14 Re1 Qh4

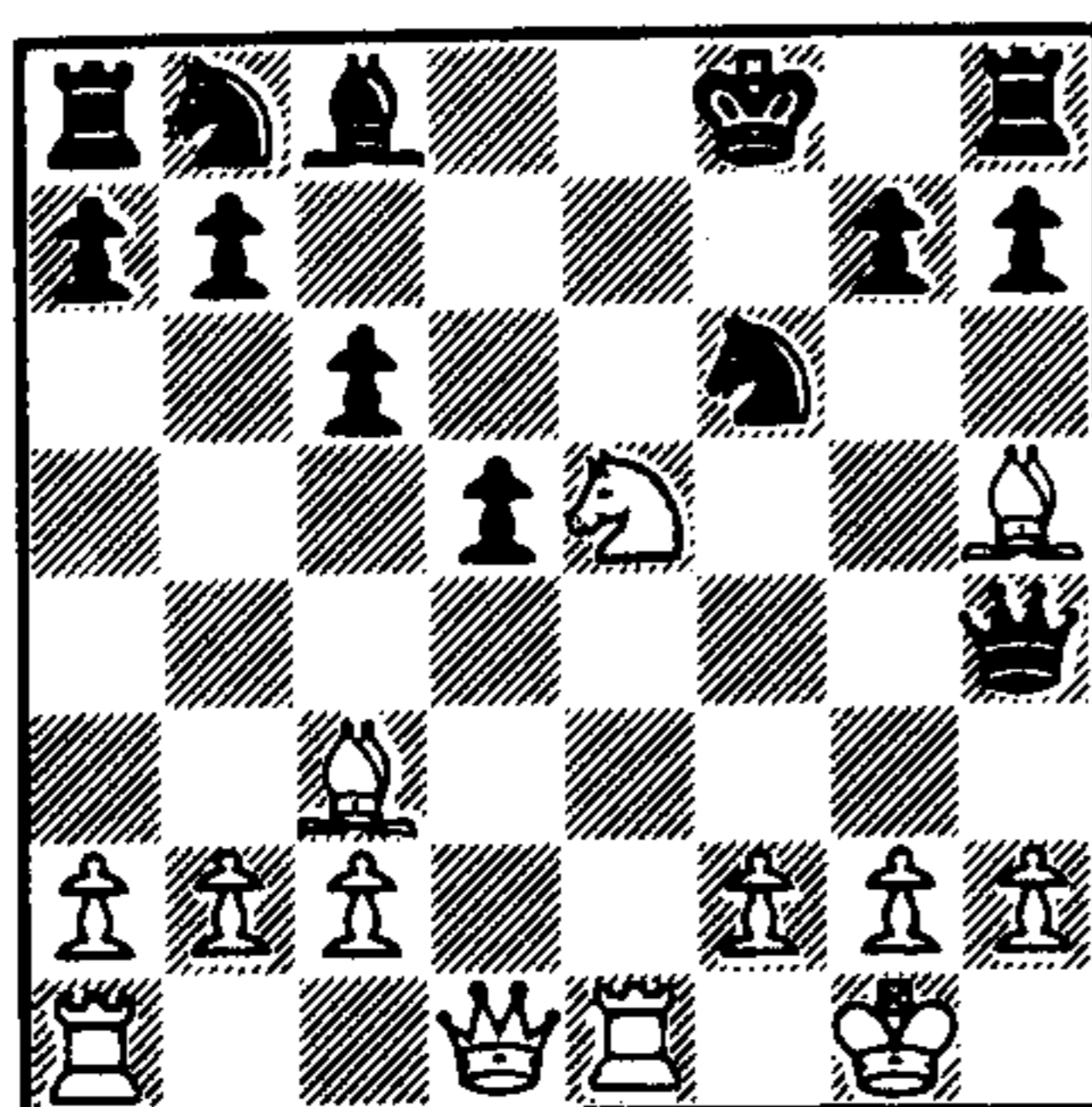


Diagram 4

After 14...Qh4

This was the course of the game Smyslov-Kamyshov (Moscow Ch 1944). It's not difficult to discern that Black, behind in development and deprived of castling, is in trouble. The finish was:

15 Bg6! Na6
16 Qe2 Bh3
17 Nf3

and Black resigned.

King's Gambit

This ancient opening is now more than 400 years old – and it still has not lost its romantic freshness. The following variation is of interest:

1 e4 e5
2 f4 exf4
3 Nf3 Nf6
4 e5 Nh5

In his day, Grandmaster Keres introduced the move 5 Qe2, winning a number of fine games with it. And his successors have rightly shared in his successes as well.

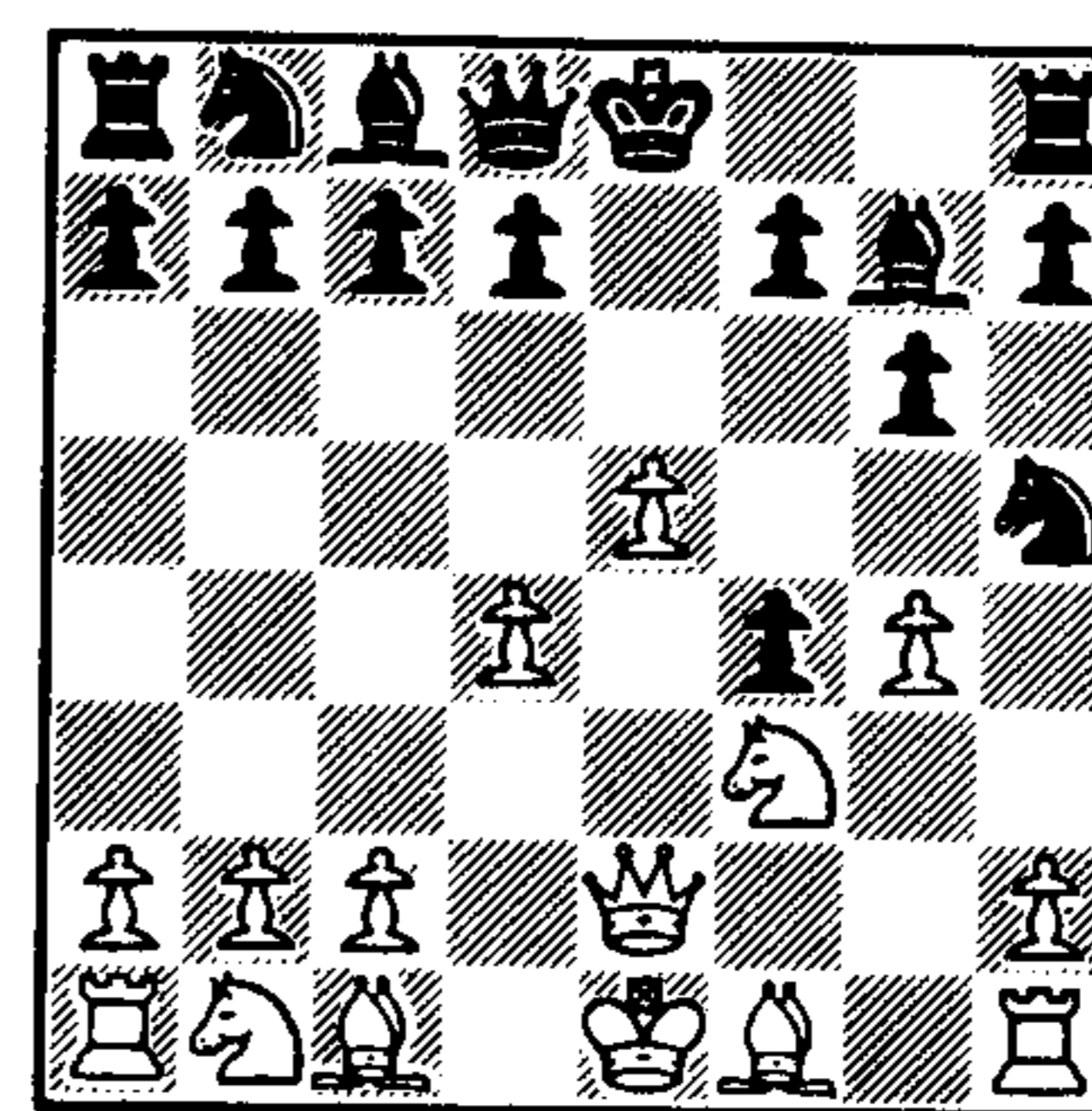
In a game Koblents–Zagoryansky (Vilnius 1946), Black made what would seem to be a perfectly natural reply: 5...g6; after 6 d4 he fianchettoed his king bishop with 6...Bg7? (6...Be7 was correct), which turned out to be a terrible mistake! Here's why: 7 g4!

(See diagram at top of next page)

After just 7 moves, Black's position is already hopeless: he must lose a piece with no compensation, since 7...fg? is met by 8 Bg5! f6 9 e† Kf7 10 fg when White achieves an enormous plus in material, ending up with an extra rook and minor piece.

World Champion Alekhine was the first to demonstrate Black's proper defensive plan in this variation. In his game against Keres at Salzburg 1943,

Diagram 5



After 7 g4

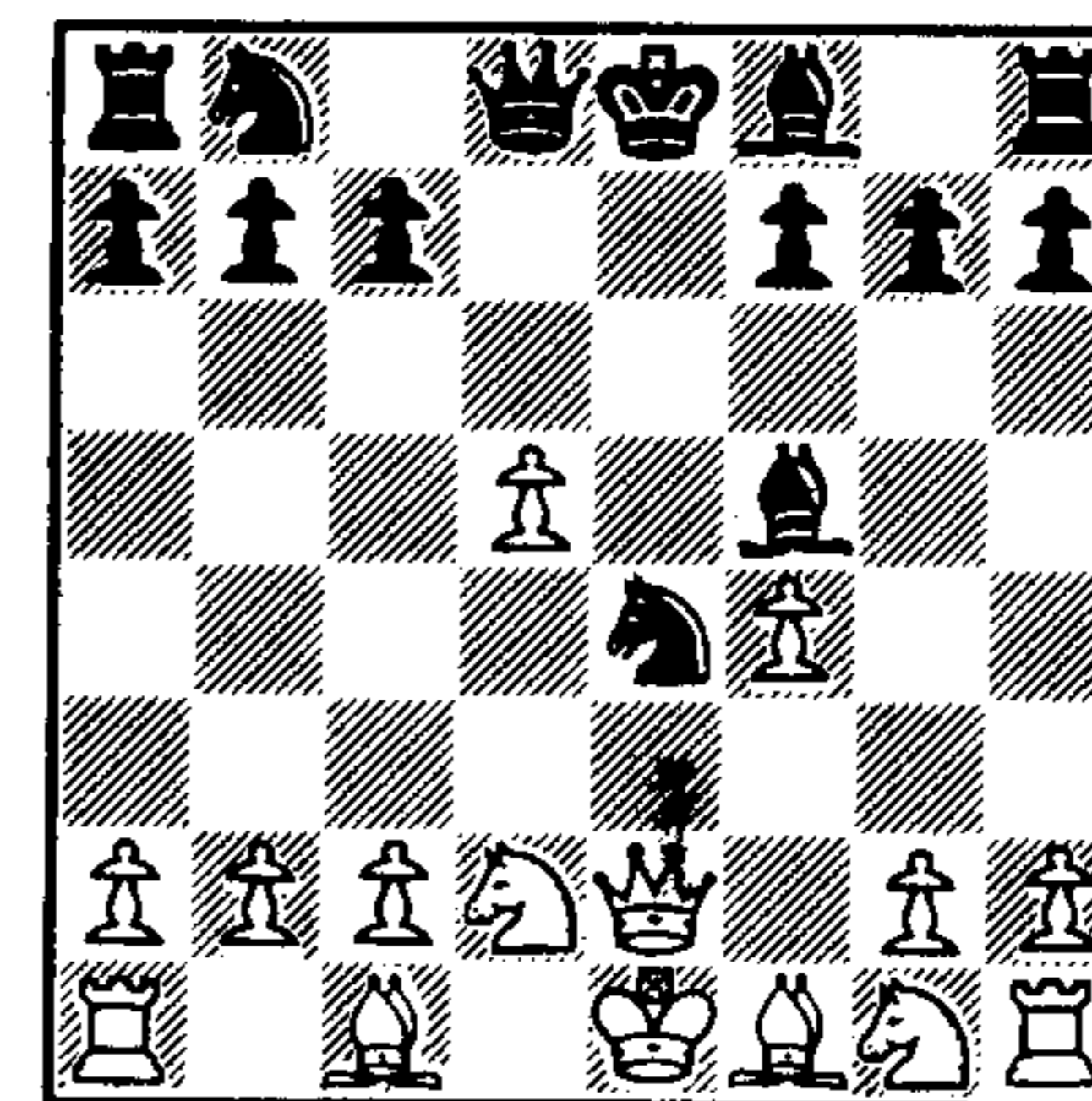
Alekhine met 5 Qe2 with 5...Be7 6 d4 0-0, and after 7 g4 fg 8 Nc3 d5 9 Bd2 Nc6 10 0-0-0 Bg4 11 Be3 f6 achieved a good position, finally winning the game.

Falkbeer Countergambit

Many players spend lots of time at home, trying to find a meaningful improvement over accepted theoretical opinion. This far from simple task requires tense, exacting labor; if and when the player succeeds, his work will be rewarded, first of all, in the next game he plays with this line.

The author spent considerable time analyzing one of the variations of the Falkbeer Countergambit. After 1 e4 e5 2 f4 d5 3 ed e4 4 d3 Nf6, Keres had been using the move 5 Nd2 back in the prewar years. One possible continuation is: 5...Bf5 6 de Nxe4 7 Qe2, leading to the following position:

Diagram 6



After 7 Qe2

For a long time, theory held that the diagrammed position was in White's favor. And in fact, 7...Qxd5? loses a piece to 8 g4!; while 7...Qe7 8 Ngf3 (but not 8 g4? on account of 8...Qh4† 9 Kd1 Qxg4, with advantage to Black), White clearly has the better of it.

I had noticed this position as a schoolboy, and resolved to try here the interesting and unexpected piece sacrifice 7...Bb4!?, which gives Black a powerful attack.

The opportunity soon arose. In the spring of 1941, Grandmaster Keres gave a simultaneous exhibition in the Moscow Hall of Pioneers, and I had the opportunity to test the results of my research.

Here is how the game Keres—Estrin went:

8 c3	0-0
9 Nxe4	Re8
10 cxb4	Rxe4
11 Be3	Qe7
12 Kf2	Nd7

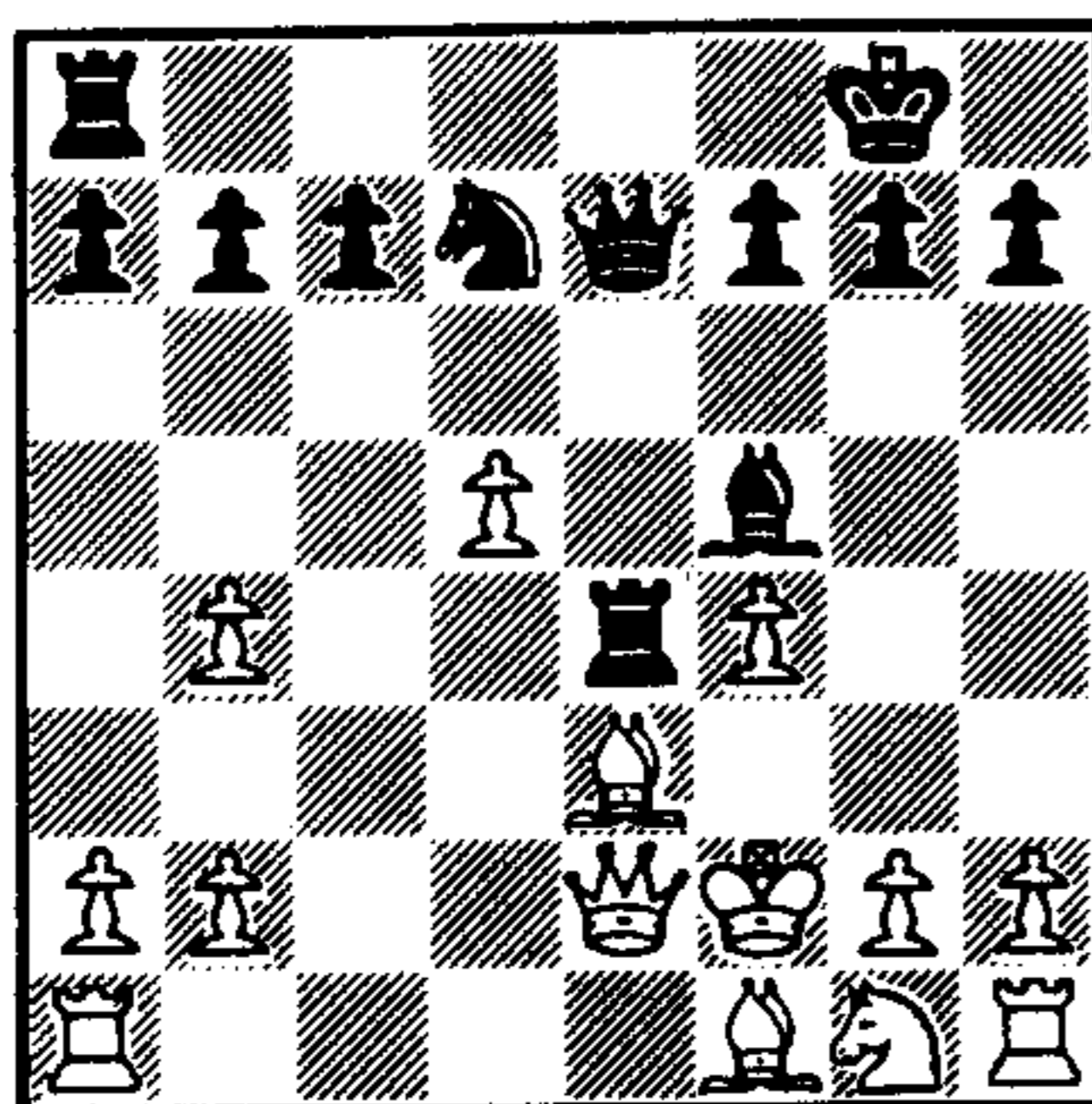


Diagram 7

After 12...Nd7

Clearly, Black has a very dangerous attack; it will not be easy for White to find a satisfactory defense.

Later, in the game Steinsapir—Estrin (Moscow Ch 1949), White played 13 Qh5? here, but his position was hopeless after 13...g6. 13 Qd2 is met by 13...Re8, and if then 14 Bd3, 14...Rxe3 15 Bxf5 Qf6!; while 14 Bd4 Nf6 15 h3 allows Black to force a repetition of moves after 15...Rxd4! 16 Qxd4 Ne4† 17 Kf3 Qh4 18 Ne2 Qh5† 19 Ke3 Qh4! In the last variation, however, instead of 15 h3, 15 Nf3! is strong, with good chances for a successful defense.

Let's go back to my game with Grandmaster Keres. He continued with:

13 Re1	Nf6
14 h3	Re8
15 Qd2	

White is still a piece ahead, but he is far behind in development, his king stands badly, and the threat of Ne4 is very unpleasant.

15 ...	Rxb4!
--------	-------

Of course not 15...Nxd5?, on account of 16 Bc5!

16 Bd3	Bxd3
17 Qxd3	Rxb2†
18 Re2	

Practically the only move possible, since Black threatened 18...Rxa2 and 19...Ra3.

18 ...	Ne4†
19 Kf3	Qh4
20 Bf2	

White misses his opponent's reply; otherwise he would have played 20 Qxe4

Rxe4 21 Rxb2, although then too Black would keep the initiative after 21...Qe7.

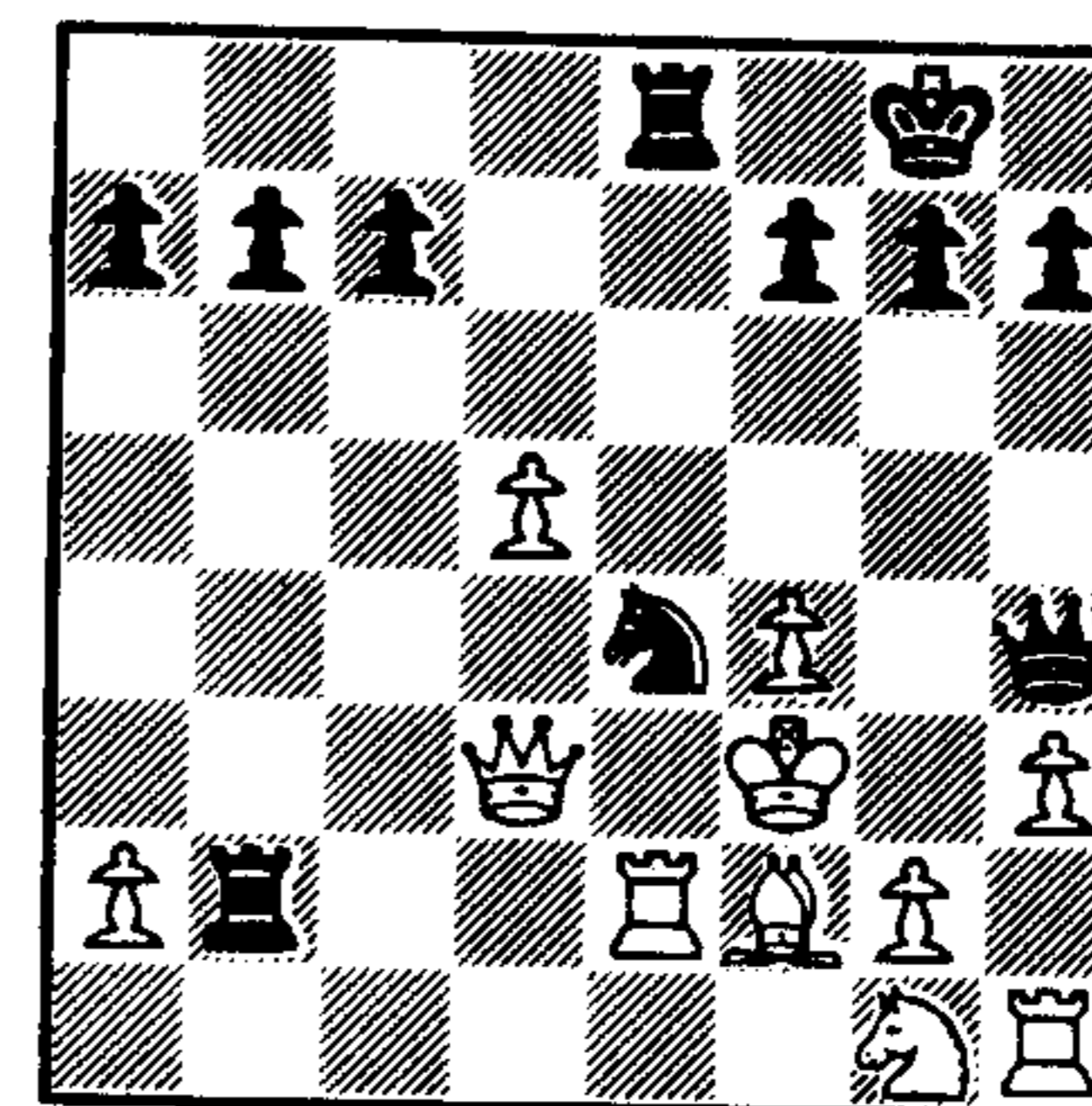


Diagram 8

After 20 Bf2

Now comes the decisive combination.

20 ...	Qxf2†!
21 Rxf2	Rxf2†
22 Kg4	

Of course, White loses at once after 22 Ke3?, because of 22...Nc5† 23 Kxf2 Nxd3† 24 Kf3 Re1, when he is helpless.

22 ...	Rxg2†
23 Kh4	Rg6!
24 Rh2	

The threat was 24...Rh6† 25 Kg4 Nf2†. White defends f2, but his king can no longer escape from the mating net. After 24 Qb5 c6 25 dc bc 26 Qa5 f5! 27 Qxf5 Rf6, Black also soon wins.

24 ...	f5!
25 Qf3	Rh6†
26 Qh5	Rxh5†
27 Kxh5	Rd8
	Resigns.

Sometime later, an interesting theoretical polemic arose between Keres and your author. In the magazine *Sbakhmaty v SSSR*, 1950, Keres expressed doubts as to the correctness of the above sacrifice, and suggested that White could refute it as follows:

8 Qb5†	
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Instead of 8 c3.

8 ...	Nc6
9 c3	

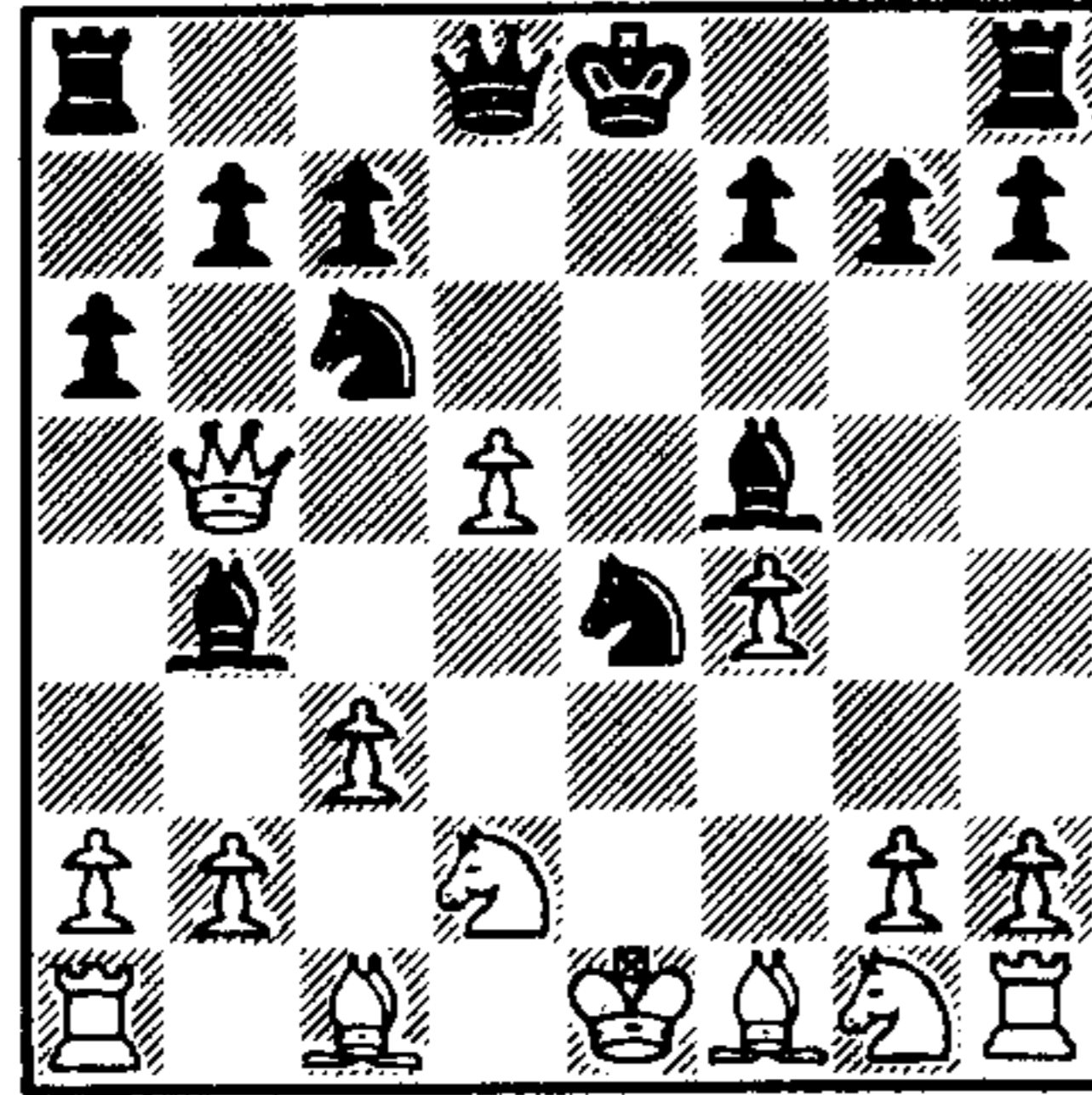
"I see no way for Black to save all his hanging pieces here," wrote Keres. But I did manage to find such a way: the powerful reply:

9 ...	a6!
-------	-----

This leads to an advantage for Black (cf. *Sbakhmaty v SSSR*, No 1, 1951).

(See diagram at top of next page)

Diagram 9



After 9...a6

Let's look at the variations.

- 1) 10 Qxb7. After 10...Nd6! 11 Qxc6† Bd7 12 Qxa8 Qxa8 13 cb 0-0, despite White's material advantage, he has trouble on account of his serious lag in development.
- 2) 10 Qd3. This can be met by 10...Nxc3 11 Qxf5 Qe7† 12 Be2 Nxe2 13 Nxe2 Qxe2† 14 Kxe2 Nd4† 15 Kf2 Nxf4, with advantage to Black.
- 3) 10 Qc4. Now Black continues 10...b5! 11 Qb3 Qe7 12 Be2 Nc5 13 Qd1 0-0-0!, with a strong attack on the enemy king's position. For example: 14 cb Nxb4 or 14 dc Nd3† 15 Kf1 Qe3 16 Bxd3 Bxd3† 17 Ne2 Rhe8, and White must resign. Or if (instead of 11 Qb3) White plays 11 Qxc6† Bd7 12 Qxa8 Qxa8 13 cb Qxd5 14 Nxe4 Qxe4† 15 Ne2, then after 15...Qxb4† 16 Kf2 0-0 17 a3 Qb3 18 Nc3 a5 Black's chances are to be preferred.
- 4) 10 Qa4. Qe7 11 Be2 Nc5 12 Qd1 0-0-0!, and so forth, as in the above line. White's position is indefensible.
- 5) 10 Qe2 Nd4! (but not 10...Qxd5?, in view of 11 g4! 0-0-0 12 Bg2) 11 cd 0-0 and Black has a tremendous attack, e.g.: 12 a3 Ba5 13 b4 Bb6 14 Nxe4 Re8 15 Be3 Rxe4 16 Rd1 Qe7 17 Kf2 Re8 18 Rd3 Rxe3!, and wins. Or if White plays (instead of taking the knight with 11 cd) 11 Qd3 (note too that 11 Qc4 Nc2† 12 Ke2 Nd6! 13 Qb3 Qe7† leads to immediate mate), then 11...Nc2† 12 Qxc2 Qh4† 13 g3 Nxg3 14 Qa4† b5 15 Bxb5† ab 16 Qxa8† (if 16 Qxb5†, then 16...Kd8) 16...Ke7 17 hg Qxg3† 18 Kd1 Rxa8 19 cb Qg2 leads to a decisive advantage for Black. And after 17 Qxh8 (instead of 17 hg) 17...Nxh1† 18 Kd1 Nf2† 19 Ke2 Bd3† 20 Kf3 Qg4† 21 Kxf2 Bc5†, White is mated in three moves.

Thus, my "novelty", 7...Bb4, was fully justified; in recent years, in fact, it has become a serious choice for Black in the Falkbeer Countergambit.

Another line of the Falkbeer is also of interest.

1 e4	e5
2 f4	d5
3 exd5	e4
4 d3	Nf6
5 dxe4	Nxe4

6 Nf3	Bc5
7 Qe2	Bf5

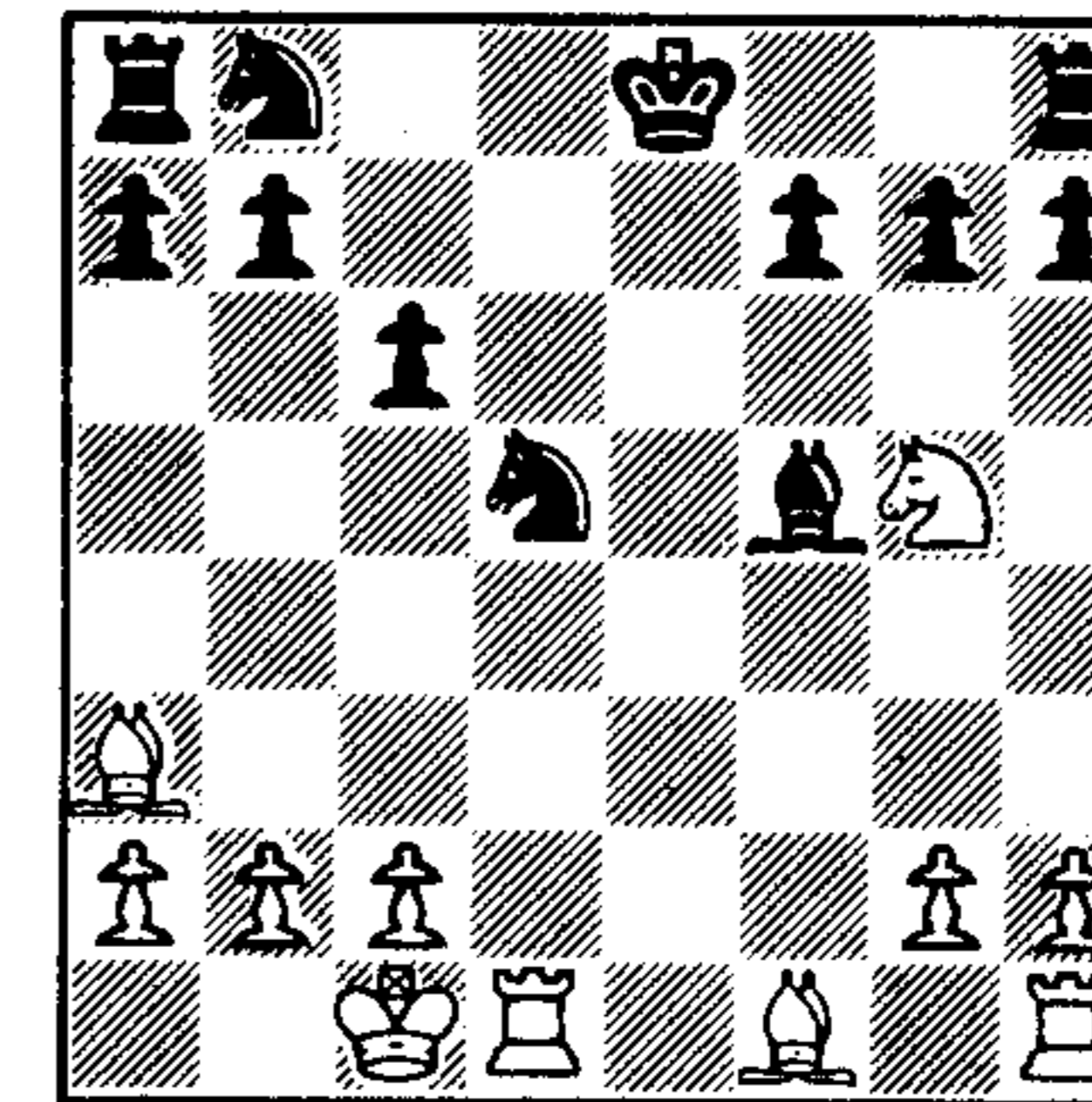
In the game Spielmann—Tarrasch (Mährisch-Ostrau 1923), White continued 8 g4?, but after 8...0-0! 9 gf Re8 Black obtained a crushing attack for the sacrificed piece.

8 Nc3	Qe7
9 Be3!	

The game Kuznetsov-Pozharsky, 1963, continued:

9 ...	Nxc3
10 Bxc5	Nxe2
11 Bxe7	Nxf4
12 Ba3	Nxd5
13 0-0-0	c6
14 Ng5!	

Diagram 10



After 14 Ng5

Now White threatens 15 Re1† followed by 16 Nxf7, or 15 Bc4. On 14...Bg6, 15 Bd3! is a strong reply. Clearly White has more than enough for the sacrificed pawn. The game Bronstein—Weissman (Sandomir 1976) went somewhat differently:

9 ...	Bxe3
10 Qxe3	Nxc3
11 Qxe7†	Kxe7
12 bxc3	Bxc2
13 Kd2	Ba4
14 Re1†	

but White also obtained the advantage.

Urusov Gambit

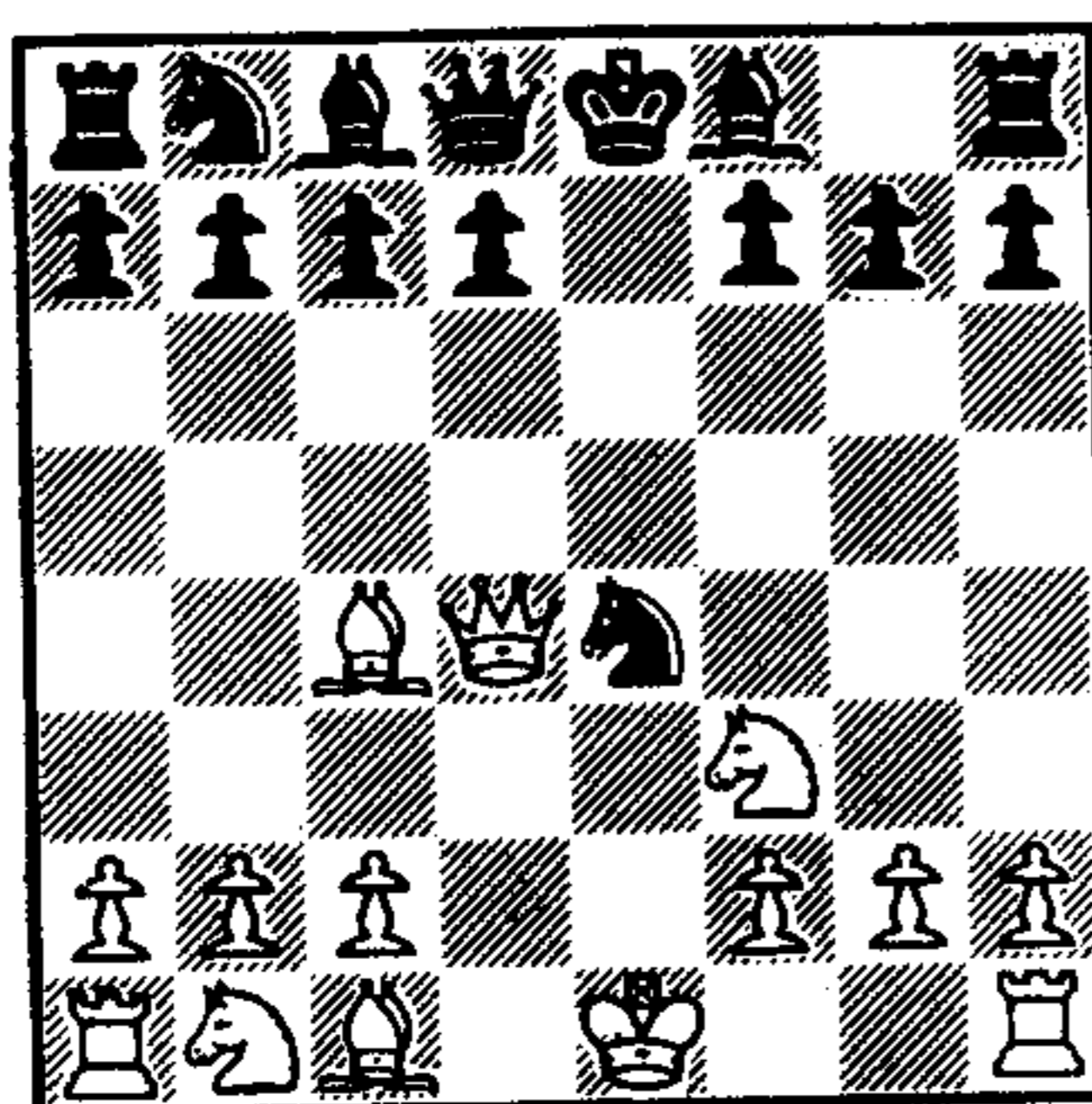
1 e4	e5
2 Bc4	Nf6
3 d4	exd4
4 Nf3	Nxe4

This gambit, which gives White a dangerous attack for the sacrificed pawn, also goes by the name of Keidansky's Gambit. Instead of accepting the pawn by 4...Nxe4, Black does better to play 4...Nc6, avoiding all the complications

and transposing into the Two Knights' Defense.

5 Qxd4

Diagram 11



After 5 Qxd4

White has a lead in development, with good chances to expand his initiative. Black's knight now has to retreat. Here are his choices:

1) 5 ... Nd6?

An error, for which the punishment is severe.

6 0-0! Nc6

6...Nxc4 would be met by 7 Re1+ Be7 8 Qxg7 Rf8 9 Bh6, with a decisive advantage for White, since Black has to give up a rook (9...d6 10 Qxf8+).

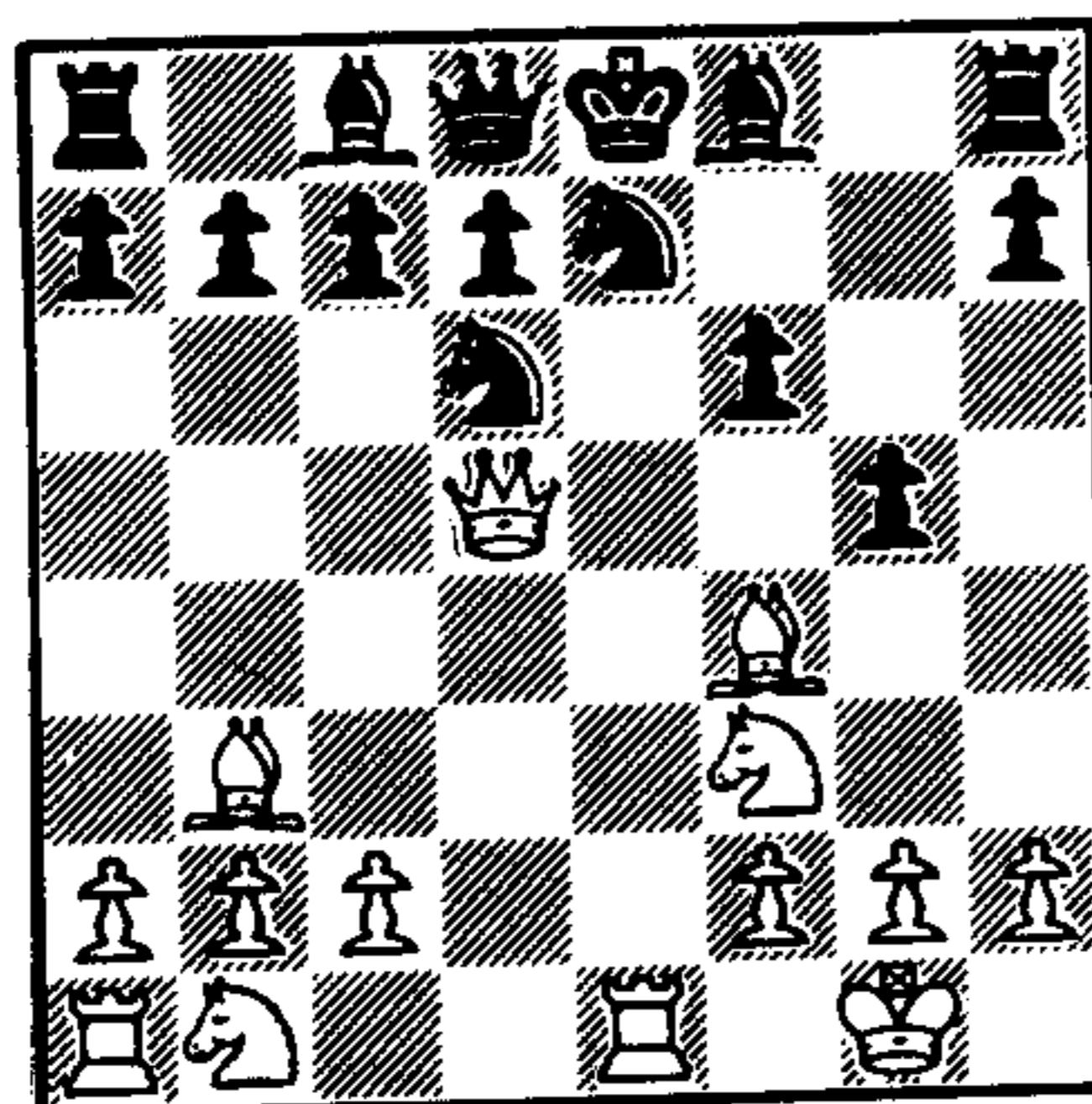
7 Re1+ Ne7

8 Bb3! f6

9 Qd5 g5

10 Bf4!

Diagram 12



After 10 Bf4

Anyway! Black cannot take the bishop: 10...gf? allows 11 Qh5 mate. Now White threatens 11 Bxd6 and 12 Qf7 mate, to which Black has no satisfactory defense.

2) 5 ... Nc5

This knight retreat also gives White the opportunity to launch an immediate attack.

6 Bg5! f6

7 Be3 c6

8 Nc3 d5

9 0-0-0

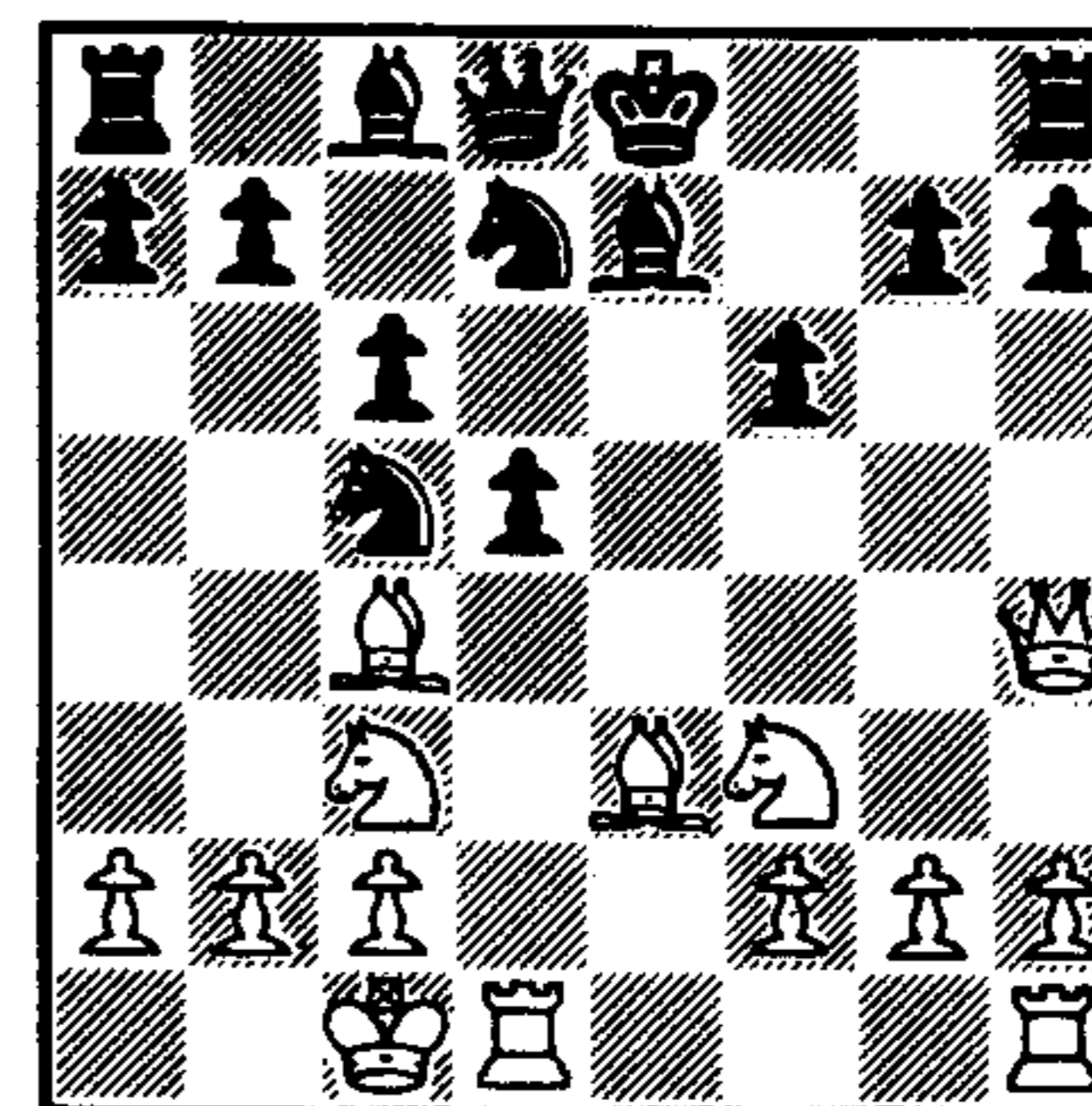
Be7

10 Qh4

Nbd7

10...0-0 would be met by 11 Nxd5!; and if 10...Be6, then 11 Rhe1.

Diagram 13



After 10...Nbd7

The game Estrin-Taimanov (Leningrad 1949) continued:

11 Nxd5! cxd5

12 Qh5+ g6

On 12...Kf8 White would have played 13 Qxd5 Qe8 14 Rhe1, and Black's position would have been hopeless. If 14...a6, then 15 Ng5 (threatening 16 Qg8+!! Rxc8 17 Nxh7 mate) 15...fg 16 Bxc5 Nxc5 17 Qf3+, or 15...Qg6 16 Nxh7+!, and White wins.

13 Qxd5

Now the best Black can do is to return the piece and end up a pawn down.

13 ... Ne5

14 Qxd8+ Bxd8

15 Nxe5 fxe5

16 Bxc5

and White exploited his advantage without difficulty.

3) 5 ... Nf6

The best reply, although here too White's initiative is sufficient compensation for the pawn.

6 Bg5 Be7

7 Nc3 Nc6

Sometimes Black uses a different defensive plan: 7...c6 8 0-0-0 d5 9 Rhe1 Be6 10 Qh4 Nbd7 11 Bd3 Nc5. In this line, theory recommends that White continue 12 Nd4, maintaining the initiative. Also worth looking into is 12 Bf5!?, which occurred in the game Estrin-Khachaturov (Moscow 1944). Here is the continuation of that game: 12...Bxf5 13 Bxf6 Ne6 14 Bxe7 Qxe7

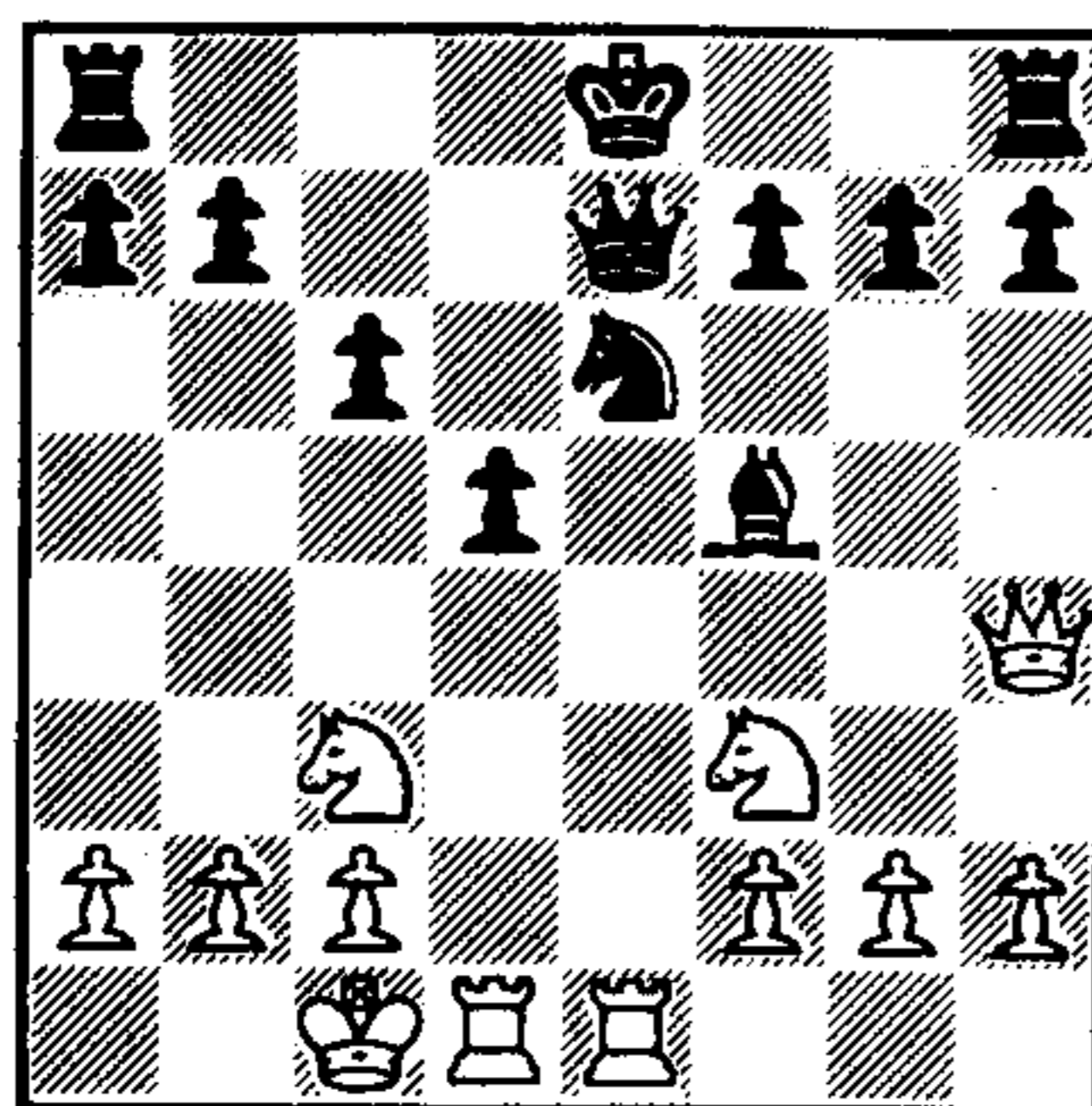
(See diagram at top of next page)

After 15 Nxd5! cd 16 Qa4+ Kf8 17 Rxd5 Bg6 18 Rd7 Qc5 19 Ne5 Rc8 20 Rxf7+!, White won.

8 Qh4 d5

8...0-0 9 0-0-0 d6 is dangerous, since White continues 10 Bd3 h6 11 Bxh6 gh (11...Ng4 is met by 12 Bg5) 12 Qxh6, with a strong attack. And if Black

Diagram 14



After 14...Qxe7

Estrin-Khachaturov

plays 12...Nb4, then White can play 13 Ng5 Nxd3† 14 Rxd3 Bf5 15 Rg3 Bg6 16 Ne6!; while on 12...Ne5 13 Nxe5 de 14 Qg5† Kh8 15 Bf5 wins for White.

9 0-0-0 Be6
10 Rhe1 0-0
11 Bd3 h6

An exceptionally complex position. ECO continues as follows: 12 Bxh6 Ne4 13 Qf4 Bd6 14 Qe3 Bc5 15 Qf4 Bd6, or 12 Rxe6 fe 13 Bxh6 gh 14 Qg3† Kh8 15 Qg6, which leads to a draw. However, one should also note the powerful move

12 Kb1!

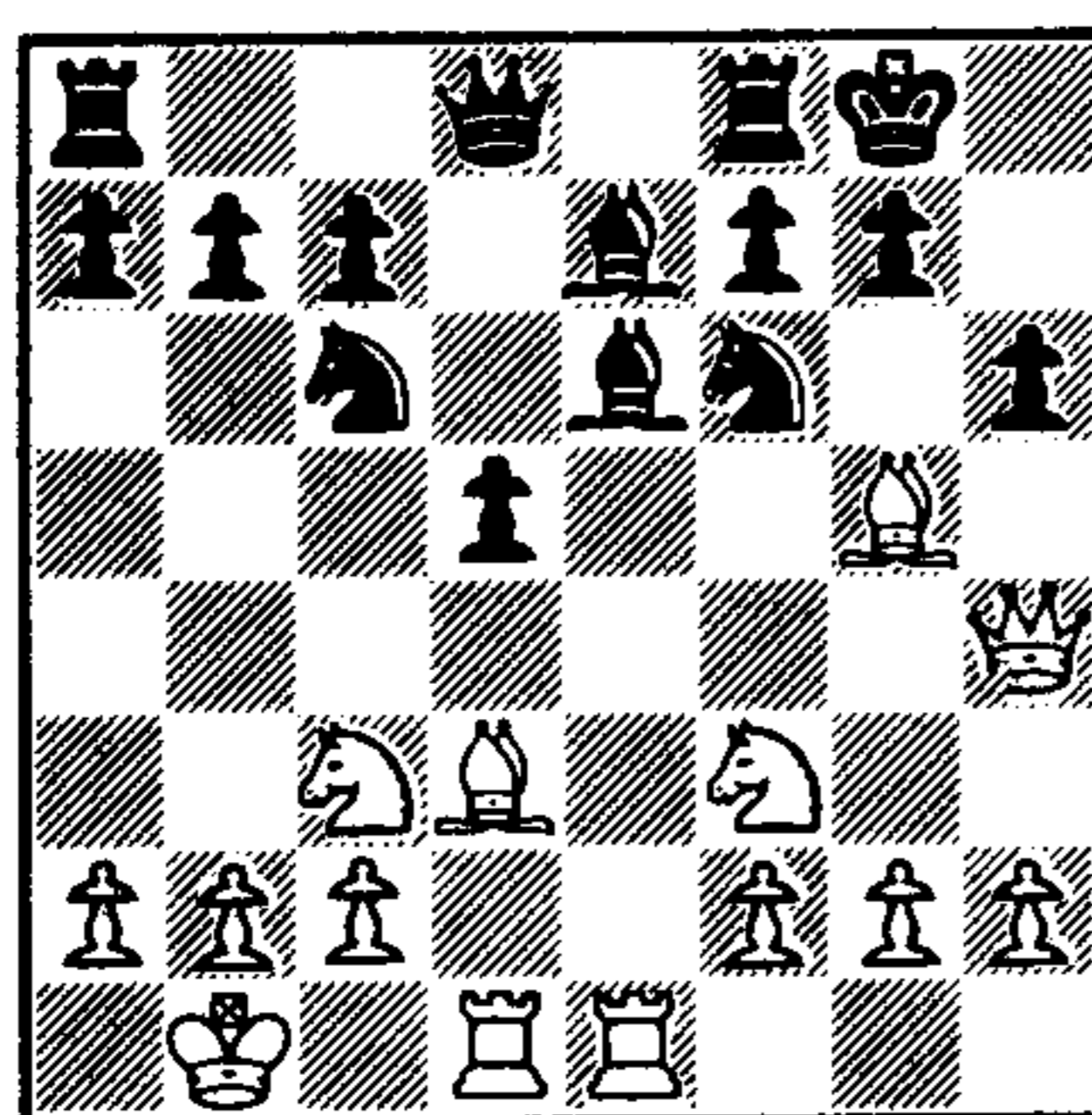


Diagram 15

After 12 Kb1

In this position, Black has the following replies:

- 12...hg 13 Nxg5, threatening 14 Rxe6 fe 15 Bh7† Kh8 16 Bf5†. Black also loses after 13...Bd7, in view of 14 Nxd5!, while after 13...g6 White simply plays 14 Qh6.
- 12...Qd7. The correspondence game Hmelnitsky-Eventov (1955-57) continued: 13 Bxh6 Ne4 14 Bg5 Bxg5 15 Nxg5 Nxg5 16 Qxg5 Ne7 17 h4 c6 18 g4 Rfe8 19 Rg1 f6 20 Qh5, and White won.
- 12...Ne8. After 13 Bxe7 Qxe7 14 Qxe7 Nxe7 15 Nd4 Nc6 16 Nxe6 fe 17 Rxe6 Rxf2 18 Nxd5 Rxf2 in the correspondence game Laes-Citterio (1971/72), White should have continued 19 Bc4!, and if 19...Kh8, then 20 Rde1 Nd6

18

21 Nxc7 Rd8 22 Bd3! (threatening 23 Rxd6) 22...Kg8 23 Bg6, with great advantage to White.

Danish Gambit

1 e4 e5
2 d4 exd4
3 c3 dxc3

The continuations 3...Nf6 4 e5 Ne4, 3...d3 4 Bxd3 d5 and 3...d5 4 ed Qxd5 are classified as the Danish Gambit Declined.

4 Bc4 cxb2

The continuation 4...Nf6 5 Nxc3 Nc6 6 Nf3 leads to the Scotch or Goring Gambits, which are examined later on.

5 Bxb2

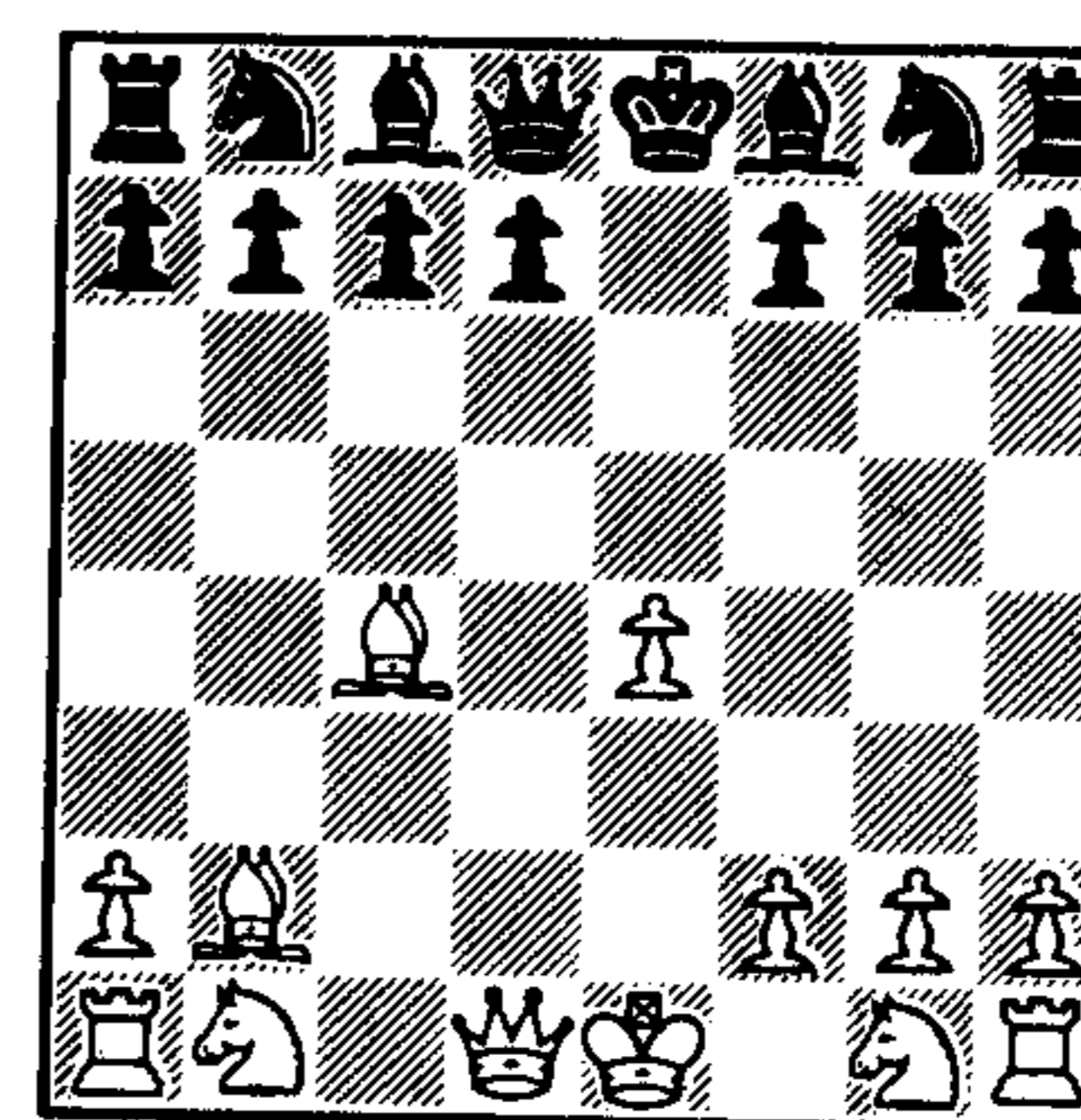


Diagram 16

After 5 Bxb2

5 ... Bb4†

The safest defense here is considered to be 5...d5! After 6 Bxd5 (6 ed can be met by 6...Nf6 7 Nf3 Bd6) 6...Nf6 7 Bxf7† Kxf7 8 Qxd8 Bb4† 9 Qd2 Bxd2† 10 Nxd2 White wins back both his sacrificed pawns, leading to a position with roughly equal chances.

6 Nc3

6 Nd2 is also possible here; in that event, 6...Qg5 7 Nf3! Qxg2 8 Rg1 Bxd2† 9 Ke2! Qh3 10 Qxd2 Nf6 11 Bxf7† Kd8 12 Rxf7 Nxe4 13 Qg5† Nxg5 14 Bf6 would leave Black mated.

6 ... Nf6
7 Ne2! Nxe4?

This was the continuation of the game Linden-Maciejewski (1864). Black is too greedy, snapping up another pawn this way. 7...Nc6 was the proper move. Here is how that game ended:

8 0-0 Nxc3
9 Nxc3 Bxc3
10 Bxc3 Qg5

Naturally, Black cannot castle, since after 10...0-0 11 Qg4 g6 12 Qd4 he would be defenseless against the mate threat.

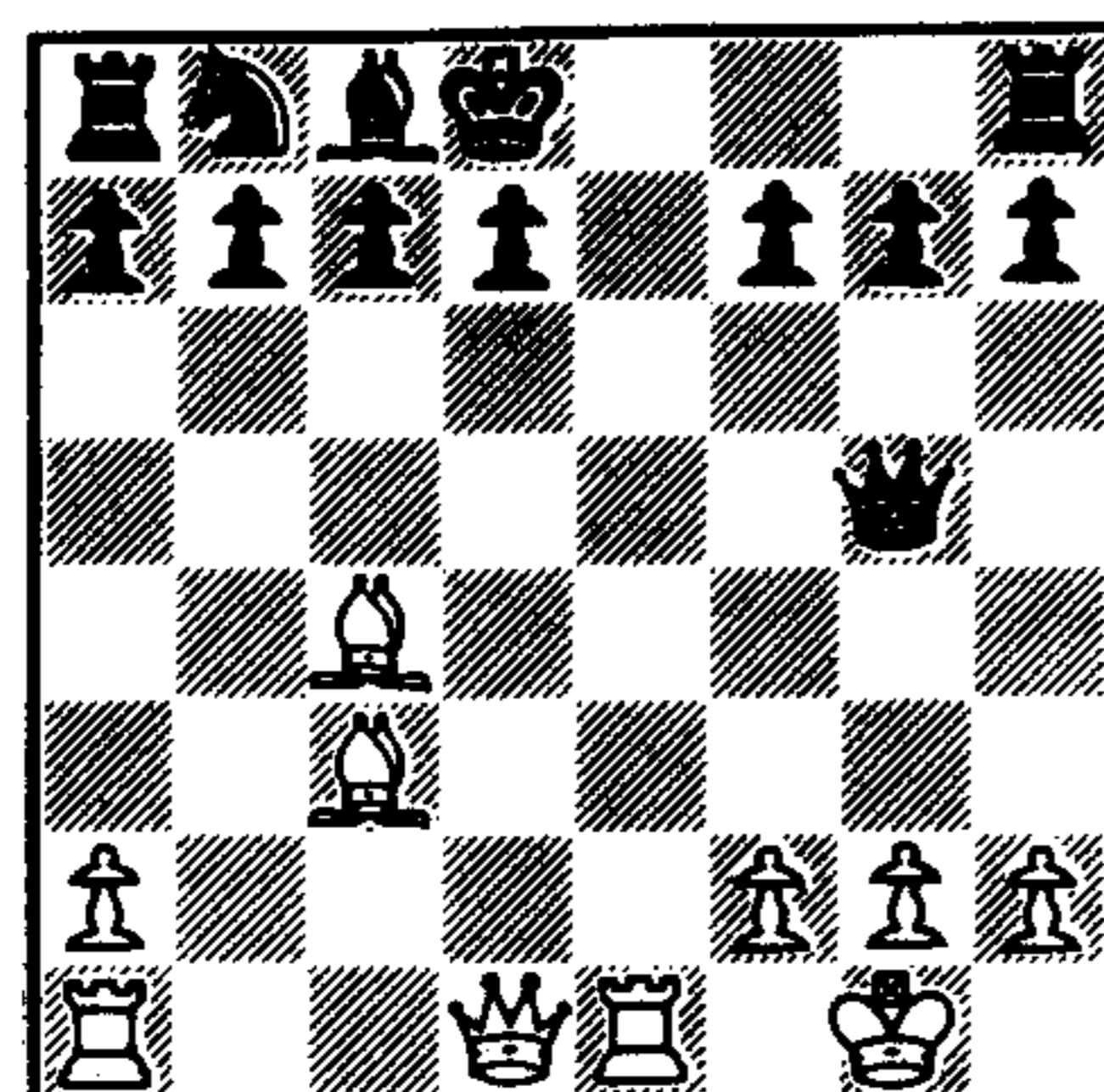
11 Re1† Kd8

11...Kf8 also loses, on account of 12 Bb4† d6 13 Bxd6†, and Black is

19

mated.

Diagram 17



After 11 Kd8

In this position, Black has three extra pawns, but he is without a satisfactory defense against enemy attack.

12 f4! Qxf4

There is no salvation for Black either in 12...Qg6 13 Qe2 Nc6 14 Bd5, or in 12...Qc5† 13 Kh1 Qxc4 14 Bxg7; in either case, he is mated.

13 Bxg7 Rg8
14 Qg4 Qd6
15 Bf6† Resigns.

Yuchtman – Ravinsky
Moscow 1959

1 e4 e5
2 d4 exd4
3 c3 d5

This game is a clear demonstration that even if Black declines the Danish or the Scotch Gambit, he must still reckon with various attacking possibilities.

4 exd5 Nf6
5 Nf3 Qxd5
6 cxd4 Bg4
7 Be2 Bb4†
8 Nc3 Nbd7

Black selects an improper plan, which costs him time. 8...Nc6 is the usual move here, leading to the Scotch Gambit Declined by transposition (cf. the next game, Estrin—Sheveczek).

9 0-0 Bxc3
10 bxc3 Nb6

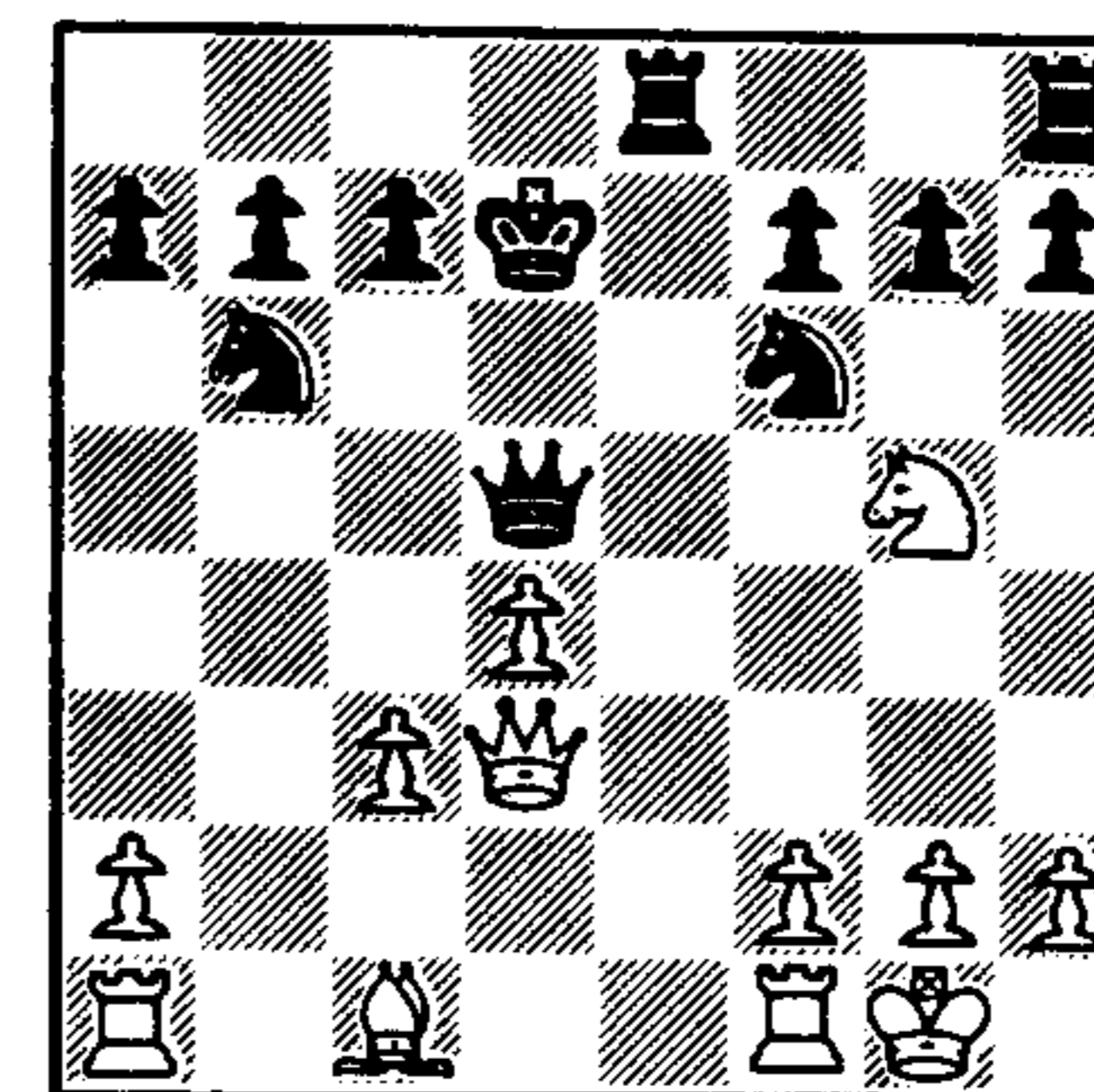
Black seeks to establish control of c4, thus paralyzing White's initiative on the queenside. As we shall see, this plan does not work out.

11 Ng5!

Utilizing his advantage in development, White strives to open up the game and create threats against the enemy king.

11 ... Bxe2
12 Qxe2† Kd7
13 Qd3 Rae8

Diagram 18



After 13...Rae8

It might seem as though Black has managed to solidify his position and consolidate his forces. But with the next move, White demonstrates convincingly that further line- and diagonal-openings will give him a lot of initiative.

14 c4!

This pawn sacrifice enables White to hold the Black king in the middle of the board, and to develop a dangerous attack against him.

14 ... Nxc4
15 Qh3† Kd8
16 Rb1 h6
17 Nf3 Ne4
18 Ne5!

White offers the sacrifice of still another pawn, aiming to open the d-file.

18 ... b6
19 Qb3 Ned6
20 Ba3

In this manner, White induces an important weakening of the enemy position. Now he can proceed to the decisive charge.

20 ... b5
21 Bxd6 cxd6
22 Nxc4 Qxc4
23 Qf3 d5
24 Rfc1 Qxd4
25 Rxb5

White's heavy pieces dominate the open files. And although Black still has his extra pawn, he no longer has any defense. Therefore, Black resigned.

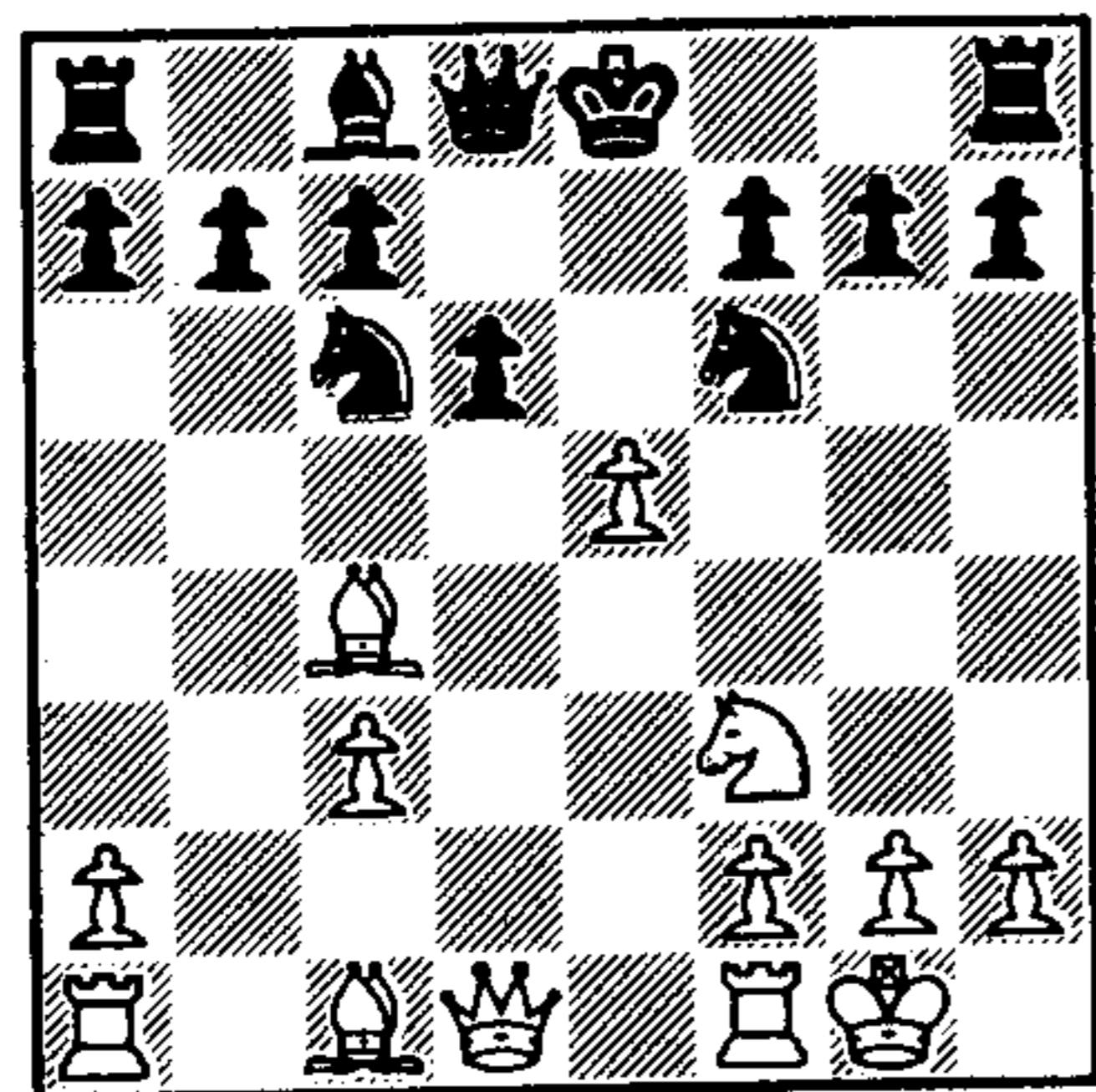
Scotch Gambit

1 e4 e5
2 Nf3 Nc6
3 d4 exd4
4 c3

When White does not play Bf1-c4, the opening is called the Goring Gambit. For a long time, it was considered that White has insufficient compensation for his pawn in the Goring Gambit. But recent tournament practice has reaf-

firmly that the acceptance of the pawn sacrifice — 4...dc 5 Nxc3 — assures White a steady initiative. After 5...Bb4 6 Bc4 Nf6 (or 6...d6 7 Qb3 Qe7 8 0-0 Bxc3 9 bc Nf6 10 Bg5!, and White has the initiative, Minev—Matanovic, Moscow 1956) 7 0-0 Bxc3 8 bc d6 9 e5!

Diagram 19



After 9 e5

Black must defend carefully. For example:

9...de 10 Ng5 0-0 11 Ba3 Qxd1 12 Raxd1 Bf5 13 Bxf8 Rxf8 14 Rfe1 h6 15 Nf3 Bg4, and now White could have continued 16 Bb5!, in the game Yuchtman—Tal (Tbilisi 1959), with the advantage.

9...Nxe5 10 Nxe5 de 11 Qxd8+ Kxd8 12 Bxf7 Ke7 13 Bb3 Be6 14 c4 Rad8 15 Re1 e4 was better, with an even game (Yuchtman—Furman, Tbilisi 1959).

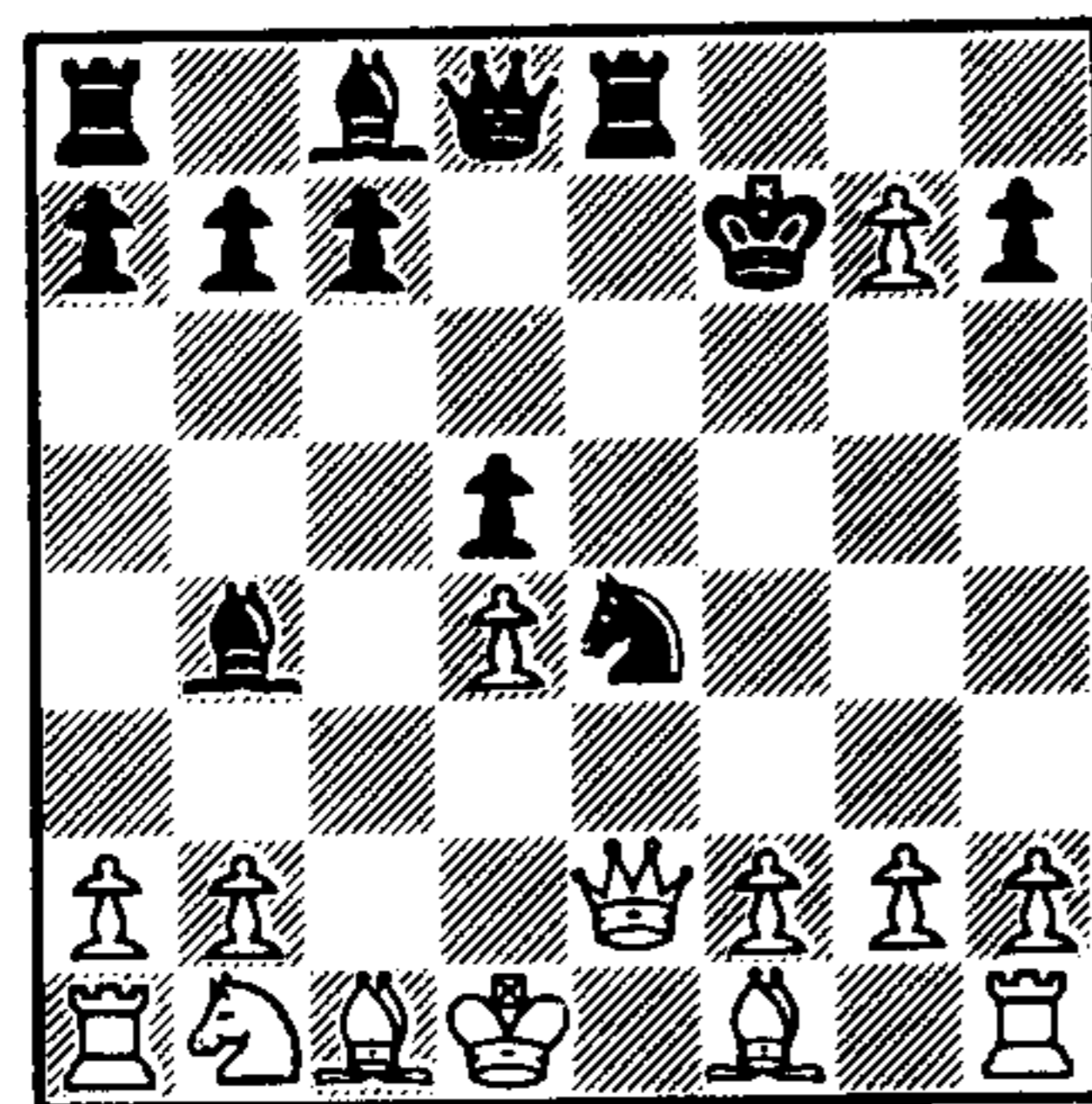
Worth considering is the continuation

4 ...	Nf6
5 e5	Ne4
6 Qe2	f5
7 exf5	d5

Black's active position is sufficient compensation for the missing pawn. The unfortunate position of White's queen allows Black to take the initiative by means of this pawn sacrifice.

8 Nxd4	Nxd4
9 cxd4	Kf7
10 fxg7	Bb4+
11 Kd1	Re8

Diagram 20



After 11...Re8

In Volume I of ECO, this position is considered to be equal. The basis for that evaluation is the game Levy—Boey (Siegen Olympiad 1970), which was drawn after 12 Be3 Kg8 13 Qh5 Be6 14 Bd3 Qd7. Now Levy played 15 h3 Bf5 16 Bc2, but if Black had replied 16...Ng3!, he would have had the advantage.

In a game Nordstrom—Erlandsson (Swedish Corr. Ch 1975/76), White played, not h3, but 15 Qh6. Here too, however, after 15...Bf5 16 Bc2 Nxf2+! 17 Bxf2 Bxc2+ 18 Kxc2 Re2+, Black had an obvious advantage. After 19 Kd1 Rxf2 20 Qg5 Qa4+ 21 b3 Qc6 22 Qc1 Qe6, White resigned.

This is undoubtedly a most interesting gambit.

Another way of declining the gambit after 4 c3 is by means of 4...d5. Black strikes a counterblow in the center himself. An interesting game in this line is Estrin—Sheveczek (VI World Corr Ch Final, 1968/70), where White introduced an important theoretical improvement. After 1 e4 e5 2 Nf3 Nc6 3 d4 ed 4 c3 d5:

5 exd5	Qxd5
6 cxd4	Bb4+

In the game Penrose—Ujtumen (XVIII Olympiad, Lugano 1968), Black played 6...Bg4 7 Be2 0-0-0 8 Be3 Nh6, but after 9 Nc3 Qh5 10 Qa4 Nf5? 11 d5! Nxe3 12 fe Bxf3 13 Bxf3 Qe5 14 0-0-0! White obtained a winning advantage.

7 Nc3	Bg4
-------	-----

7...Nf6 8 Be2 Ne4 9 Bd2 Bxc3 10 bc Nxd2 11 Qxd2 0-0 is stronger, with equal chances (Klovan—Averbakh, 36th USSR Ch 1968). Also possible is 8...0-0 9 0-0 Qd8 10 Bg5 h6 11 Bh4 Be7 12 Rc1 Bg4, with about an even position (Velimirovic—Kholmov, 1966).

8 Be2	0-0-0
9 0-0	

9 Be3 Nf6 10 0-0 is possible too. In the game Levy—Kraidman (Lugano Olympiad 1968), the continuation 10...Qd7 11 Qa4 Nd5 12 Nxd5 Qxd5 13 a3 Bd6 14 h3 Bh5 15 b4 a6 16 Rfc1 lead to a strong attack for White.

9 ...	Qa5
10 Be3	Nge7

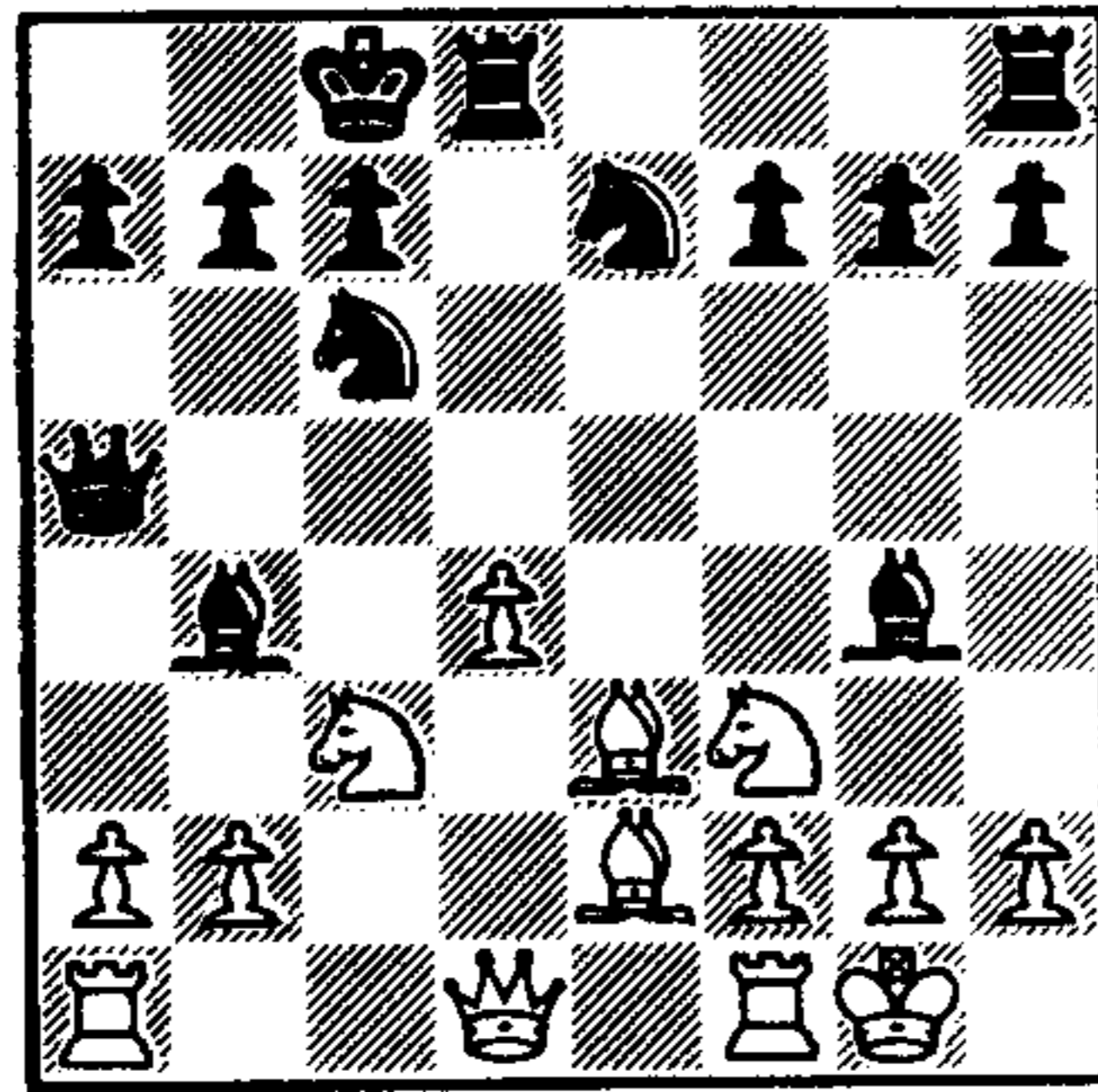
Acceptance of the pawn sacrifice by 10...Bxc3 11 bc Qxc3 is dangerous, because of 12 Rc1 Qa3 13 Rxc6! bc 14 Ne5 Bxe2 15 Qxe2 or 13 Ne5 Bxe2 14 Qxe2 Nxe5 15 de, when Black has a difficult time defending himself. In the game Mieses—Forgacs (St. Petersburg 1909), Black tried 10...Nf6, but after 11 Qb3 Nd5 12 Nxd5 Rxd5? 13 a3!, he had to resign, since 13...Be7 14 Bd2 leads by force to the loss of material.

(See diagram at top of next page)

11 Na4!

This powerful new move completely changes the evaluation of this well-known position. Before, 11 Nb5 or 11 Qb3 were what was played here, with a complex game. But now Black is hard-pressed to find an acceptable contin-

Diagram 21



After 10...Nge7

uation.

11 ... Ng6

11...Nxd4 12 Bxd4 Nc6 is tempting, but then comes 13 a3!, and after 13...Bxf3 14 Bxf3 Nxd4 15 ab Black loses a piece.

12 h3 Be6

13 a3 Be7

After 13...Bd6 14 b4 Qh5 15 Ne5 Qh4 16 Nxc6 bc 17 Qc1!, threatening either 18 Qxc6 and 19 Bg5 or 14...Qd5 15 Nc3 Qb3 16 Qc1!, Black is defenseless; and after 14...Qf5 15 g4! he loses his queen.

14 b4 Qd5

15 Nc3 Qd7

16 Qa4

Now White's attack develops without hindrance.

16 ... Bxh3

17 d5

The simplest means of realizing White's advantage.

17 ... Nb8

If 17...Bxg2, then 18 dc! Qh3 19 Nh2; while after 17...Nce5 18 Nxe5 Nxe5 19 Qxa7 Qf5 White may continue 20 Qa8† Kd7 21 Bb5† c6 22 Qxb7† Ke8 23 Bxc6† Kf8 24 d6! (but not 24 Rad1 or 24 Bc5 on account of 24...Nf3†! 25 Kh1 Bxg2† and mate in two) 24...Bxd6 25 Rad1, with a winning position.

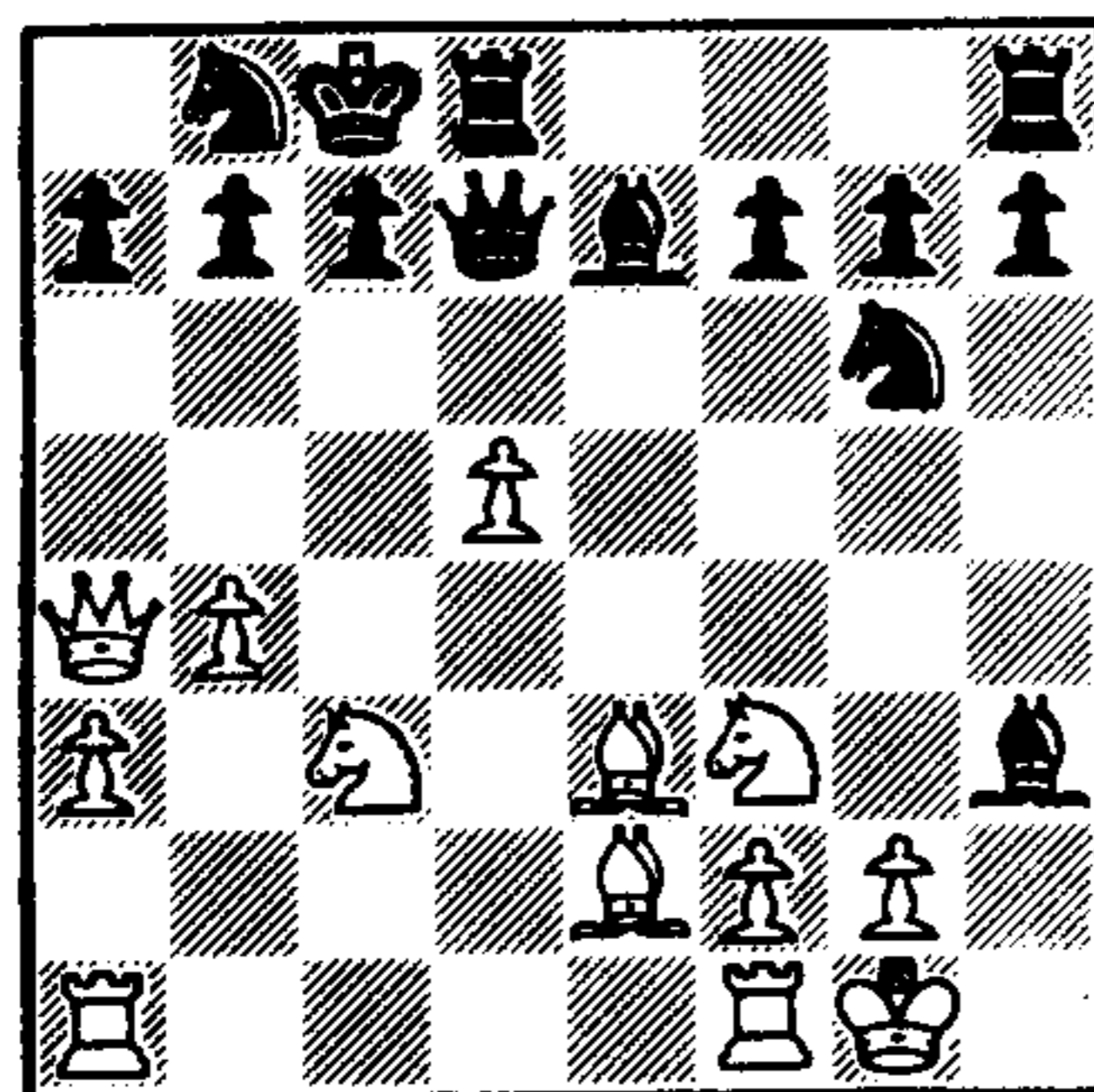


Diagram 22

After 17...Nb8

18 Nb5!

This quiet move is, thanks to the mating threat it contains, considerably stronger than the natural-looking continuation 18 Qxa7. Now Black is really defenseless.

18 ... Rde8

19 gxh3

Once again the simplest; White keeps his extra piece, while his attack continues unslackened. If now 19...a6, then 20 Rfc1 ab 21 Bxb5 Qxh3 22 Rxc7†! Kxc7 23 Rc1†, with mate soon to follow. 19...Qxh3 would be met by 20 Rfc1 Na6 21 Nxc7 Nxc7 22 Rxc7† Kxc7 23 Rc1† Kd8 24 Qa5†, and White wins.

Therefore, Black resigned.

1 e4 e5

2 Nf3 Nc6

3 d4 exd4

4 Bc4 Bc5

5 c3

This old line occurred in a game Estrin—Belinkov (Moscow 1966). The reply 5...Nf6 would have led to a position known to theory. However, Black preferred 5...dc. The next few moves were nothing new to theory either.

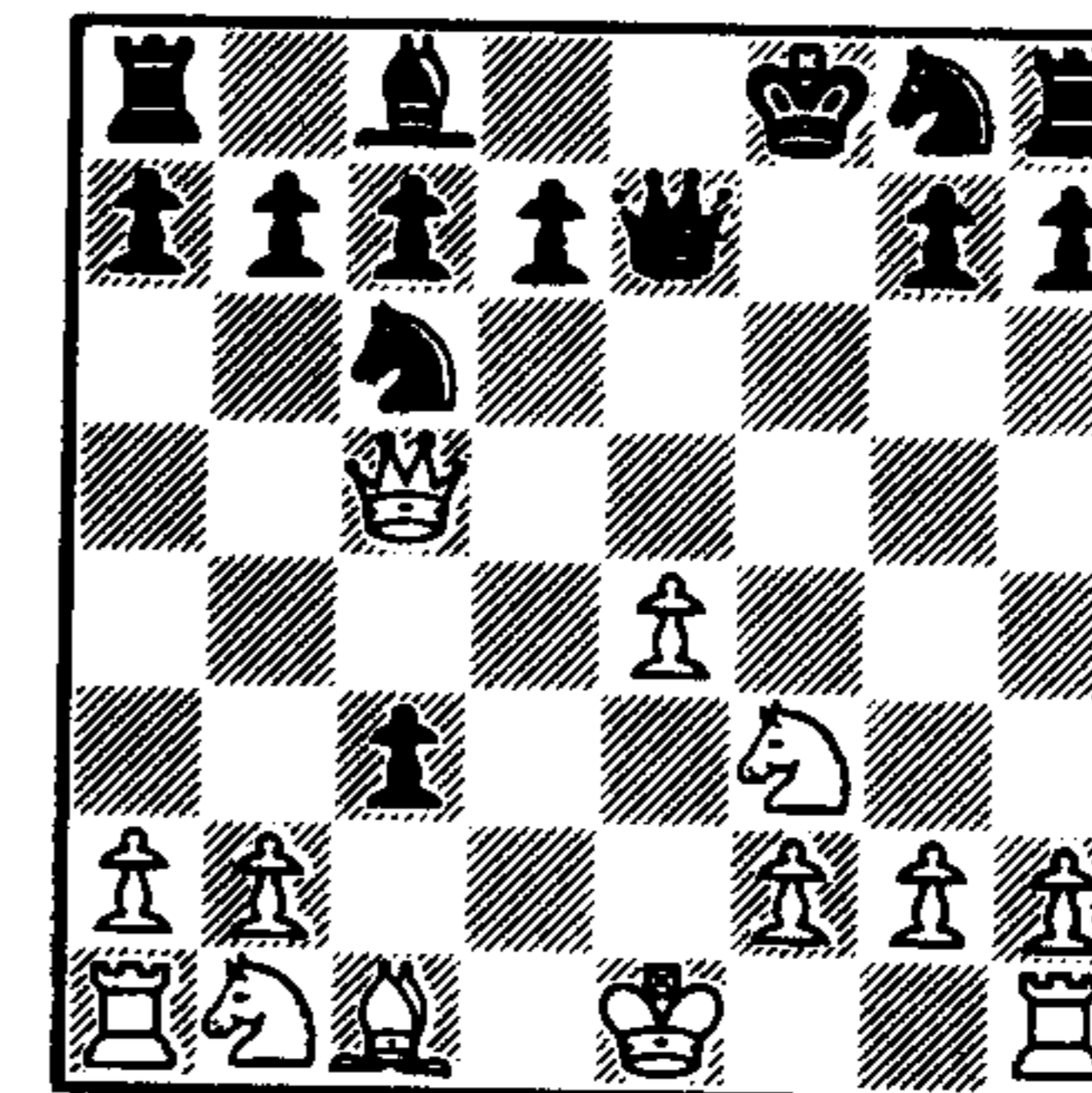
5 ... dxc3

6 Bxf7† Kxf7

7 Qd5† Kf8

8 Qxc5† Qe7

Diagram 23



After 8...Qe7

9 Qxe7† Kxe7

10 Nxc3 d5!

11 0-0 dxe4

12 Ng5 h6

13 Ngxe4 Bf5

and a draw was soon agreed.

The queen exchange on move 9 has always been considered obligatory for White. But what if he plays 9 Qxc3!, sacrificing a pawn instead? After 9...Qxe4† 10 Be3 or 9...Nf6 10 Nbd2 Nxe4 11 Nxe4 Qxe4† 12 Be3 he would obtain excellent play.

Another line played instead of 4...Bc5 is 4...Bb4†.

4 ... Bb4†
5 c3 dxc3
6 0-0!

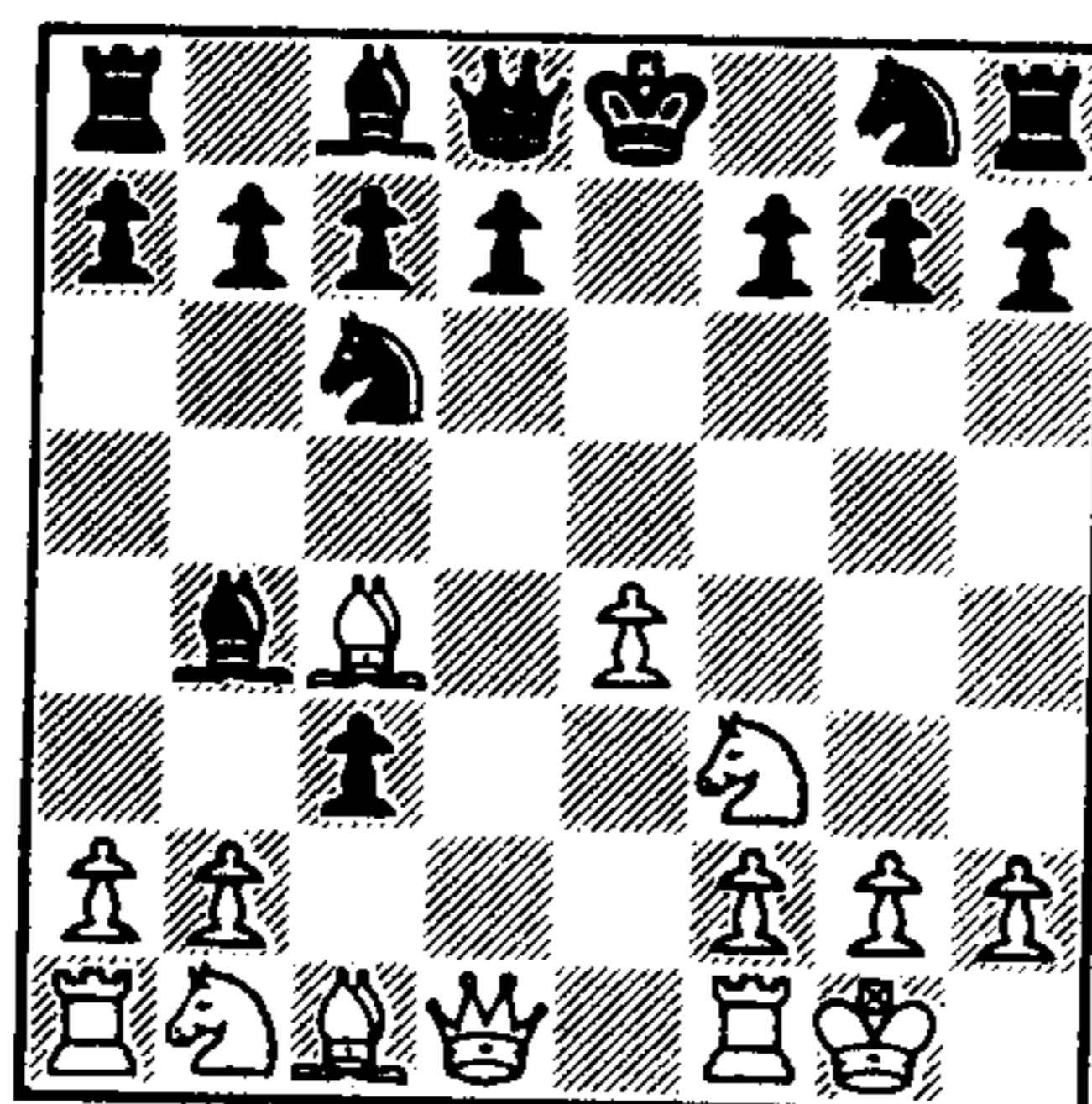


Diagram 24

After 6 0-0

It's not hard to see that in this position White has an extremely dangerous initiative for his two-pawn sacrifice. A possible continuation is:

6 ... cxb2

After 6...d6 7 a3 Ba5 8 b4 Bb6 9 Qb3 Qf6 10 Nxc3 White also obtains tremendous prospects.

7 Bxb2 Bf8

A very passive move, which allows White a good opportunity to bring all his pieces into play. 7...Nf6 is better, when White could continue either with 8 e5 d5 9 Bb3 or the sharper 8 a3 Bc5 (if 8...Ba5, then 9 e5 d5 10 ef dc 11 Qe2† Be6 12 Rd1 Qc8 13 fg Rg8 14 Bf6 and White wins) 9 Ng5 0-0 10 Nxf7 Rxf7 11 Bxf7† Kxf7 12 e5, and after the enemy knight retreats, White gives a queen check at d5, picking up the bishop.

8 Nc3 Be7
9 Nd5 Nf6
10 Ng5! 0-0
11 Nf4 d6

One gets the impression Black has safely covered all his weaknesses. . .

12 Bxf6 Bxf6
13 Nxh7!

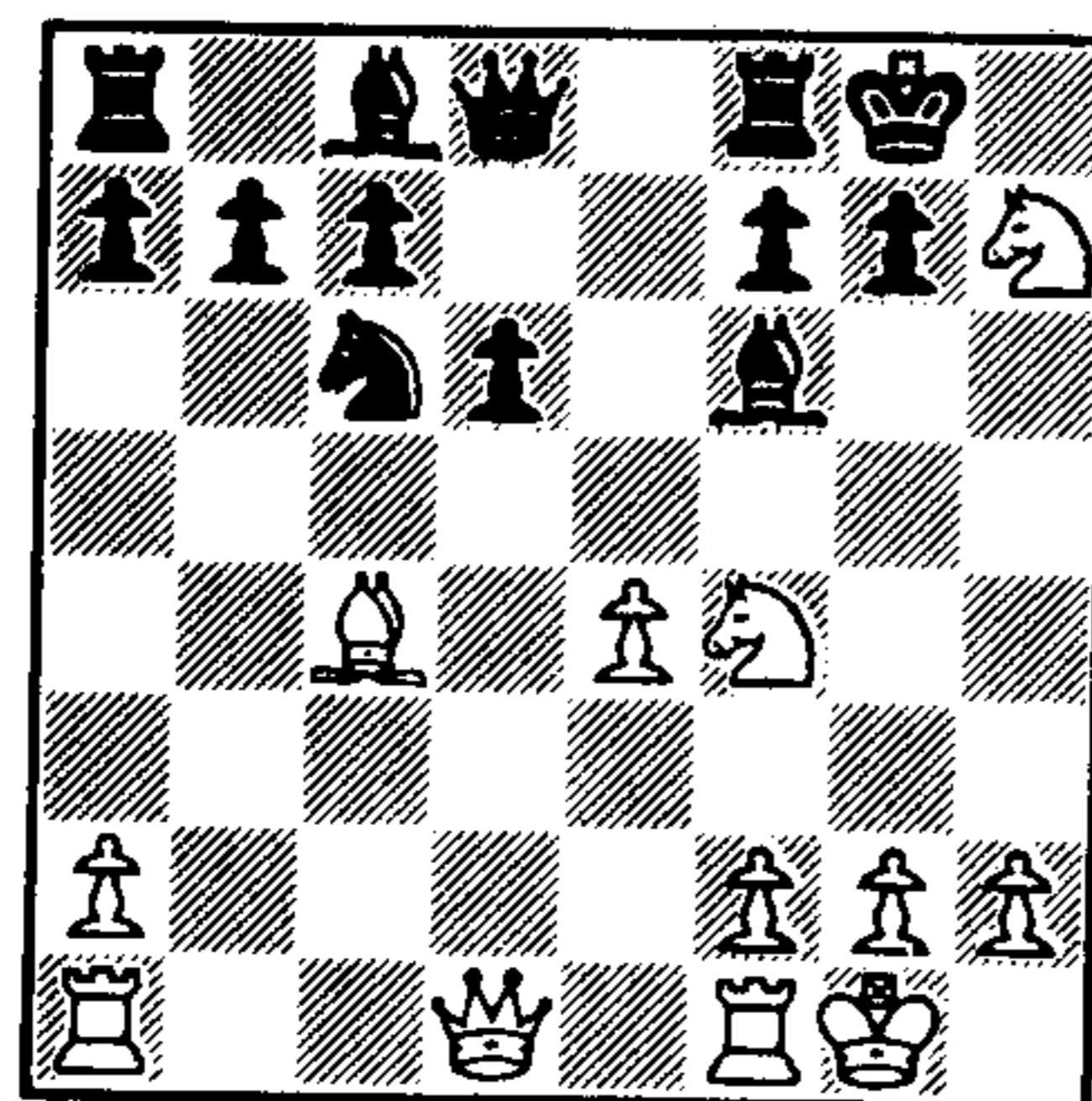


Diagram 25

After 13 Nxh7

Now White has a decisive attack, as the following variations demonstrate:
13...Kxh7 14 Qh5† Kg8 15 Ng6, and mate is inescapable; or
13...Bxa1 14 Qh5 Ne5 15 Ng5 Re8 16 Nxf7 Nxf7 17 Qxf7† Kh8 18 Qh5 mate.

Scotch Game

One can find gambit ideas even in such a quiet-looking opening as the Scotch. In the game Kopayev—Zhukovitsky (XIV USSR Ch semifinal, Kiev 1945), after the opening moves:

1 e4 e5
2 Nf3 Nc6
3 d4 exd4
4 Nxd4 Nf6
5 Nxc6 bxc6
6 e5 Qe7
7 Qe2 Nd5
8 c4 Ba6

White selected the "mistaken" continuation

9 Nd2

9 Qe4 was considered best at that time. After:

9 ... Nb4
10 Nf3 d5

the following position arose.

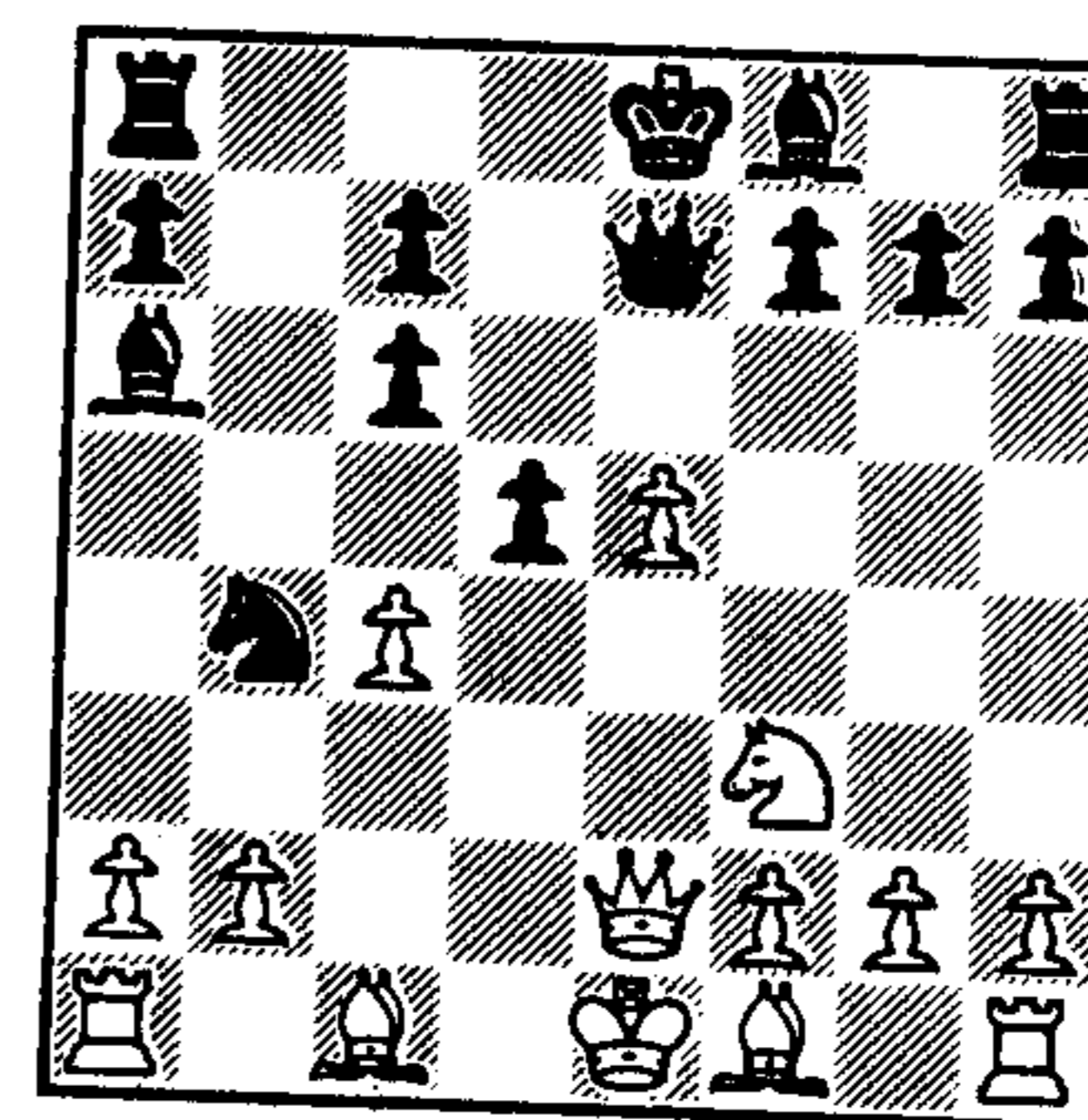


Diagram 26

After 10...d5

11 a3! Bxc4
12 Qd1 Bxf1
13 Kxf1 Na6

White has been deprived of castling and lost a pawn; however, the active position of his pieces was more than enough compensation.

14 Qa4 Nb8
15 Bg5!

White's attack has become decisive. One possible continuation might be 15...Qd7 16 e6! fe 17 Ne5 Qd6 18 Qf4, and Black has to resign.

Kopayev's improvement is still good if Black plays, not 10...d5, but 10...

c5. A game Estrin—Zinser (Moscow 1968) continued: 11 a3 Nc6 12 Bd2 Qe6 13 Bc3 Be7 14 0-0-0, and White had the advantage.

The opportunity to offer an *unexpected* pawn sacrifice in a well-known position, as Kopayev discovered, permits us now to give this position a completely opposite evaluation.

Giuoco Piano

This and the Two Knights' Defense (q.v.) are among the oldest openings; Italian players were studying it back in the 16th Century.

1 e4	e5
2 Nf3	Nc6
3 Bc4	Bc5
4 c3	

The most interesting continuation, owing to the sharp play it leads to.

4 ...	Nf6
5 d4	exd4
6 cxd4	Bb4†
7 Nc3!?	

7 Bd2 Bxd2† 8 Nbx d2 is quieter and safer; the continuation 8...d5 9 ed Nxd5 10 Qb3 Nce7 leads to an approximately even position. With the text move, White sacrifices his central e-pawn for the sake of the initiative.

7 ...	Nxe4
8 0-0	Bxc3
9 d5!	Na5?

Black's usual move here is 9...Bf6 or 9...Ne5.

Black's move here, which occurred in the game Estrin—Zlatkin, 1938 (when the author was still a schoolboy) is a mistake.

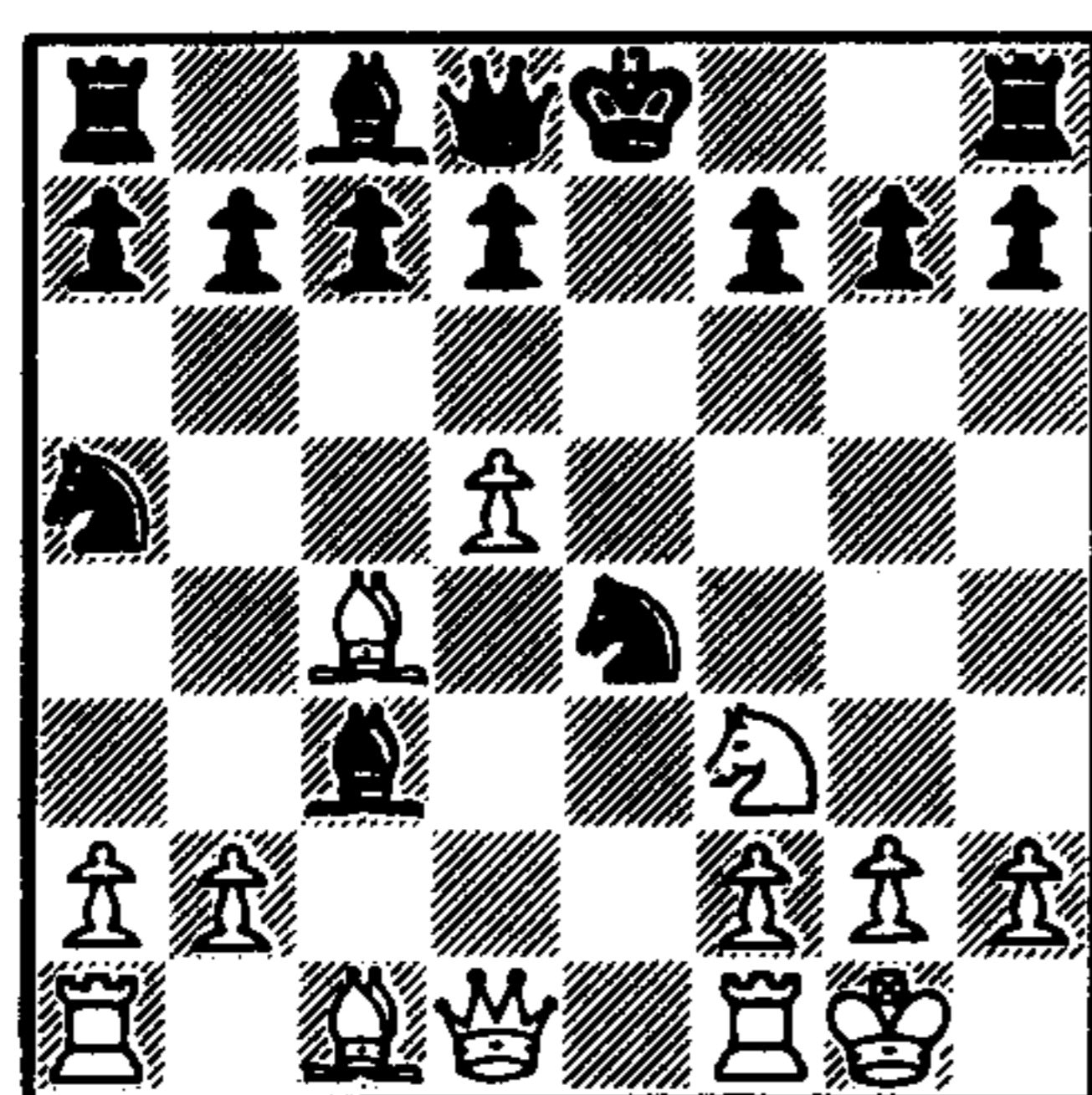


Diagram 27

After 9...Na5

10 Bd3!

Had White played 10 bc Nxc4 11 Qd4, the game would have transposed back into a well-known theoretical line, where Black's best continuation would have been 11...0-0! 12 Qxe4 Nd6 13 Qd3, when White has an initiative for his sacrificed pawn. The attempt by Black to retain the extra piece by

11...Ncd6 12 Qxg7 Qf6 comes a cropper after 13 Qxf6 Nxf6 14 Re1† Nfe4 (Black is also in a hopeless position after 14...Kf8 15 Bh6† Kg8 16 Re5 Nfe4 17 Re1 f6 18 Re7!; while 16...Nde4? 17 Nd2 d6 18 Nxe4! also loses) 15 Nd2 f5 16 f3, when White has a clear advantage.

10 ...	Nc5
11 bxc3	Nxd3

Black is forced to exchange off White's lightsquare bishop thus, as 11...0-0? allows the standard piece sacrifice, leading to a decisive attack: 12 Bxh7†! Kxh7 13 Ng5† Kg8 (if 13...Kg6, then 14 Qg4 f5 15 Qg3 Kf6 16 c4!, with a clear advantage for White) 14 Qh5 Re8 15 Qxf7† Kh8 16 Qh5† Kg8 17 Qh7† Kf8 18 Qh8† Ke7 19 Qxg7†, and Black must lay down his arms.

12 Qxd3	0-0
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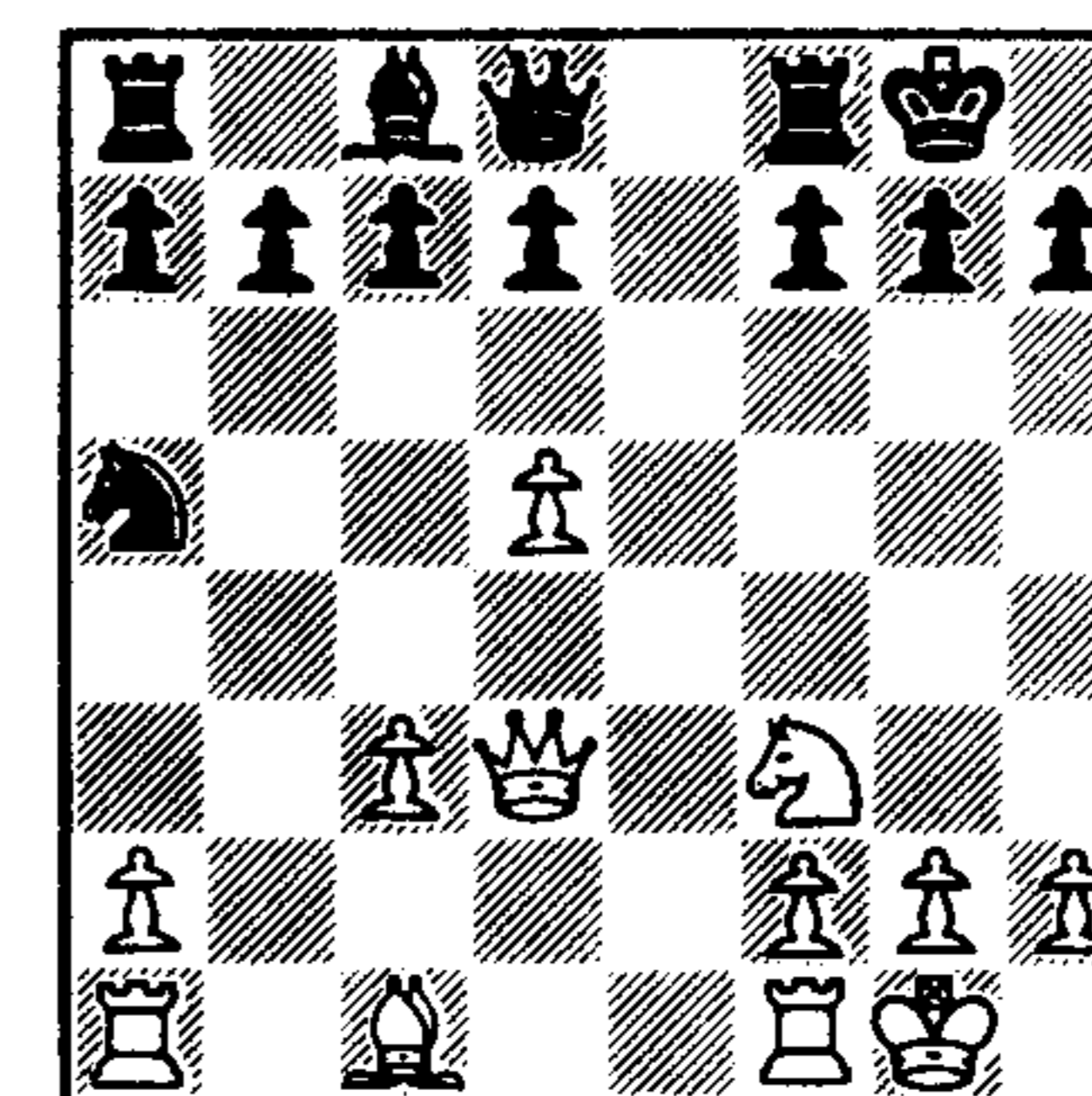


Diagram 28

After 12...0-0

At first glance, nothing seems to threaten Black, with the dangerous king's bishop no longer among the living. But the active position of White's pieces and the unfortunate placement of Black's knight on a5 allow White to obtain a concrete advantage.

13 Ng5!

This powerful move exposes all of Black's weaknesses. Qxh7 mate is threatened, and 13...g6 can be met by 14 Qh3 h5 15 d6!, followed by 16 g4, with a tremendous attack for White.

13 ...	f5
14 d6	c6
15 Re1	h6

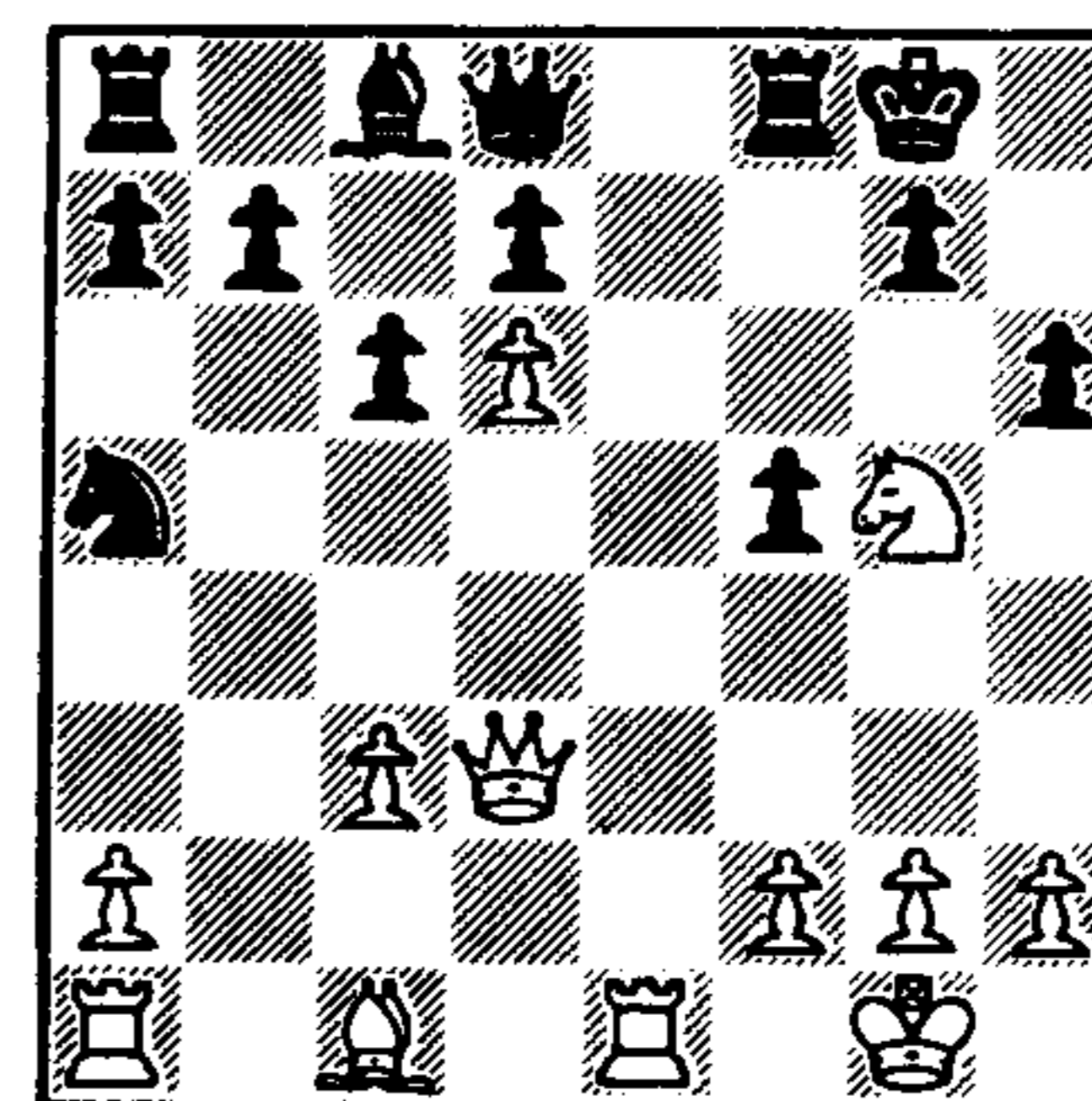


Diagram 29

After 15...h6

Once again, it looks as though all Black's troubles are behind him. From a tactical standpoint, this might indeed be the case; but strategically speaking, Black's position is absolutely hopeless. Like the point of a knife, the White pawn at d6 paralyzes Black's entire position, while his pieces on the queenside are unable to come to the assistance of their king.

16 Re7! hxc5
 17 Bxc5 Rf7
 18 Rae1!

White also obtains an obvious advantage after 18 Rxf7 Qxc5 19 Rxf5 Qd8 20 Re1, but the text move is still more energetic.

18 ... Rxe7
 19 Rxe7 Qf8
 20 Bh6!

White's pieces are clearly too much for the lone Black queen.

20 ... gxh6
 If 20...Qf6, then 21 Bxc7 Qxc7 22 Qxf5!, and Black is helpless.

21 Qg3+ Kh8
 22 Qg6! Resigns.

Along with 8...Bxc3, one also finds 8...Nxc3.

8 ... Nxc3
 9 bxc3 Bxc3

Now White should consider playing...

10 Qb3!

Contemporary theory also recommends 10 Ba3.

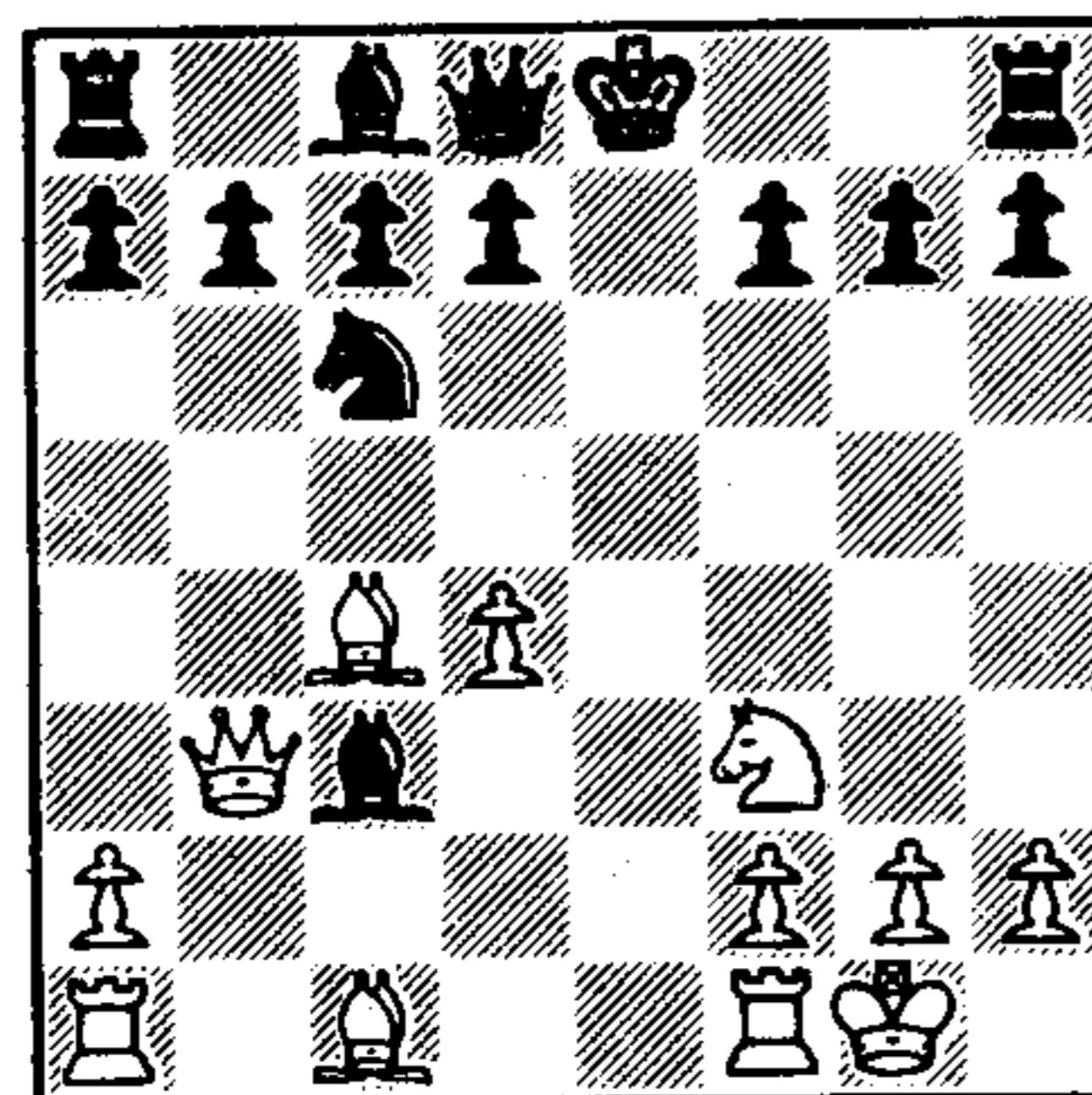


Diagram 30

After 10 Qb3

White sacrifices a rook, obtaining in return a powerful attack. This is what Greco played in the 17th Century against one of his contemporaries.

10 ... Bxa1?

The White rook makes a tempting dish, and Black is unable to resist the temptation. But now White's attack becomes irresistible. The right continuation for Black was 10...d5! 11 Bxd5 0-0 12 Bxf7+ Kh8, and after 13 Qxc3 Rxf7 14 Ng5 White's advantage is insignificant.

11 Bxf7+ Kf8
 12 Bg5 Ne7
 13 Ne5!

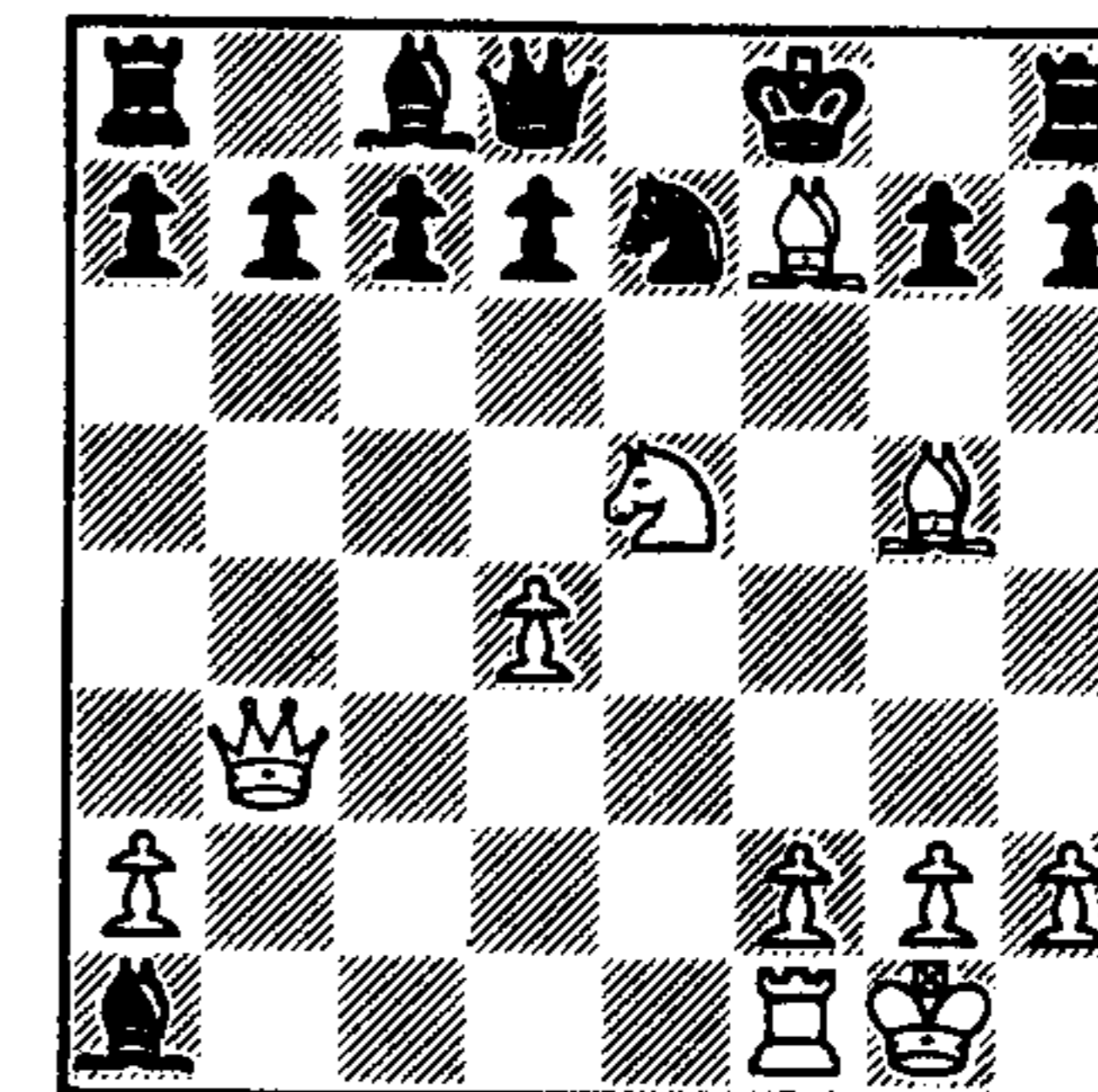


Diagram 31

After 13 Ne5

Four White pieces take part in the attack. Black is in no condition to ward off all the threats.

13 ... Bxd4
 14 Bg6! d5
 15 Qf3+ Bf5
 16 Bxf5 Bxe5
 17 Be6+ Bf6
 18 Bxf6

Despite his extra rook, Black is helpless.

18 ... Ke8
 19 Bxg7 Qd6
 20 Qf7+ Kd8
 21 Bxh8

Now it is White who is a piece ahead — and Black must lose still more material.

The Giuoco Piano has been known for three centuries, and it would seem that all of its paths and byways would by now have been studied and researched to the last turn. Nonetheless, even in our day important improvements are still being found in this opening, which either result in a reevaluation of that variation or allow the player to score his point in the particular game he is playing.

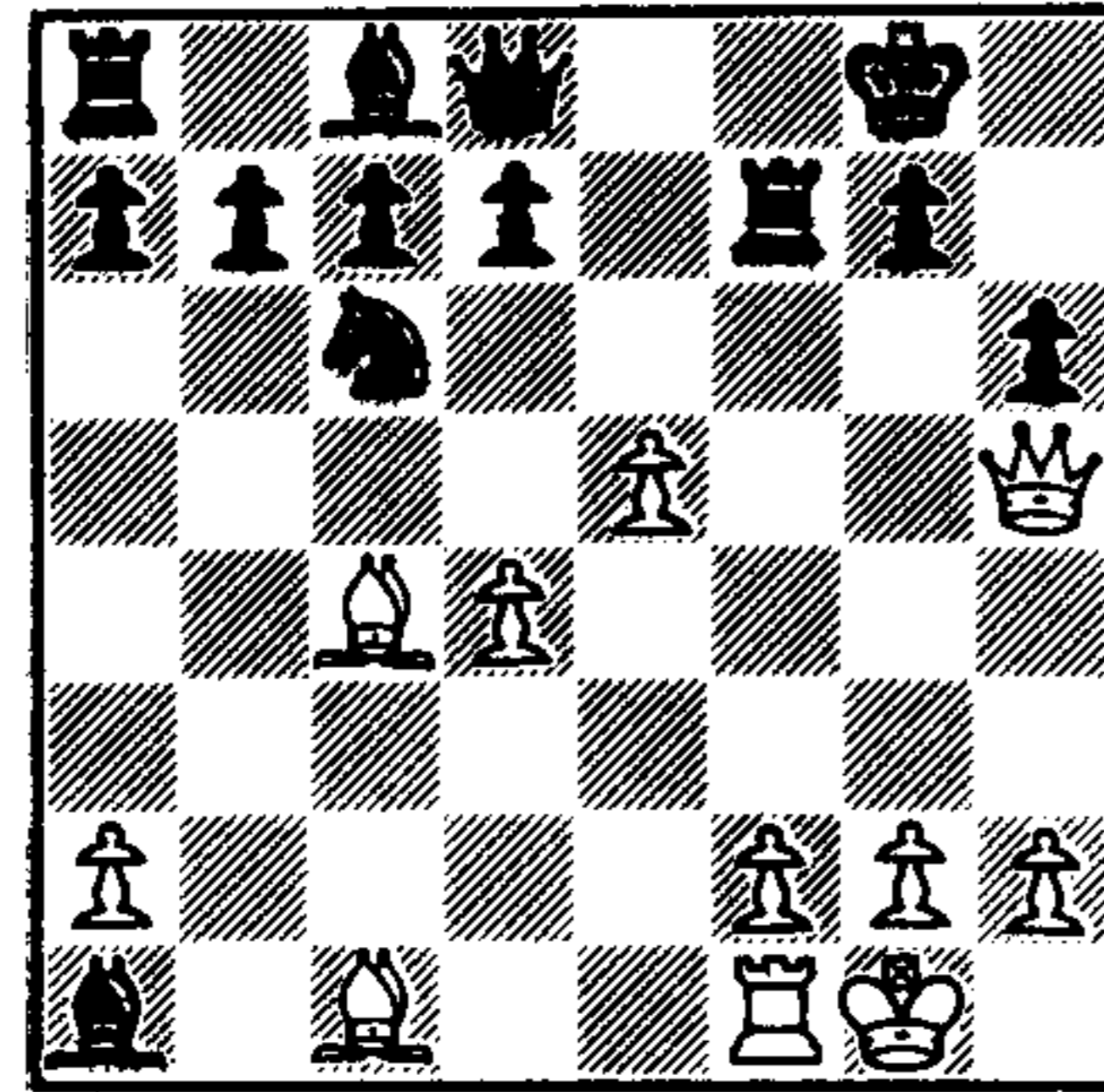
Sometimes, Black replies to 7 Nc3, not with 7...Nxe4, but with 7...0-0 8 e5 Ne4. A possible continuation is 9 0-0! Nxc3 10 bc Bxc3 11 Ng5! (again, a sacrifice for the attack) 11...Bxa1 12 Qh5 h6 13 Nxf7! Rxf7

(See diagram at top of next page)

14 Bxf7+ Kf8 15 Bd5 Qe8 16 Ba3+ d6 17 ed! Qxh5 18 d7+ Ne7 19 d8 (Q)+ Qe8 20 Bxe7 mate.

Until recently, the above move order was considered the only one for White, if he wanted to win. Not so long ago, another possibility was found for White: instead of 14 Bxf7+, White can play 14 Qxf7+, and then 14...Kh8

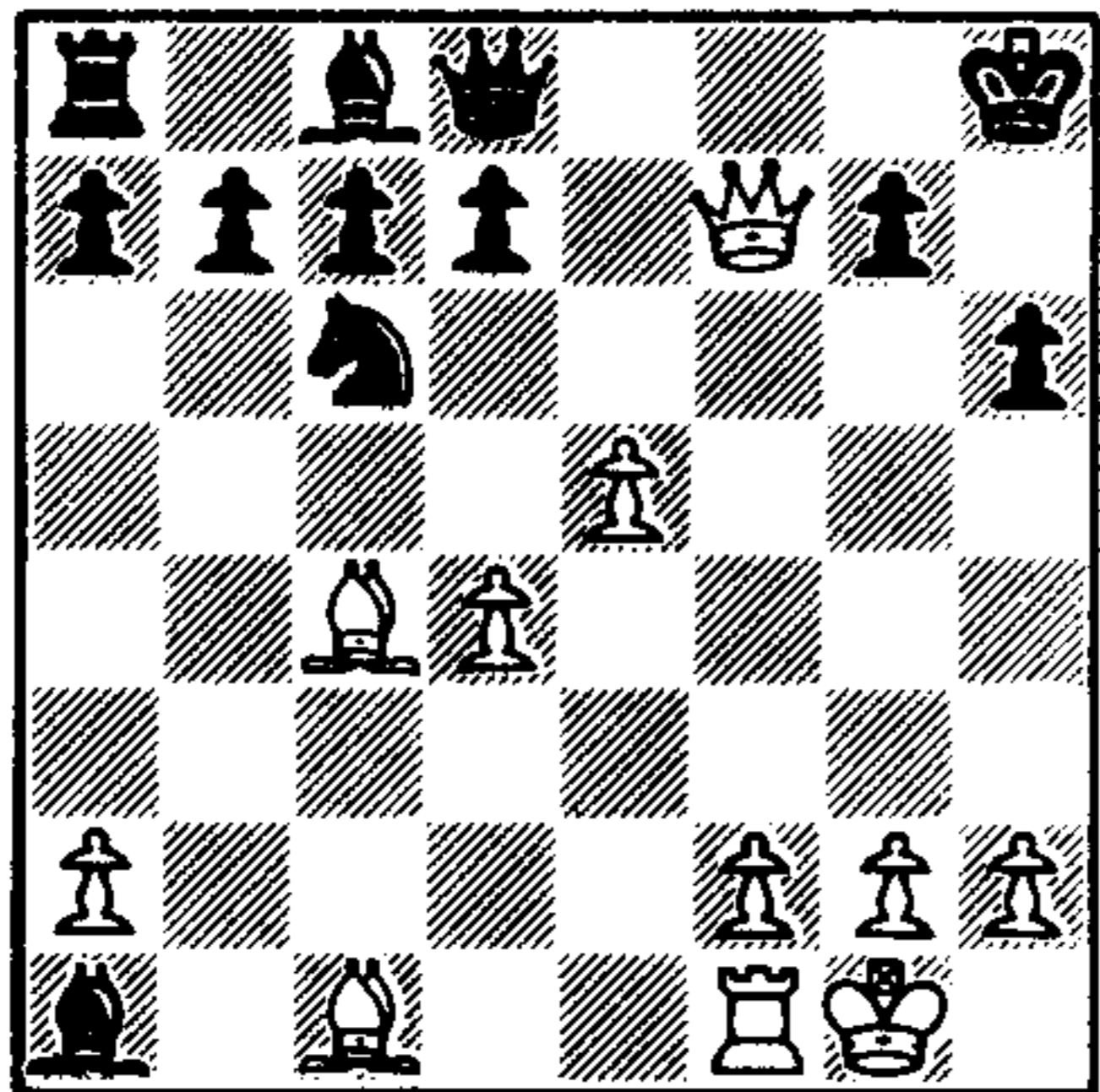
Diagram 32



After 13...Rxf7

leads to the following position:

Diagram 33



After 14...Kh8

Now after 15 Bg5!! Black must resign, since 15...Qxg5 is met by 16 Qg8 mate, while 15...hg allows 16 Qh5 mate.

This example underscores the frequently repeated point, that every recommendation should be critically examined, and that one should never trust authority blindly. In any position, even one that has been studied and researched up one side and down the other, one can always find a new move, overlooked by theory, but stronger.

The following line is worth examining.

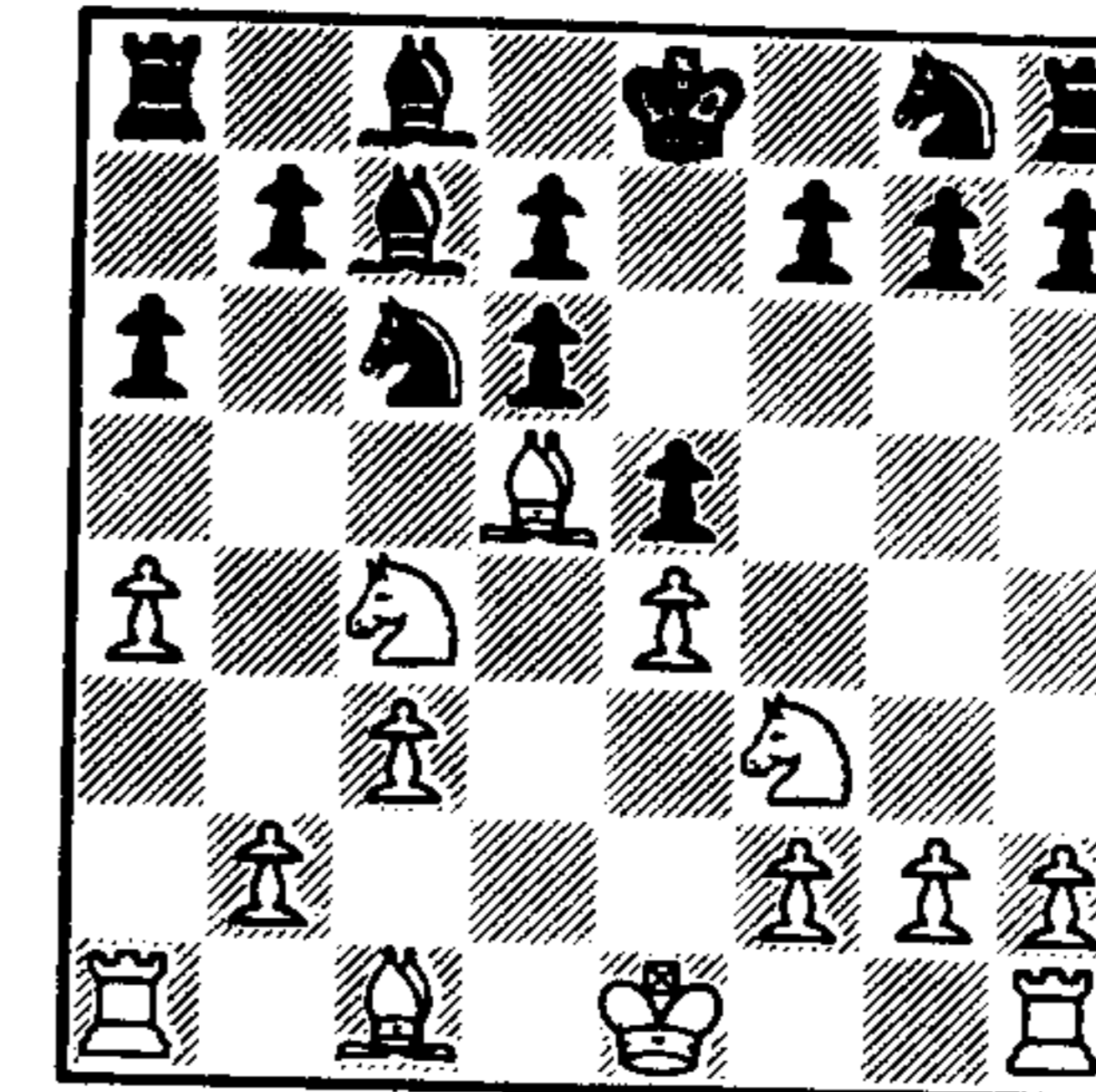
- | | |
|-------|-----|
| 1 e4 | e5 |
| 2 Nf3 | Nc6 |
| 3 Bc4 | Bc5 |
| 4 c3 | Qe7 |
| 5 d4 | Bb6 |
| 6 d5 | Nb8 |
| 7 a4 | a6 |
| 8 d6! | |

Sacrificing a central pawn, White cramps the opposing forces and prevents their normal development.

- | | |
|--------|------|
| 8 | Qxd6 |
| 9 Qxd6 | cxd6 |

- | | |
|--------|-----|
| 10 Bd5 | Nc6 |
| 11 Na3 | Bc7 |
| 12 Nc4 | |

Diagram 34



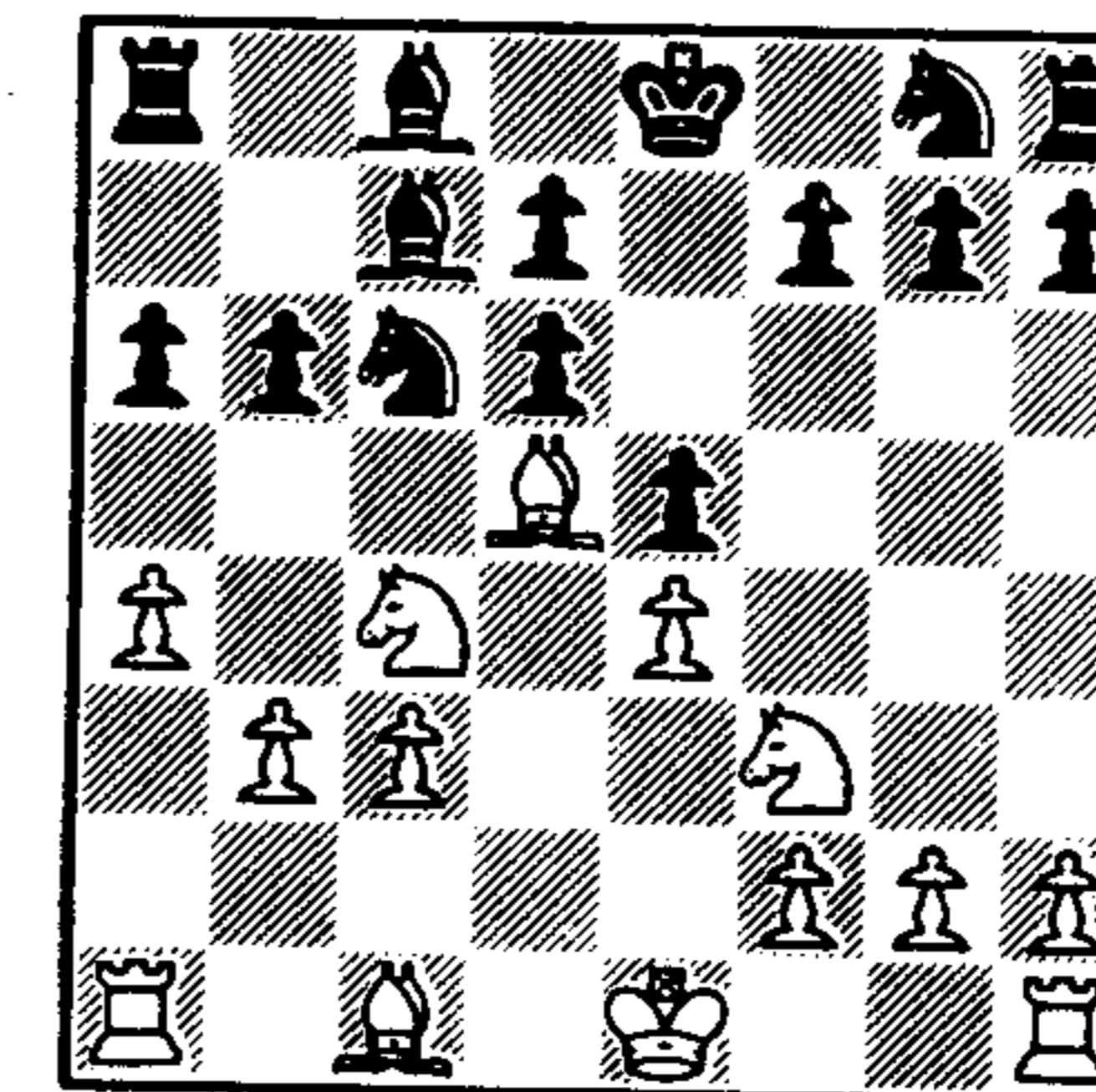
After 12 Nc4

In the 3rd Soviet edition of his textbook, *Kurs Debyutov* (Moscow 1961), Master Panov recommends 12...Nce7 in the diagrammed position, continuing with either 13 Ne3 Nf6 14 a5 Rb8 and 15...b6, or 13 Be3 Nf6 14 Rd1 Nxd5 15 ed b5, in either case with advantage for Black.

However, on 12...Nce7 White has 13 b3!, and after 13...Nf6 14 Ba3 Nxd5 15 ed Nxd5 16 Nxd6+ Bxd6 17 Bxd6 f6 18 c4 Ne7 19 a5! he is assured the better chances.

In the game Estrin-Karnowitz (Moscow 1966), Black did not play 12...Nce7, but 12...b6. White answered 13 b3!

Diagram 35



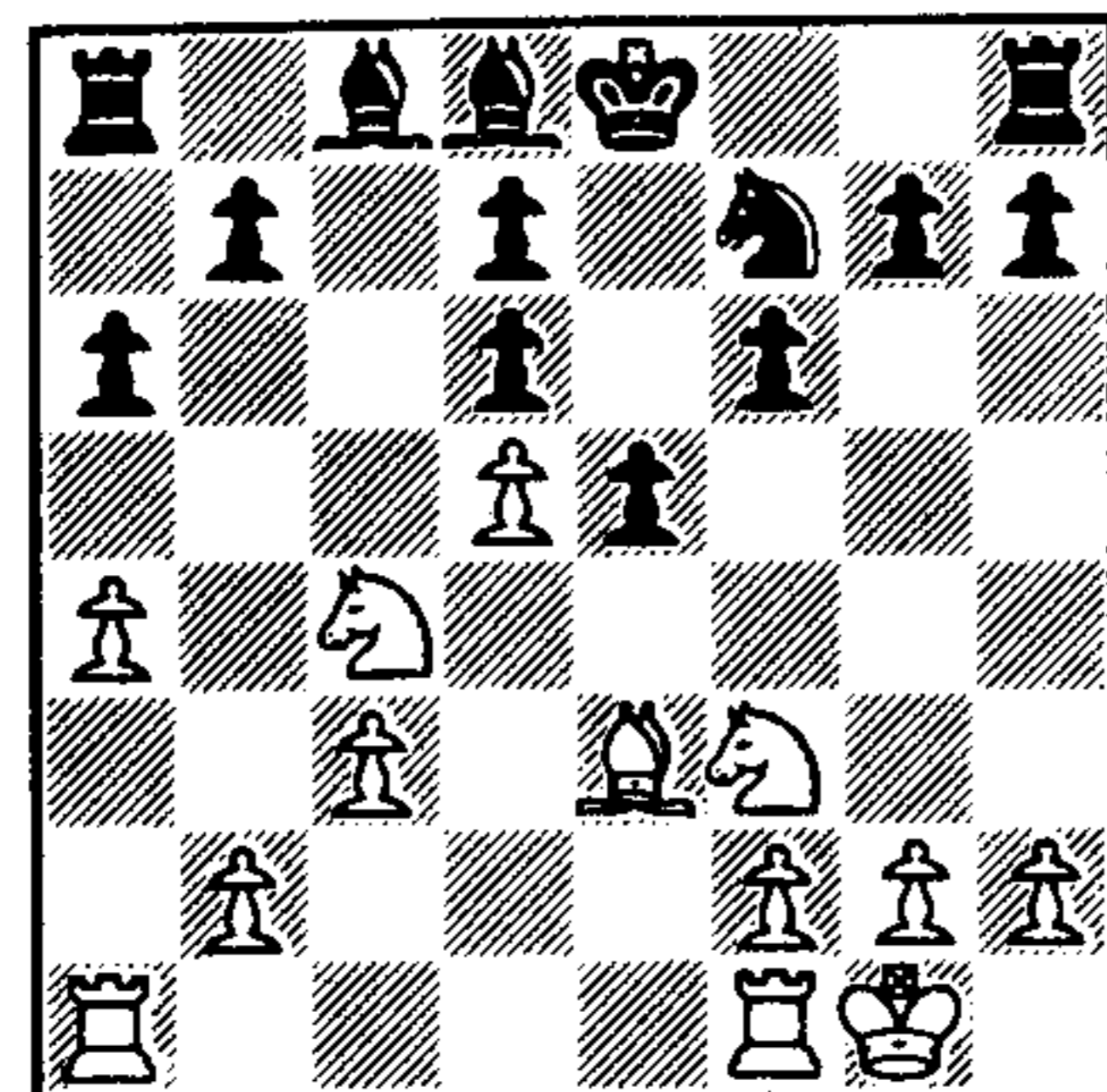
After 13 b3

and after 13...Nf6 14 Ba3 0-0 (if 14...Nxd5, then 15 ed Na5 16 Bxd6 Bxd6 17 Nxd6+ Ke7 18 Nf5+! Kf6 19 Ne3, and White stands considerably better) 15 Bxd6 Bxd6 16 Nxd6 Nxd5 17 ed Na5 18 b4 Nb7 19 Nc4! won a pawn.

After 1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Qe7 5 d4 Bb6 6 d5 Black, instead of 6...Nb8, also not infrequently plays 6...Nd8.

In the game Estrin-Kots (Tula 1951), the continuation was: 7 a4 a6 8 d6! Qxd6 9 Qxd6 cd 10 Bd5 Ne7 11 0-0 Nxd5 12 ed f6 13 Nbd2 Nf7 14 Nc4 Bd8 15 Be3.

Diagram 36



After 15 Be3

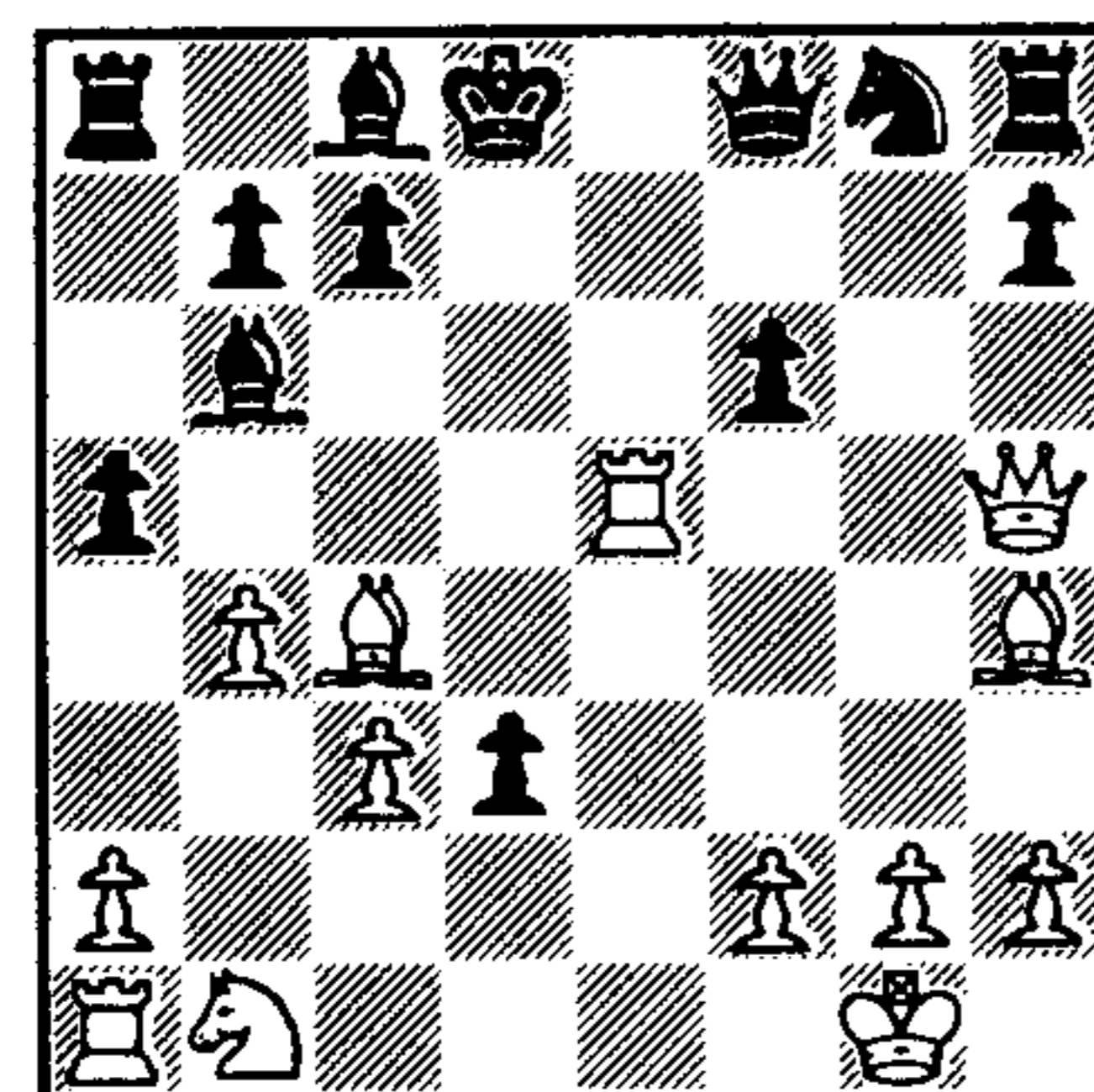
Now 16 Bb6 is threatened, when Black's queenside would be paralyzed. So Black must return the pawn.

15...b6 16 Bxb6 Bb7 17 Bxd8 Kxd8 18 Nb6 Rb8 19 a5!, and again White's advantage is indisputable.

In the game Estrin—Zhvltsov (Moscow 1945), after the opening moves 1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Qe7 5 d4, Black, instead of playing 5...Bb6, played 5...ed?, which is a mistake, of course, since the reason Black played the move 4...Qe7 was to hold the center. White continued 6 0-0!, and after 6...d3 7 b4 Bb6 8 e5! d6 9 Bg5 he obtained a strong attack.

The continuation was: 9...f6 10 ef gf 11 Re1 Ne5 12 Nxe5 de 13 Qh5+ Kd8 14 Bh4 a5 15 Rxe5 Qf8

Diagram 37



After 15...Qf8

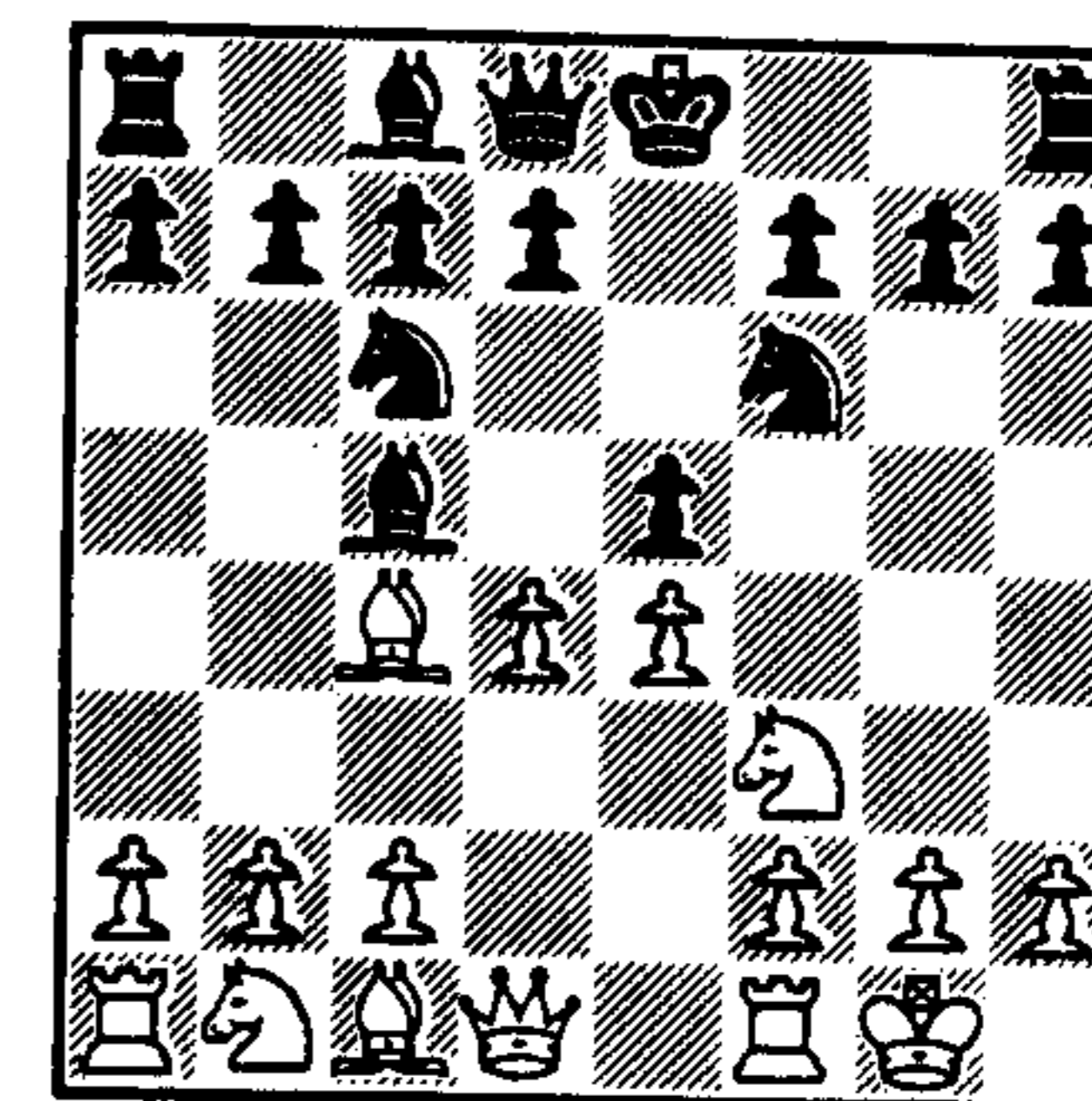
Now the decisive continuation: 16 Bxg8 Rxg8 17 Re8+! Qxe8 18 Bxf6+ Qe7 19 Qd5+, and Black resigned.

In the old Giuoco Piano, after 1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 0-0 Nf6 5 d4!?, we reach the following position:

(See diagram at top of next page)

What is Black's proper reply? After 5...ed, Black must be prepared to face the Max Lange Attack, a system wherein he who knows the ground better and

Diagram 38



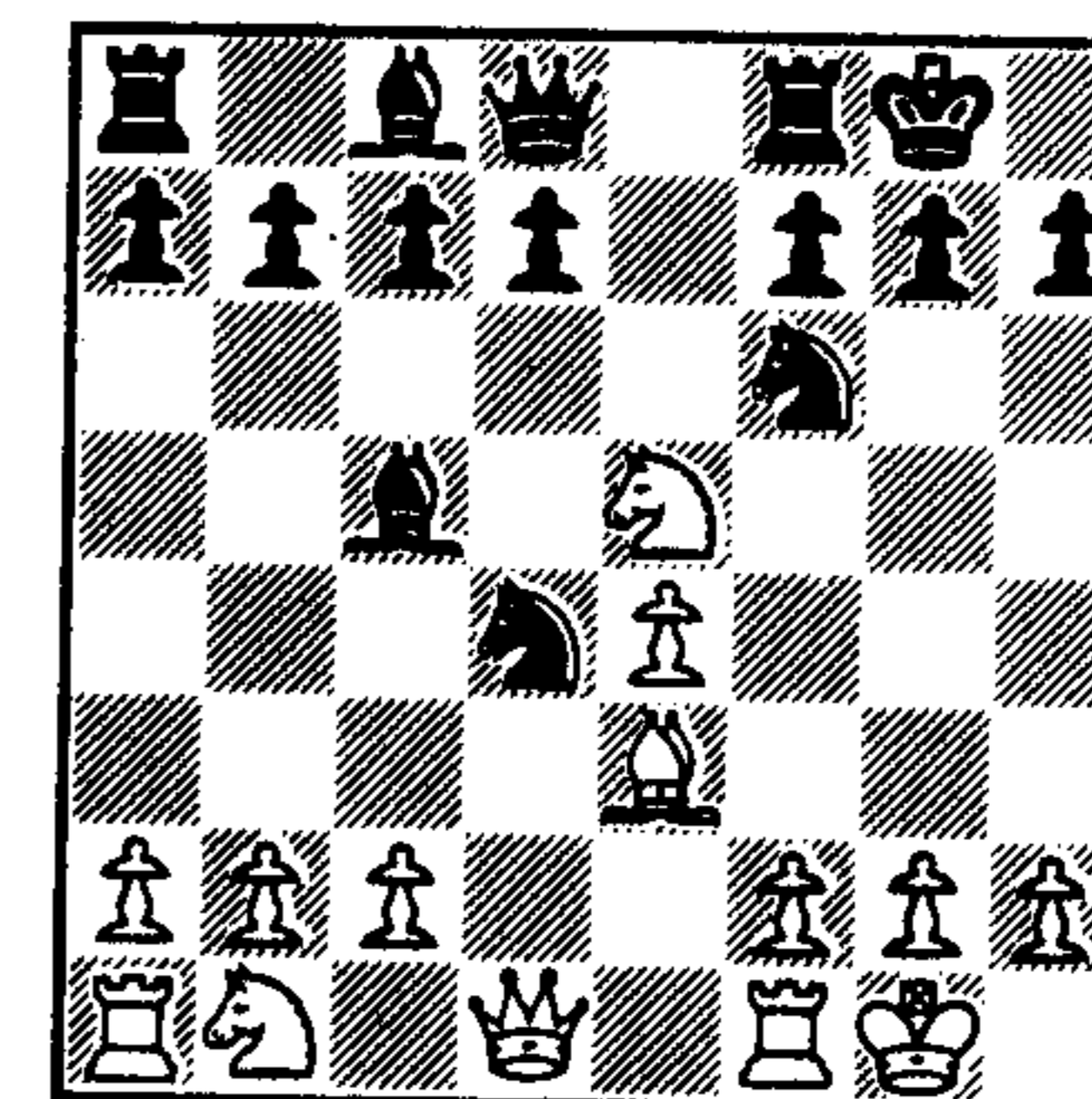
After 5 d4

is better prepared will win out.

5...Bxd4 is risky in view of 6 Nxd4 Nxd4 7 Bg5 (7 f4 immediately is also possible), and after 7...h6 8 Bh4 g5? 9 f4! gf 10 Rxf4! White has a decisive advantage. 7...Ne6 8 Bxe6! fe 9 f4 Qe7! may be better, with a complex game. But here too, White has compensation for the pawn, and may continue the attack with 10 Kh1 or 10 Bxf6.

At first glance, it might seem most natural and logical to play 5...Nxd4 6 Nxe5 0-0?, but after 7 Be3! Black is in great difficulties at once. (Only seven moves, and already Black is nearly lost!)

Diagram 39



After 7 Be3

In the game Estrin—Ravinsky (Leningrad 1955), after 7...d5 8 ed b5 9 Bxd4 Bxd4 10 Qxd4 bc 11 Nc3 and 12 Nxc4 Black was two pawns down, and eventually lost. In Estrin—Klaman (Leningrad 1957), Black played 7...Qe7 instead, but after 8 Bxd4 Bxd4 9 Qxd4 c5 10 Qc3! Nxe4 11 Qe3 Qxe5 12 Nc3, he resigned, since he must lose a piece.

Twenty years later, the diagrammed position again occurred, in the game Estrin—Solovyev (Moscow 1977): yet another experienced master (the 1954 Moscow Champion) caught in the same trap. He selected a different defensive plan: 7...Ne6 8 Bxe6 Bxe3 9 Bxf7+ Kh8. After the further moves 10 Bb3 Bb6 11 Nf7+ Rxf7 12 Bxf7 Nxe4 13 Nd2 White, the exchange up, won quickly.

From these examples one can see that not every natural, "logical" move is actually playable in the opening. It is in this stage that the player at the board should be especially alert to any new and unexpected move. Practice shows that the force of a "novelty" most often boils down precisely to the effect of surprise, causing the opponent to lose his bearings. Since the time allotted for thinking is limited, sometimes the player will find it hard to deal with an unexpected turn of events over-the-board. As time goes on, such "novelties" are not infrequently refuted, and effective antidotes found for them; then, no one else ever uses them again. But the "novelty" has already done its job, by helping the player win that particular game. Thus, the end is achieved.

Evans Gambit Accepted

1 e4	e5
2 Nf3	Nc6
3 Bc4	Bc5
4 b4	

A gambit introduced by the English sea-captain Evans in 1824.

4 ...	Bxb4
5 c3	Bc5
6 d4	

6 0-0 d6 7 d4 ed 8 ed Bb6 is also possible, leading to a transposition of moves.

6 ...	exd4
7 cxd4	Bb6
8 0-0	d6

White can answer 7...Bb4† with 8 Kf1, gaining the initiative.

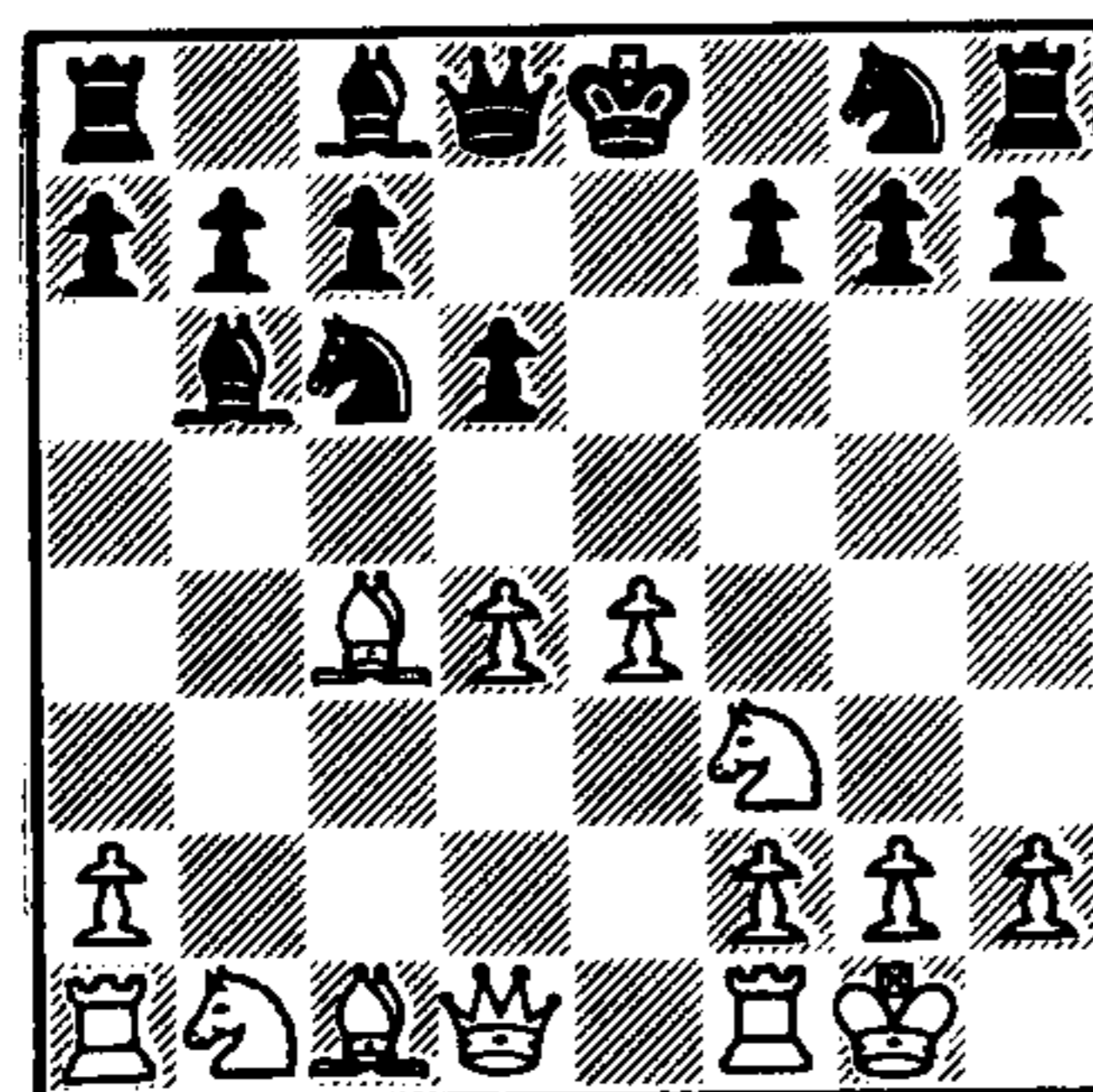


Diagram 40

After 8...d6

The critical position of the Evans Gambit Accepted. White has an active position for his sacrificed pawn, which assures him a persistent initiative. An example of how the attack should be played is provided by the famous game Anderssen—Zuckertort (Berlin 1868):

9 d5

Anderssen's idea. 9 Nc3 has also been seen here. In that case, 9...Bd7 would be too passive, since 10 e5 de 11 Re1! Nge7 12 Ng5 Be6 (if 12...0-0, then 13 Qh5) 13 Bxe6 fe 14 Nxe6 gives White a strong attack. The continuation

might then be: 14...Qd6 15 Nxg7† Kf8 16 Qg4 Bxd4 17 Ne4 Qb4 (17...Qg6 is correct) 18 Ne6† Ke8 19 Nf6† Kf7 20 Ng5† Kf8 21 Ba3! Qxa3 22 Qe6 Nd8 23 Qf7†! Nxf7 24 Ne6 mate.

After 9 Nc3, another mistaken line is 9...Nf6? The game Muller—Lehmann (Match, Switzerland—E. Germany 1955) continued: 10 e5! de 11 Ba3 Na5 12 Nxe5 Nxc4 13 Qa4† Bd7 14 Qxc4 Be6 15 d5!, with a decisive attack for White. After 15...Bxd5 16 Qa4† c6 17 Rad1 Nd7 18 Nxd7 Qxd7 19 Nxd5 cd 20 Bxd5! Black resigned, since he cannot avoid mate (20...Qxa4 21 Re1†).

9 ...	Na5
10 Bb2	Nge7
11 Bd3	0-0
12 Nc3	Ng6
13 Ne2	c5!
14 Rc1	Rb8
15 Qd2	f6
16 Kh1	Bc7

On 16...Ne5 White would have continued 17 Nxe5 fe 18 f4.

17 Ng3	b5
18 Nf5	b4?

A mistake; Black should have played 18...Bxf5 19 ef Ne5 to slow up his opponent's attack.

19 Rg1	Bb6
20 g4	Ne5
21 Bxe5	de
22 Rg3	Rf7

White has concentrated almost all his pieces on the king's wing, and now begins the decisive assault.

23 g5!	Bxf5
24 exf5	Qxd5
25 gxf6	Rd8

25...Rxf6 loses at once to 26 Bc4!

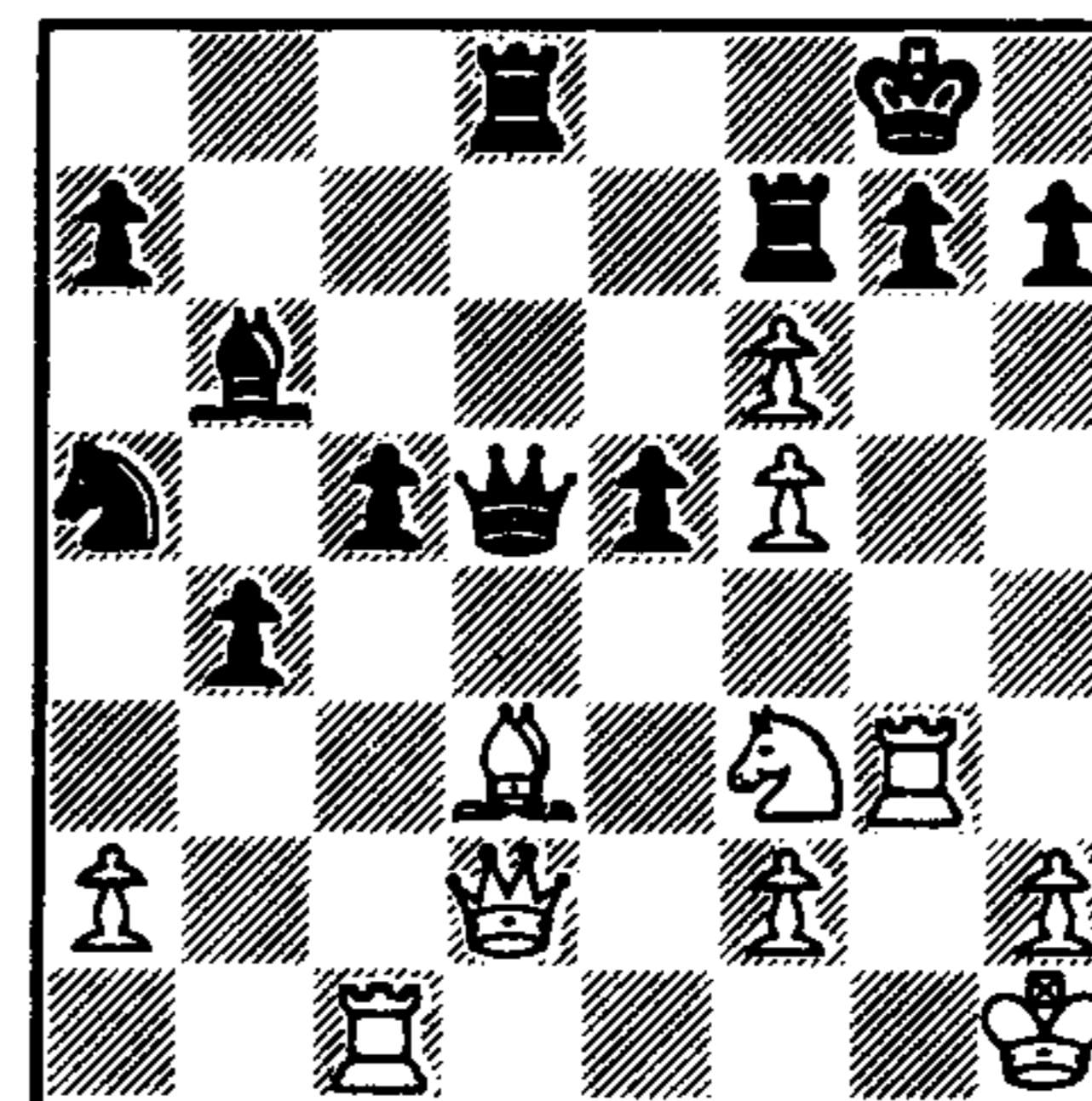


Diagram 41

After 25...Rd8

Now an elegant finish:

26 Rcg1!	Kh8
----------	-----

On 26...Qxd3 White wins by 27 Rxc7† Rxc7 28 Rxc7† Kf8 29 Qxd3 Rxd3 30 Ng5.

27 fxg7+ Kg8
 If 27...Rxc7 28 Rxc7 Qxf3+, then 29 R1g2 and Black is defenseless.
 28 Qh6 Qd6

Now White mates elegantly:

29 Qxh7+! Kxh7
 30 f6+! Kg8
 31 Bh7+! Kxh7
 32 Rh3+, and mate next move.

Worth examination is the game Cafferty—van Geet (Amsterdam 1972):

1 e4 e5
 2 Nf3 Nc6
 3 Bc4 Bc5
 4 b4 Bxb4
 5 c3 Be7

This bishop retreat is also seen from time to time.

6 d4 Na5
 7 Nxe5

The most current line today is the continuation wherein White sacrifices a pawn for the initiative with 7 Bd3!

7 ... Nxc4
 8 Nxc4 d5
 9 exd5 Qxd5
 10 Ne3 Qa5
 11 0-0 Nf6
 12 c4 c6
 13 Bb2 Be6
 14 Nc3

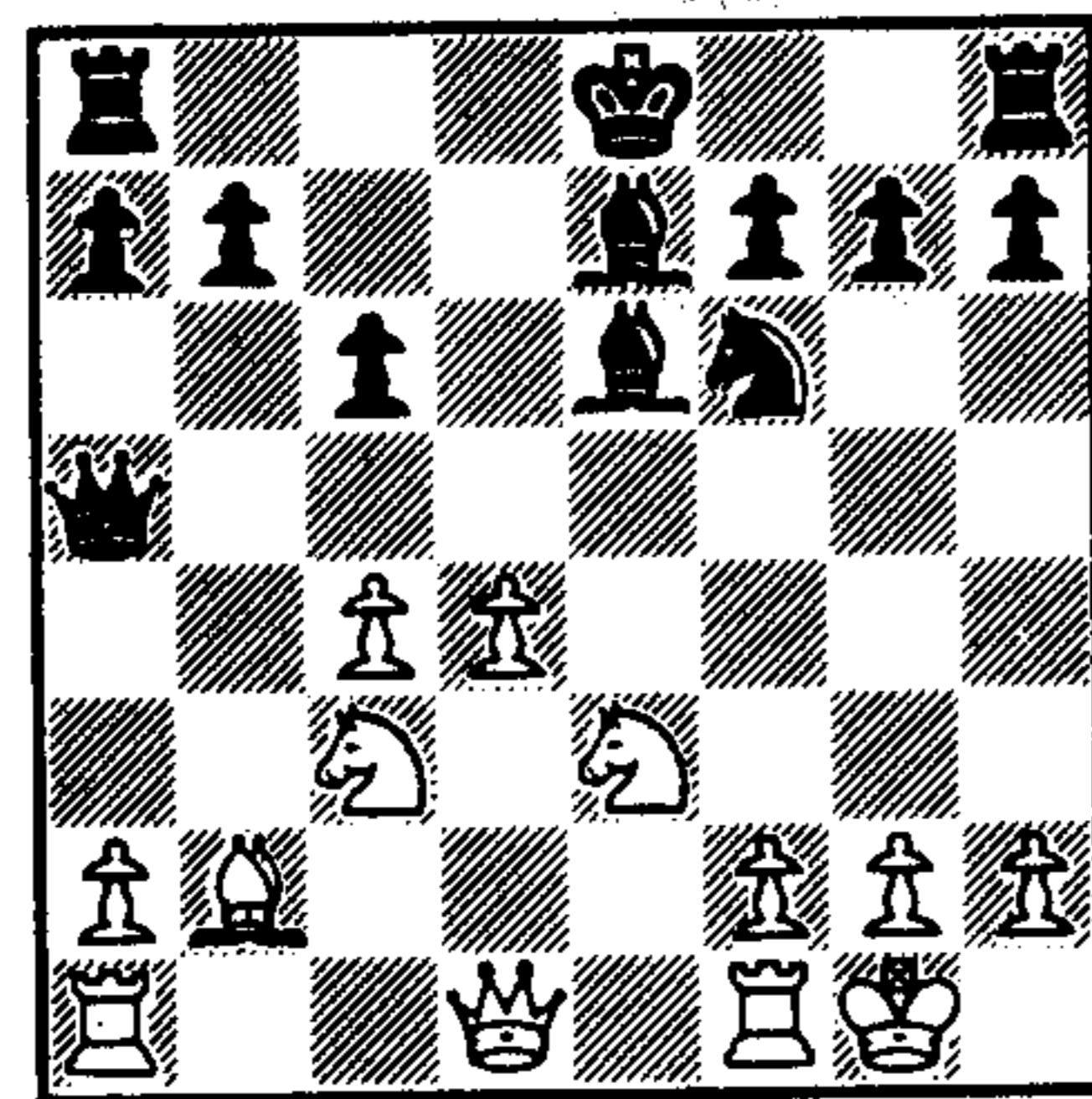


Diagram 42

After 14 Nc3

White stands somewhat more actively, but Black has the Two Bishops, and no weaknesses. The chances should be considered roughly equal.

14 ... Rd8
 15 d5! cxd5

15...0-0 is also possible, and if 16 Qe2 or 16 Qf3, then 16...Rc8 which transposes.

16 Nxd5 Nxd5
 17 cxd5 0-0

18 Qf3 Bxd5?
 A mistake with disastrous consequences. 18...Bc8 19 Qg3 f6 was correct, with a solid position for Black.

19 Qg3 f6
 If 19...g6, then 20 Qe5.

20 Nf5 Rf7
 21 Nxe7+ Rxe7
 22 Bxf6, and White won.

Evans Gambit Declined

1 e4 e5
 2 Nf3 Nc6
 3 Bc4 Bc5
 4 b4 Bb6

Black declines the gambit pawn, rather than give his opponent the chance to occupy the center with tempo.

5 a4 a6
 6 Nc3

White's last two moves were introduced by I. Kan in a game against Botvinnik in 1929. Master Sokolsky later subjected them to detailed analysis.

6 ... Nf6
 7 Nd5 Nxd5

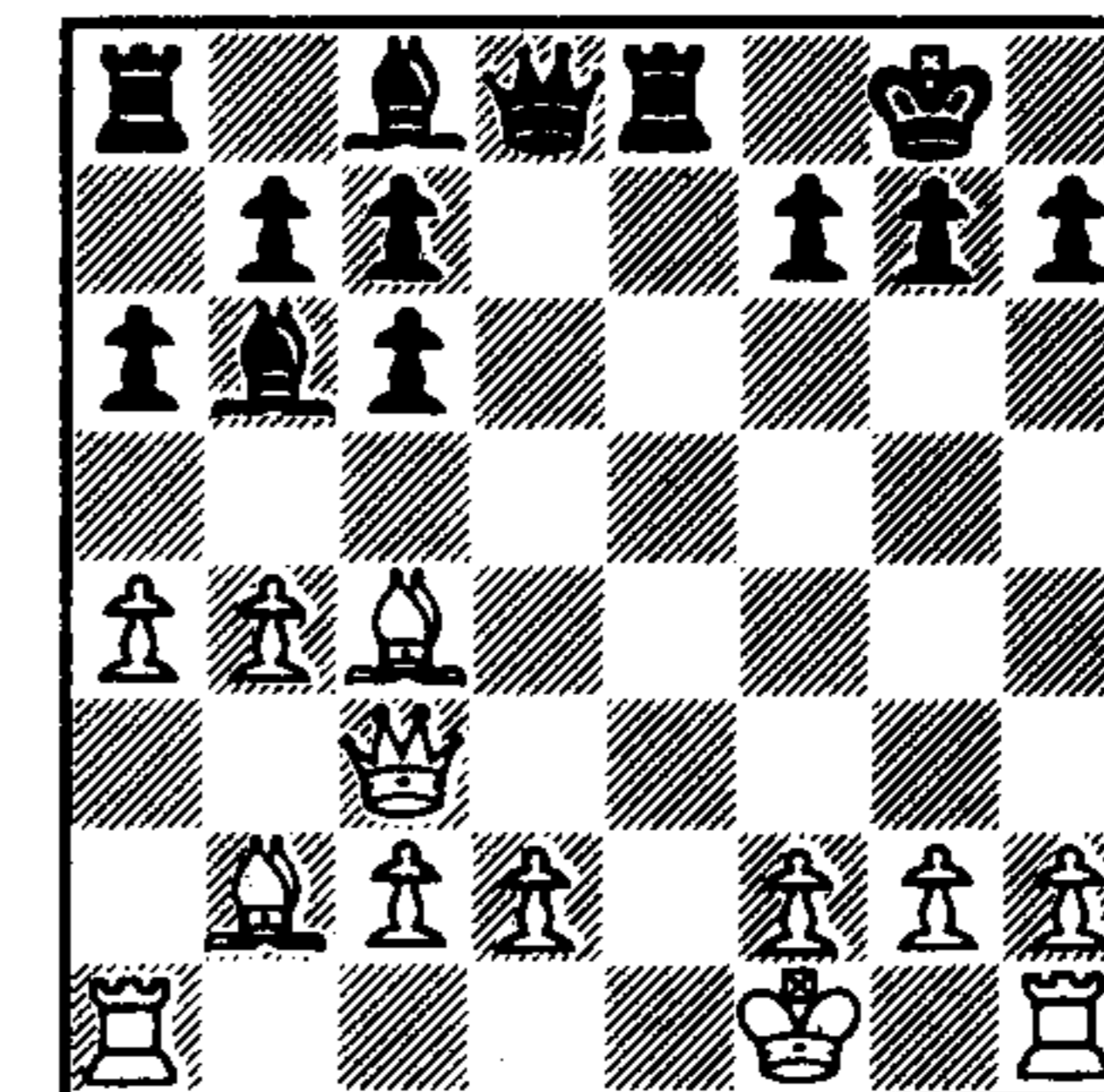
7...Nxe4 is a mistake: the Kan-Botvinnik game quoted above continued 8 0-0 0-0 9 d3 Nf6 10 Bg5 d6 11 Nd2!, and White had a strong attack. But after 7...Ba7 8 d3 h6 9 Be3 White also has a definite advantage, thanks to his control of d5.

8 exd5 e4

Here 8...Nd4 is worth consideration. In a game Bednarsky-Minev (Warsaw 1961), after 9 Nxe5 0-0 10 0-0 d6 11 Nf3 Bg4 12 Be2 Nxe2+ 13 Qxe2 Re8 14 Qd3 Qf6, Black's initiative was sufficient compensation for the pawn.

9 dxc6 0-0
 10 Bb2! exf3
 11 Qxf3 dxc6
 12 Qc3 Re8+
 13 Kf1

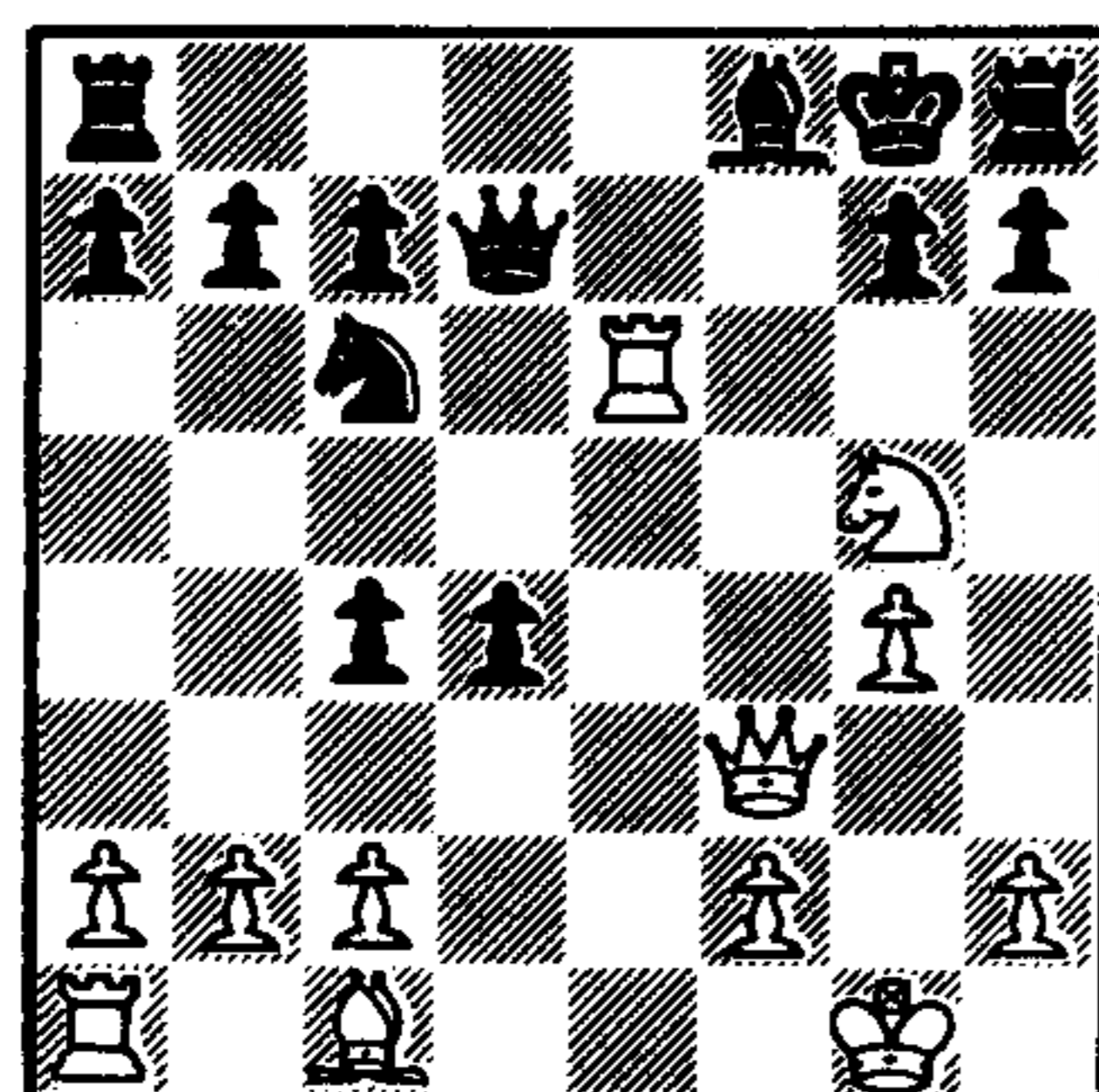
Diagram 43



After 13 Kf1

14 g4 Qxf6? (a mistake: 14...Qg6 is correct) 15 Rxe6 Qd8 16 Qf3 Qd7 the following position arises:

Diagram 48

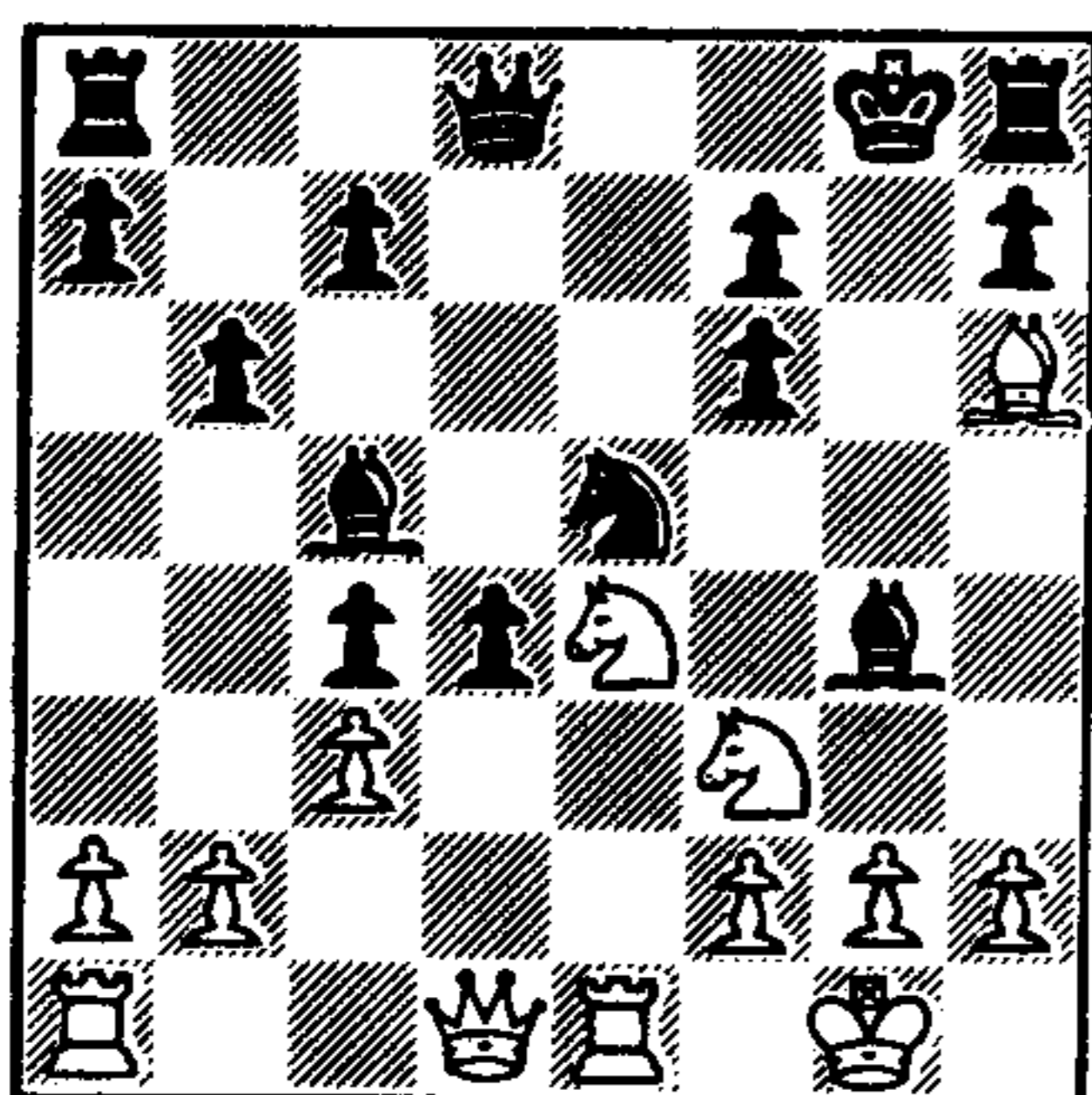


After 16...Qd7

Now White wins spectacularly with 17 Re7!! (Sämisch–Riemann, Berlin 1927). Despite the fact that Black can take White's rook with any one of three pieces, he has no way to save himself from the mate.

Along with 8...Be6, one also sees 8...Kf8 9 Bg5 gf 10 Bh6+ Kg8 11 Nbd2 Bg4, which also leads to an advantage for White after 12 Ne4 b6 13 c3 Ne5?

Diagram 49



After 13...Ne5

This position occurred in Kazic–Vukovic (1940). Black has two extra pawns, and at first glance appears to have no problems. But White has a pretty combination which leads to victory: 14 Nxe5!

The basis for this unexpected queen sacrifice is the unfortunate position of Black's king.

14...Bxd1 15 Nd7!!

The decisive blow is truly magnificent. There is no defense against mate.

15...Be7 16 Nxf6+! Bxf6 17 Re8+! Qxe8 18 Nxf6 mate.

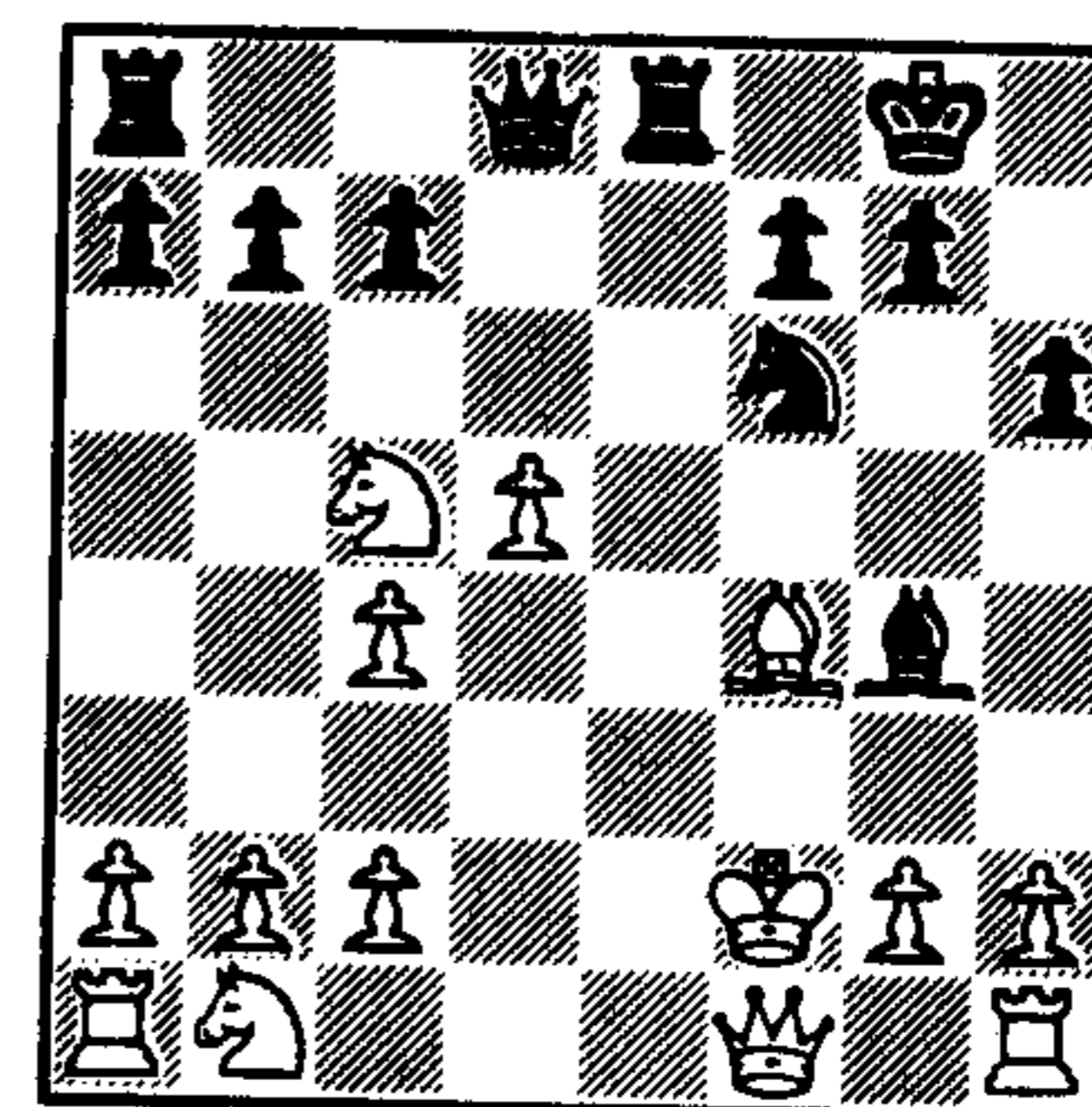
The game Cvidenko–Levertov (1963) is also of indisputable interest to the theory of the Two Knights' Defense:

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 ed Na5 6 d3 h6 7 Nf3 e4 8 Qe2 Nxc4 9 dc Bc5 10 Bf4 0-0 11 Nfd2 Bg4 12 Qf1 Re8.

Here theory formerly recommended two lines, which were considered equal, namely 13 Nb3 and 13 Be3. However, this game demonstrates that the former line, at least, is dubious.

13 Nb3 e3! 14 Nxc5 e4 15 Kxf2

Diagram 50



After 15 Kxf2

Theory examined 15...Re2+ 16 Kg1 here; however, Levertov stepped off the theoretical path with 15...Be2!, and after 16 Qc1 Ng4+ 17 Kg1 (if 17 Kg3, then 17...g5!) 17...Qe7 18 Nb3 Bd1!! White had to resign.

White fares no better after 16 Qxe2 Rxe2+ 17 Kxe2, on account of 17...Qe7+. Thus, the only correct reply to 12...Re8 is now 13 Be3.

Two more short games from the "evergreen" Two Knights' Defense:

Obukhovskiy–Gusev (Moscow 1975): 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 ed Na5 6 d3 h6 7 Nf3 e4 8 Qe2 Nxc4 9 dc Bd6 10 Nc3

An inaccuracy! 10 h3 was correct, preventing Bg4.

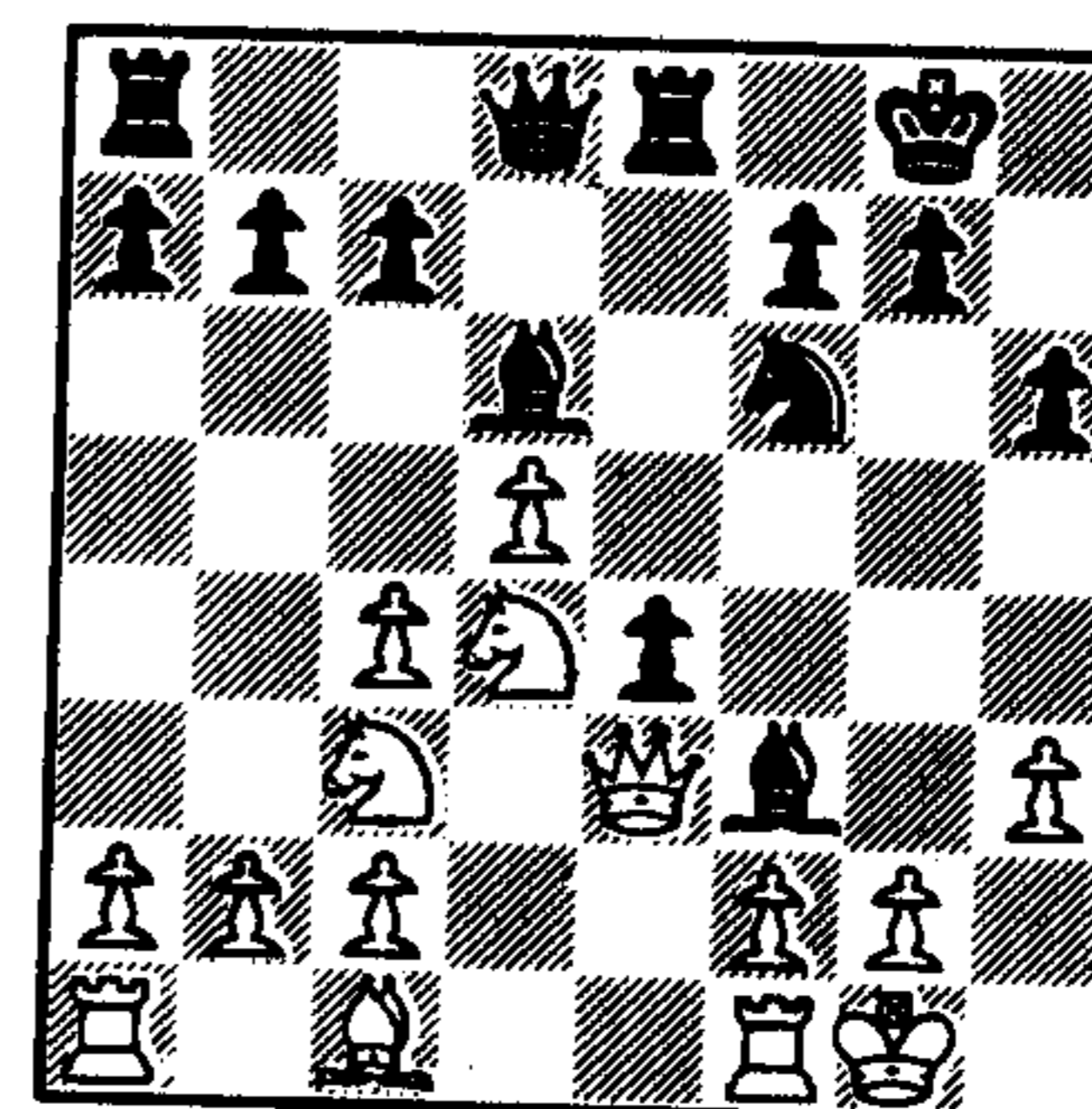
10...0-0 11 Nd4 Bg4 12 Qe3 Re8 13 h3

Too late!

13...Bf3! 14 0-0?

The decisive error. 14 Kf1 was necessary.

Diagram 51



After 14 0-0

14...Ng4! 15 Qe1 Qh4 16 Nxf3 e4 17 Ne4 Bh2+ 18 Kh1 Rxe4 19 Qxe4 Nxf2+ 20 Rxf2 Qxf2!, and in view of the inescapable mate, White resigned.

Syromyatnikov—Petrov (Elabuga 1975): 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 ed Nd4 6 Nc3 h6 7 Nge4 Nxe4 8 Nxe4 Qh4! 9 d3 Bg4 10 Qd2 Bf3! 11 0-0?

In this game too, castling is White's decisive mistake. 11 Kf1 was correct.

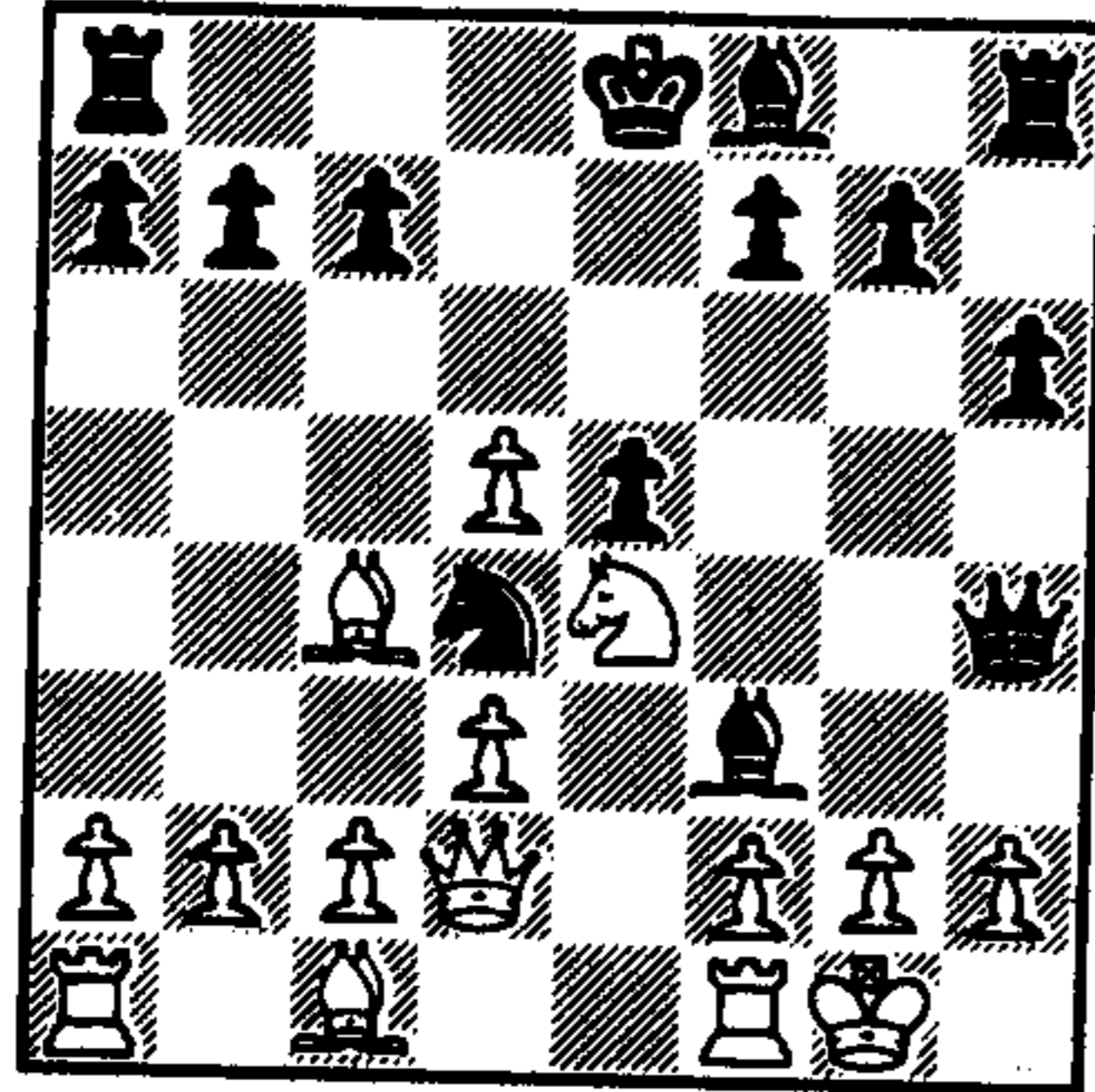


Diagram 52

After 11 0-0

11...Ne2† 12 Kh1 Nf4! 13 Kg1 Qh3! White resigned.

Wilkes-Barre Variation (Traxler Counterattack)

This highly interesting, double-edged counterattack was introduced into practical play in 1896 by the Czech player Karel Traxler. Traxler's Counterattack is an integral part of the Two Knights' Defense; but in view of its unusual nature and its multiplicity of attacking and counterattacking ideas, it deserves separate study.

At the very beginning of the game, Black offers the sacrifice of an entire rook, in return for a dangerous attack on the enemy king position.

Here is one line of this original gambit:

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 Bc5 5 Nxf7

These days, theory prefers the alternative 5 Bxf7†. Although White gets little from this move, Black's tremendously strong counterattack is also considerably weakened.

5...Bxf7† 6 Kf1 Qe7 7 Nxh8 d5 8 ed Bg4 9 Be2 Bxe2 10 Qxe2 Nd4 11 Qxf2 0-0-0 12 Na3

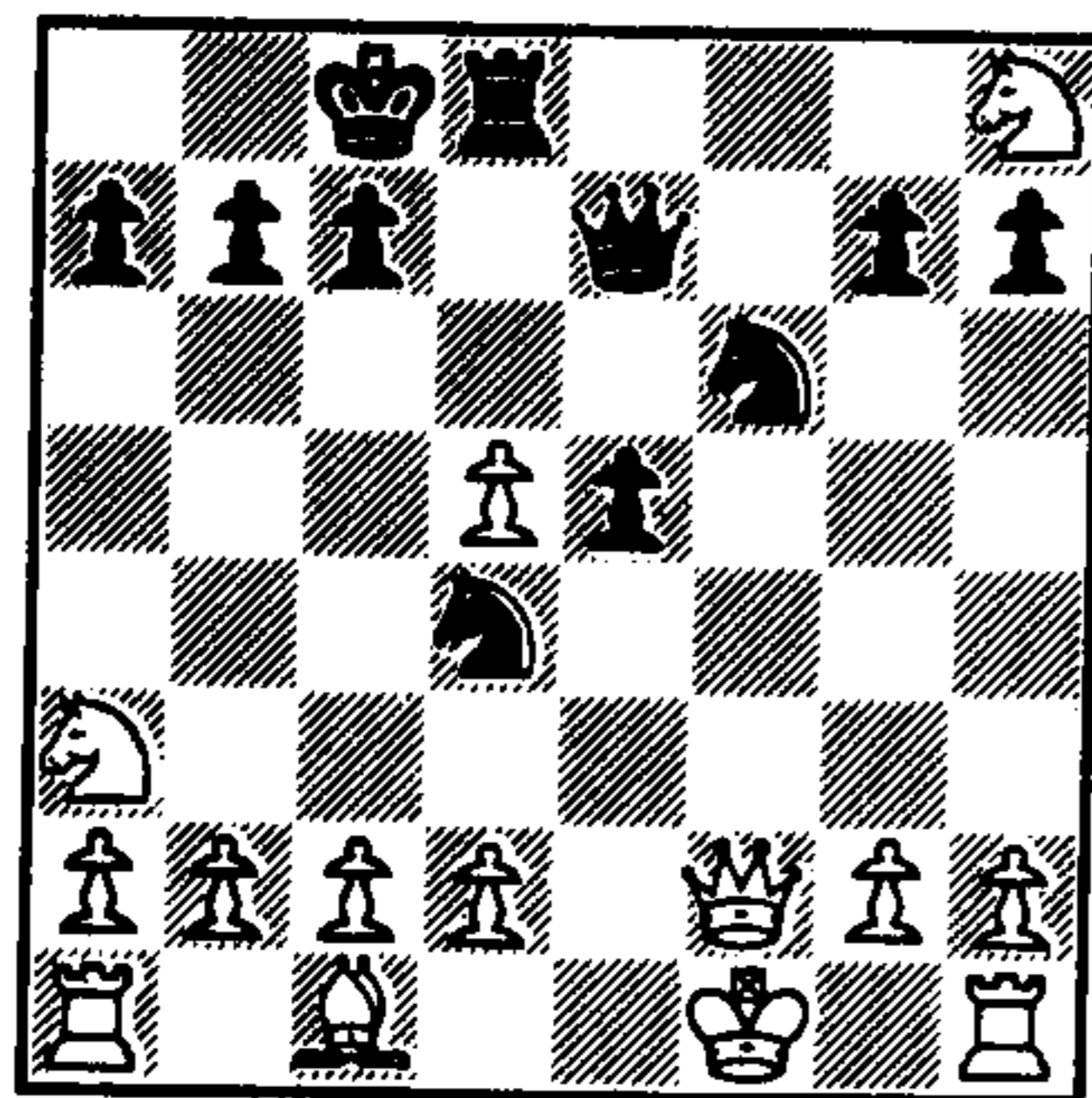


Diagram 53

After 12 Na3

White has an extra rook and minor piece, but his pieces are split up, while all of Black's are actively placed.

In a correspondence game Braun—Walter (1970), White had to resign after 12...Rf8 13 Ke1 Ne4 14 Qe3? Qh4† 15 g3 Nxe3!.

But here White's 14th move was an error. Instead of 14 Qe3, he should have played 14 Qxf8† Qxf8 15 Rf1, when he has hopes of repelling the enemy attack with a material advantage.

However, it must be emphasized that Black too did not play his best in this example. In the diagrammed position, for example, the strongest move is 12...Ne4!

Now 13 Qf7 is not good, on account of 13...Rf8 14 Qxf8† Qxf8† with mate in two moves. And if White plays 13 Qe3, then there follows 13...Rf8† 14 Kg1 (if 14 Ke1, then 14...Qh4†, as in the Braun-Walter game) 14...Qf6! 15 h3 (White's only playable move, since he loses at once after 15 Qe1? Qb6!) 15...Qh4!, and White has nothing to play against the murderous threat of 16...Nf3†!

Ruy Lopez

As we said before, even the solid, quiet Ruy Lopez has a number of gambit lines. Let's examine a few of Black's gambit possibilities first.

1 e4 e5 2 Nf3 Nc6 3 Bb5 f5

This is the so-called Janisch Gambit (Schliemann Defense), which occurs in all sorts of tournaments.

4 Nc3 fe 5 Nxe4 d5 6 Ng3

The generally-employed 6 Nxe5 will be treated further on.

6...e4 7 Nd4 Qf6!

A new and strong move. Theory only examines 7...Qd6 here, and after 8 d3 ed 9 Qxd3 White has the better position.

8 Qh5† Ke7!

White has no time to take the d-pawn, with his knight on d4 *en prise*.

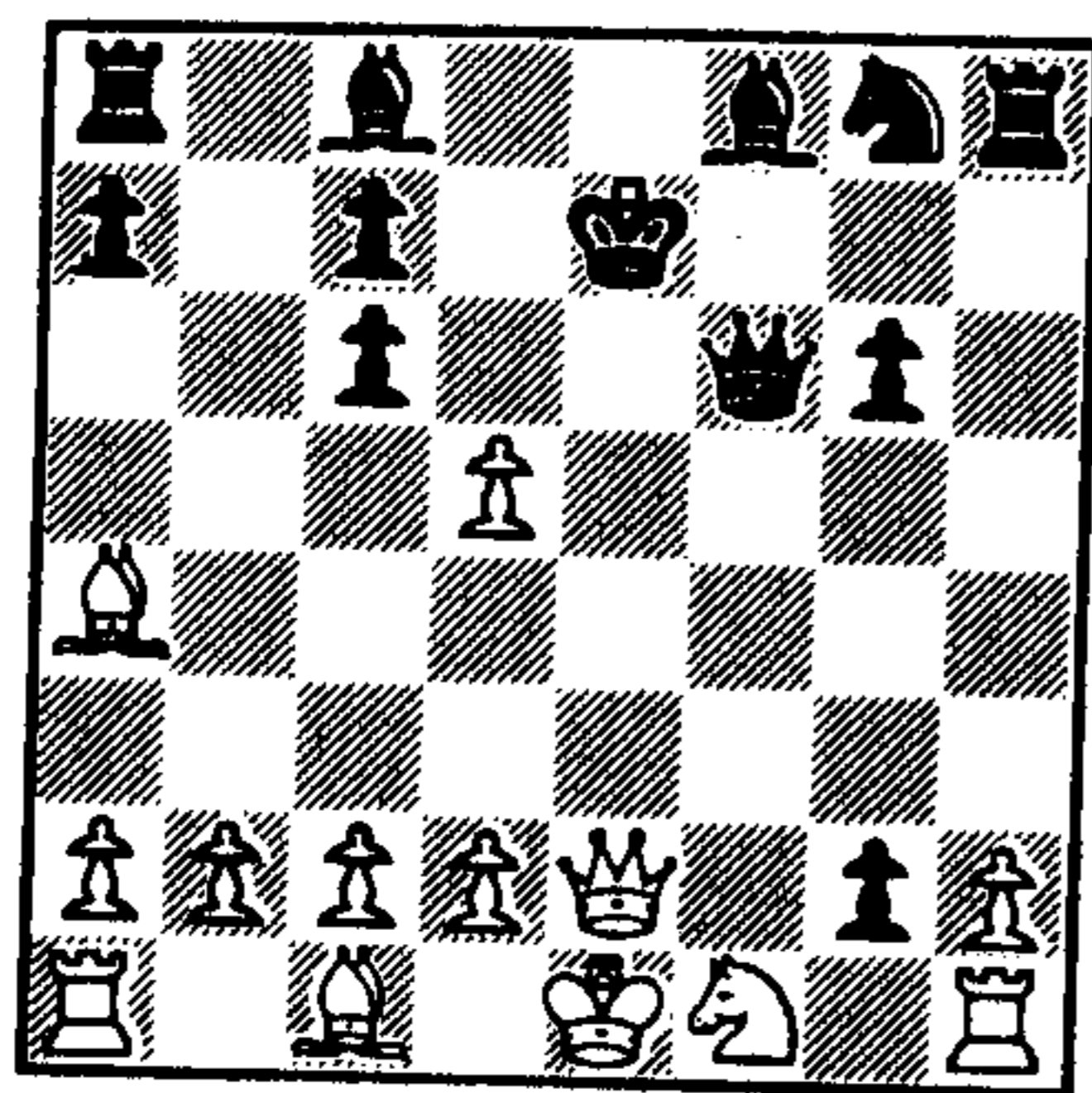
9 Nxc6† bc 10 Ba4 g6 11 Qe2 h5

Now Black has an excellent game. One game continued: 12 f3 h4 13 Nf1 h3 14 fe hg 15 ed†

(See diagram at top of next page)

And now the surprising and spectacular 15...Qe6!! decided the game for Black. White had nothing better than to give up.

Diagram 54

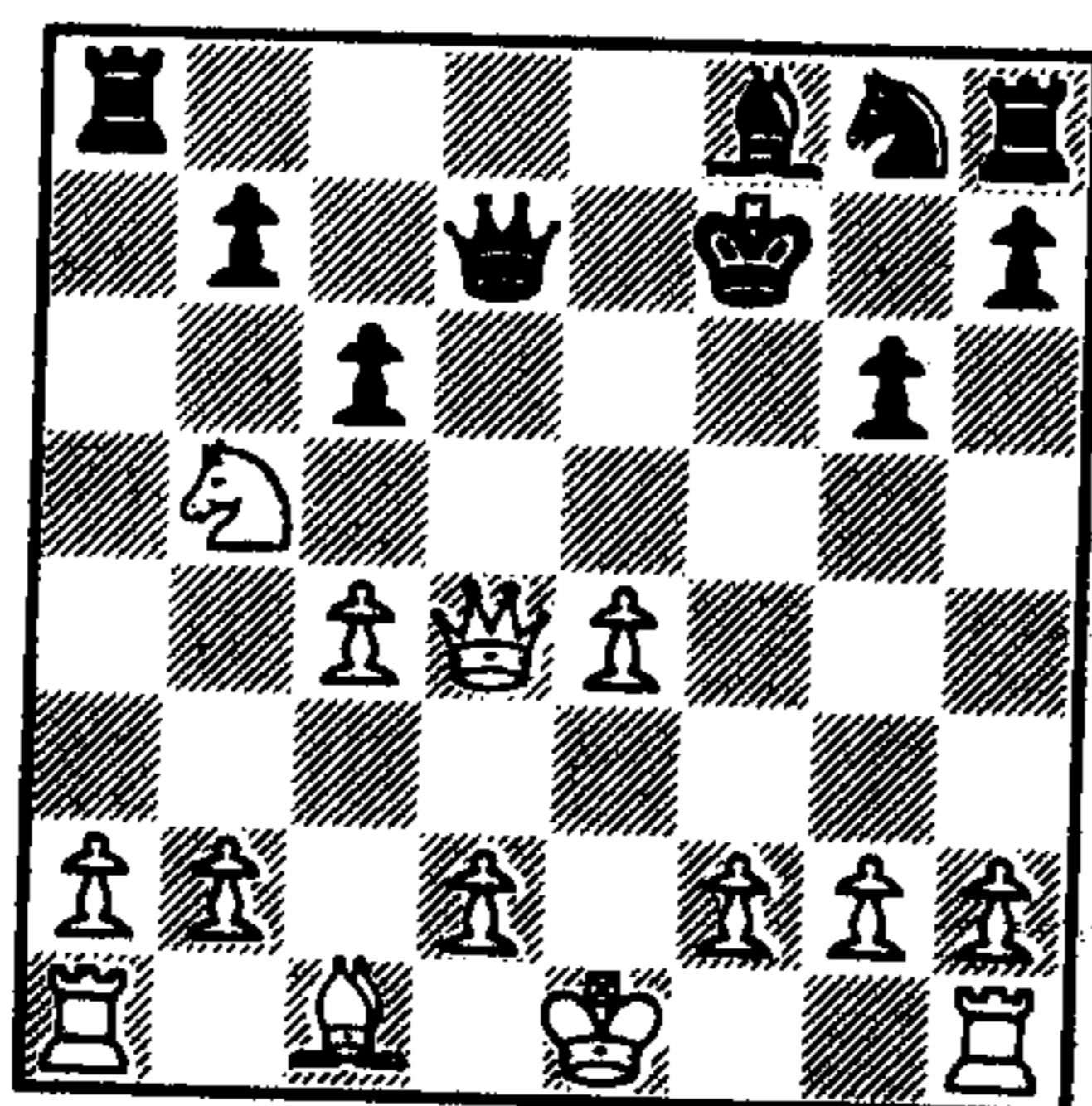


After 15 ed+

Another interesting game was the correspondence encounter Ijim—Medler (1973-74): 1 e4 e5 2 Nf3 Nc6 3 Bb5 f5 4 Nc3 fe 5 Nxe4 d5 6 Nxe5 de 7 Nxc6 Qd5 8 c4 Qd6 9 Nxa7+ Bd7 10 Bxd7+ Qxd7 11 Qh5+ g6 12 Qe5+ Kf7 13 Nb5 c6 14 Qd4

This last move, first played in a 1956 telephone game between the Swedish players Verner and Engvall, represents a considerable strengthening of White's resources. The earlier continuation here was 14 Qxh8 Nf6 15 Nc3 Re8 16 b3 Bc5 17 Qxe8+ Kxe8 18 h3 Qd3!, with good counterplay for Black.

Diagram 55



After 14 Qd4

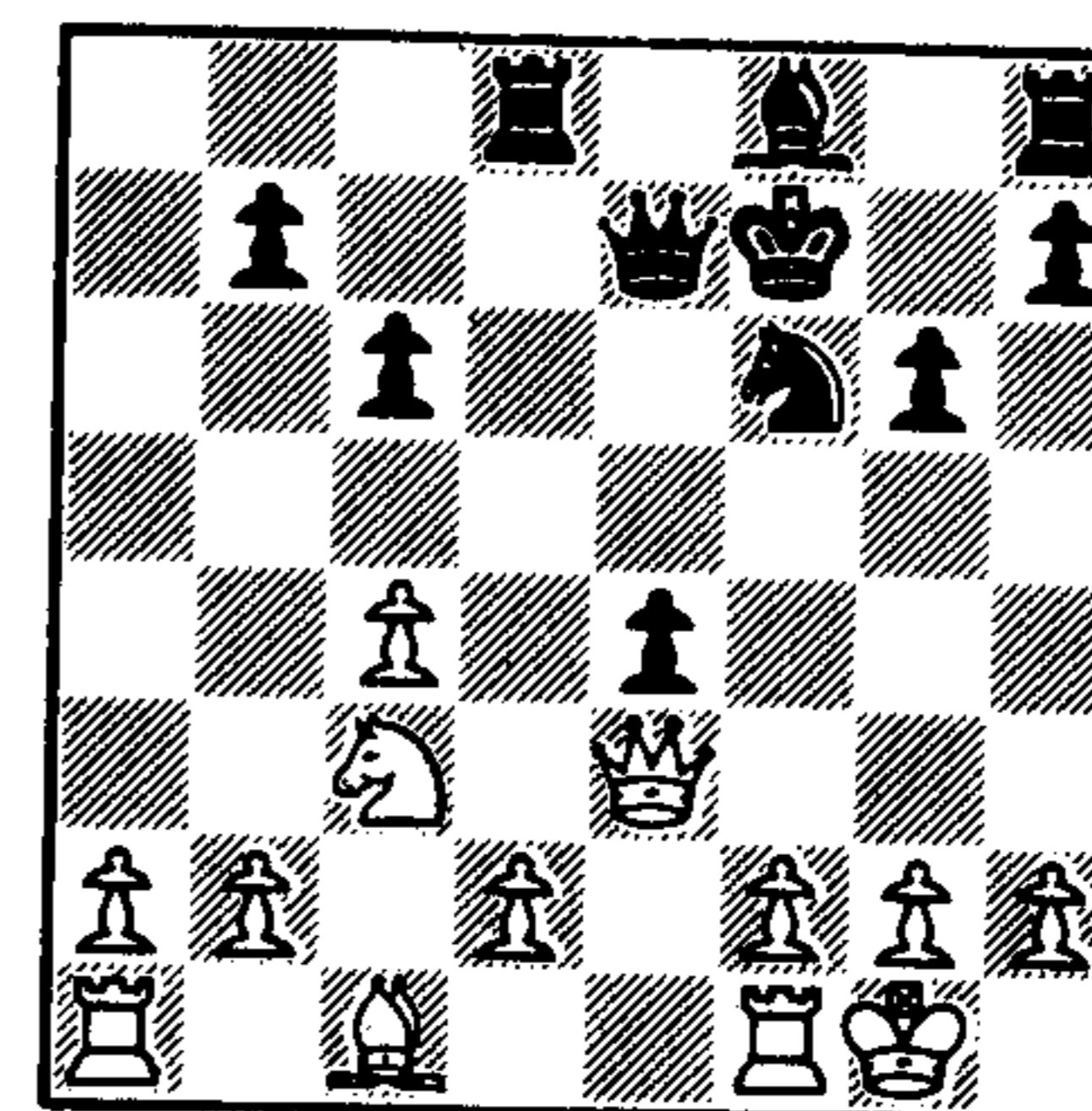
After the text move, Black does not have such an easy time finding the right plan. Two mistaken lines, for example, are: 14...Qg4?, on account of 15 0-0! cb 16 f3; and 14...Nf6? on account of 15 Qxd7+ Nxd7 16 Nc3 Nc5 17 0-0 Bg7 18 f3, in either case with a clear advantage for White.

Your author spent the spring of 1966 in Bucharest, training the Rumanians; at that time, I acquainted them with the move 14 Qd4. Like all opening novelties, the move was quickly put into practice, with successful results. In the semifinals of the European Team Championships of 1966, the Rumanian Master Ciocaltea used the move against East Germany's Malich; after 14...Qf5 15 Nd6+ Bxd6 16 Qxd6 White had the advantage, and confidently brought the point home.

Later it was established that Black's proper response in the diagrammed position was 14...Qe7. The Ijim—Medler game continued: 15 Nc3 (15 Qxh8 Nf6

16 b3 Rd8 17 Bb2 Bg7 18 Qxd8+ Kxd8 19 Nc3 was probably better here, with good chances for White) 15...Nf6 16 0-0 Rd8 17 Qe3

Diagram 56



After 17 Qe3

Theory rates this position as favorable to White, since after the normal 17...Rd3 18 Qe2 and 19 f3, Black is in difficulties. But Black's 17...Rd3 is the culprit here; Medler's 17...Qe5! is stronger. Now he threatens 18...Bc5 or 18...Bd6, so White decides to return one pawn.

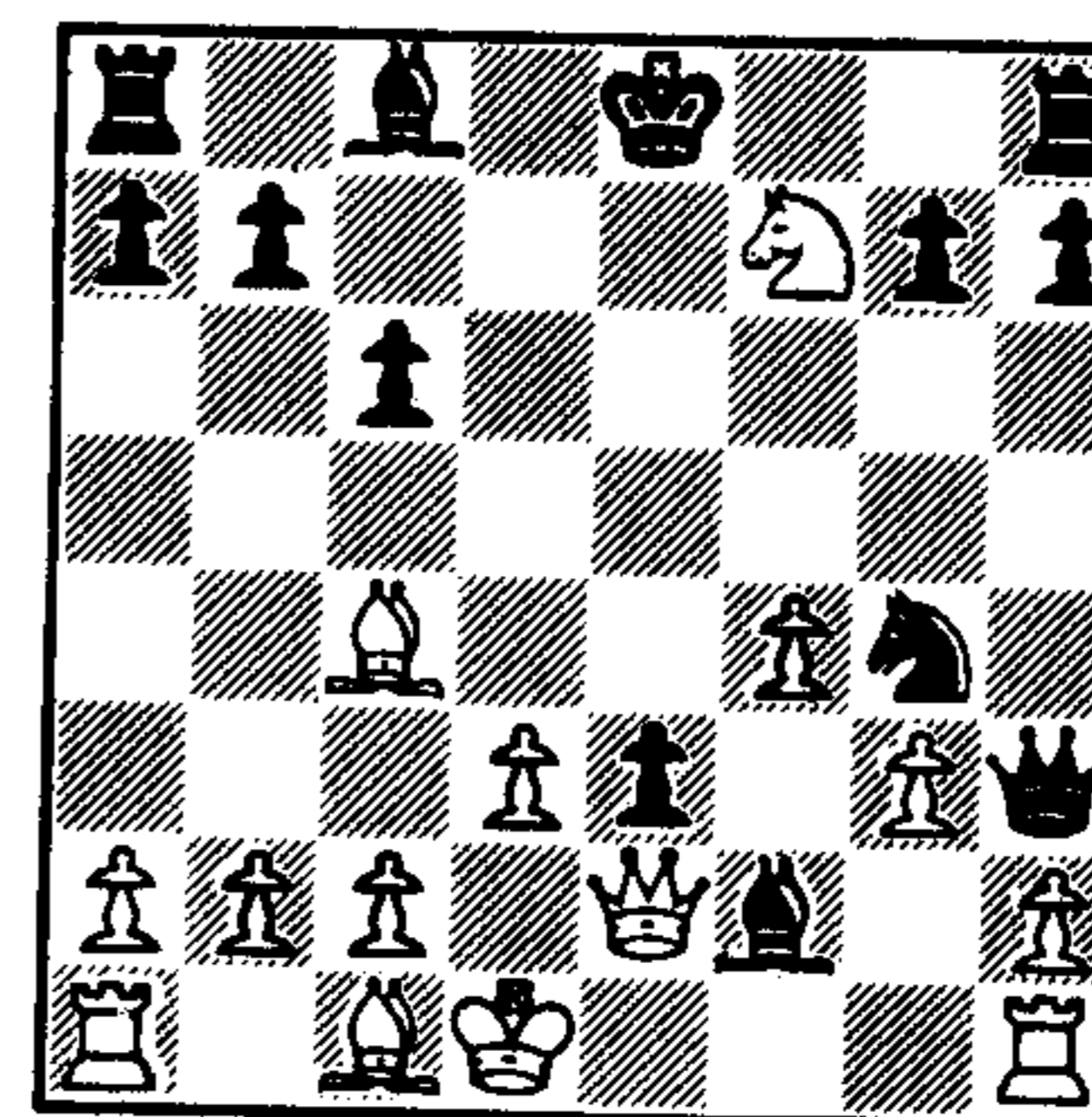
After 18 d4 Rxd4 19 Qe2 Bd6, Black's good play is quite enough compensation for the pawn.

Instead of 16 0-0, stronger is the immediate 16 Qe3, and if 16...Rd8, then 17 d4!

Other possible continuations from the preceding diagram are 14...Qxd4 15 Nxd4 Bg7 16 Ne2 Ra4 or 14...Rd8 15 Qxd7+ Rxd7 16 Nc3 Nf6 17 0-0 Bc5 (Augustin—Mohring, Sary Smokovec 1976), when the active position of Black's pieces may even be worth two pawns.

Another position worth studying in the Jänisch Gambit is that occurring after 1 e4 e5 2 Nf3 Nc6 3 Bb5 f5 4 Nc3 fe 5 Nxe4 d5 6 Nxe5 de 7 Nxc6 Qg5 8 Qe2 Nf6 9 f4 Qh4+ 10 g3 Qh3 11 Ne5+ c6 12 Bc4 Bc5 13 d3 Ng4 14 Nf7 Bf2+ 15 Kd1 e3

Diagram 57



After 15...e3

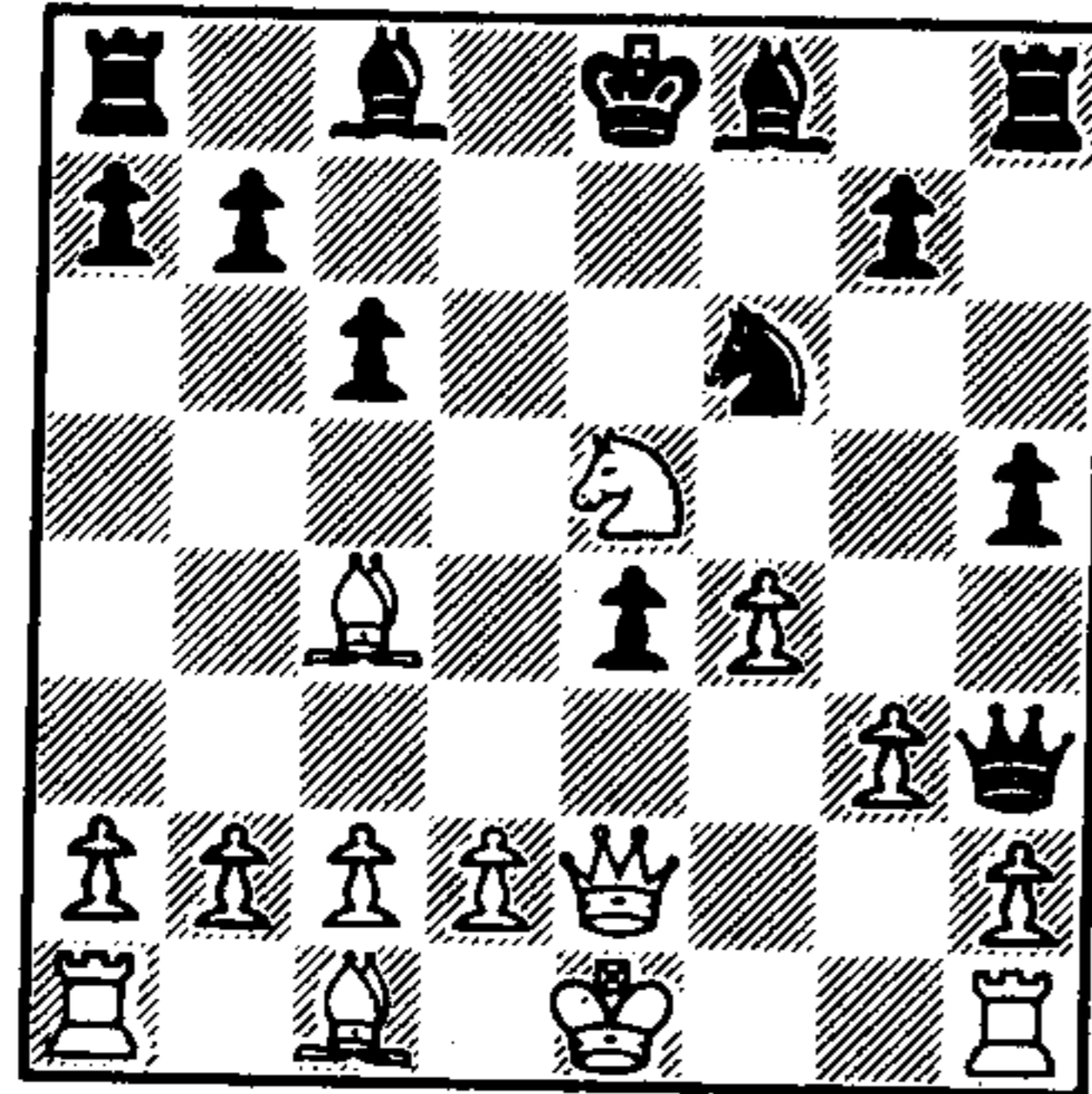
As far back as mid-1974, Black was thought to have good chances in this position. But at the Olympiad in Nice that year, Nieto played 16 Qf3 against Boey, and obtained the upper hand after 16...Nf6 17 Ne5. Then it was dis-

covered that the continuation 16...Nxb2! 17 Nd6+ Kf8 18 Nxc8 Nxf3 19 Rxf3 Ng1! would have led to a decisive advantage for *Black*.

In July 1975, in Amsterdam, Kavalek met Ljubojevic's 16...Nxb2 with 17 Qe4+! Kf8 18 Bxe3 Bg4+ 19 Kd2 Re8 20 Ne5, and once again the advantage lay with White. That game continued 20...Qxg3 21 Bxf2 Qxf2+ 22 Kc3 g6 23 Rxb2! Qxb2 24 Qd4 Ke7 25 Nxb4 Qe2 26 Ne5 Rhf8 27 Qd7+ Kf6 28 Ng4+, and Black had to concede.

But then the Moscow C/M Nesterenko found an important improvement for Black: not 12...Bc5, but 12...h5!

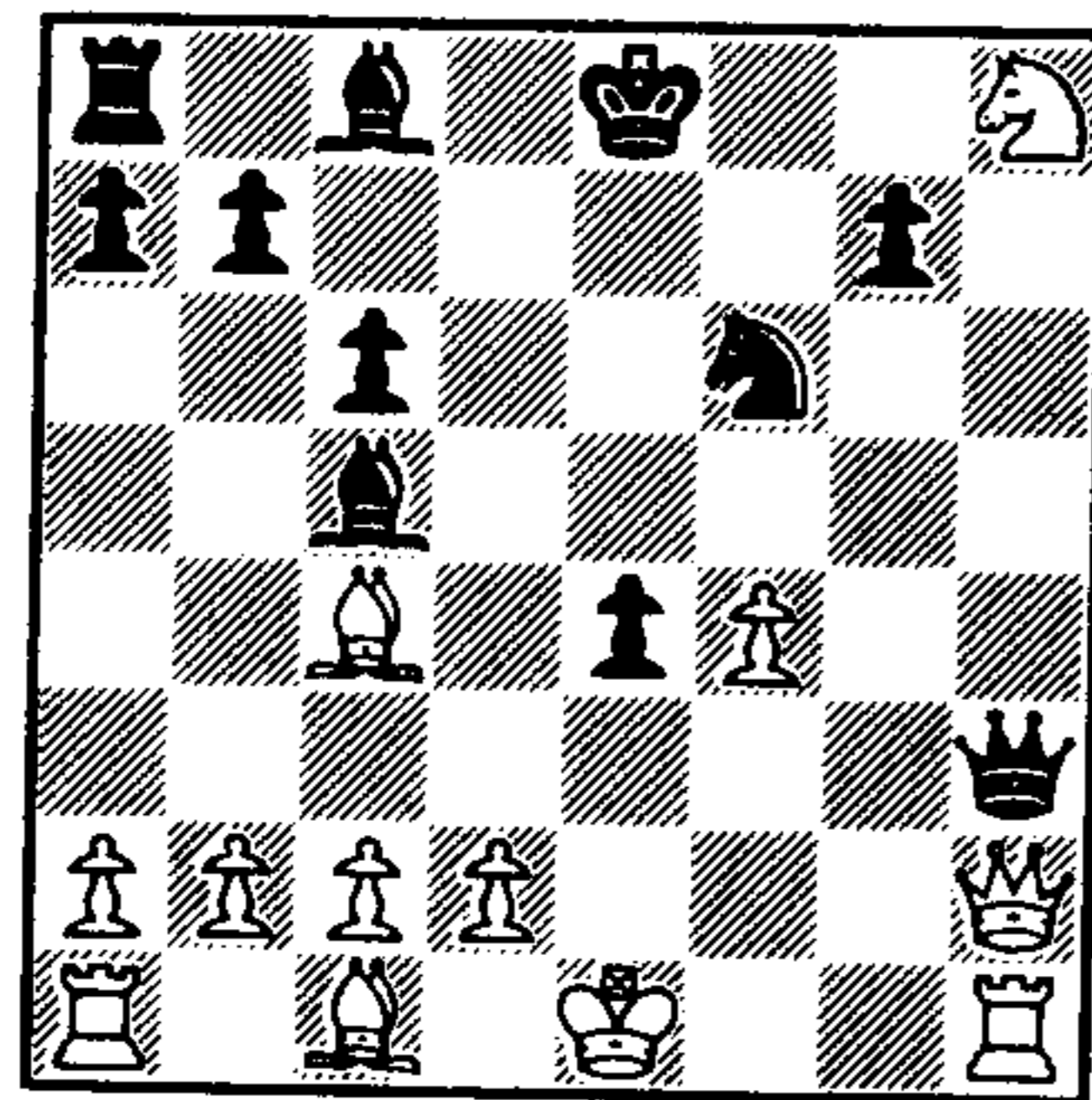
Diagram 58



After 12...h5

In a correspondence game Kunzelman—Nesterenko (1975-76), the continuation was 13 Nf7 h4! 14 Rg1 hg 15 Nxb8 gh 16 Rh1 Bc5 17 Qxb2 (17 Rxb2 loses on account of 17...Qg3+ 18 Rf2 Bg4 19 Qf1 Bh3 20 Qe2 0-0-0, when even an extra rook will not be enough to save White from losing), and it seems White has the better chances — after all, he is a rook ahead:

Diagram 59



After 17 Qxb2

But Nesterenko's idea became clear after 17...Bf2+!! — the point! Now 18 Kxf2? loses to 18...Ng4+. In the game White played 18 Qxf2, but after 18...Qxb2+ and 19...Qxb8 Black restored the material balance, with a promising position to boot.

Nesterenko's idea received its over-the-board tryout in a game Hangele—Manne (Oslo 1978), when White replied to 13...h4! with 14 Nxb8 (instead of 14 Rg1). After 14...hg 15 Ng6 Bc5 16 d4 Bxd4 17 Be3 Bg4! 18 Bxd4 (the only move; White must give up his queen, since 18 Qd2 is beaten by 18...Bxe3

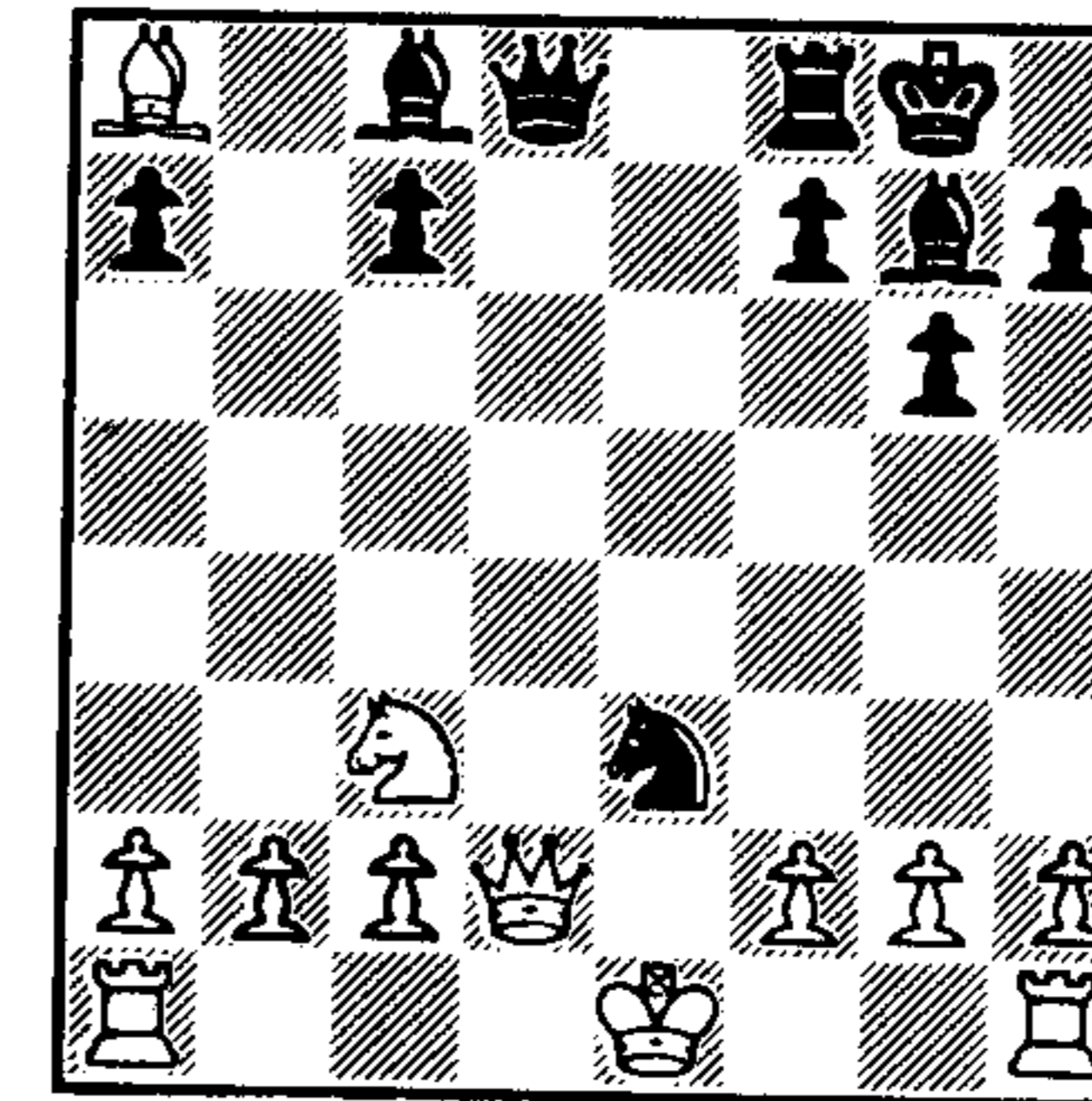
19 Qxe3 Bf3!) 18...Bxe2 19 Bxe2, and now Black should have played 19...Rd8!, maintaining his advantage.

All the opening texts give 3...Nge7 in the Ruy Lopez a poor evaluation, but it is quite playable.

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nge7 4 d4 ed 5 Nxd4 g6 6 Nc3 Bg7 7 Be3 0-0 8 Qd2 leads to a position which has always been evaluated in White's favor. But in the game Voskanian—Obukhovskiy (Kirov 1974), Black unexpectedly played 8...d5! 9 ed Nxd5 10 Nxc6 bc, sacrificing a pawn. White replied 11 Bxc6 Nxe3 12 Bxa8?

This is a serious error. After 12 fe Qxd2+ 13 Kxd2 Rb8 14 Rab1 Rd8+ 15 Ke2 Bxc3 16 bc Be6 the chances would have been equal. 12 Qxd8 Nxc2+ 13 Kd2 Rxd8+ 14 Kxc2 Rb8 is weaker, however, and gives Black the better chances. And after the text move, White is subjected to a crushing attack.

Diagram 60



After 12 Bxa8

12...Qxd2+ 13 Kxd2 Nc4+ 14 Kc1 Bh6+ 15 Kb1 (if 15 Kd1, then 15...Nxb2+ 16 Ke1 Re8+ 17 Ne2 Ba6 18 Bf3 Na4! and 19...Nc3) 15...Nd2+ 16 Kc1 Ne4+! 17 Kb1 Nxc3+ 18 bc Be6 (Black now threatens 19...Rb8+). After 19 Kb2 Rxa8 White resigned.

The game Hesse—Bowen (European Corr Ch 1974) is instructive:

1 e4 e5 2 Nf3 Nc6 3 Bb5 Bc5 4 c3 Nf6 5 d4 ed 6 e5 Ne4 7 0-0 d5

The immediate 7...0-0 is bad on account of 8 cd Bb6 9 d5 Ne7 10 Bd3 f5 11 Nbd2 Nc5 12 d6 Ng6 13 Bc4+, when White has the advantage (Smyslov—Randviir, Parnu 1947).

8 ed 0-0 9 dc Qxc7!

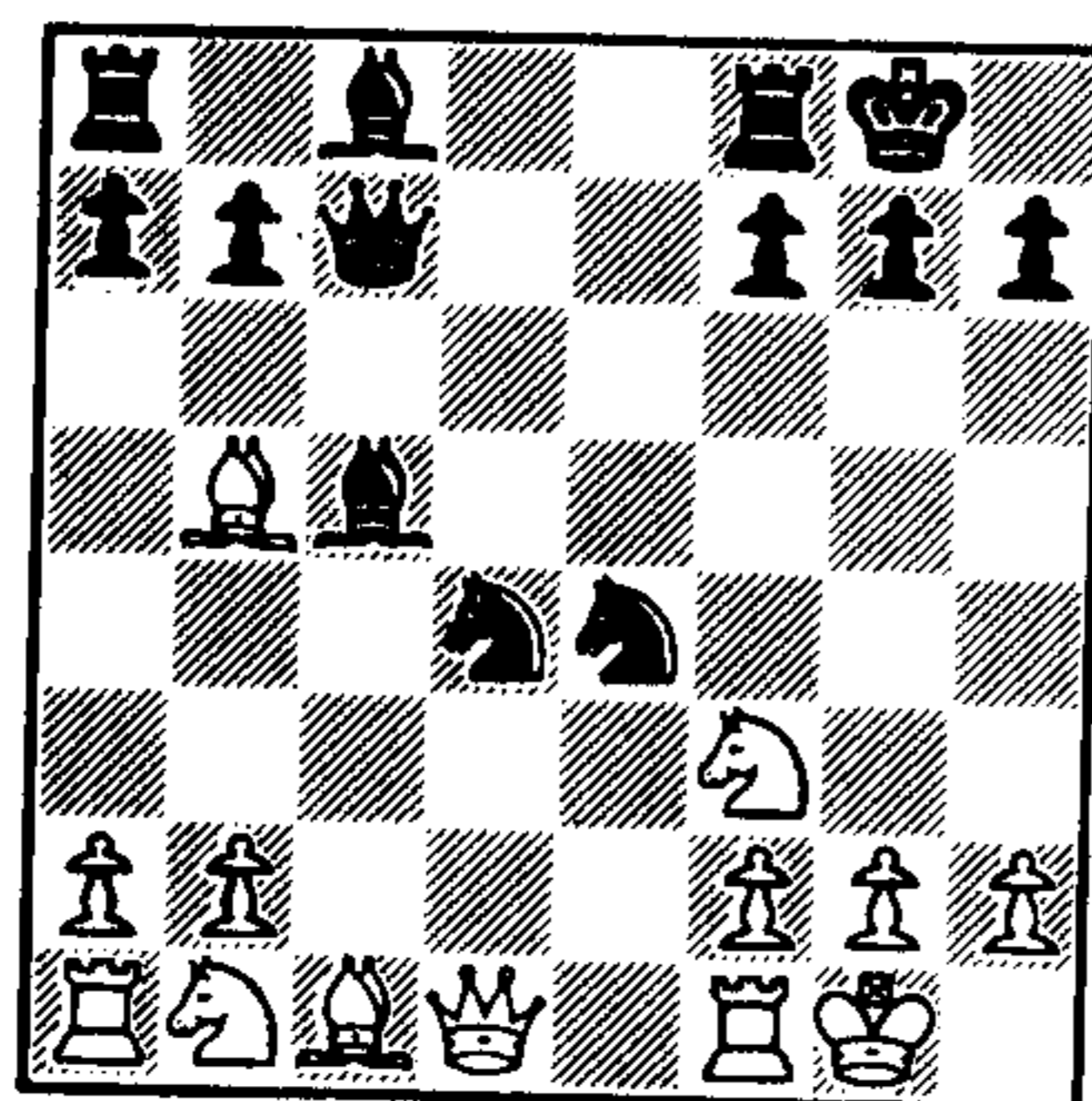
This natural move is probably stronger than the theoretical 9...Qf6, which led, in Stein—Spassky, Moscow 1961, to an advantage for White after 10 Bxc6 bc 11 cd Bd6 12 Re1 Bf5 13 Nc3 Rfe8 14 Nxe4 Bxe4 15 Bg5!

10 cd Nxd4!

After 10...Rd8 11 Qc2! or 10...Bd6 11 Nc3 Bf5 12 Re1 White has the better chances.

(See diagram at top of next page)

Diagram 61



After 10...Nxd4

Now White has practically no choice.

11 Nxd4 Qb6 12 Bd3

There is nothing better. If 12 Be3, then 12...Rd8.

12...Nxf2! 13 Rxf2 Bxd4 14 Qf3

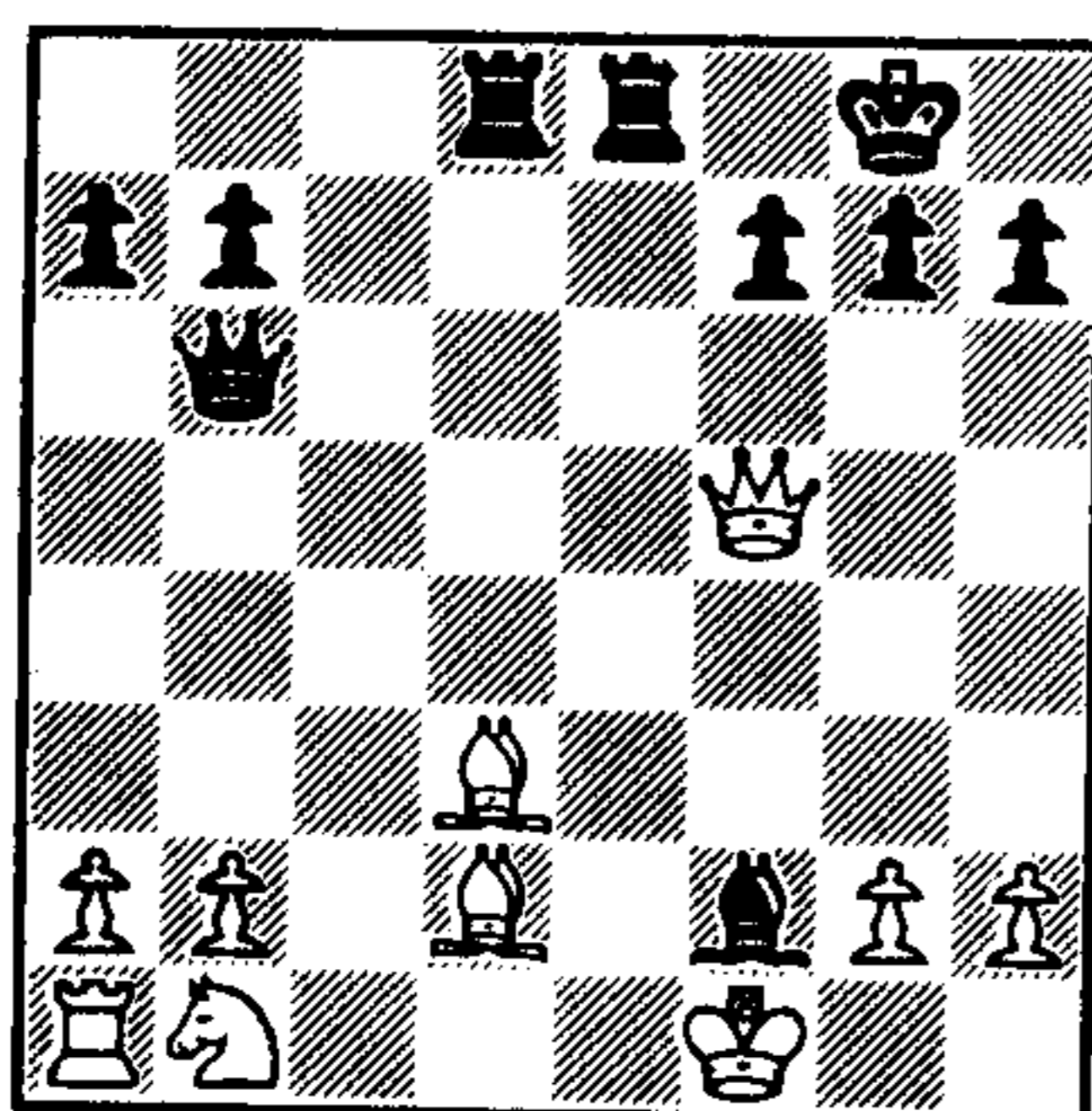
In the correspondence game Erdelyan–Bowen (1966), White chose 14 Qc2 and after 14...Rd8! 15 Bf1 Rd5! 16 Nc3 Rf5 17 Nd1 Bd7 18 Bd3 Re8! 19 Kf1 Rfe5 20 Bd2 Qh6! he lost.

14...Bg4! 15 Qxg4 Bxf2+ 16 Kf1 Rfe8 17 Bd2

If 17 Bxh7+ Kxh7 18 Qf5+ Kg8 19 Qxf2, then 19...Qb5+ 20 Kg1 Re2 21 Qf1 Rae8, and Black wins immediately.

17...Rad8 18 Qf5

Diagram 62



After 18 Qf5

Now comes an elegant final combination.

18...Rxd3! 19 Qxd3 Bg1 20 Qf3

Other moves also fail to save White, e.g.: 20 Qg3 Bd4 or 20 Be1 Bxh2 21 Bf2 Qxb2 22 Bd4 Qc1+ 23 Kf2 Qe1+ 24 Kf3 Qg3 mate (Bowen's analysis).

20...Bxh2 and White resigned.

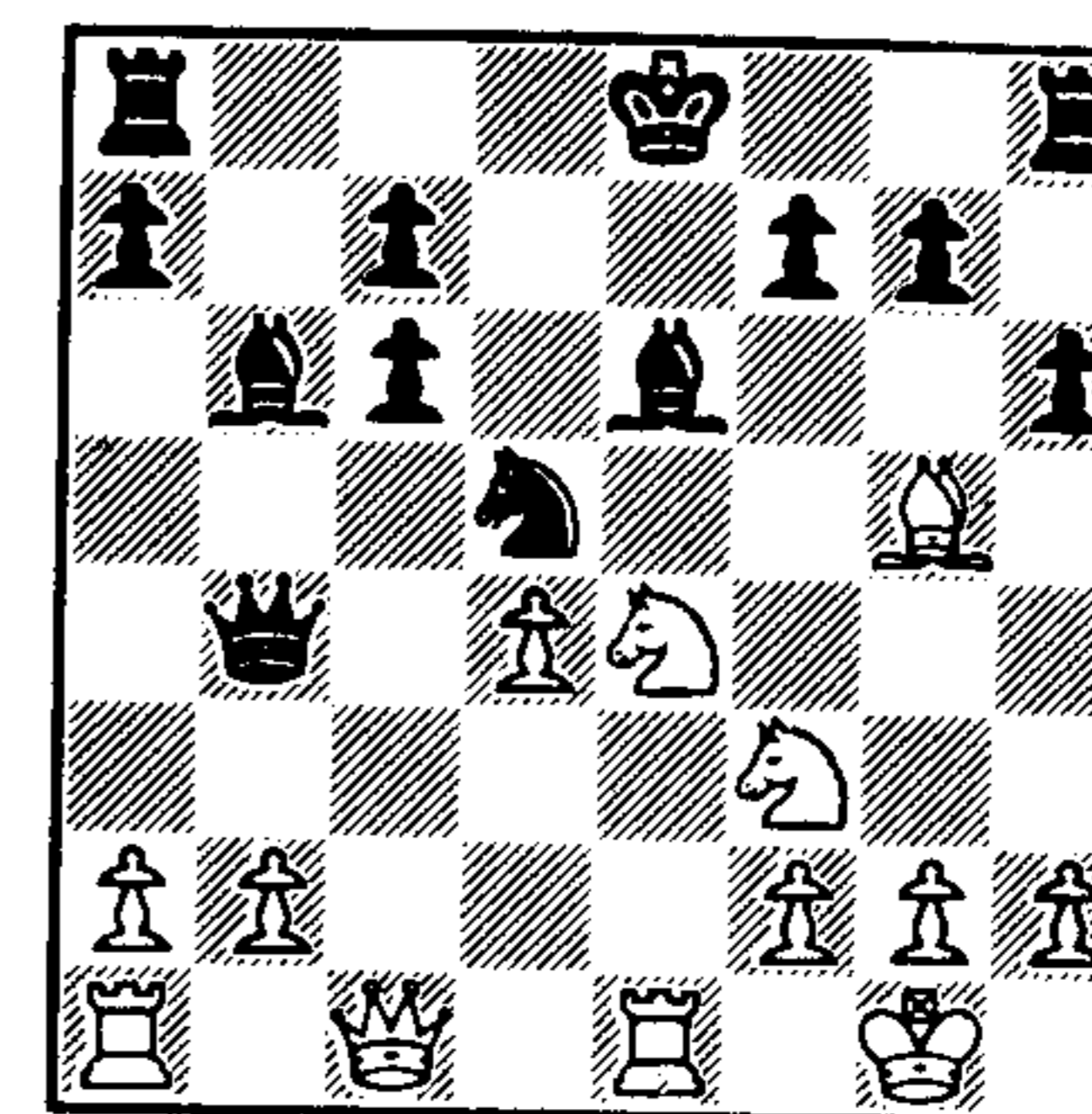
A brilliant game, which presents this interesting variant of the Ruy Lopez in a whole new light.

White has gambit possibilities in the Ruy Lopez too. In the Final of the VII World Correspondence Championship (1972-75), Krziston–Nielsen:

1 e4 e5 2 Nf3 Nc6 3 Bb5 Bc5 4 c3 Nge7 5 0-0 Bb6 6 d4 ed 7 cd d5 8 ed Nxd5 9 Re1+ Be6 10 Bg5 Qd6 11 Nbd2 h6 12 Ne4 Qb4 13 Bxc6+ bc

Here Grandmaster Igor Zaitsev, playing White, selected 14 Qc1!

Diagram 63



After 14 Qc1

Black must accept the sacrifice; if he plays 14...0-0, then White plays 15 a3 Qb3 16 Bxh6! gh 17 Qxh6, and wins.

14...hg 15 Qxc6+ Ke7 16 Nfxg5!

In Euwe's opinion, 16 a3 is also good enough to win. In the game Bogdanovich–Damjanovich (Pec 1964) this was met by 16...Qxb2 17 Nexg5 Nf4 (White threatened 18 Rxe6+, and mate in two) 18 Qe4 Ne2+ 19 Qxe2 Qxe2 20 Rxe2 Rad8 21 Rae1 Rh6 22 Nxf7!, and White won without difficulty. But Zaitsev's suggestion is still more energetic.

16...Qxd4 17 Nc5! Nf4 18 Ngxe6 fe 19 Rxe6+! Kf7 20 Re4! Ne2+ 21 Rxe2 Bxc5 22 Qf3+ Kg6 23 Re6+ Kh7 24 Rd1 Qh4

Black could drag out the game by 24...Qxf2+ 25 Qxf2 Bxf2+ 26 Kxf2, but not save it.

25 g3 Qh3 26 Qe4+ Kg8 27 Qxa8+ Kf7 28 Rd7+! Kxe6 29 Qd5+ Kf6 30 Qf7+, and Black capitulated.

The game Dorfman–Gulko (USSR Ch 1976) proved exceptionally important to theory. It went as follows:

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 0-0 Bc5 5 Nxe5 Nxe4 6 Qe2 Nxe5 7 Qxe4 e7 8 d4 Nc6 9 Qg4 f5

If 9...Bxd4, then 10 Bxc6. And 9...Nxd4 fails to 10 Qxg7.

10 Qh5+!

Also playable is 10 Qxf5 Nxd4 11 Qh5+ g6 12 Qd1 c6 13 b4 Bb6 14 Bd3 0-0, with chances for both sides.

10...g6 11 Qd1

So White is sacrificing a pawn for the initiative.

11...Nxd4 12 b4 Bb6

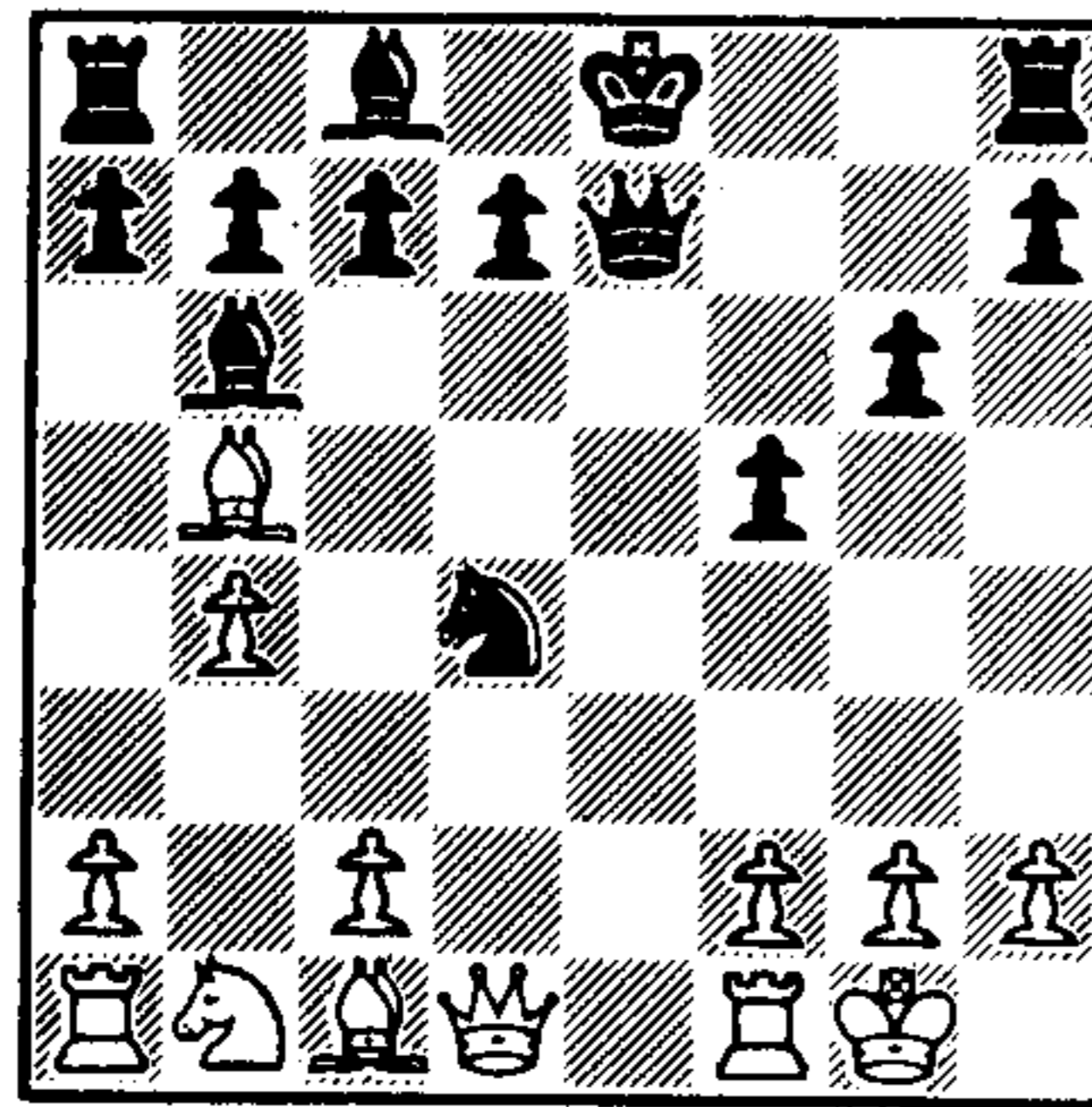


Diagram 64

After 12...Bb6

A critical moment. In Kuzmin–Knezevic (Varna 1971), White played 13 Nc3? c6 14 Na4 Ne6 15 Nxb6 ab 16 Bc4 d5 17 Bb3 Qxb4 18 Bb2 0-0 19 Re1 b5 20 Qe2 Qd6, and Black went on to win.

There was another game (not published, unfortunately) in which Timoschenko employed this novelty. Dorfman knew of the game; Gulko - alas! - did not.

13 c4!! Qe2

13...Ne2† would have held out longer. After the text move, 14 Re1 fails to 14...Nf3†.

15 c5 Qxd1 16 Rxd1 Nxb5 17 a4! Nd6 18 cd cd 19 Nc3 d5 20 Bg5!

Black is ahead in material, but his pieces stand very badly.

20...0-0 21 Be7 Re8 22 Nxd5 Kf7 23 a5! Bd8 24 Bxd8 Rxd8 25 Re1 g5

Of course, 25...Re8 is bad, on account of 26 Rxe8 Kxe8 27 Nc7†.

26 h4! gh 27 Re7† Kg6 28 b5 d6 29 Rc1!, and Black soon resigned.

The Open Variation of the Ruy is a frequent guest in today's tournaments:

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Nxe4 6 d4 b5 7 Bb3 d5 8 de Be6 9 c3 Bc5 10 Nbd2 0-0 11 Bc2 Nxf2!? 12 Rxf2 f6 13 ef Bxf2†!

This move is now considered strongest, drawing the White king to the f-file. On 13...Qxf6 White replies 14 Qf1 (Smyslov–Botvinnik, Moscow 1943).

14 Kxf2 Qxf6 15 Kg1 Rae8

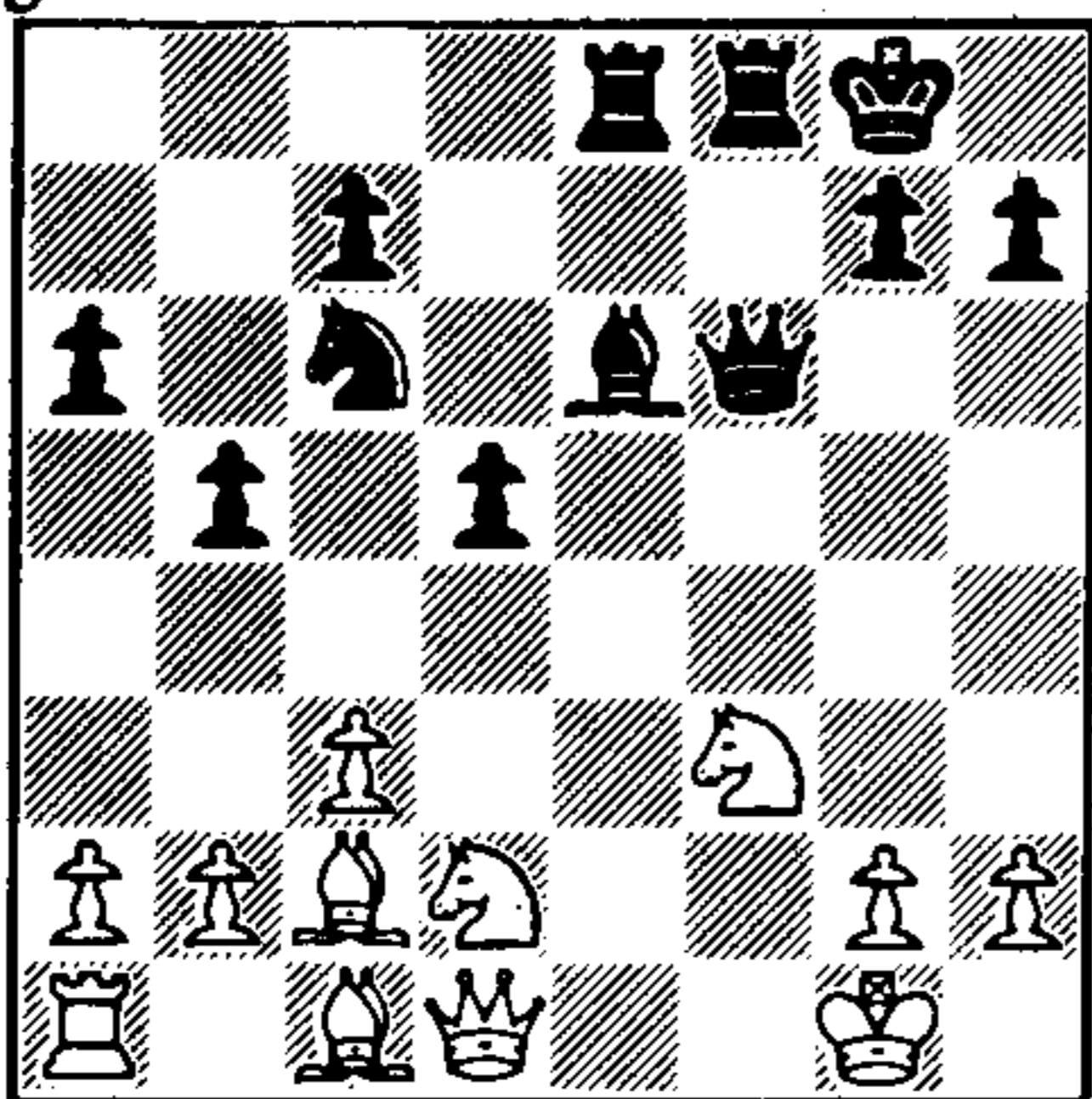


Diagram 65

After 15...Rae8

After 16 Nf1 Black could play 16...Ne5 17 Be3 Nxf3† 18 Qxf3 Qxf3 19 gf Rxf3 20 Bd4 Bh3 21 Ng3 g6 with about even chances. Another known line is 16 h3 Ne5 17 Nxe5 Qxe5 18 Nf3 Qg3 19 Qd3 g6, with initiative for Black (Kartavov–Grozdeny, corr 1973).

In Kozlov–Estrin (Voskresensk 1973), White decided to try 16 Qf1. After 16...Kh8 17 h3 Bf7 18 Nb3 Bh5 19 Bg5 Qd6 Black had dangerous threats, and White's 20 Qd3 was met by 20...Bg6 21 Qd1 Rxf3!

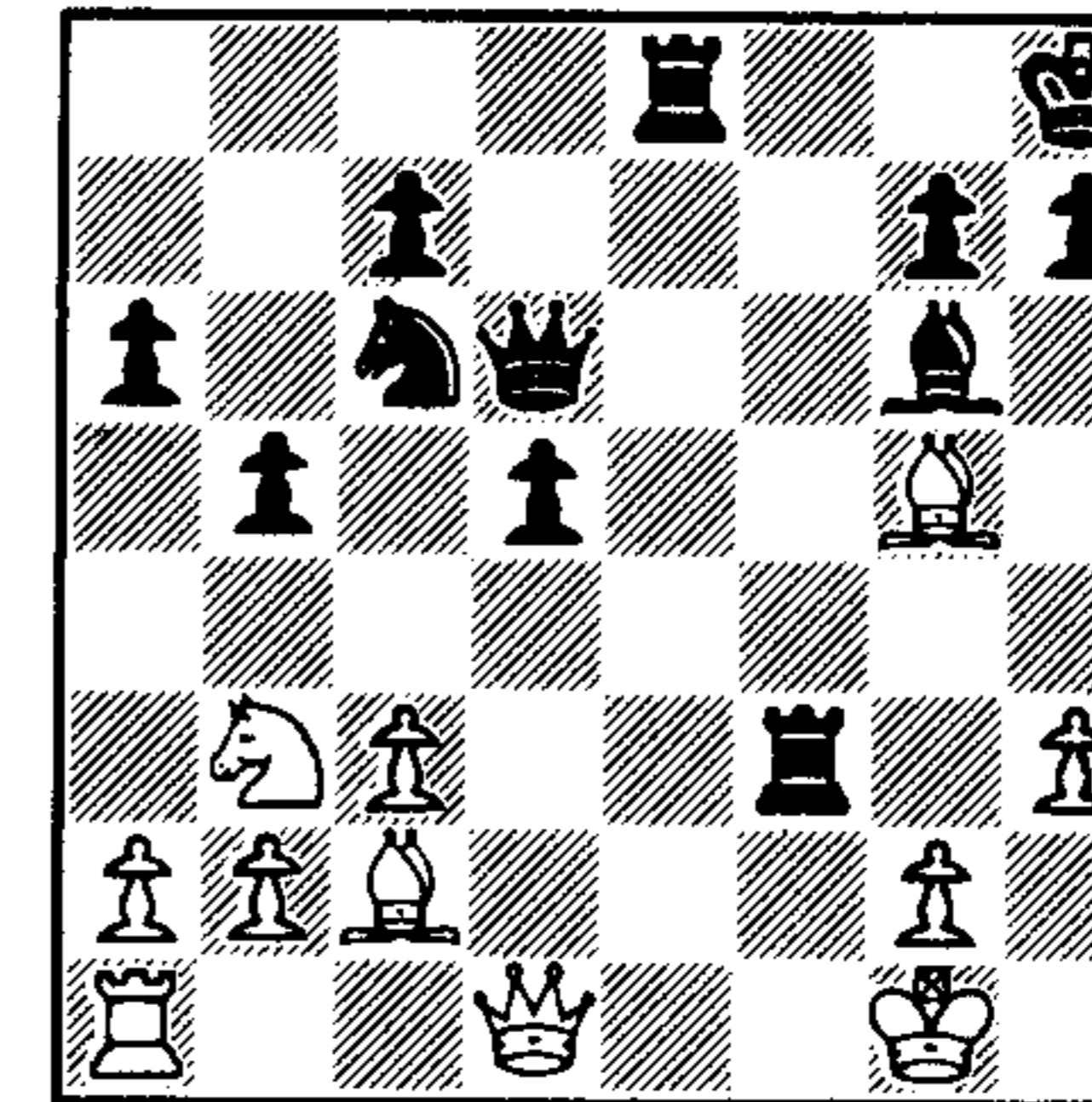


Diagram 66

After 21...Rxf3

If now 22 Qxf3, then 22...Bxc2, and Black is a pawn up. Kozlov played 22 Bxg6, but the reply 22...Ref8! (White has a good game after 22...Qxg6 23 Qxf3 Qxg5 24 Rd1, with compensation for the pawn minus) 23 gf (if 23 Bd3, then 23...Rxh3! decides) 23...Qg3† 24 Kh1 Qxh3† 25 Kg1 Qg3† 26 Kh1 Qxg5 27 Qg1 (if White retreats the bishop, Black plays 27...Rf4 and 28...Rh4) 27...Qh6† 28 Qh2 Qxg6 gave Black, in effect, two extra tempi, and he went on to win without much difficulty.

In the game Vujevic–Estrin (Strasbourg 1975), White played 15 Nf1 (instead of 15 Kg1). This move is weaker, allowing Black to play 15...Ne5 immediately. After 16 Kg1 Nxf3† 17 Qxf3 Qxf3 18 gf Rxf3, the following position arose:

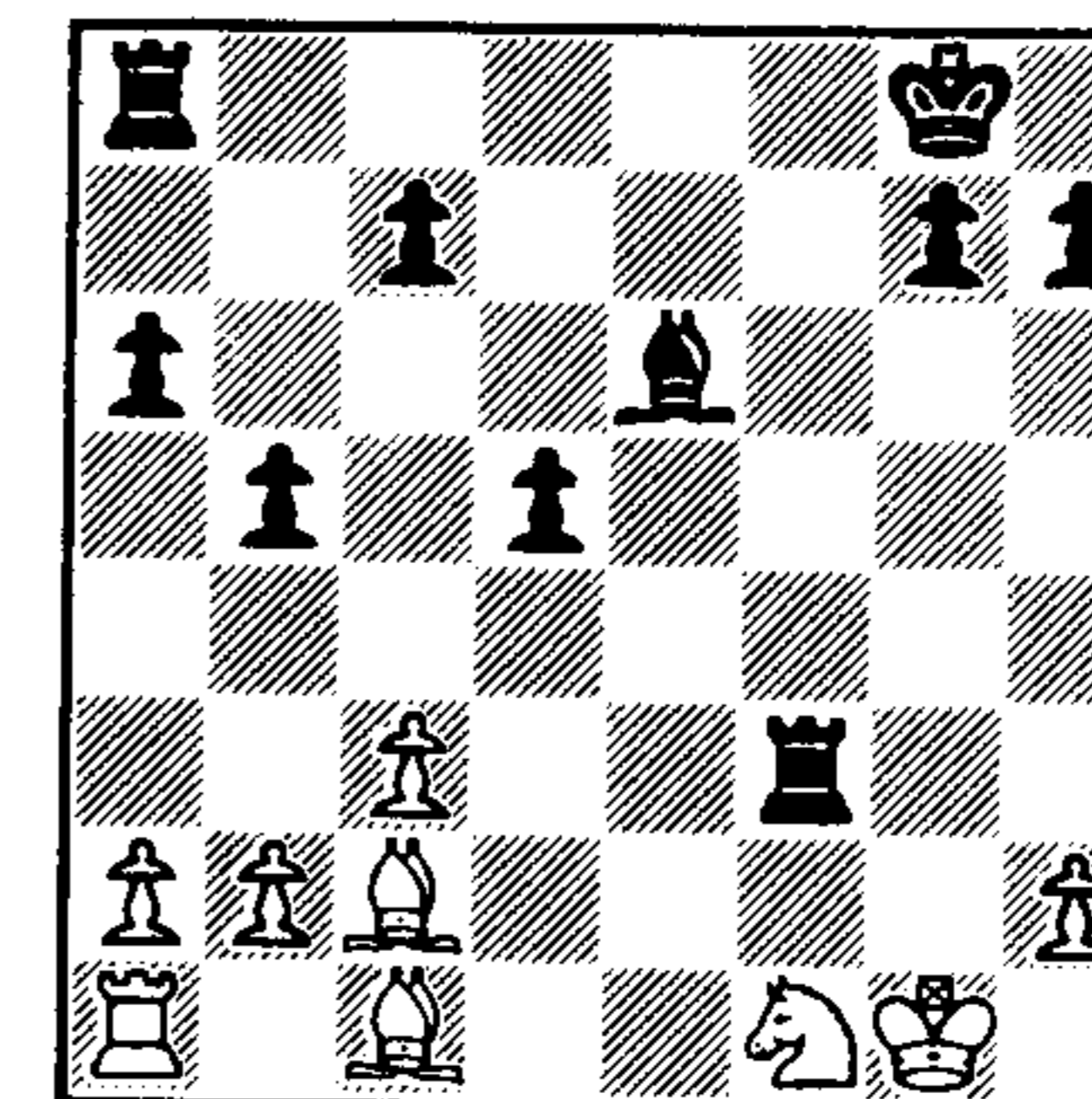


Diagram 67

After 18...Rxf3

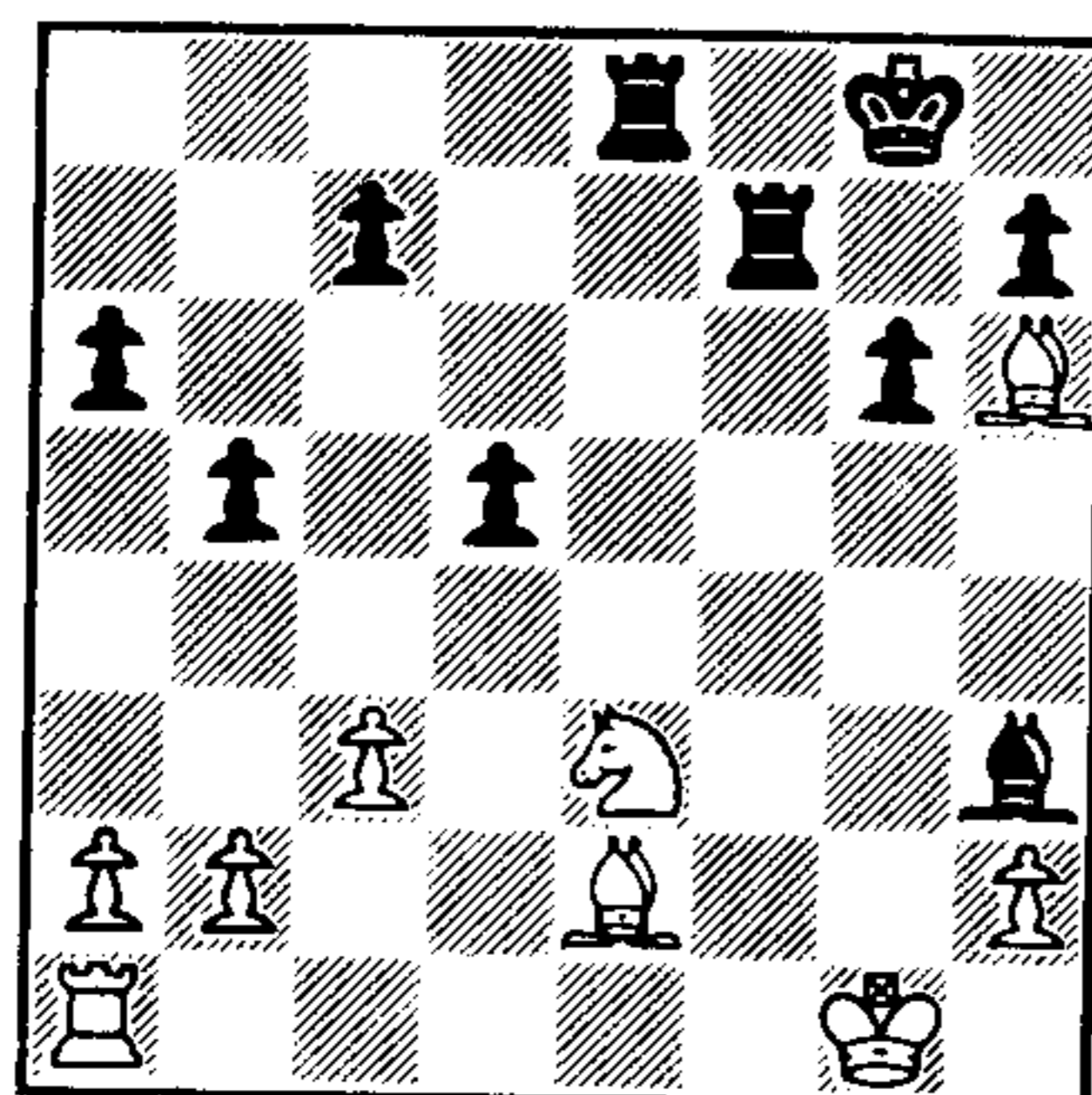
White's best here would have been 19 Be3 Bh3 20 Bc5, preventing Black from doubling his rooks on the f-file by 20...Rf8. Vujevic, however, played 19 Bd1 Rf7 20 Bh5?, in order to provoke 20...g6. This in turn would allow White's darksquare bishop the use of the square h6 – or so White thought.

Unfortunately, the move ...g7-g6 was actually part of Black's plan, so the move 20 Bh5 is a loss of tempo for White.

20...g6 21 Be2 Re8 22 Bh6 Bh3 23 Ne3?

Now Black has an elegant opportunity to win the game. Had White played 23 Ng3 instead, then 24...Re6, threatening 24...g5! 25 Bxg5 Rg7 26 Bf4 Rxe2.

Diagram 68



After 23 Ne3

23...g5! 24 Bh5

If 24 Bxg5, then 24...Rg7 wins a piece.

24...Rxe3 25 Bxf7+ Kxf7 26 Kf2 Re5 27 Kg3 Kg6!

Now if 28 Bxg5 Kxg5 29 Kxh3, Black wins by 29...Re3+ 30 Kg2 Re2+ and 31...Rxb2.

28 Bf8 g4 29 Kh4 Rh5+ 30 Kg3 Rf5 White resigned.

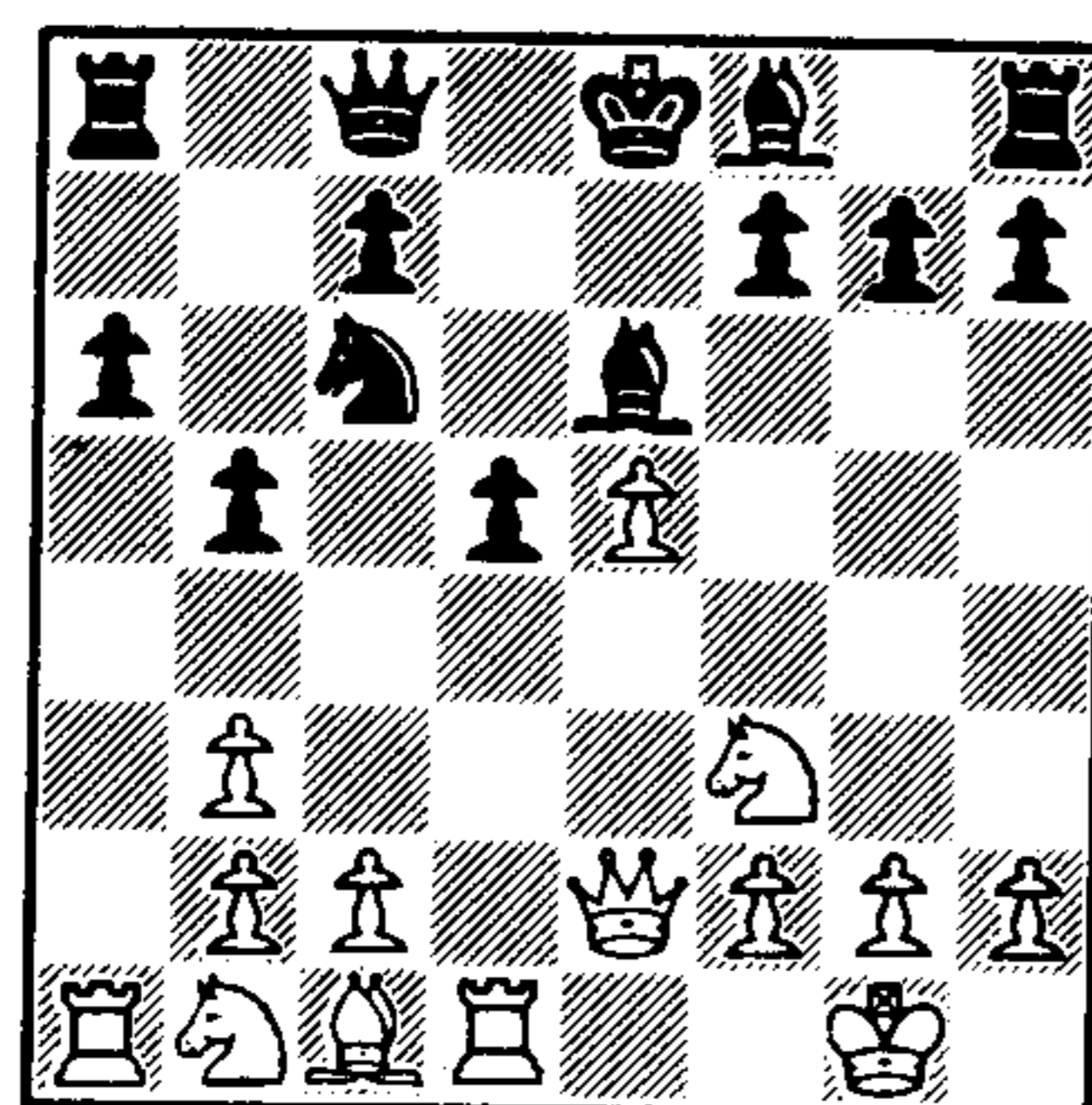
If the bishop retreats, then 31...Kh5 and mate next move.

A very interesting and instructive pawn sacrifice in the opening was that employed by Grandmaster Smyslov (White) against former World Champion Euwe in the World Championship Match-Tournament of 1948:

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Nxe4 6 d4 b5 7 Bb3 d5 8 de Be6 9 Qe2 Nc5 10 Rd1 Nxb3 11 ab Qc8

Black eliminates the opposing bishop and removes his queen from the d-file. The same position had occurred a round before this game in Keres-Rehevsky. There White continued 12 Bg5, but achieved nothing after 12...h6.

Diagram 69



After 11...Qc8

12 c4!!

A new move, which "blows up" the Black central position.

12...dc 13 bc Bxc4

Black has nothing better than to accept the pawn sacrifice.

14 Qe4!

Now White's queen is firmly ensconced in the center. 14...Qe6 would be met by 15 Rd6! Bxd6 16 Qxc6+ Ke7 17 ed+, while 14...Nb4 is answered by 15 Bg5!, threatening Rd8+.

14...Ne7 15 Na3!

Euwe probably underestimated this move. 15...Bb3 would now be met by 16 Rd3 Be6 17 Nxb5 Bf5 18 Nxc7+.

15...c6 16 Nxc4 bc 17 Qxc4

White has recovered his material, and continues to develop his attack against the marooned enemy king.

17...Qb7

If 17...Qe6, the following combination is possible: 18 Rxa6! Qxc4 19 Rxa8+ Nc8 20 Rxc8+ Ke7 21 Rc7+ Ke6 22 Rxc6+ Qxc6 23 Nd4+.

18 e6! f6 19 Rd7 Qb5 20 Qxb5 cb 21 Nd4

22 Nxb5 was the threat.

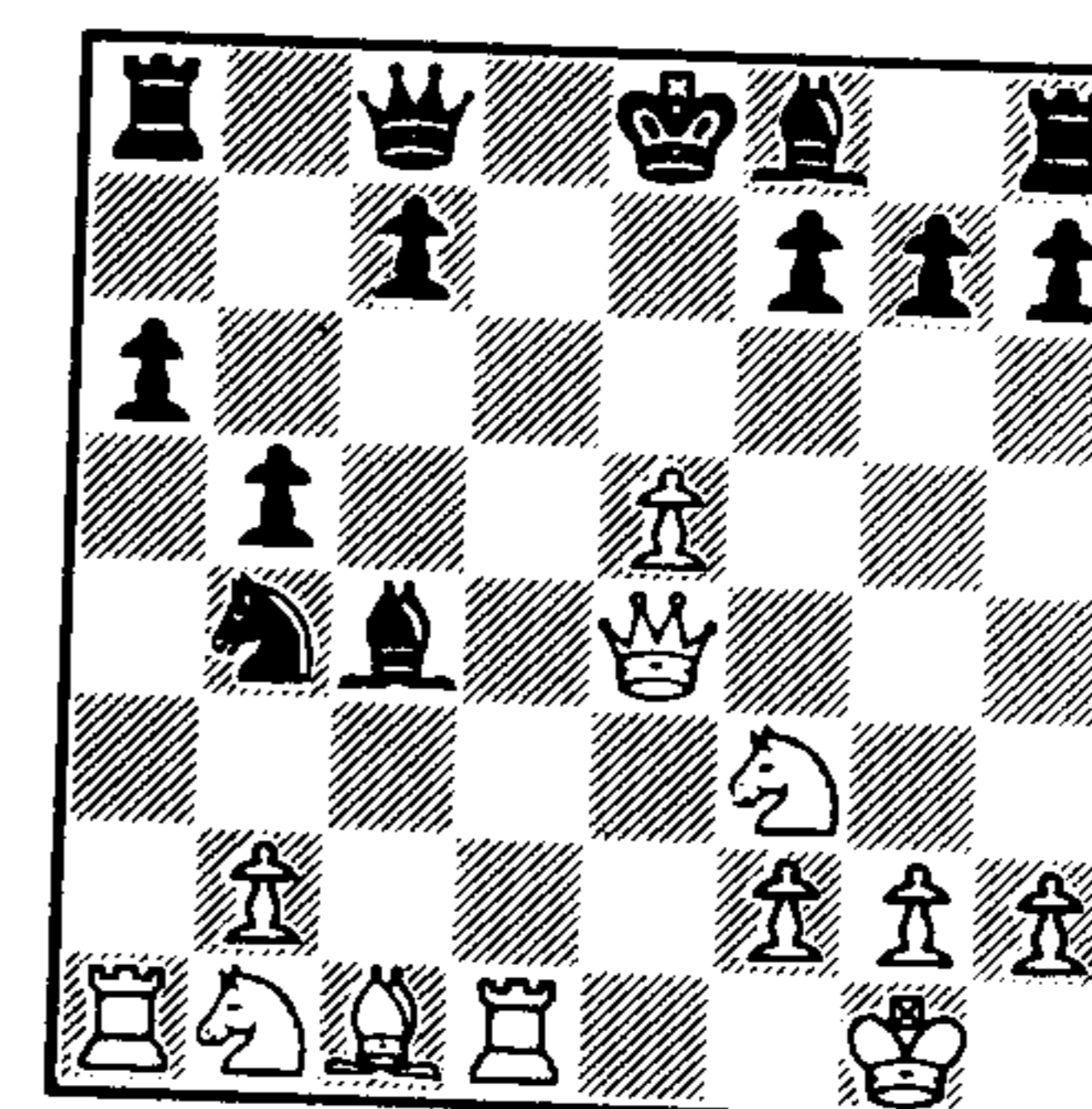
21...Rc8 22 Be3 Ng6 23 Rxa6 Ne5 24 Rb7 Bc5 25 Nf5 0-0

If 25...Bxe3, then 26 Nd6+ Kd8 27 e7 mate.

26 h3! Black resigned, since 26...g6 is met by 27 Nh6+ Kh8 28 Bxc5 Rxc5 29 Raa7, threatening Rxh7 mate.

Sixteen years later, Haag, playing Black against Gipslis (Piech 1964), attempted to rehabilitate this line for Black, meeting 14 Qe4 with 14...Nb4.

Diagram 70



After 14...Nb4

White played 15 Na3! (stronger than Smyslov's recommendation 15 Bg5) 15...Bb3 16 Nxb5 Bxd1

In a game Ostap-Bloch (California 1967), Black played 16...Rb8, when

White sacrificed another piece: 17 Nd6+! cd 18 ed+ Qe6 19 d7+ Kd8 20 Bg5+ f6 21 Qf4 Rb7 22 Nd4, with a decisive attack.

17 Nxc7+ Qxc7 18 Qxa8+ Kd7

On 18...Qd8, White continues 19 Qxd8+ Kxd8 20 Bg5+ and 21 Rxd1.

19 Bg5!

Sacrificing another piece, White obtains a tremendous attack against the enemy king.

19...Bxf3 20 Qxf3 Bc5 21 Rd1+ Kc8 22 Rc1 Re8 23 Qa8+ Kd7 24 Rd1+ Bd6 25 Qe4 Re6 26 Qf5 f6 27 Bxf6 Nd5 28 ed Qa5 29 Bc3 and Black resigned.

Along with 14...Ne7 and 14...Nb4, Black has also tried 14...Qb7. Now 15 Nc3 Rb8 leads to the following position:

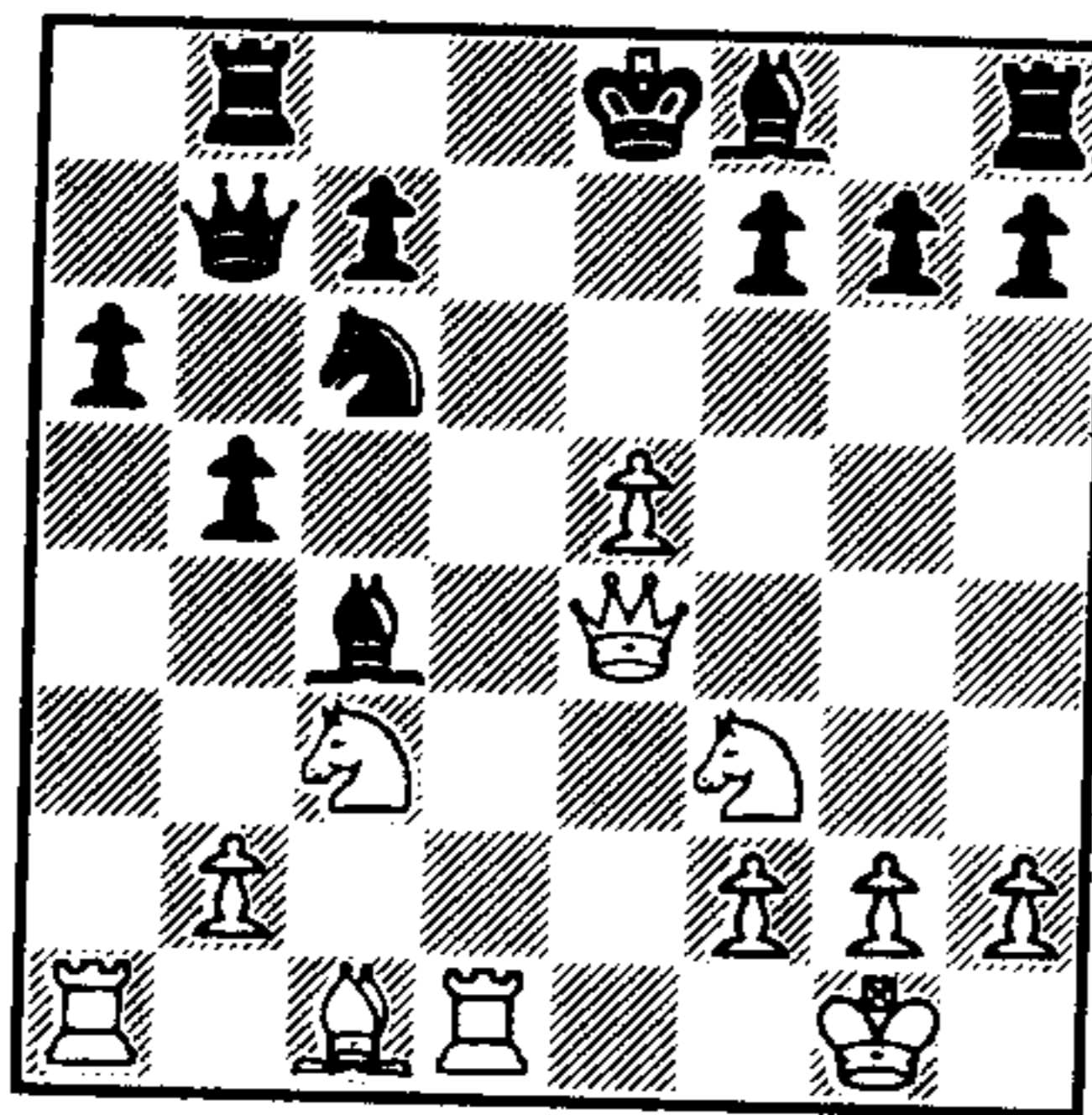


Diagram 71

After 15...Rb8

As Smyslov pointed out, White has a quick win by continuing 16 e6! Bxe6 17 Ng5 Nd8 18 Rxd8+ Kxd8 19 Nxe6+ fe 20 Qxe6 Be7 21 Bg5! — a thoroughly convincing example of a gambit solution to the problem of the opening.

Marshall Attack

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Re1 b5 7 Bb3 0-0 8 c3 d5

This surprising pawn sacrifice was first seen in the famous game Capablanca—Marshall, 1918. In return, Black obtained a dangerous attack on the enemy king position.

9 ed e4

In the above mentioned game, Marshall continued 9...Nxd5 10 Nxe5 Nxe5 11 Rxe5 Nf6 12 Re1 Bd6, and White had some little trouble stemming the onrush of his opponent's well-placed pieces. Later on, 11...Nf6 was replaced by 11...c6 in tournament praxis. Even today, this continuation is successfully employed by Black, having seen service for over sixty years in all sorts of tournaments. The move played by Black here, 9...e4, is also worth studying.

10 dc ef 11 Qxf3

Nowadays 11 d4! is considered strongest.

11...Bg4 12 Qg3 Bd6

This was the continuation of a game Morh—Hausen, played in Norway in 1951. 12...Re8 is also possible here, and if 13 f3, then Black has a favorable 13...Qd3!, sacrificing a piece.

13 Qh4

13 f4 was safer. Now Black has the chance to develop a dangerous attack.

13...Re8 14 Rxe8+ Qxe8 15 f3

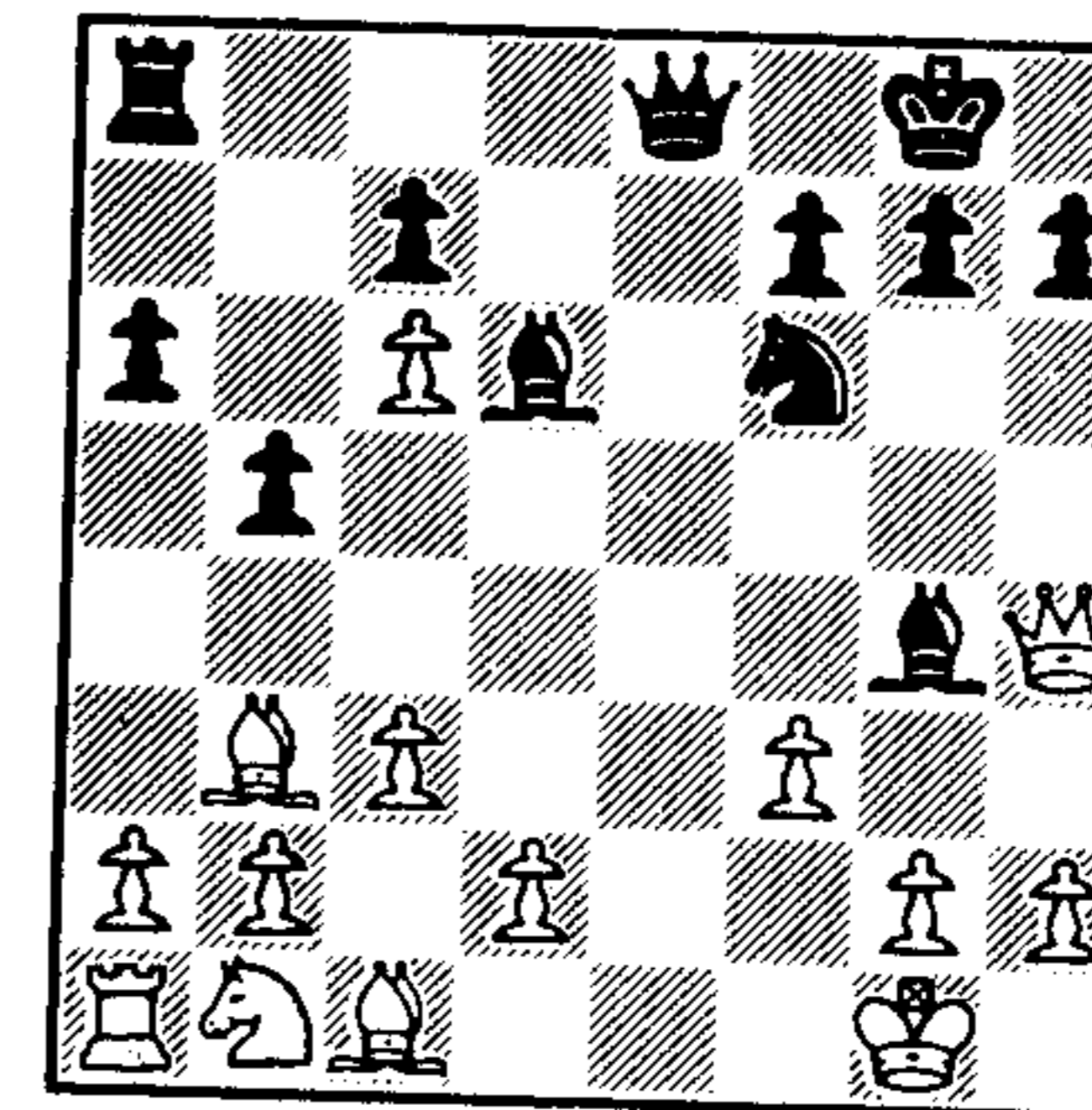


Diagram 72

After 15 f3

15...Qe2!

Here's the point: White is still two pawns up, but all Black's pieces participate in the attack on the king. White cannot take the bishop, since after 16 fg Nxc4 he would be unable to defend against the mate threat.

16 Bc2 Re8 17 fg Nxc4 18 Qxh7+ Kf8 19 Qh8+ Ke7 20 Qh4+ g5! 21 Qxg5+ Kf8

White is a lot of material ahead, but has to resign.

Rabinovich's Gambit, which entered tournament praxis in the prewar years, is interesting:

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 b5 6 Bb3 d6 7 Ng5

One might get the impression that Black's last move was a mistake, allowing White to gain the upper hand by means of this knight sortie. Not at all! By sacrificing one, or even two pawns, Black has the opportunity to develop a very strong attack.

7...d5 8 ed Nd4 9 Qe1 Bc5! 10 Qxe5+ Kf8!

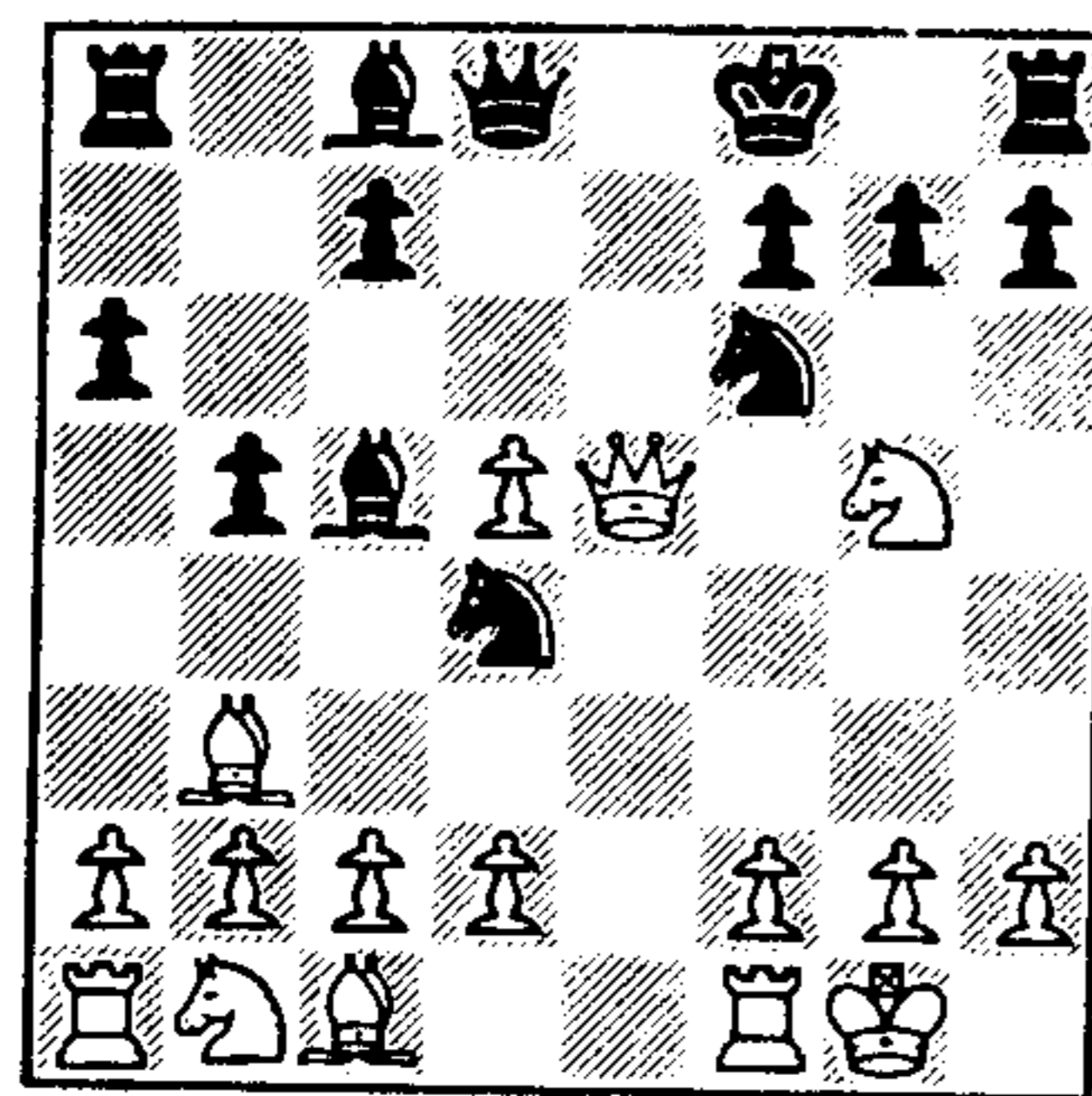
The point! Black gives up castling, but now threatens 11...Ng4 and 11...Nd7.

(See diagram at top of next page)

A game Bogatyryev—Dzagurov (Moscow 1939) continued: 11 c3

If 11 h3, then after 11...Nd7 12 Qe3 h6 13 Ne4 Nxc2 14 Qc3 Nxa1 15 Nxc5 Nxb3 Black keeps an exchange plus.

Diagram 73



After 10...Kf8

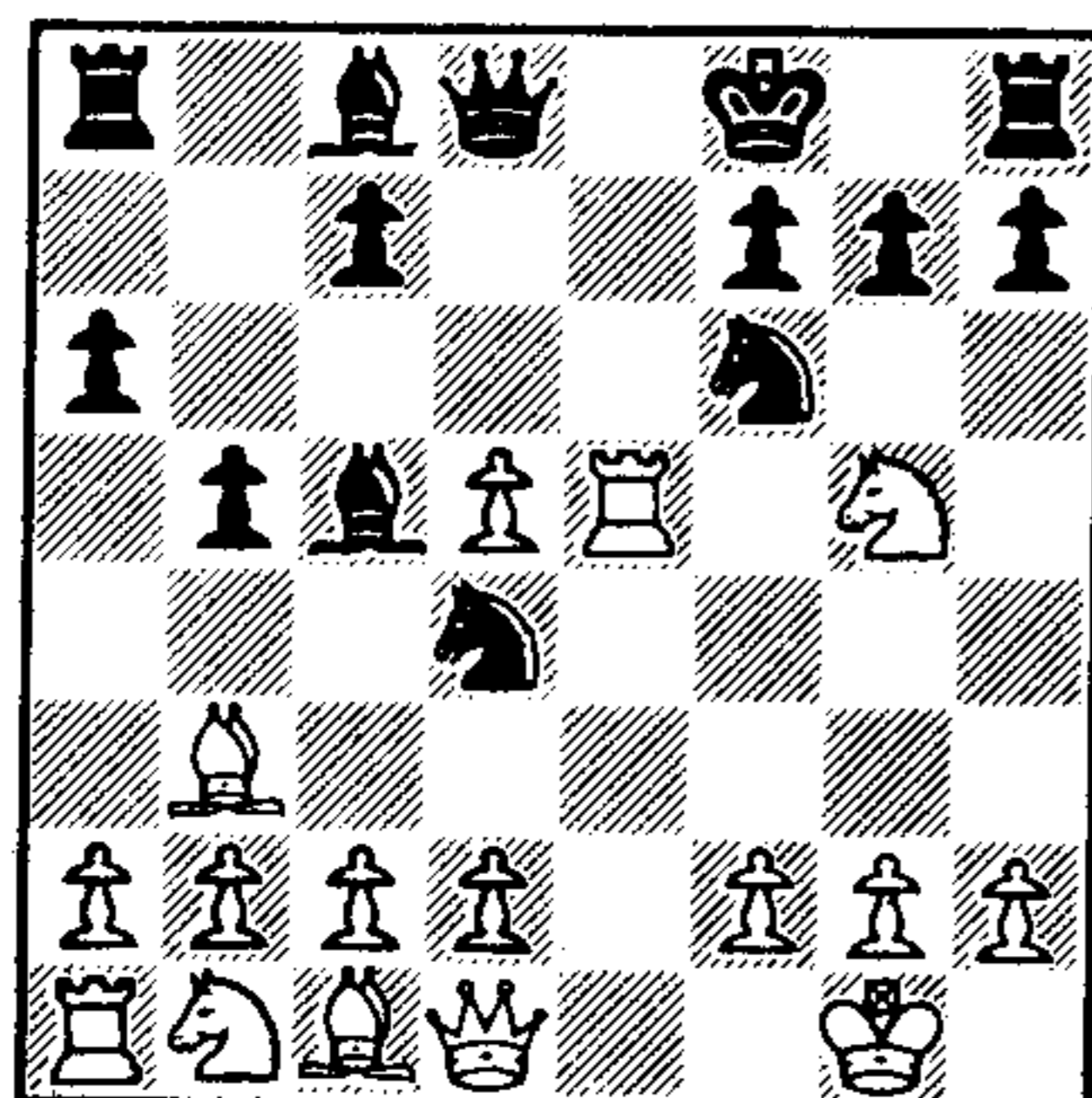
11...Ng4 12 Nxf7

Desperation. 12 Qe1 also loses, in view of 12...Nxb3 13 ab Qxg5 14 d4 Qh4 15 h3 Bd6, when Black comes out a piece ahead.

12...Qh4! 13 Qxc7 Ne2† 14 Kh1, and now Black wins immediately with 14...Nxf2† 15 Rxf2 Qxf2.

An alternative to 9 Qe1 is 9 Re1, which leads after 9...Bc5! 10 Rxe5† Kf8 to a similar position:

Diagram 74



After 10...Kf8

From this point, there have been the following continuations:

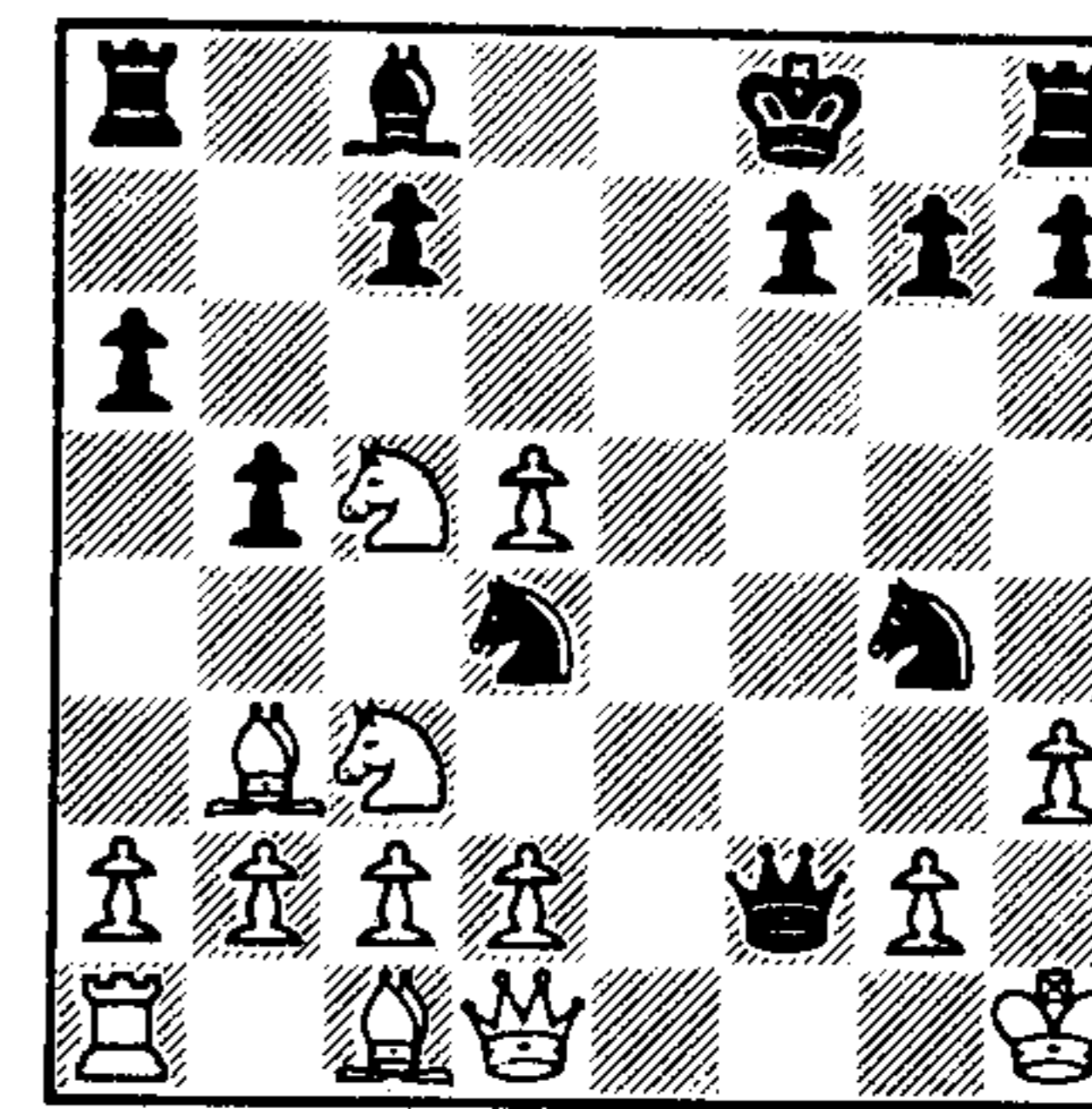
- 1) 11 h3 Nd7! 12 Nxf7 Qf6 13 Nxh8 Nxe5. White has an extra rook, but Black's attack is unstoppable. In Bonch-Osmolovsky–Dzagurov (Moscow '39) White was mated after 14 d3 Nxb3 15 ab Qxf2† 16 Kh2 Bg4 17 Qh1 Nf3 †.
- 2) 11 Nc3 Ng4 12 Nge4 Qh4 13 Rh5 Qxh5 14 h3 Qh4 15 Nxc5 Qxf2† 16 Kh1

(See diagram at top of next page)

This position arose in the game Korchnoi–Estrin (Leningrad 1951). Black won without difficulty after 16...Qg3 17 hg Bxg4 18 Qf1 Nf3 19 gf Bxf3† 20 Qxf3 Qxf3† 21 Kg1 Re8; however, he would have won much more spectacularly and quickly after 16...Nf3!; and if 17 N5e4, then 17...Qg3!., and mate is

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Diagram 75



After 16 Kh1

forced, since 18 Nxg3 is met by 18...Nf2 mate, while 18 Qg1 loses at once to 18...Nf2†!

Another interesting gambit line is the following, introduced by the gifted Tartar master Rashid Nezhmetdinov:

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 c3 f5 6 ef Bxf5 7 d4 e4 8 Ng5

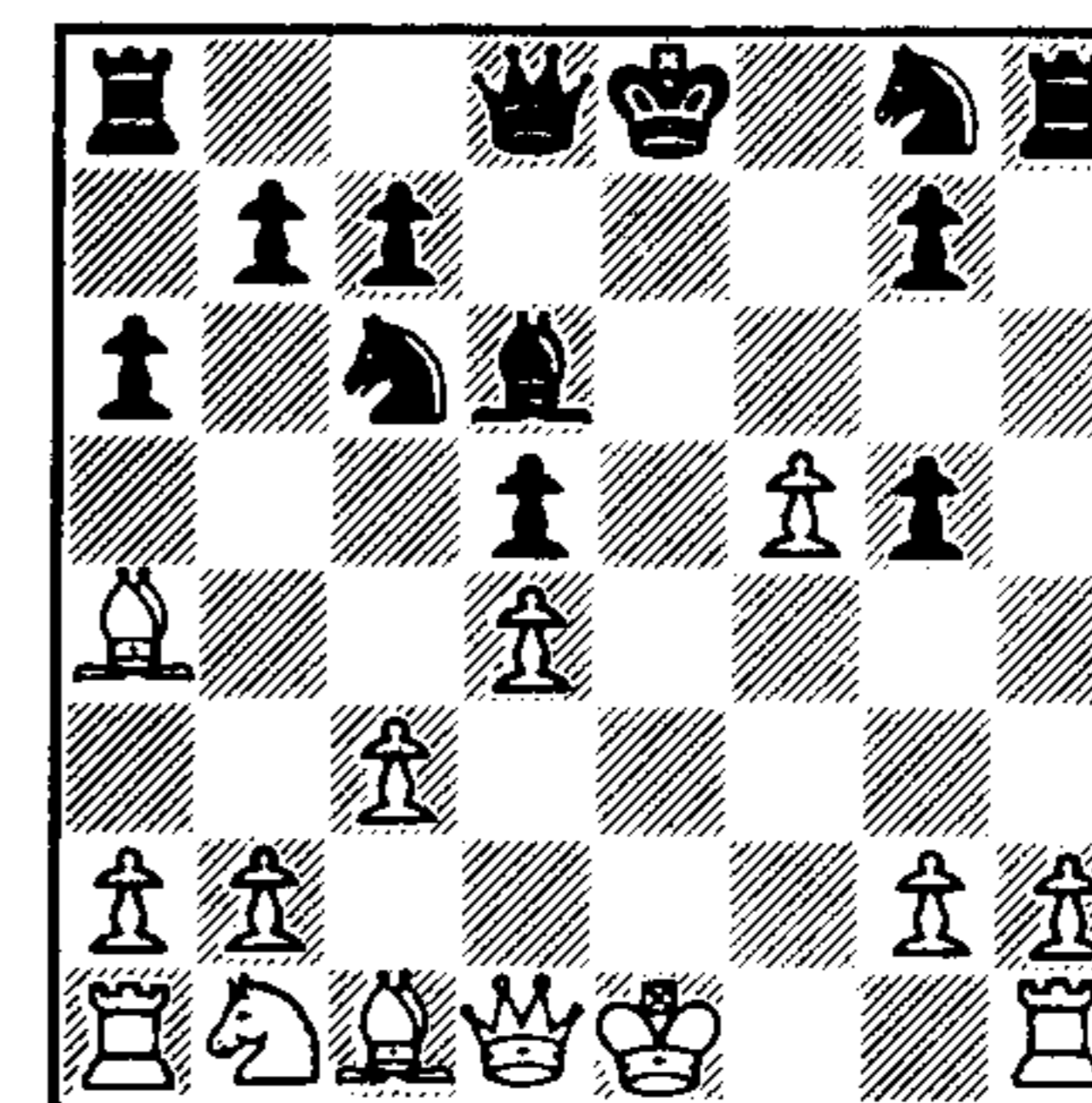
Nezhmetdinov also pointed out the possibility 8 0-0?!, considering that 8...ef 9 Qxf3 would give White an attack worth the sacrificed piece.

8...d5 9 f3 h6!

This was his idea! Black's usual continuation has been 8...e3 9 Bxe3 h6 10 Nh3 Bxh3, breaking up White's kingside pawns. But instead of 9 Bxe3 White can play 9 f4!, followed by 10 Nf3.

10 fe hg 11 ef Bd6

Diagram 76



After 11...Bd6

This position first occurred in the game Shishov–Nezhmetdinov (Tbilisi 1947). White selected what would seem to be a natural move: 12 Qg4; but after 12...Nf6! 13 Qxg5 Kf8! it was clear that, although Black is two pawns down, he has very dangerous threats. The game continued: 14 Bxc6 bc 15 Qg6 Qd7 16 Bg5 Re8† 17 Kd1 Ne4 18 Kc2 Qf7!

Black's advantage in development is so telling that he can even go quietly into the endgame, and there recover his sacrificed material with interest.

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19 Qxf7† Kxf7 20 Bc1 Ng3 21 Rg1 Rxh2 22 Nd2 Ne2 23 Rd1 Rxc2

Now that the material balance has been reestablished, Black's positional advantage is beyond question – he went on to an easy win.

Instead of 14 Bxc6, the game Baturinsky–Estrin (Moscow 1947) continued 14 Bf4, followed by 14...Rh5 15 Qg3 Qe7† 16 Kd1 Ne4 17 Qf3 Rxf5 18 Bxd6 Nxd6 19 Re1 Qf6 20 Qh3 – and here, with 20...Ne4! Black would have obtained an irresistible attack for the pawn.

Besides 12 Qg4 (from the position in the last diagram) White has also tried 12 Qe2† and 12 Qf3. Let's look at these too.

The first occurred in a correspondence game Shaposhnikov–Estrin (VI USSR Corr Ch 1963/64). After 12 Qe2† Kf8 13 h3 Black once again sacrificed the g-pawn, but in a slightly different version 13...g4!

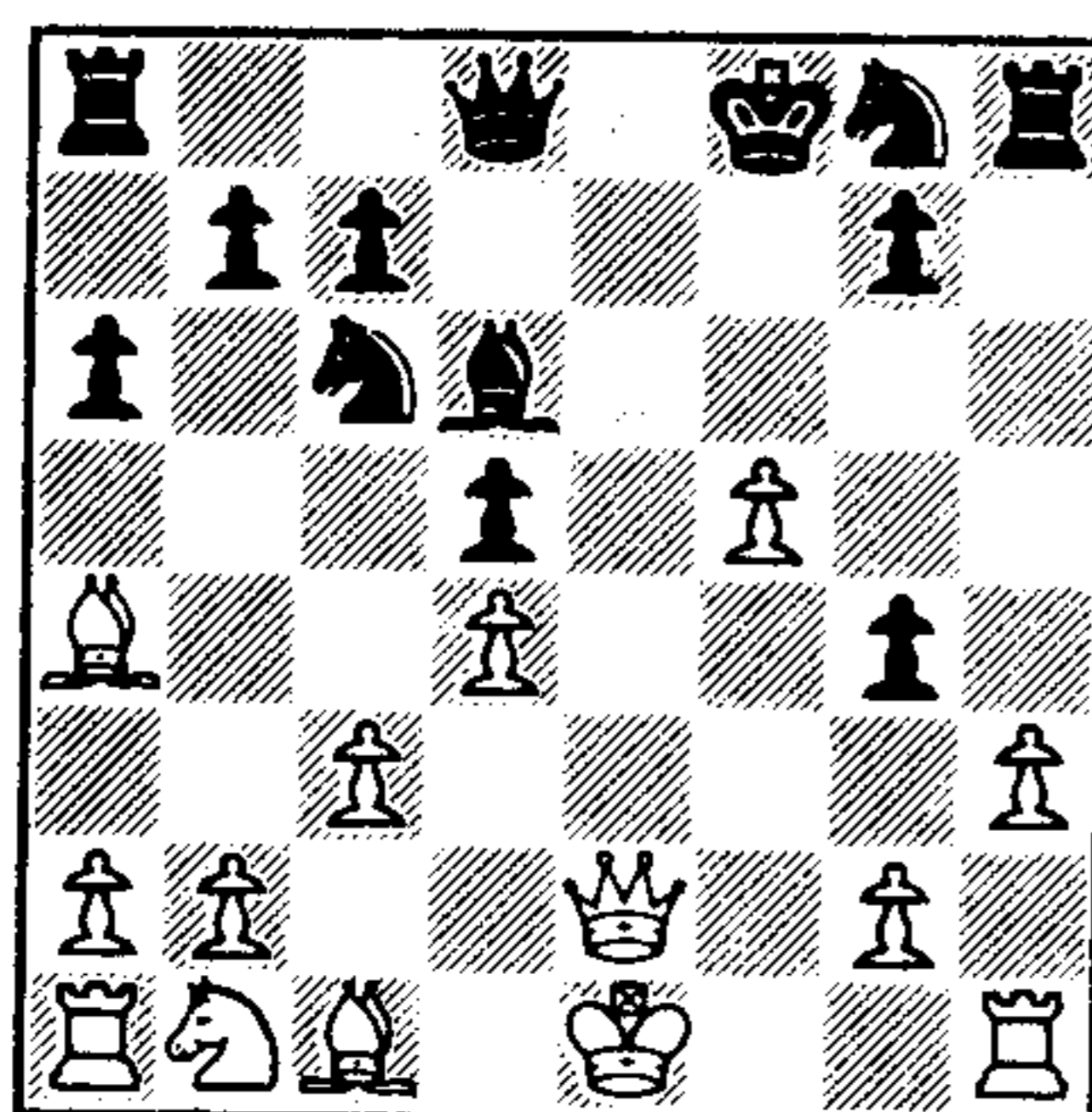


Diagram 77

After 13...g4

White had nothing better than to accept, but once again this gave Black a powerful attack. Here's how it developed:

14 Qxg4 Rh4 15 Qg5 Re4† 16 Kd1 Be7

White has two extra pawns, but the unfortunate position of his king and the active placement of Black's fiercely threatening pieces require us to prefer Black's position.

17 Qg6 Nxd4! 18 Nd2

It's quite obvious that after 18 cd Rxd4† and 19...Rxa4 Black would recover his material, while keeping all the advantages of his position.

18...b5 19 cd ba 20 Nf3

Once again, White could have won the exchange with 20 Nxe4 de 21 Be3, but after 21...c5! he would have been subjected to a practically irresistible attack. On the other hand, the defensive move White chooses also fails to rid him of his problems.

20...Bf6 21 Bg5 Rb8 22 Bxf6 Nxf6 23 Rc1

White's position is indefensible. On 23 Rb1 there follows 23...c5 24 dc Qe7, with decisive threats; while after 23 Ng5 Black wins by 23...Rxd4† 24 Kc1 Rc4† 25 Kd1 Qe7 26 Re1 Ne4, with unstoppable threats.

23...Rxb2 24 Qg3 Ree2

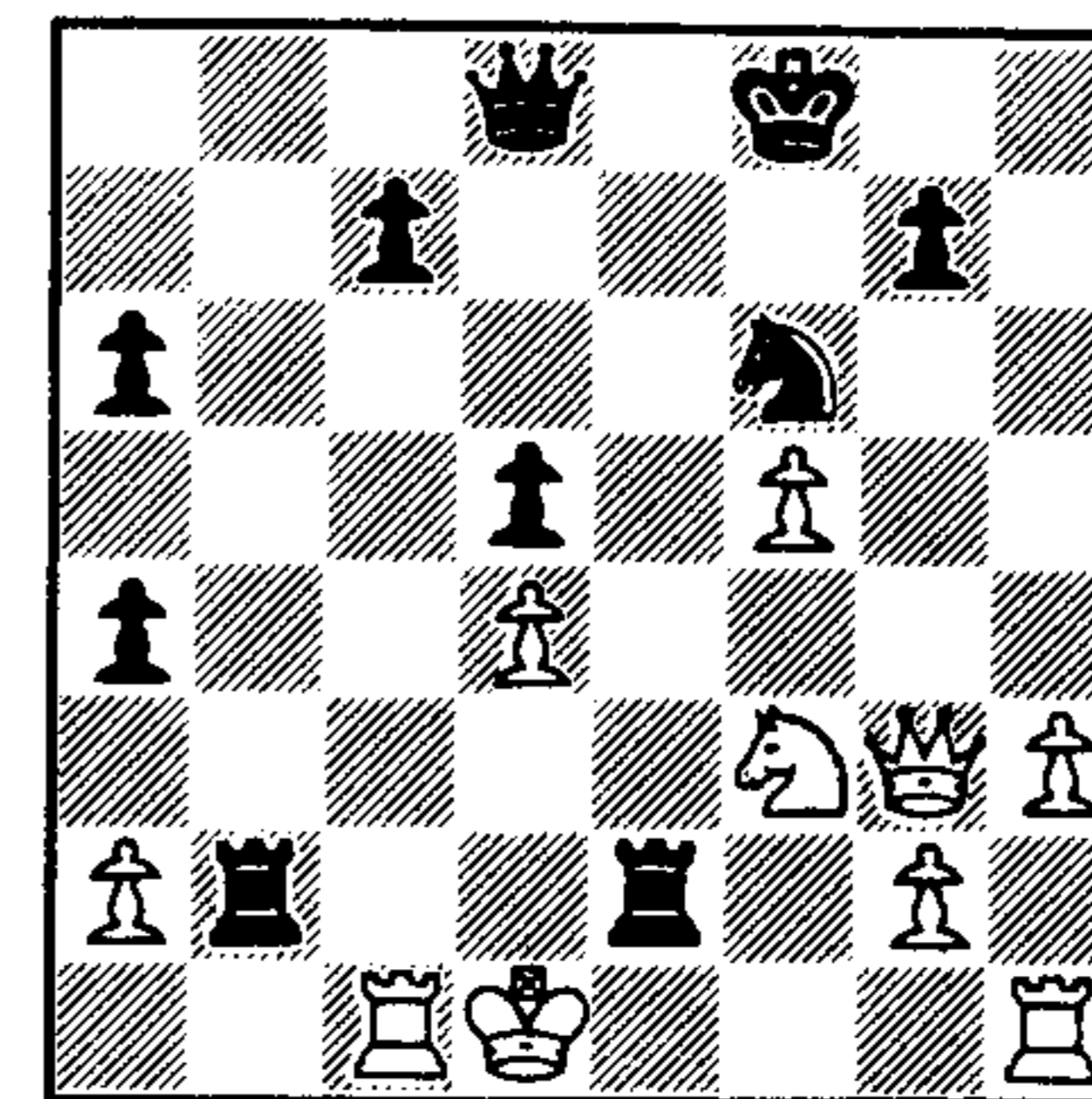


Diagram 78

After 24...Ree2

White resigned. On 25 Qxc7 Qxc7 26 Rxc7 Black replies 26...Ne4, with an easy win.

Opening theory develops very quickly. Many variations have been reevaluated in recent years, after toiling analysts have found previously undiscovered possibilities.

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 d6 5 c3 f5 6 ef Bxf5 7 d4 e4 8 Ng5 d5 9 f3 h6 10 fe hg 11 ef Bd6 12 Qf3 g4!

Once again the Nezhmetdinov line, and a similar pawn sacrifice.

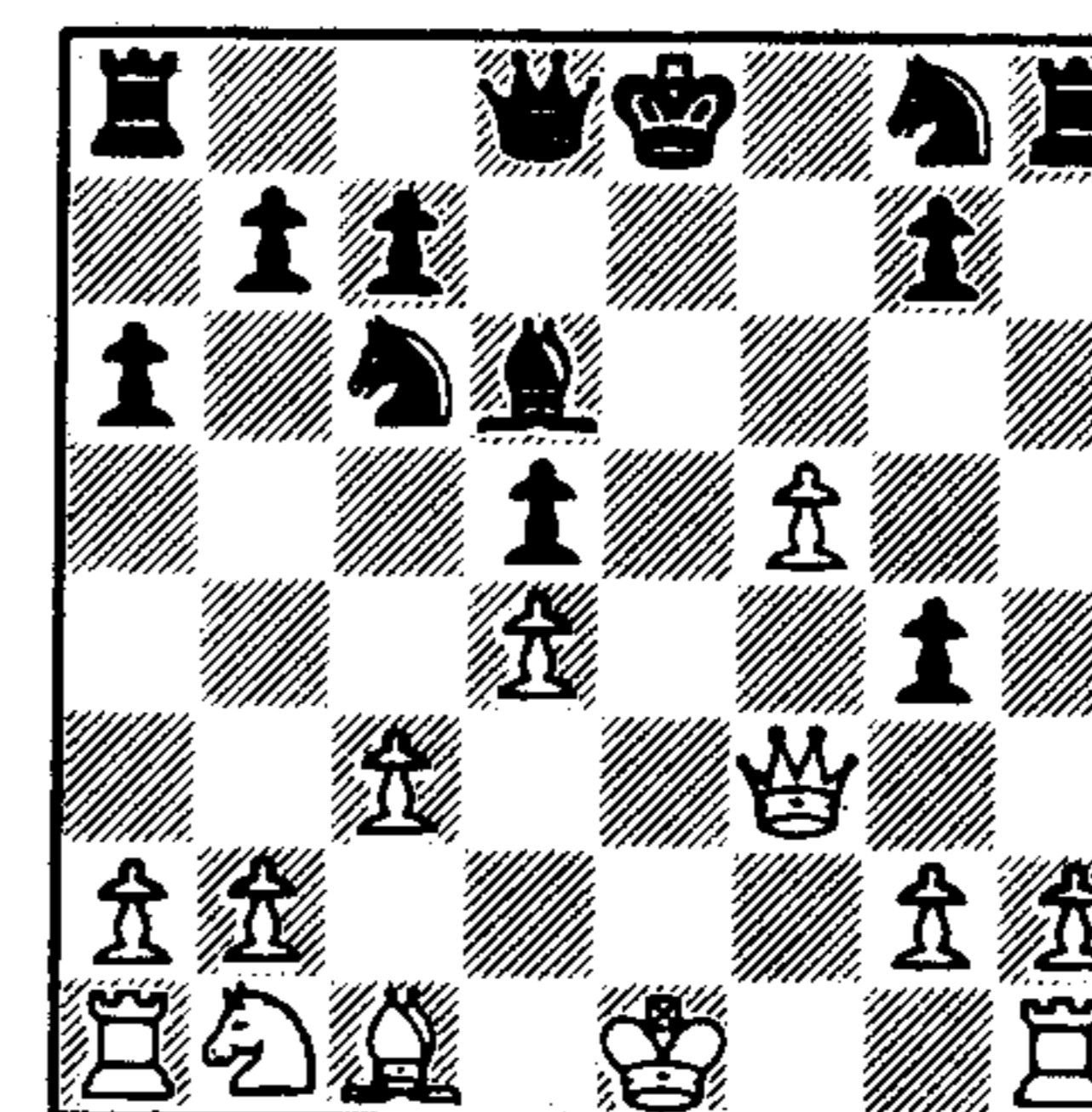


Diagram 79

After 12...g4

13 Qxg4 Nf6 14 Qxg7 Rg8 15 Qh6 Rxg2 16 Bd1 Qe7† 17 Kf1

The correspondence game Ekstrom–Svennebi, 1965-67, continued: 17... Rg8 18 Bf3 0-0-0 19 Bg5 Rdf8, and White gradually fought off the attack. In the later game Nyman–Estrin (XII European Corr Ch 1974-75), Black preferred a rook sacrifice for a decisive attack: 17...0-0-0!!

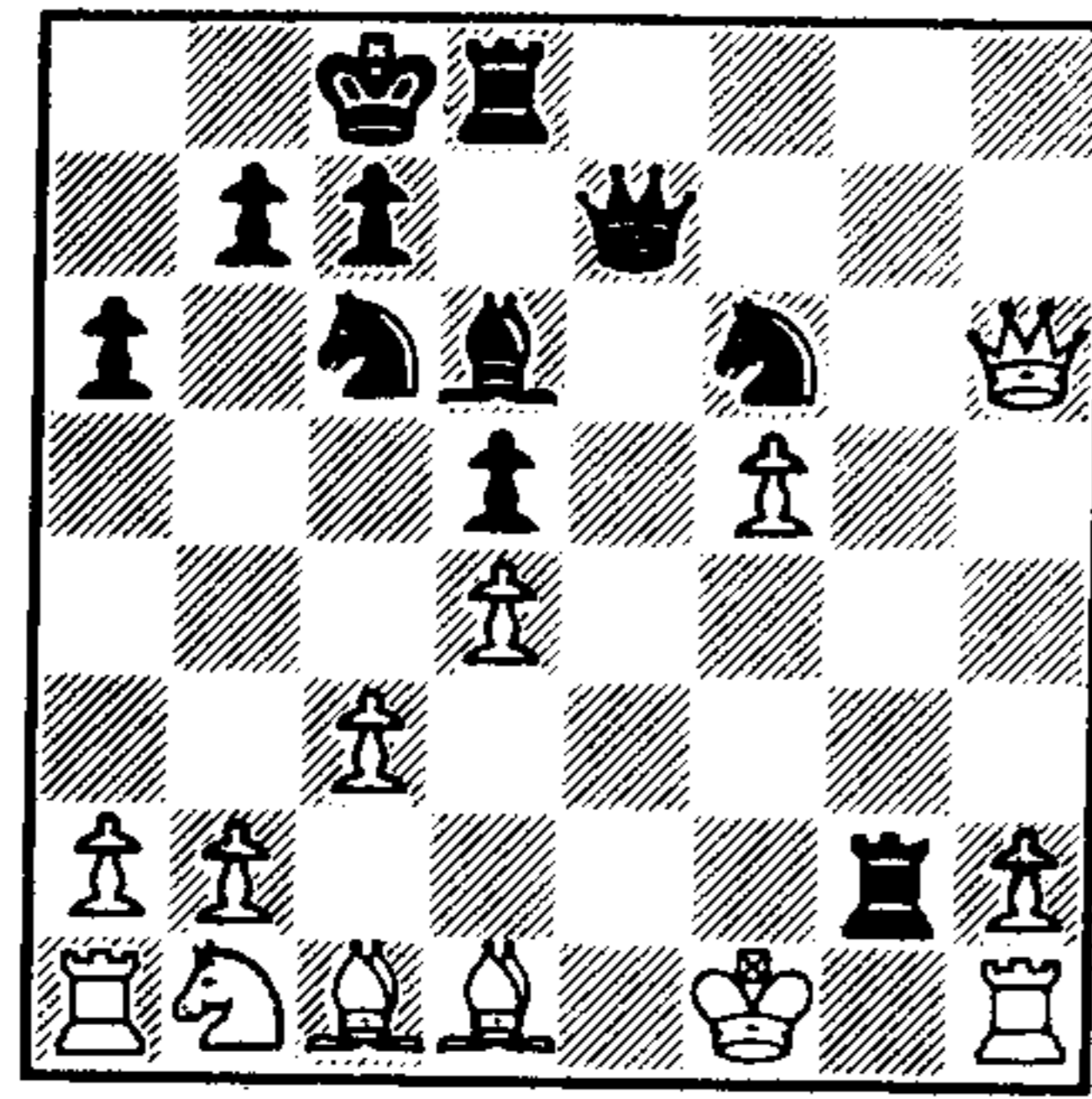
(See diagram at top of next page)

This unexpected, but fully justified move convincingly demonstrates the hopelessness of White's position.

18 Kxg2 Rg8† 19 Bg5

19 Kf2 would be met by 19...Qe4 20 Rg1 (if 20 Bf3, then 20...Qxf5)

Diagram 80



After 17...0-0-0

20...Qxf5† 21 Bf4 Re8, with numerous threats.

19...Qe3! 20 h4

Of course not 20 Qxf6, on account of 20...Rxc5† 21 Kf1 Qf4†. The rest is simple.

20...Qg3† 21 Kf1 Re8! 22 Bd2 Ng4 23 Bxg4 Qxg4 24 Qe6† Rxe6 25 fe Bg3! White resigned.

Interesting complications occurred in Tille–Estrin (VII World Corr Ch 1972-75):

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Qe2 b5 7 Bb3 0-0 8 a4 b4 9 a5?

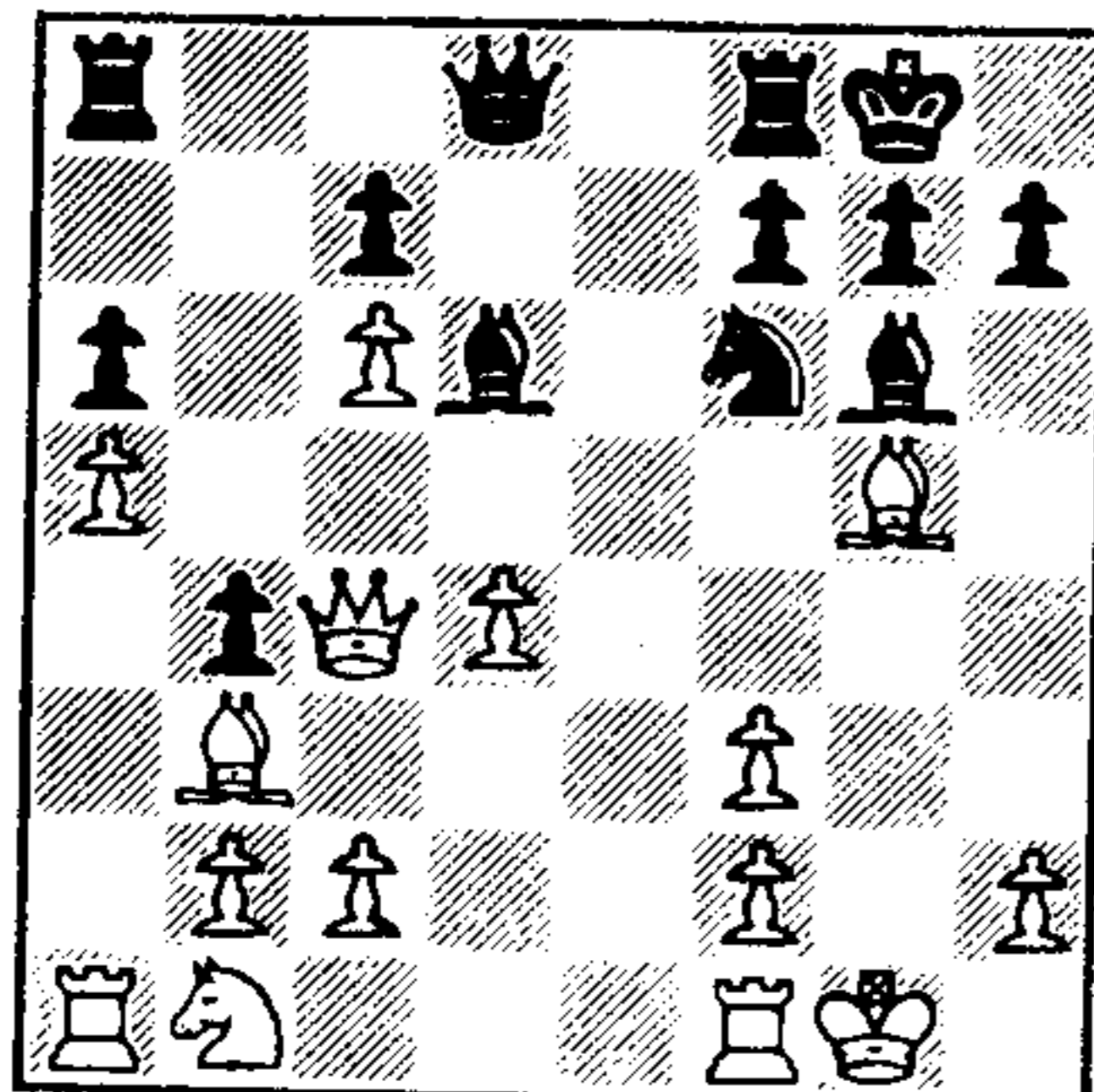
This mistake allows Black to develop a dangerous kingside attack.

9...d5 10 ed e4! 11 dc Bg4 12 d4

In Polyak–Estrin (Leningrad 1953) the continuation was: 12 Re1 Bd6 13 h3 ef 14 Qd3 Nh5! 15 g3 (15 hg is met by 15...Bh2†! 16 Kxh2 Qh4† 17 Kg1 fg 18 Kxg2 Nf4†, and White must resign) 15...Nf4! 16 gf Qh4 17 Re4 Qxh3 18 Qf1 Qh5 19 Qe1 Bh3, and White resigned.

12...Bd6 13 Bg5 ef 14 gf Bh5 15 Qd3 Bg6 16 Qc4

Diagram 81



After 16 Qc4

In this position I at first intended to continue: 16...Qc8 17 Bh4 Qh3 18

Bg3 Ng4 19 fg Be4 20 f3 Bxg3 21 Qe2 Bxf3 22 Rxf3 Bxh2† 23 Kf2 Qxg4, but came to the conclusion that after 24 Nd2 Qxd4† 25 Kg2 Bd6 26 Qf2! White obtains the better chances. The path actually chosen by Black to pursue the attack is undoubtedly more promising.

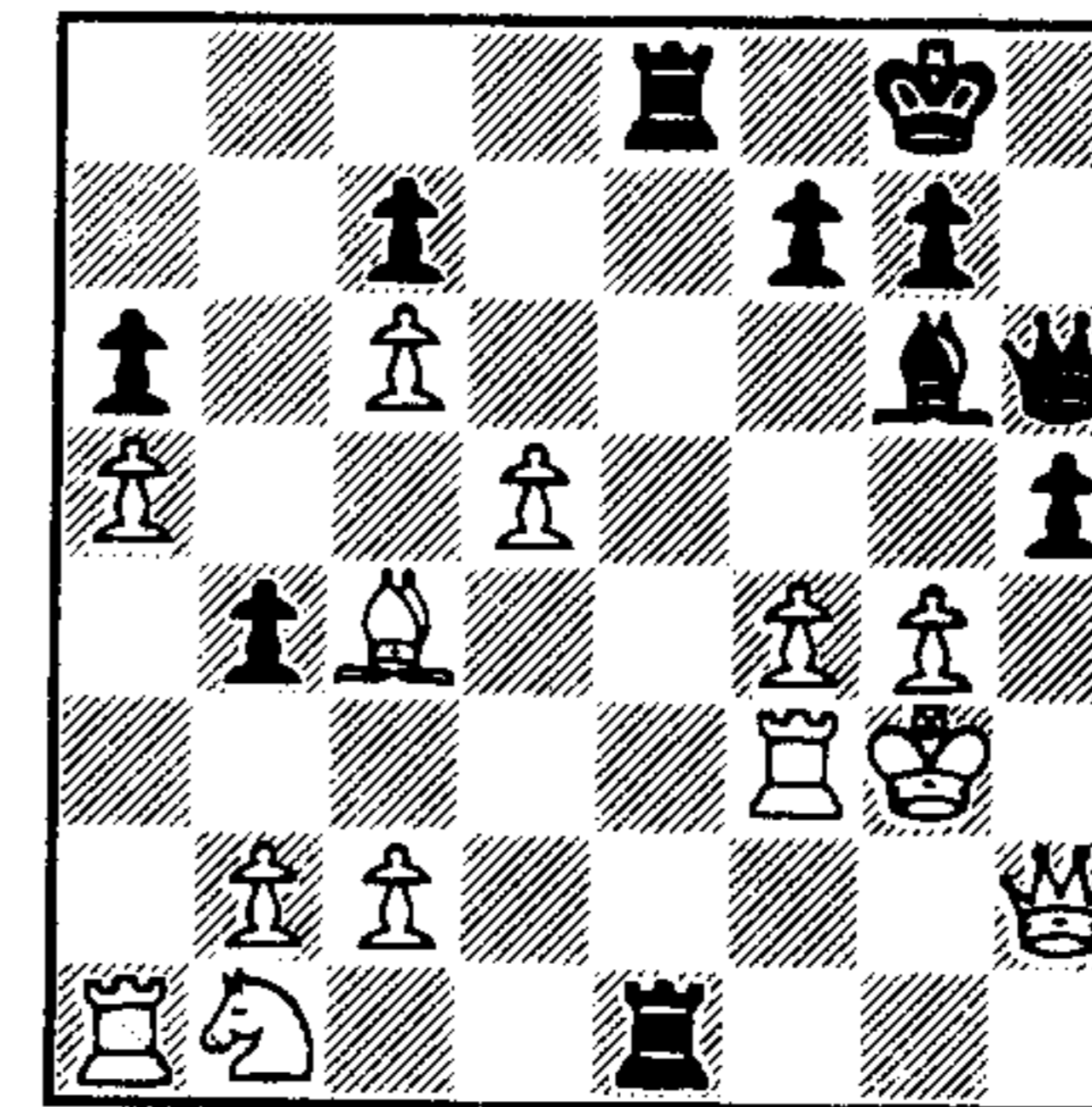
16...Bxh2†! 17 Kxh2 Ng4† 18 fg Qxg5 19 Kg3 h5 20 Qe2!

The only defensive chance. On 20 f3 Bf5 21 d5 Rae8 Black's attack rolls on unopposed.

20...Rae8 21 f4 Qh6! 22 Qh2 (if 22 g5?, then 22...h4†! wins quickly) 22...Re3† 23 Rf3 Re1 24 d5 Rfe8 25 Bc4!

White defends very resourcefully. The inviting 25 d6 is refuted by 25...R8e2 26 d7 Rxh2 27 d8(Q)† Kh7 28 g5 R1e2!, and Black wins.

Diagram 82



After 25 Bc4

25...Bxc2

25...Be4 could be met by 26 Nd2! Rxa1 Re3 h4† 28 Kf2 Rh1 29 Qxh1 Bxh1 30 Rxe8† Kh7 31 Bd3† g6 32 g5 Qg7 33 Re5 Qf8 34 Kg1! Qc5† 35 Kxh1 Qf2 36 Ne4! Qf3† 37 Kg1 Qxf4 38 Re8, and now it is Black who must scramble for a draw.

26 d6

White could not take the enemy bishop, since 26 Qxc2 runs into 26...hg!, with decisive threats.

26...Qxd6

26...cd 27 c7 d5 28 Bxd5 Qd6 is probably no better, on account of 29 Qxh5.

27 Qxc2 Rg1†

And now 27...hg is unsatisfactory, since White can gain the upper hand by means of 28 Qf5 gf 29 Bxf7†!

28 Kh2 R8e1 29 Qf5 Rh1† 30 Kg2 Rhg1†

After 30...Reg1† 31 Kf2 Qd4† 32 Re3 Qxb2† 33 Re2 Black has nothing better than to repeat moves by 33...Qd4† 34 Re3 Qb2†, on account of the threatened Re8 mate.

31 Kh2 Draw.

After the opening moves 1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Qe2 b5 7 Bb3, Black usually plays 7...d6, when White's best reply is 8c3. After the trappy 8 a4, Black should not play 8...b4 on account of 9 Qc4! d5 10 Qxc6† Bd7 11 Qb7 Bc5 12 Nxe5 Ra7 13 Nc6! His best reply is 8...Bg4 9 c3; now he can continue 9...0-0, and if 10 ab ab 11 Rxa8 Qxa8 12 Qxb5, then 12...Na7! recovers the pawn with good play, as in the well-known game Fine–Keres, AVRO 1938.

Instead of 9...0-0, however, Black can walk bravely “into the trap” by playing 9...b4, as in the brilliant game Bagirov–Halilbeli (Baku 1958): 10 Qc4

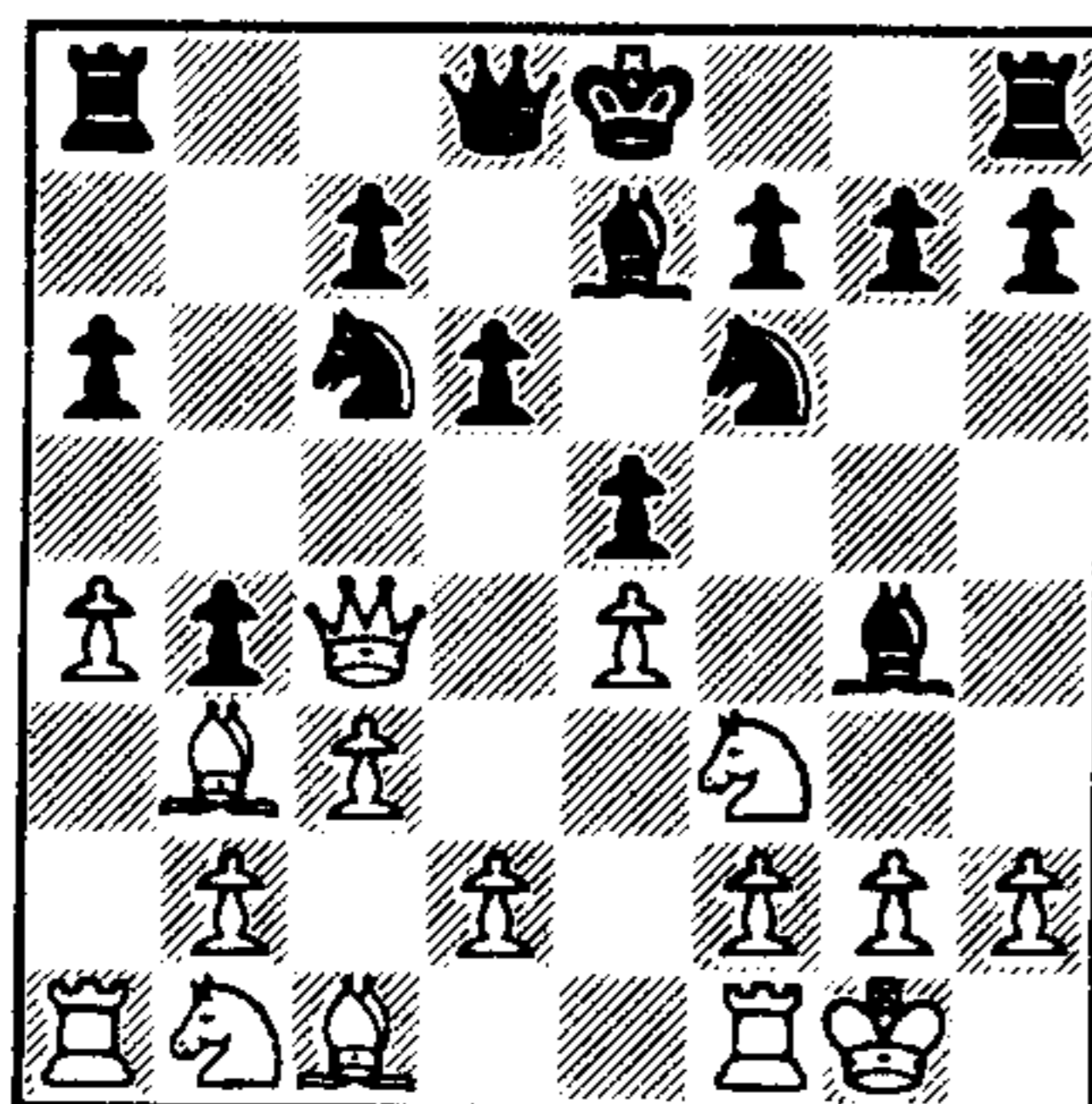


Diagram 83

After 10 Qc4

Now Black would appear to be in a bad way, since he must now lose material. But now, sacrificing a pawn and giving up castling as well, Black manages to seize the initiative, and successfully prosecute an attack on the enemy king.

10...Na5! 11 Qxf7† Kd7 12 Ng5 Nxb3 13 Qxb3 h6 14 f3

There is nothing better. 14 Nf7 would be met by 14...Qg8, when White would have to give up his knight.

14...hg 15 fg Rxh2!

A decisive rook sacrifice, after which Black's attack becomes irresistible.

16 Rxf6

16 Kxh2 is met by 16...Nxb3 17 Kg1 (or 17 Kg3 Qh8 18 Kxg4 Qh4† 19 Kf3 Rf8† and mate in two) 17...Qh8 18 Rf7 Qh2† 19 Kf1 Qh1† 20 Ke2 Qxg2† 21 Kd3 (or 21 Kd1) 21...Rh8, and Black wins. White removes the dangerous knight, but it's too late to save him.

16...gf 17 Kxh2 Qh8† 18 Kg3

After 18 Kg1 Qh4 19 Qd1 Rh8, White's position is also indefensible.

18...Qh4† 19 Kf3 Qe1

(See diagram at top of next page)

As a result of Black's lengthy combination, White's king is now defenseless. Black's piece sacrifice has allowed him to set up unstoppable threats.

20 Na3 Rh8

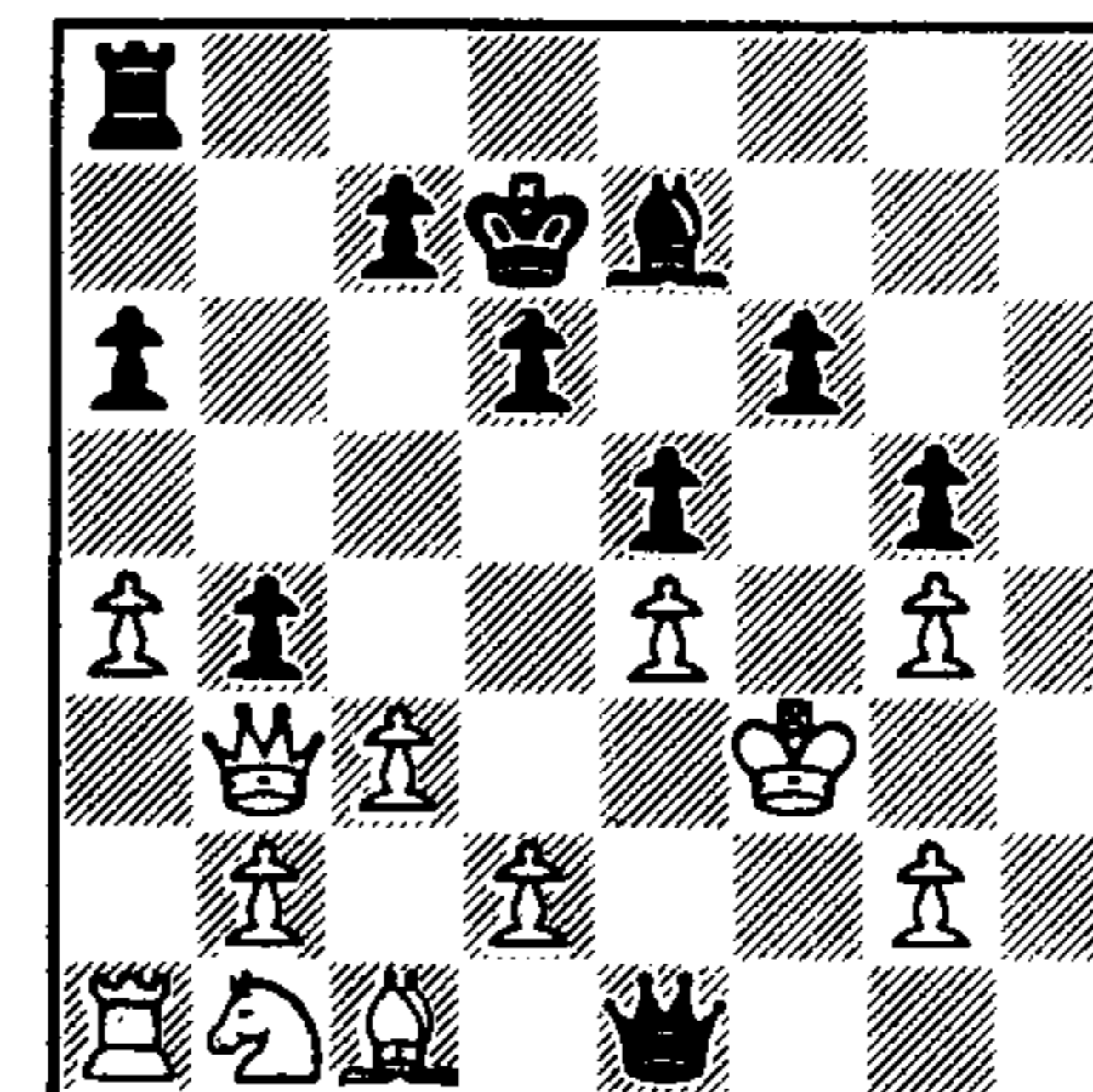


Diagram 84

After 19...Qe1

Naturally, Black could have taken the knight, restoring material equality; but he preferred not to be distracted from his intention. The finish was:

21 d4 f5! 22 gf g4† and White resigned, since after 23 Kxg4 Qe2† he gets mated.

Alekhine's Defense

The following sharp line of Alekhine's Defense is of fairly recent vintage:

1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 c4 Nb6 5 f4 de 6 fe Nc6 7 Be3 Bf5 8 Nc3 e6 9 Nf3 Be7 10 d5 Nb4 11 Rc1!

GM Alexander Zaitsev suggested this interesting move. 11 Nd4 was the usual move here.

11...f6

This attempt to sharpen the game turns out to be very risky. Much safer is 11...0-0 12 a3 Na6 13 Bd3 Bxd3 14 Qxd3 Nc5.

12 a3 Na6 13 g4!

A sudden, but wholly correct pawn sacrifice. This example shows once again that in any opening line, even the most solid and peaceful ones, it is possible to find gambit opportunities.

13...Bxg4 14 Rg1!

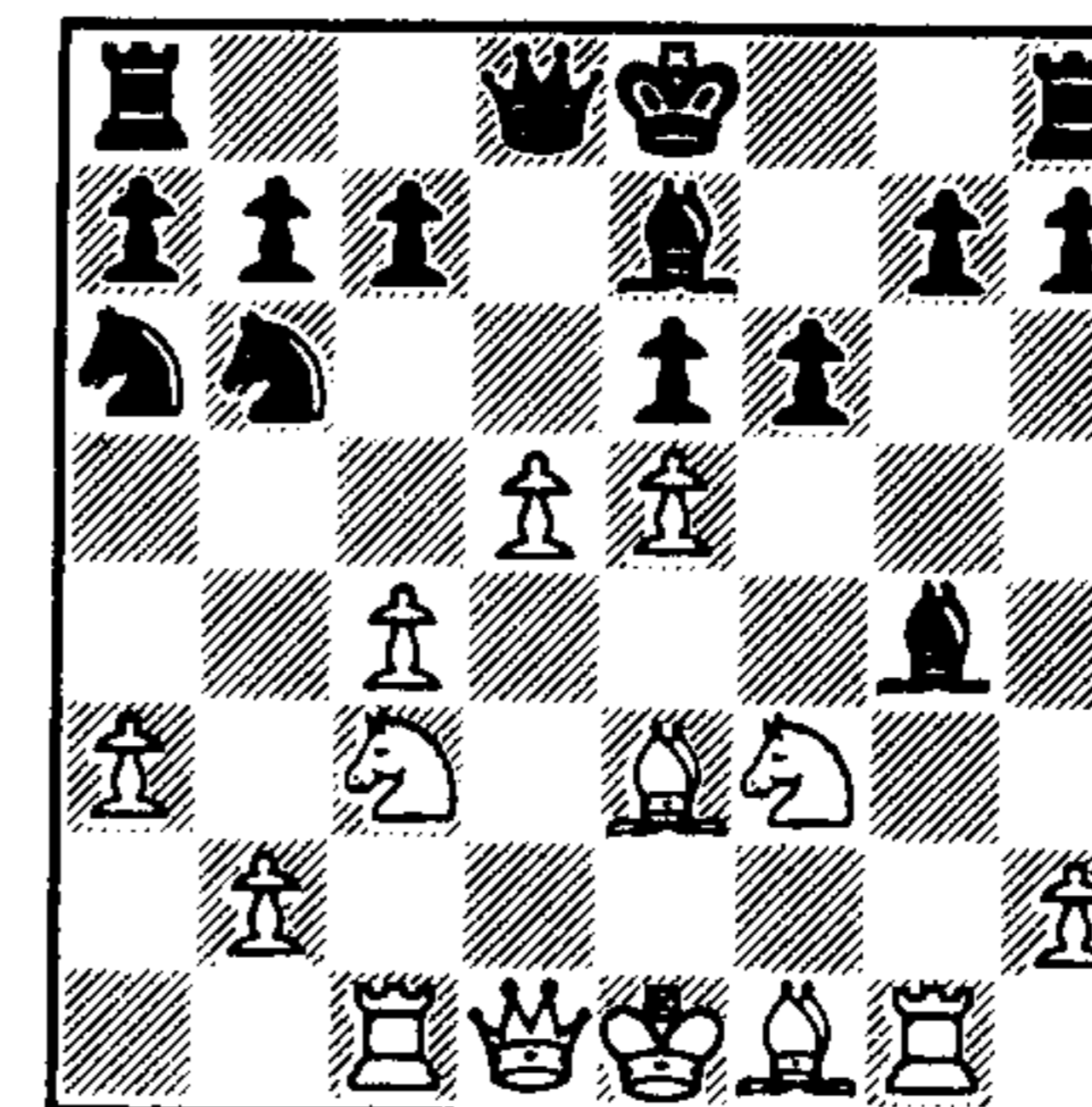


Diagram 85

After 14 Rg1

The idea of this sacrifice to open the g-file belongs to the Yugoslav GM Velimirovic. Praxis shows that Black is hard put to defend. A few examples:

1) 14...f5 15 h3 Bxf3 16 Qxf3 0-0 17 Rc2 Qd7 18 Rd2 Rae8 19 d6!, with a clear advantage to White (Velimirovic—Gipslis, Havana 1971);

2) 14...f5 15 h3 Bh4† 16 Kd2 Bh5 17 Rxc7 ed 18 cd Nxd5? 19 Qa4†, and White won (Tringov—Rodrigues, 1971);

3) 14...Bh5 15 Be2 fe

If White now plays 16 Nxe5, there follows 16...Bxe2 (but not 16...Bh4† 17 Kd2 Bxe2 18 Qxe2 0-0, in view of 19 Bh6! with a powerful attack for White in Hecht—Cafferty, Holland 1972) 17 Qxe2 0-0 18 Qg4 Bf6 19 Qxe6† Kh8 20 Ne4 Qe8! (Sultan—Cafferty, Corr Olympiad 1973), or 20 Nf7† Rxf7 21 Qxf7 Nxc4, in either case with sufficient counterplay for Black.

However, instead of 16 Ne5, White has the powerful move 16 Ng5!, giving him a dangerous attack.

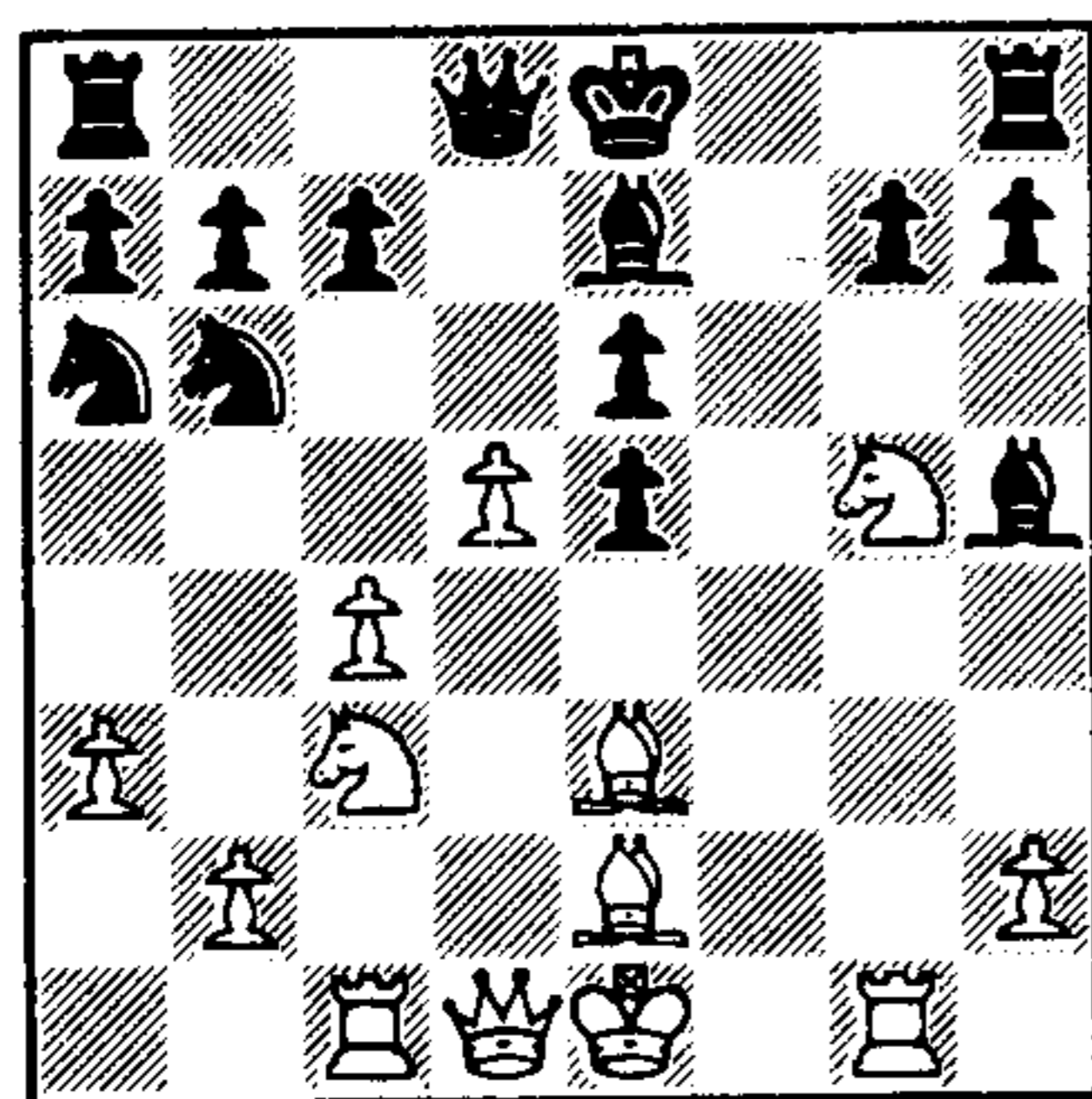


Diagram 86

After 16 Ng5

After 16...Bxe2 17 Qxe2 Bxg5 18 Rxc7! 0-0 19 Qg4 Qe7 20 de c6 21 Ne4 g6 22 h4 Rae8 23 h5 Qxe6 24 hg Qxg4 25 ght Kh8 26 Rxc4, White achieves a clear advantage.

Caro-Kann Defense

In this defense, the so-called Panov Attack has been a successful line for White for quite a few years now:

1 e4 c6 2 d4 d5 3 ed cd 4 c4 Nf6 5 Nc3 Nc6

Besides this active move, 5...e6 or 5...g6 are also quite often seen.

6 Bg5

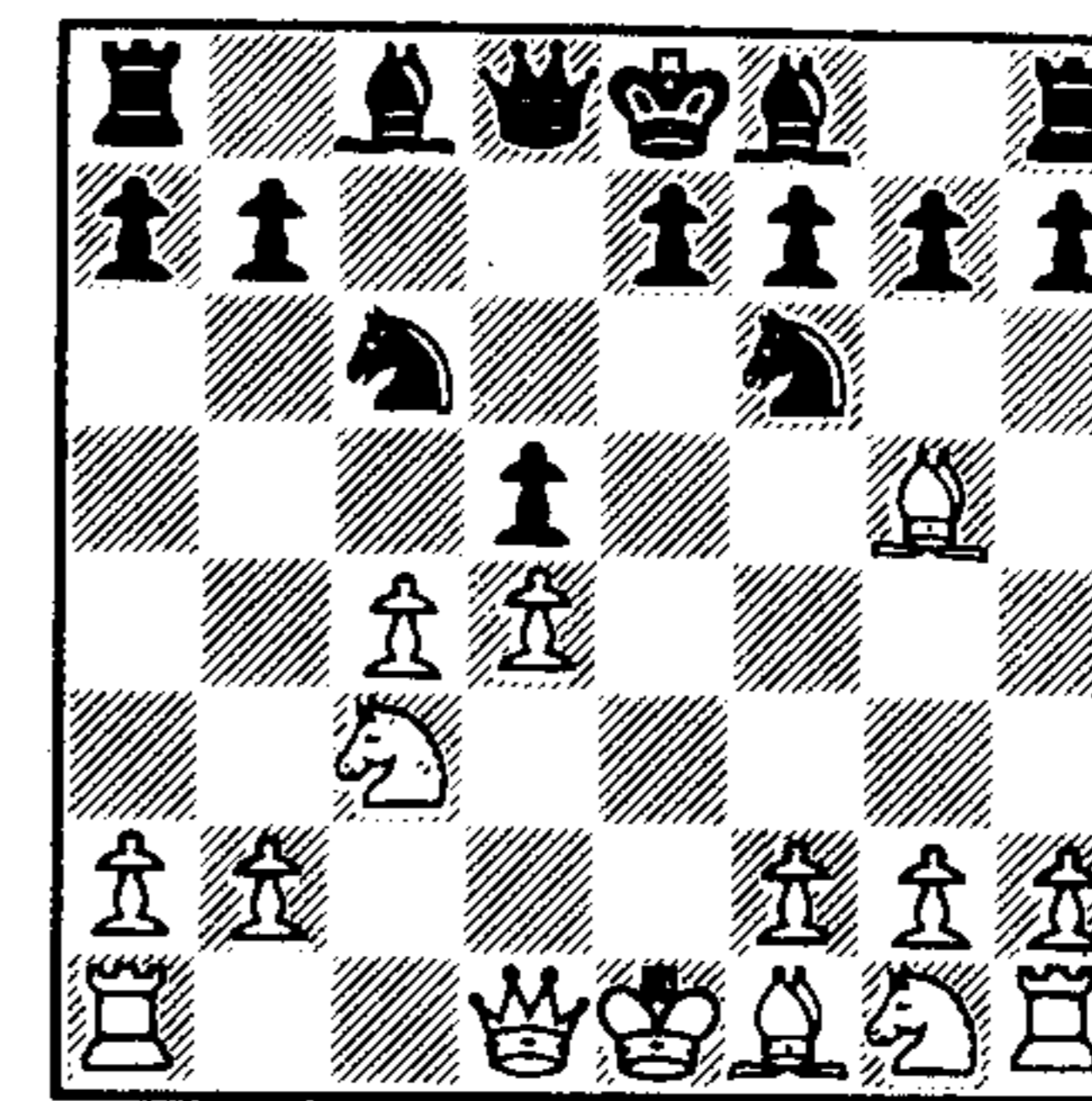
In this manner, White increases the pressure on the d-pawn, forcing Black to take concrete action.

(See diagram at top of next page)

6...Qb6

And this reply leads to the so-called Rejfir Gambit. After 6...dc, White secures the advantage with the continuation 7 d5 Ne5 8 Qd4 Nd3† 9 Bxd3 cd

Diagram 87



After 6 Bg5

10 Nf3! as in the 9th match game Botvinnik—Flohr (Leningrad 1933). After 6...Be6, White has a favorable continuation in 7 Bxf6 and 8 c5!

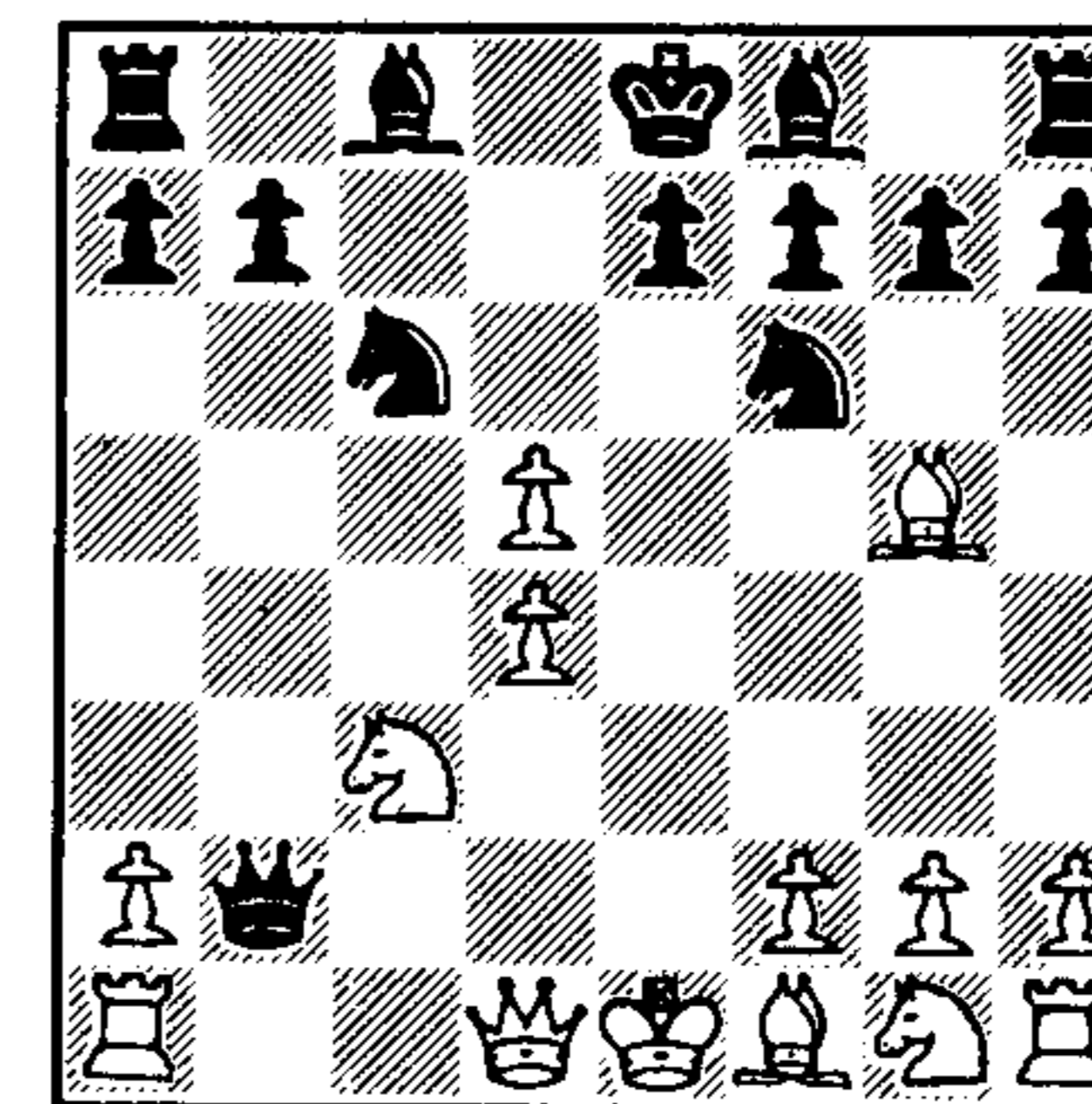
A game Tal—Bronstein (Leningrad 1971) continued: 6...Bg4 7 Be2! Bxe2 8 Ngxe2 dc 9 d5 Ne5 10 0-0 h6 11 Bf4 Ng6 12 Qa4† Qd7 13 Qxc4 Rc8 14 Qb3, and by returning the pawn, White secured a clear advantage.

The most solid defense is 6...e6.

7 cd Qxb2?

This mistake was played in the famous game Botvinnik—Spielmann (2nd Moscow International Tournament, 1935). 7...Nxd4 was correct, but then White has the promising continuation 8 Nf3! (great and unclear complications result from 8 Be3 e5 9 de Bc5! 10 eht Kxf7, when Black has the initiative for his pawn) 8...Nxf3† 9 Qxf3 Qxb2, and now 10 Bb5† or 10 Rc1 gives White the initiative for a pawn.

Diagram 88



After 7...Qxb2

8 Rc1

The point! This important improvement found by Botvinnik refutes the whole Rejfir line. Spielmann counted only on 8 Na4? Qb4† 9 Bd2 Qxd4 10 dc Ne4 11 Be3 Qb4† 12 Ke2 bc, when Black has a strong attack for the piece. But now Black has to give up a piece in circumstances absolutely unfavorable to him.

8...Nb4

On 8...Nd8, 9 Nb5 Nxd5 10 Bc4!, with the threat of 11 Rb1 is decisive; and on 8...Na5 9 Qa4† black loses his knight.

9 Na4 Qxa2 10 Bc4 Bg4 11 Nf3 Bxf3 12 gf Black resigned.

It's not often that a grandmaster announces his resignation on move 12(!).

French Defense

This classic opening contains several gambit variations. Here are a few.

1 e4 e6 2 d4 d5 3 Nd2 c5 4 Ngf3 Nf6 5 e5 Nfd7 6 c3 Nc6 7 Bd3 Qb6 8 0-0!

A pawn sacrifice for the initiative. After 8...cd 9 cd Nxd4 10 Nxd4 Qxd4 11 Nf3 Qb6 12 Qa4 Qb4 (if 12...Be7, then 13 Qg4!) 13 Qc2 we reach the following position:

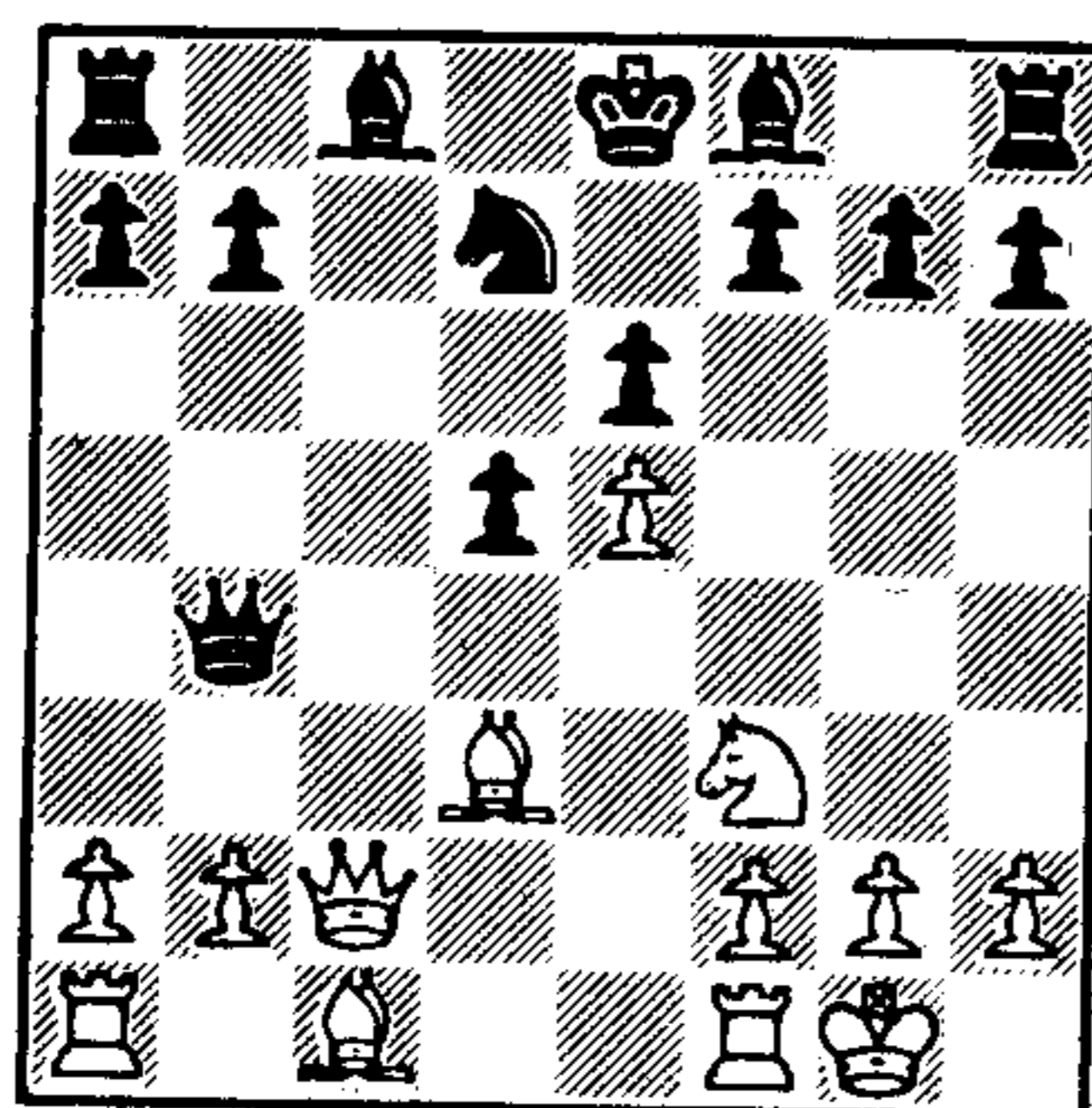


Diagram 89

After 13 Qc2

Now after 13...h6 14 Bd2 Qb6 15 Rac1 Black has considerable trouble developing.

In the game Estrin—Iljagujev (Moscow 1971) the continuation was: 13...g6 14 a3 Qc5 15 Qa4 Bg7 16 Bd2 a6 17 Rac1 Qa7 18 Bb4 and after 18...Bf8 19 Bxf8 Rxf8 20 Rc7 Rb8 21 Bb5 Kd8 22 Rfc1 Qb6 23 Bxd7 Qxc7 24 Rxc7 Kxc7 25 Qb4! Black resigned.

Theory considers the strongest defense to be 13...Nc5. After 14 Bd2 Qa4 15 b3 Qd7 16 Be2 (also possible is 16 Rac1 Nxd3 17 Qxd3 Be7 18 Rc2 0-0 19 Rfc1 Bd8 20 Bb4, with active play for White) 16...Be7 17 Be3 b6 18 b4 Na6 19 a3 Bb7 20 Nd4 0-0 21 Bb5 Qc7 22 Qe2 White obtains a considerable positional advantage.

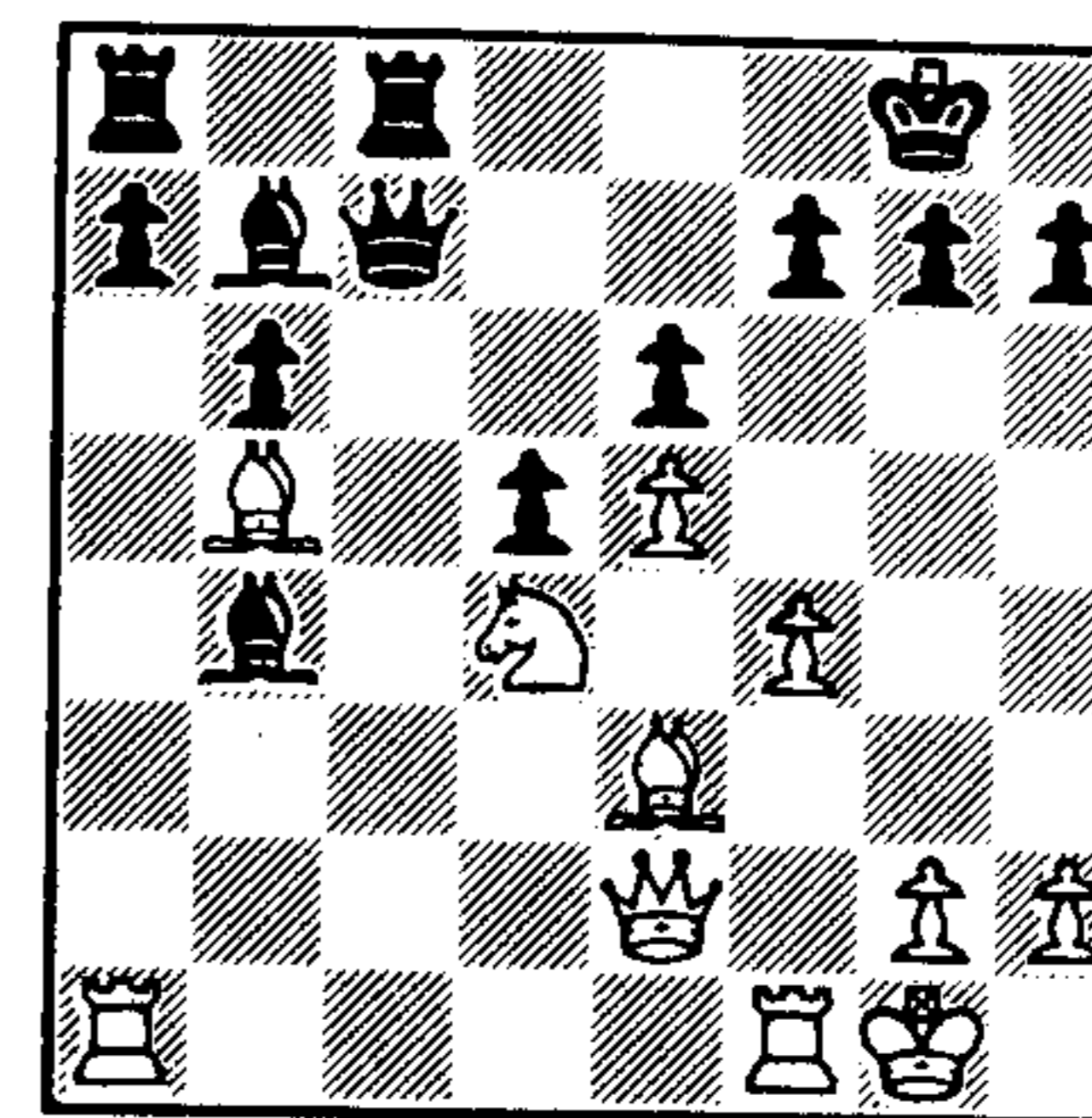
In the game Estrin—Bergdahl (corr match USSR—Sweden, 1973-75), Black decided upon a piece sacrifice: 22...Nxb4 23 ab Bxb4 24 f4 Rfc8; however, White's initiative remained very dangerous.

(See diagram at top of next page)

Here is the continuation of that game: 25 Rf3 Bf8 26 Bd3 g6 27 Nb5 Qd8 28 Bd4 Bc5 29 Qe3 Rc6 30 Rh3 a6 31 Nd6

Now Black's kingside dark squares are quite weak. So the exchange of his darksquare bishop for White's knight only helps me.

Diagram 90



After 24...Rfc8

31...Bxd4 32 Qxd4 Qc7 33 f5! ef 34 Qf4 f6 35 Bxf5! Qe7 (on 35...gf White wins by 36 Rg3† Kh8 37 Qh6 Qe7 38 ef) 36 Qh4, and Black resigned.

In the game Muratov—Av. Bykhovsky (Moscow 1975), Black answered 15 b3, not with 15...Qd7, but with 15...Qg4; however, after 16 h3 Qh5 17 Bb5† Bd7 18 Bxd7† Kxd7 19 b4 Na6 20 Rac1 f6 21 Qa4† Kd8 22 Qa5† he also had to call it quits.

The examples given show that the acceptance of the pawn sacrifice delegates Black to a difficult defense.

In this regard, one interesting attempt is for Black to refrain temporarily from exchanging in the center: 8...a5 (instead of 8...cd). After 9 a3 cd 10 cd Nxd4 11 Nxd4 Qxd4 12 Nf3 we reach the position examined above, with the moves a2-a3 and a7-a5 thrown in — which is of course in White's favor. The game Estrin—Tille (VI World Corr Ch 1969-71) continued: 12...Qa7 13 Qa4 b6 14 Nd4 Ba6 15 Bxa6 Qxa6 16 Be3 Bc5 17 Nb5 Kd8 18 Rac1 Rf8 19 Bf4, and White obtained an excellent position.

Sometimes after 1 e4 e6 2 d4 d5 3 Nd2 c5 4 Ngf3 Black replies, not with 4...Nf6, but with 4...Nc6. One possible reply to this is 5 Bb5 a6 6 ed! ab 7 dc6. In Estrin—Kuligowsky (Leipzig 1976), Black continued 5...Bd6 (instead of 5...a6), which gave White the chance to gain the upper hand by 6 e5!

Black continued 6...Bb8, sacrificing a pawn. 6...Be7 could be met by 7 dc Bxc5 8 0-0 Qb6 9 Bd3 Qc7 10 Nb3 Bb6 11 c3 Nge7 12 Re1 Ng6 13 Nbd4 a6 14 Qe2, with good prospects for White, as occurred in Estrin—Abramov (8th World Corr Ch 1975-76).

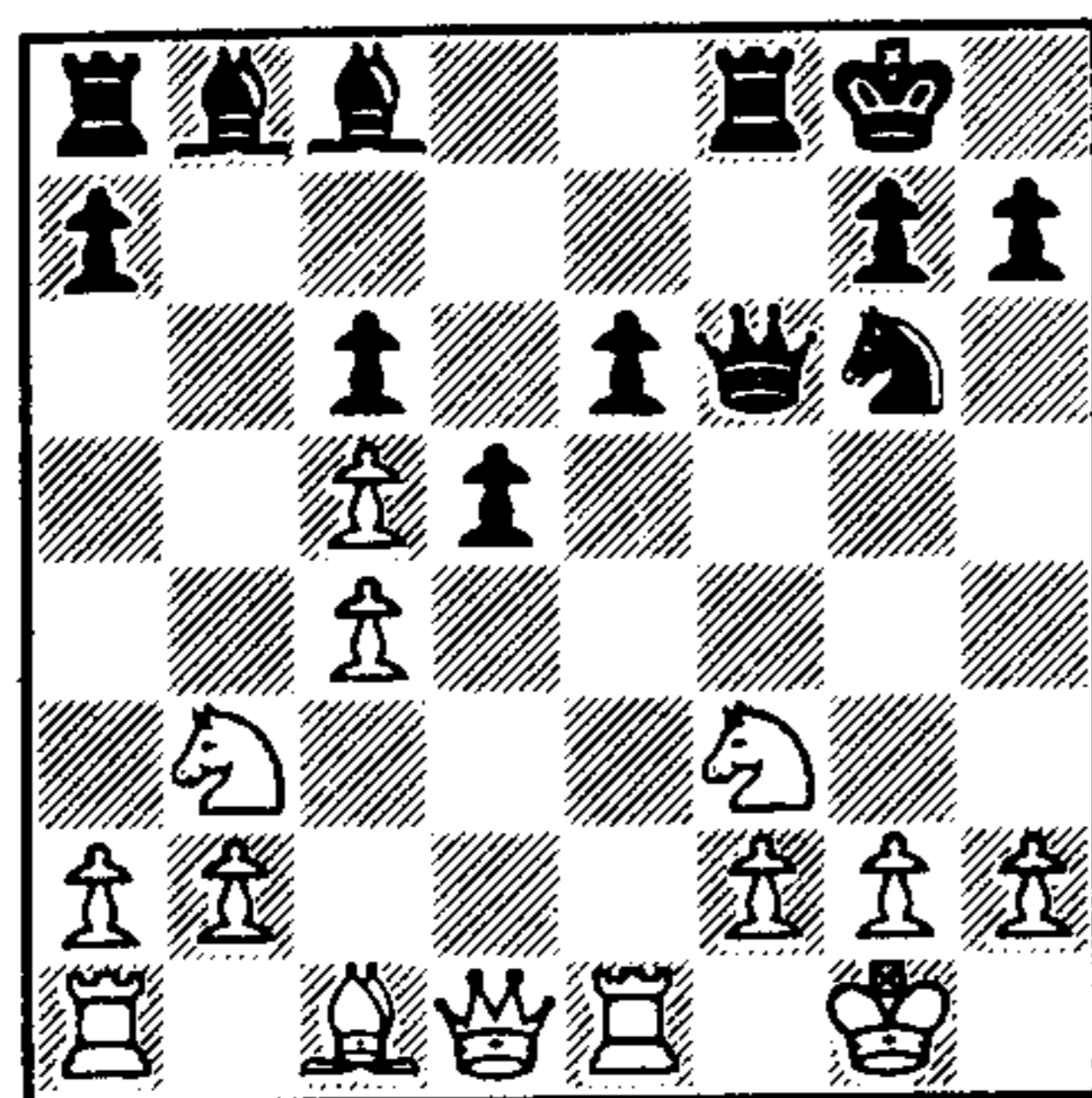
7 dc Nge7 8 0-0 Ng6 9 Re1 0-0 10 Bxc6 bc 11 Nb3 (Black would meet 11 b4 with 11...a5 12 c3 f6, with counterplay) 11...f6 12 ef Qxf6 13 c4!

(See diagram at top of next page)

This new move underscores Black's difficulties: the e-pawn remains a weakness now, and must be given up.

13...Ne5 (naturally not 13...dc, on account of 14 Na5) 14 Nbd4 dc 15 Bg5 Nxf3† 16 Nxf3 Qf7 17 Qd4 e5 18 Nxe5 Bxe5 19 Rxe5, and White obtained

Diagram 91



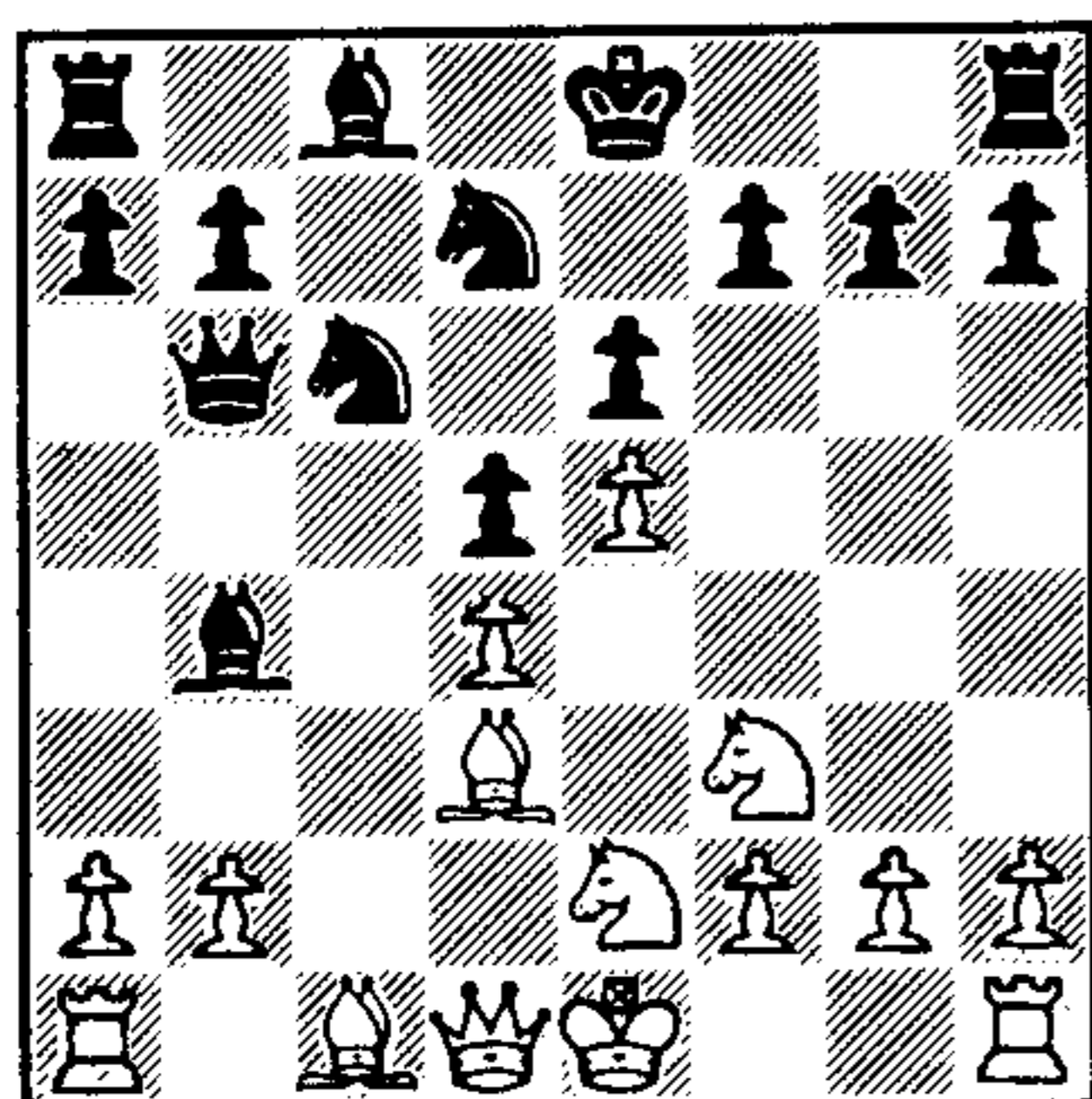
After 13 c4

a clear advantage.

In the game Estrin–Myasnikov (Moscow 1975), the following old-fashioned line of the French Defense saw a practical test:

1 e4 e6 2 d4 d5 3 Nd2 Nf6 4 e5 Nfd7 5 Bd3 c5 6 c3 Nc6 7 Ne2 Qb6 8 Nf3 cd 9 cd Bb4†

Diagram 92



After 9...Bb4†

Theory rightly considers this line a difficult one for Black. In the well-known game Alekhine–Capablanca (AVRO 1938), White played 10 Kf1, and gradually put together a tremendous attack against the enemy king. White's loss of castling may be considered a sort of sacrifice in this position, for which he gets the initiative as compensation. But this is not White's only possibility. In this game White selects a quieter plan, seeking the favorable exchange of dark-squared bishops.

10 Bd2 Bxd2 11 Qxd2 Qb4 12 a3 Qe7?

A serious error. Black should not have avoided the exchange of queens, even though this would leave him in an inferior position. As a rule, simplifying exchanges are always good for the inferior side. After the text move, White's initiative develops unhindered.

13 b4 f6 14 b5 Nd8 15 ef gf 16 0-0 0-0 17 Rfe1 Qd6 18 Nf4

It is becoming clear that Black will be unable to hold the position; almost

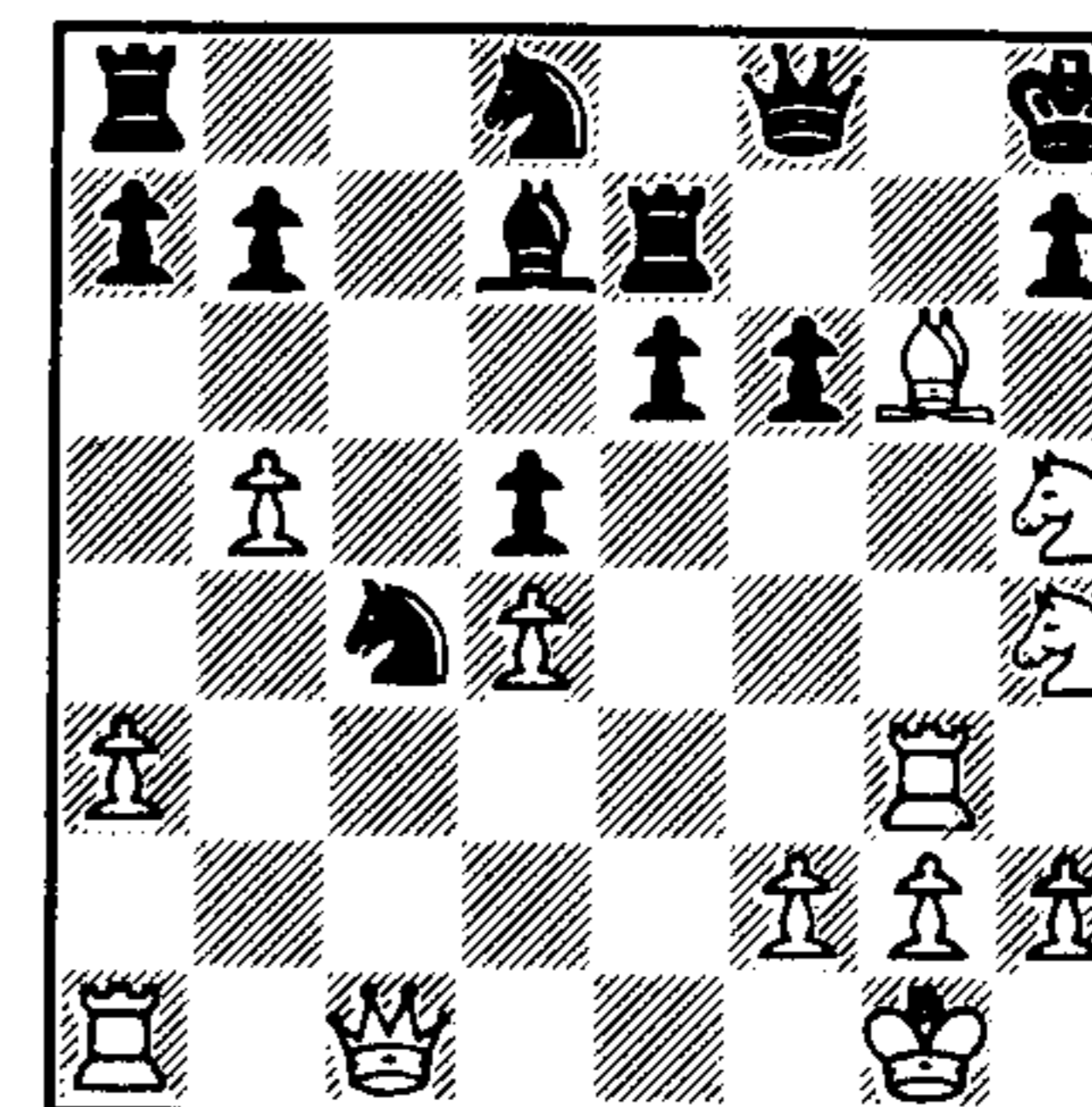
all White's pieces are bearing down on the Black king.

18...Rf7 19 Nh4 Nb6 20 Nh5 Qf8 21 Re3 Bd7 22 Rg3† Kh8

Now comes the final combination.

23 Bg6! Nc4 24 Qc1 Re7

Diagram 93



After 24...Re7

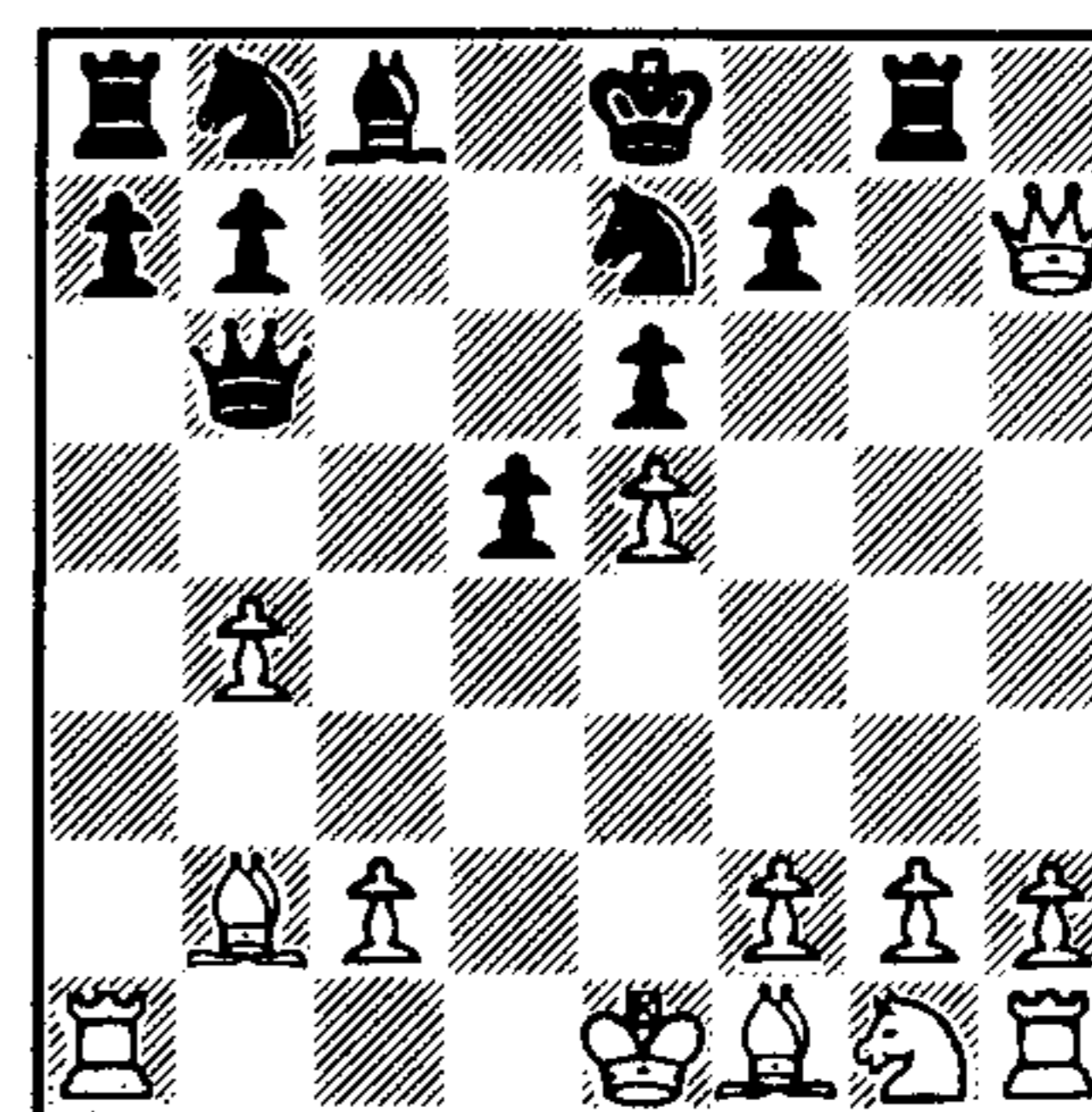
25 Bxh7!

Black can only take the bishop with his king, which makes White's attack unstoppable.

25...Kxh7 26 Ng6 Qf7 27 Qf4 f5 28 Qg5 f4 29 Nf6† Qxf6 30 Qxf6 fg 31 Nf8† and Black resigned.

The variation 1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 e5 c5 5 a3 cd 6 Qg4 (6 ab dc 7 Nf3! cb 8 Bxb2 is stronger) 6...Ne7 7 Qxg7 Rg8 8 Qxh7 dc 9 ab cb 10 Bxb2 was long considered by theory to favor White. The Swedish player Ekelund disagreed, and suggested the new move 10...Qb6! for Black.

Diagram 94



After 10...Qb6

The following replies for White were attempted from this position:

1) 11 b5 Bd7 12 Qd3 Rg4 13 Nf3 Re4† 14 Kd1 Nf5 15 Ng5 Rb4 (but not 15 ...Qxf2 16 Nxe4 Ne3†, on account of 17 Qxe3 Qxe3 18 Nf6† Kd8 19 h4, and White has the better of it) 16 Bc3 Bxb5;

2) 11 c3 Nbc6 12 Nf3 Bd7 13 Bc1 Qc7 14 Qd3 Rg4 15 Be3 Ng6 16 Nd4 Ncxe5 17 Qd2 Nh4! 18 f3 Rxd4!!

3) 11 Bc3 d4! 12 Bd2 Nd7 13 f4 Nf8 14 Qd3 Bd7 15 Nf3 Nf5 16 b5 Rc8

Black obtains a good game in all three lines. Undoubtedly the move 10... Qb6 deserves serious consideration.

An interesting gambit variation occurred in the correspondence game Friedman—Beneda, 1974:

1 e4 e6 2 d4 d5 3 e5 c5 4 c3 Qb6 5 Nf3 Nc6 6 Bd3 cd 7 cd Bd7 8 0-0! Nxd4 9 Nxd4 Qxd4 10 Nc3! Qxe5

Theory considers the acceptance of the second pawn risky for Black; however, genuine practitioners have often been known to disbelieve theory's conclusions.

11 Re1 Qc7 (if 11...Qd6, then 12 Nb5) 12 Nxd5 Qa5

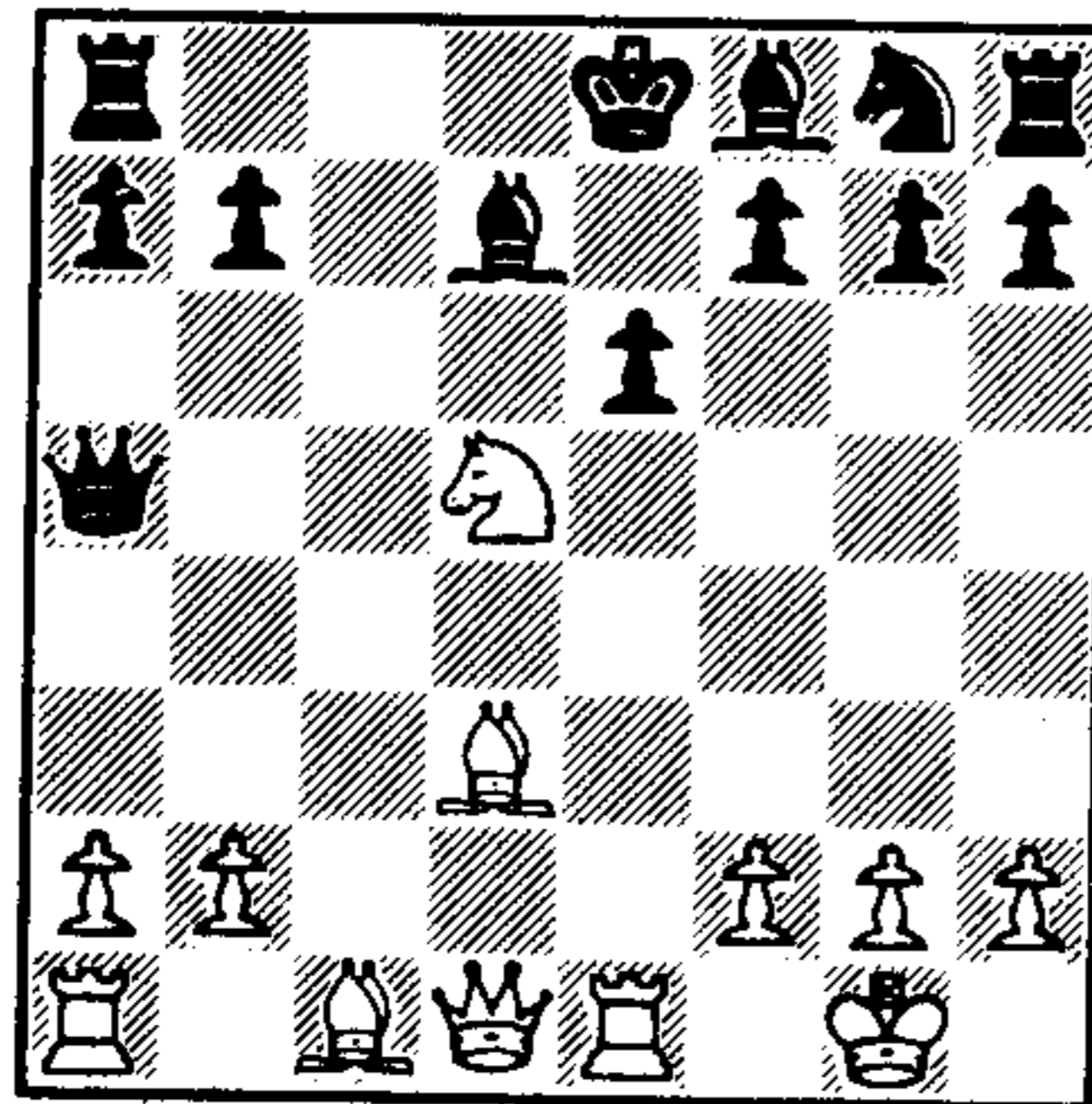


Diagram 95

After 12...Qa5

Black evidently thought that his queen would be safe on a5; nothing threatens his king right now, either. But Black's lagging development cannot help but be a factor, and White's next move, like thunder out of a clear sky, is still quite justified.

13 Rxe6! Bxe6

This reply leads to a quick loss for Black. 13...fe was better, but even then, after 14 Qh5† Kd8 (not 14...g6? on account of 15 Nf6†) 15 Bg5† Nf6 16 Nxf6 Be7 17 Ne4, White has sufficient compensation for the exchange.

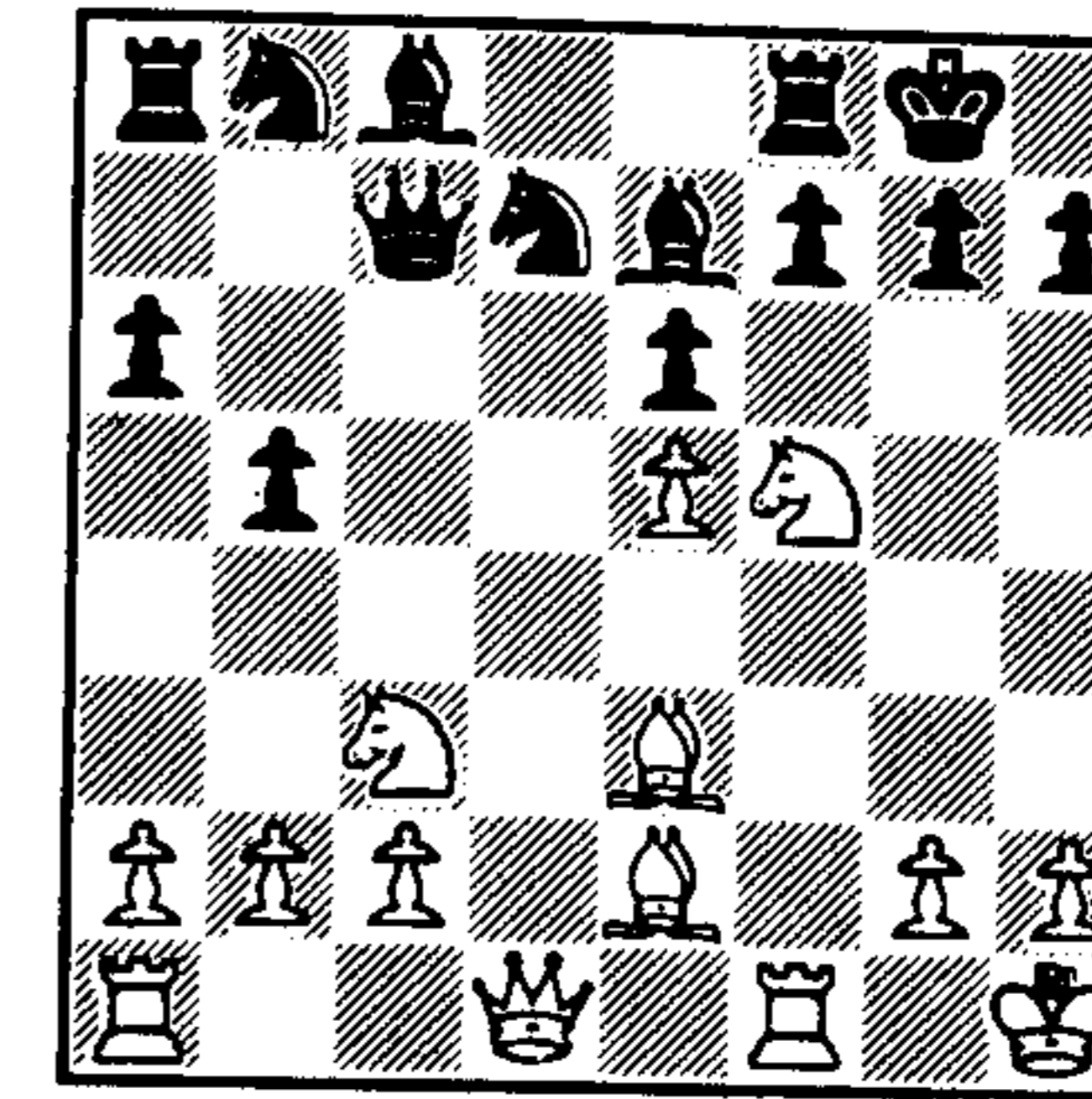
14 Bb5†! Kd8 15 a4! (threatening 16 Bd2) 15...Bxd5 16 Qxd5†, and Black resigned.

Sicilian Defense

Naturally, in this, perhaps the most popular opening of our day, both sides have interesting gambit possibilities. Let's examine a few of them.

The game Bellon—Andersson (Pula 1976) went as follows: 1 e4 c5 2 Nf3 e6 3 d4 cd 4 Nxd4 a6 5 Nc3 Qc7 6 Be2 Nf6 7 0-0 d6 8 Be3 Be7 9 f4 0-0 10 Kh1, and here Black played 10...b5?, which was a serious error (10...Nc6 was correct). White answered 11 e5 de 12 fe Nfd7 (of course not 12...Qxe5?, on account of 13 Bf4 and 14 Bf3), and here White played a new move 13 Nf5!

Diagram 96



After 13 Nf5

Pretty and energetic too! This unexpected piece sacrifice turns out to be wholly correct — Black appears to have no acceptable reply.

On 13...Bc5, for example, White has a favorable 14 Bxc5 Qxc5 15 Ne4 Qxe5 16 Ne7† Kh8 17 Nd6, with threats of 18 Nxc8 and 18 Nf7†; while after 13...Nxe5 White achieves an advantage with 14 Nxe7† Qxe7 15 Ne4 Nbd7 16 Qd6!. So Black accepts the piece, but still fails to find an acceptable solution.

13...ef 14 Nd5 Qd8 15 Nxe7† Qxe7 16 Bf3

White ends up with the exchange plus for a pawn, while keeping the initiative.

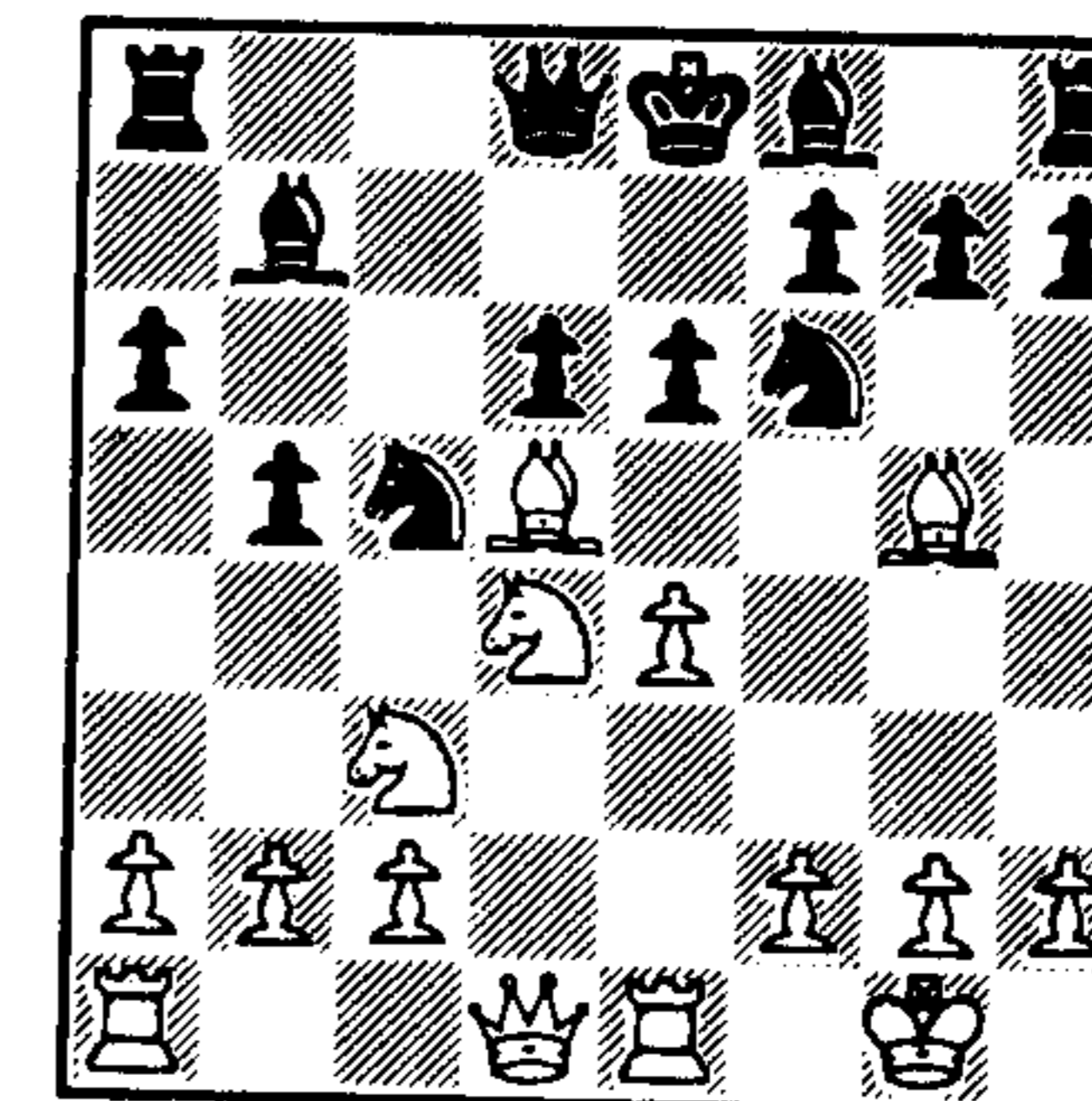
16...Nxe5 17 Bxa8 Nbc6 18 Bf4 Qa7 19 Bxc6 Nxc6 20 Re1 Bb7 21 Qd6 Qa8 22 Rad1 Na5 23 Rd3! Bxg2† 24 Kg1 Bf3 25 Rxf3!, and Black resigned, since 25...Qxf3 is met by 26 Qxf8†!, and mate in two moves.

In the 37th USSR Championship Semifinal at Barnaul 1969, great interest was generated by the game I. Zaitsev—Savon:

1 e4 c5 2 Nf3 d6 3 d4 cd 4 Nxd4 Nf6 5 Nc3 a6 6 Bc4 e6 7 Bb3 b5 8 0-0 Bb7 9 Re1 Nbd7 10 Bg5 Nc5

Here White played 11 Bd5!, thinking it was a major theoretical novelty. Alas, there's nothing new under the sun! The same sacrifice had occurred in the 1968 Polish Team Championship, in a game Stepanich—Bednarsky.

Diagram 97



After 11 Bd5

Bednarsky accepted the sacrifice, but after 11...ed 12 ed† Kd7 13 b4! Na4 14 Nxa4 ba 15 c4 Be7 16 Nf5 Re8 17 Qxa4† Kc8 18 Bxf6 gf 19 Qxe8! Qxe8 20 Nxd6† Kd7 21 Nxe8 Rxe8 22 a3 White had an obvious advantage.

In the diagrammed position, Savon preferred 11...b4, to which White replied 12 Bxb7 Nxb7, and then sacrificed another piece: 13 Nd5! After 13...ed 14 ed† Kd7 15 Nc6 Qb6 16 Bxf6 gf 17 Qf3 White obtained an excellent position. Here's how the game ended: 17...Qc5 18 Rad1 Rg8 19 Qxf6 Rg7 20 Re7†! Bxe7 21 Qxe7† Kc8 22 Qf8† Kc7 23 Qxa8 Qxc2 24 Qb8† Kb6 25 Qa7† Kc7 26 Re1 f6 27 Nxb4 Qxb2 28 Nxa6† Kd7 29 Qb8, and Black resigned.

The natural question arises: where was Black's mistake? For now, that question remains unanswered. Zaitsev believes that, instead of 10...Nc5, Black should play 10...h6. But then White obtains the better game with 11 Bxf6!

The following variation, known to theory as Fischer's line, deserves study. Curiously, Fischer himself never recommended such a line for Black; he only used it once, against Minic at Rovinj-Zagreb 1970, and never used it again.

1 e4 c5 2 Nf3 d6 3 d4 cd 4 Nxd4 Nf6 5 Nc3 a6 6 Bg5 e6 7 f4 Be7 8 Qf3 Qc7 9 0-0-0 Nbd7 10 g4 b5 11 Bxf6 Nxf6 12 g5 Nd7 13 a3 Rb8 14 h4 b4 15 ab Rxb4 16 Bh3

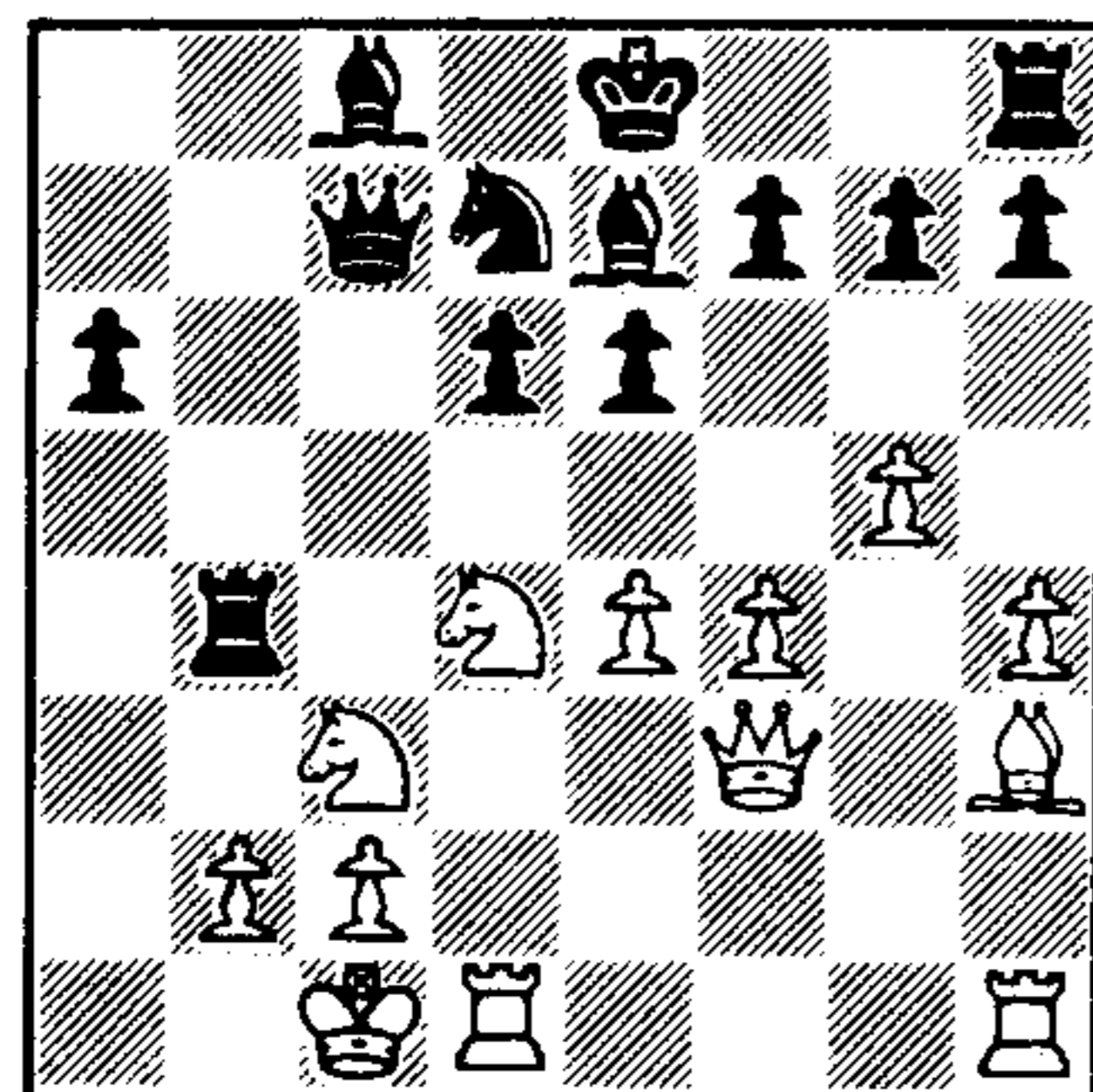


Diagram 98

After 16 Bh3

From the diagrammed position, Black has employed a myriad of continuations. For example, there are 16...Qb7, 16...Qb6, 16...Qc5 and 16...Nc5.

In the above mentioned game Minic-Fischer, Black tried a fifth continuation 16...0-0. After 17 Nf5 Nc5! 18 Nxe7† Qxe7 19 Qe3 Bb7, White achieved nothing. 17 g6 also does not promise him anything, on account of 17...Nc5; nor does 17 Rhf1, on account of 17...Qc5 18 Qf2 Nb6.

Later, however, White found the gambit continuation 17 Nxe6! fe 18 Bxe6† Kh8 19 Nd5, which gives him a dangerous attack. How are we to take this sacrifice? Is it correct, or not? ECO believes the chances should be rated equal, but praxis does not support this. It may be safely stated that this version of Fischer's line is good for White. That appears to be the reason Fischer never played it again.

Let's look at examples from praxis.

First of all, the natural reply 19...Qb7? leads to disaster after 20 Nxe7 Rxb2 21 Ng6†!

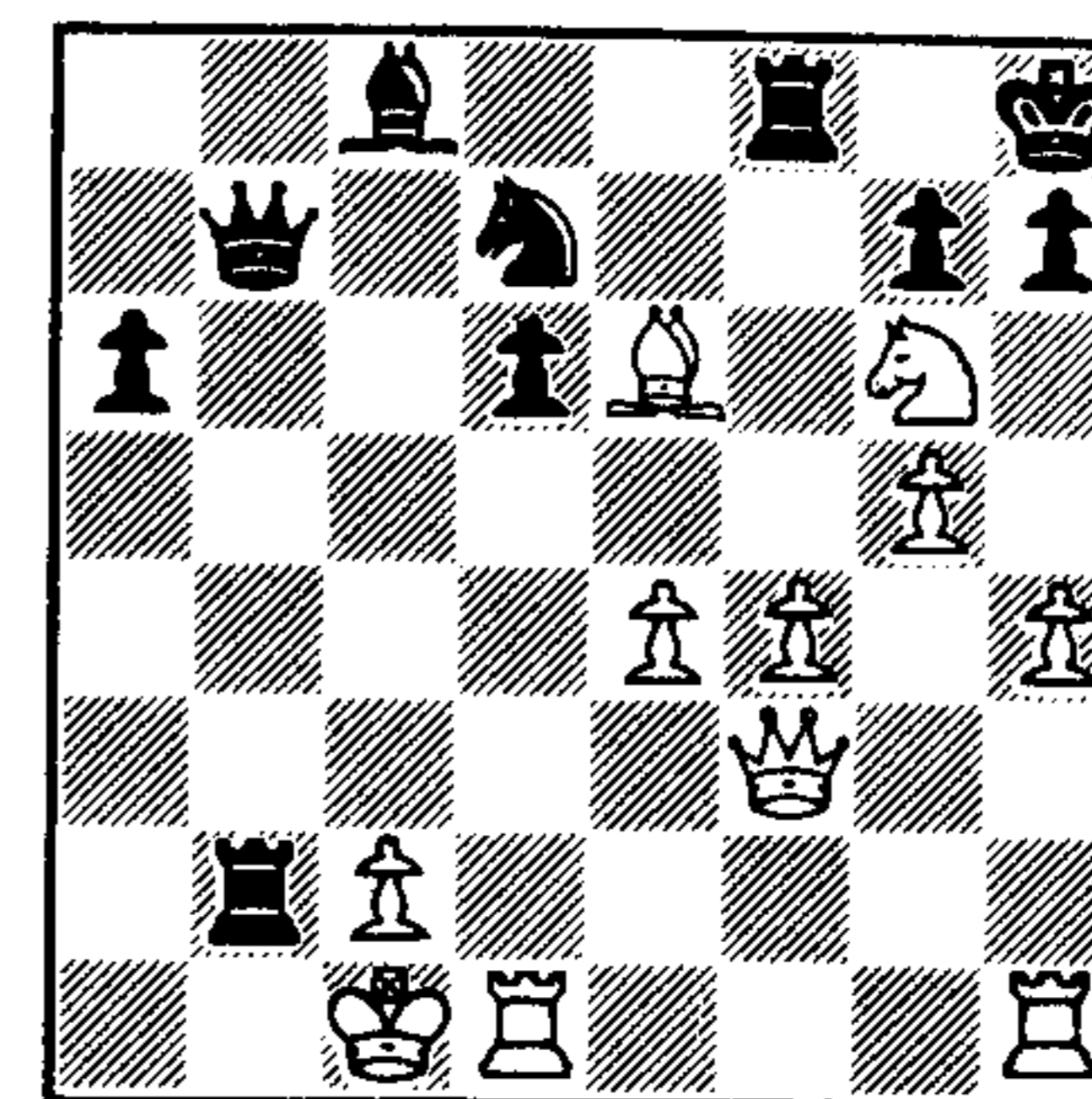


Diagram 99

After 21 Ng6†

After 21...hg 22 h5!, mate is forced.

19...Qc4 is correct, and after 20 Bxd7 Bxd7 21 Nxe7 Ba4 (if 21...Rfb8, then 22 Qd3) 22 Qd3 Qa2 23 Qa3, leads to the following position:

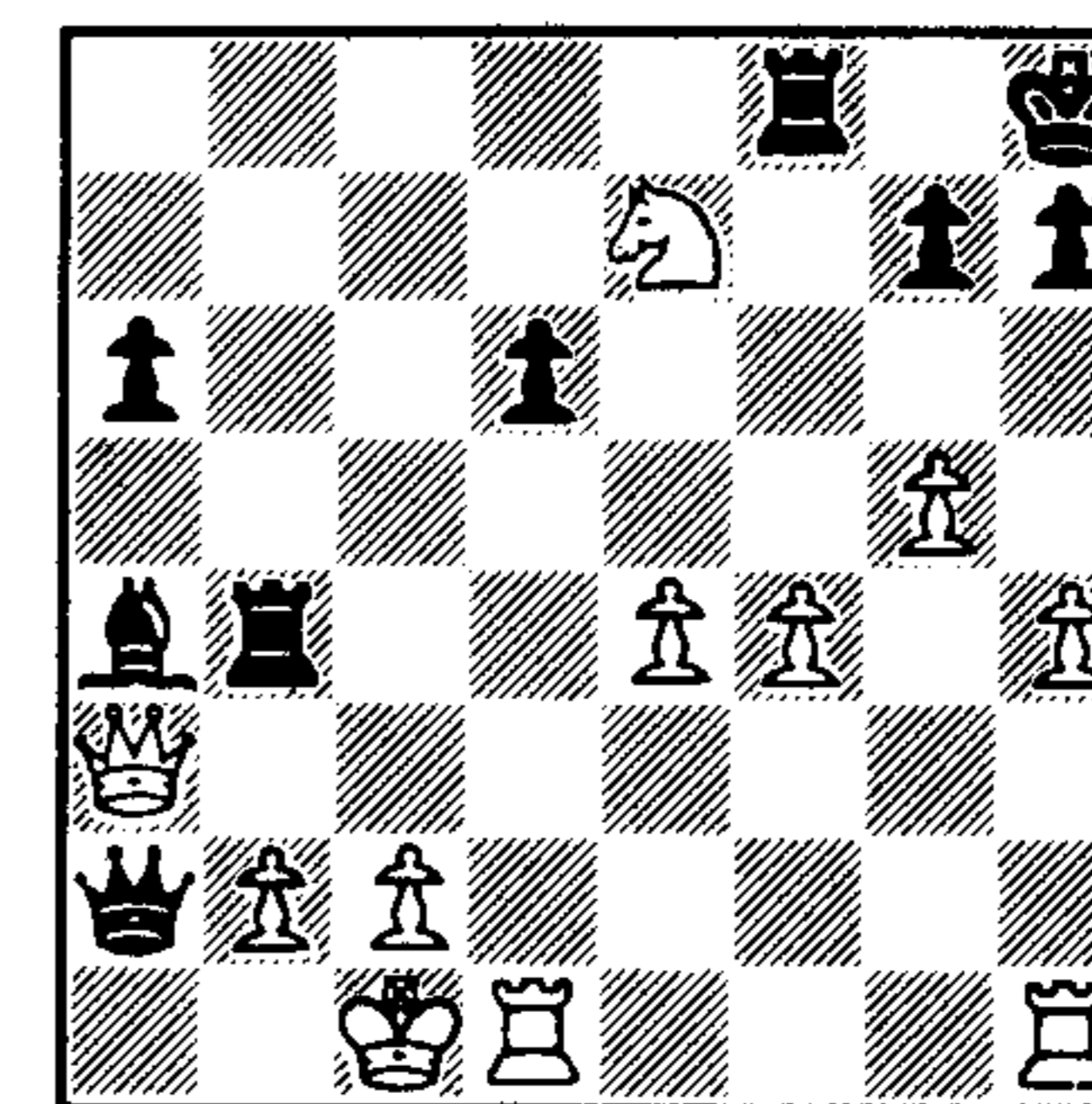


Diagram 100

After 23 Qa3

In the game Shadchnev-Sorokin (X USSR Corr Ch 1971-2) the continuation was: 23...Qxa3 24 ba Rxe4 25 Rhe1 Rxf4 26 h5 Bb5 27 Rxe4 Rxe4 28 Nf5 Re5 29 Nxd6 Kg8 30 Nxb5 ab 31 g6! hg 32 hg Kf8 33 Rf1† Kg8 34 Rf7 Rg5 35 Rb7 Rxc6 36 Rxb5, and White entered a rook endgame a pawn up. Black had every reason to expect to draw that endgame, but he chose the wrong plan, and lost. This might be a good time to remind the reader that, although he might be studying gambit play and amusing himself with pretty combinations, he should not forget his endgame technique!

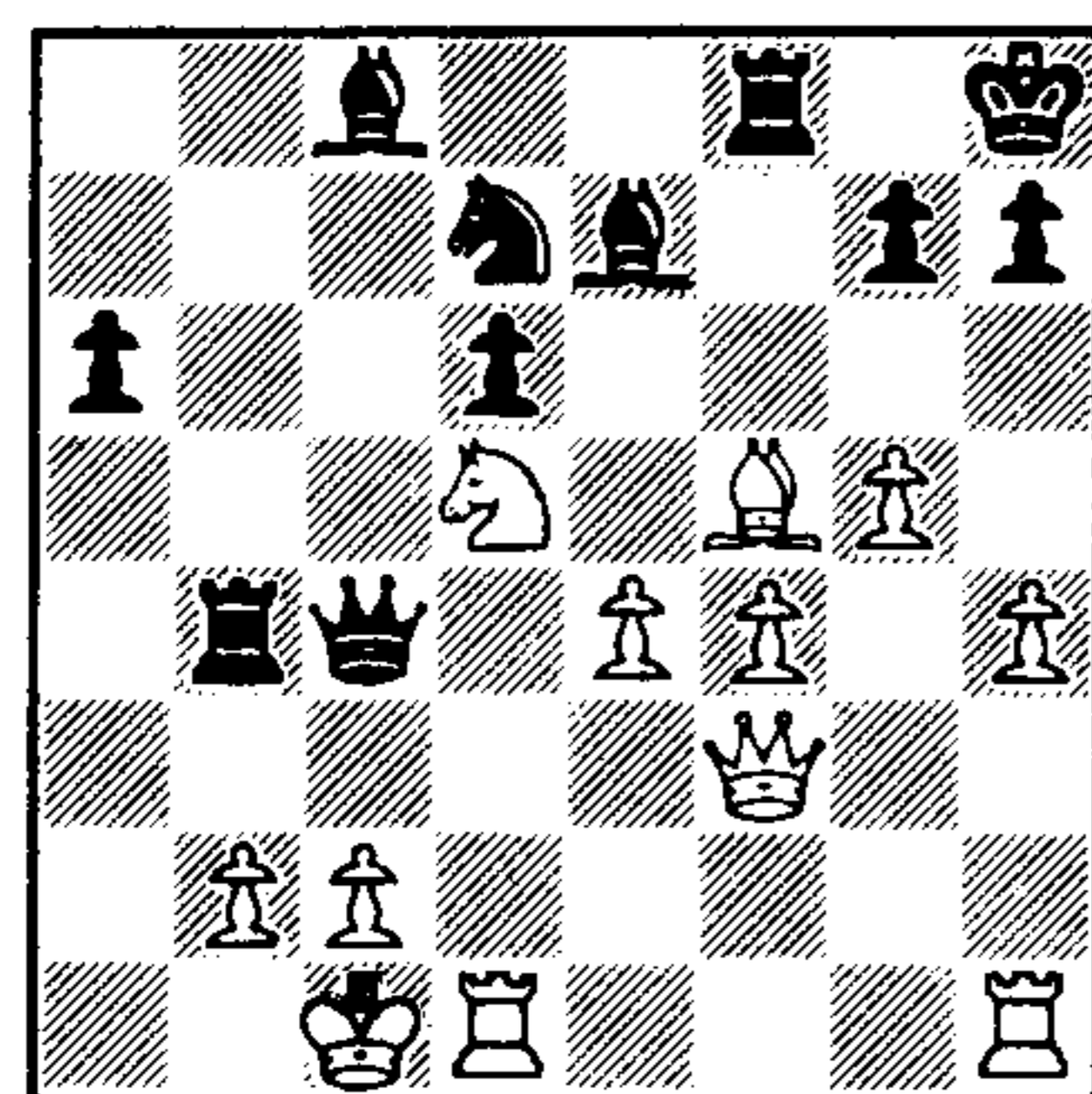
Here's how that endgame continued: 36...Ra6 37 Kb2 Kf7 38 c4 Kf6 (the king should have gone to the queenside, leaving the g-pawn to its fate) 39 Kb3 g5 40 a4 Ra8 41 a5 g4 42 Rd5 g3 43 Kb4 g2 44 Rd1 Rg8 45 Rg1 Ke6 46 a6 Kd6 47 a7 Ra8 48 Rxc6 Rxa7 49 Rg6†, and Black resigned.

An attempt by Black from the diagrammed position to avoid the exchange of queens brings him no relief. In Hansen-Buchol, 1972, White secured his advantage after 23...Qc4 24 Rh2 Rfb8 25 Nd5 Rxb2 26 Qxb2 Rxb2 27 Kxb2 Qxe4 28 Rd3 Bb5 29 Rc3!; nor did he have any problems for the rest of the

game. 29...Kg8 30 Rd2 Qe1 31 Rd4 Qxh4 32 Re4! Qg4 33 Rc8† Kf7 34 g6†! Kxg6 35 f5†, and Black was forced to give up his queen.

In reply to 19...Qc4, instead of 20 Bxd7, the more energetic 20 Bf5! is deserving of special attention:

Diagram 101



After 20 Bf5

Two replies for Black must be examined here:

1) 20...Rxf5.

Naturally not 20...Bd8, on account of 21 Bxh7!; if then 21...Kxh7, then 22 Qh5† Kg8 23 g6.

21 ef Bb7 22 Rhe1 Bf8

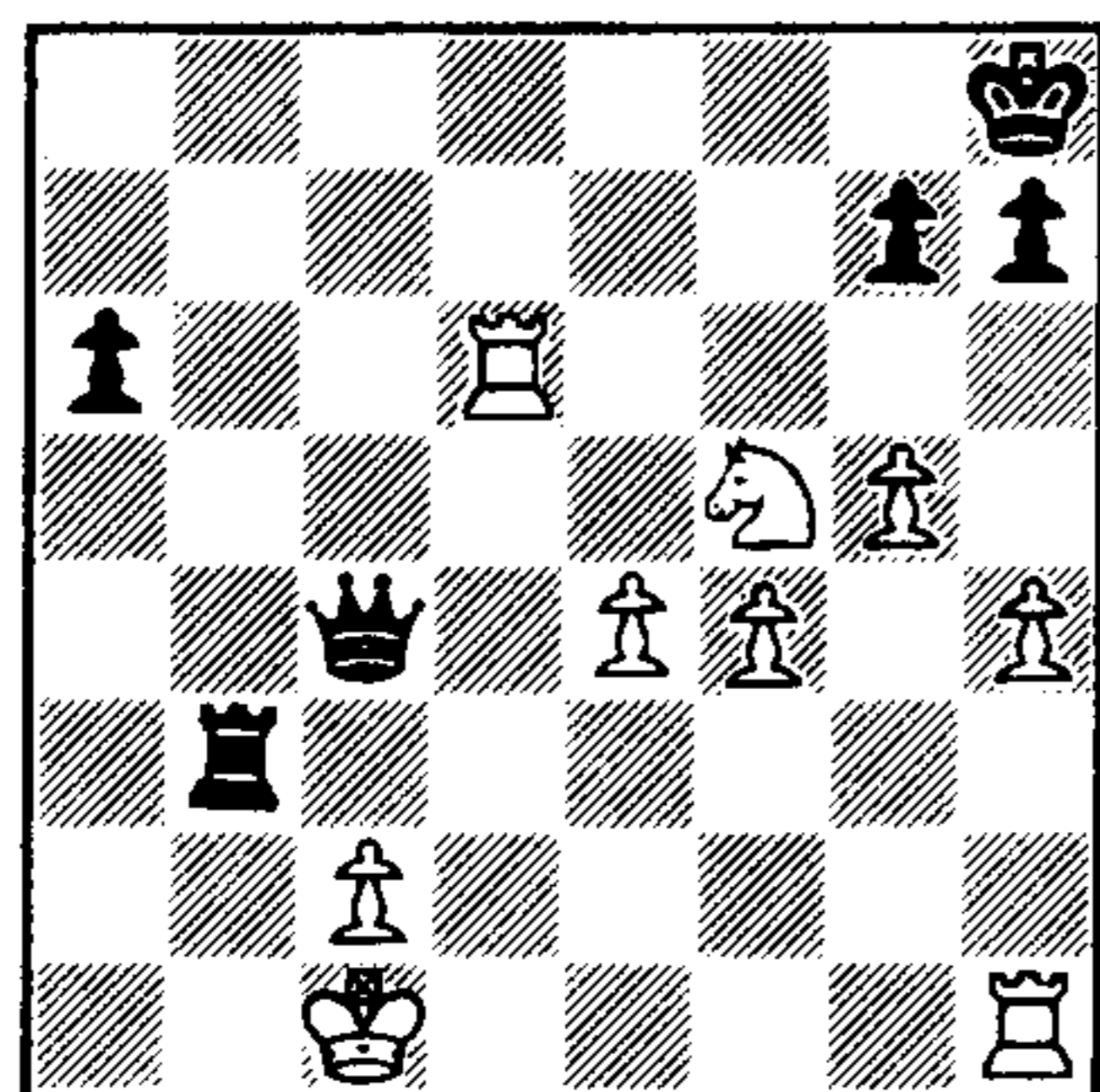
In the game Bellin–Kieks (England-Holland Match, 1971), the continuation was 23 Qd3 (how about 23 Re8! Kg8 24 Rd8!, and if 24...Bxd5 25 Qxd5† Qxd5 26 Rxd5 Nb6 27 R5xd6 Rxb2, then 28 g6! h6 29 f6, and White wins?) 23...Qxd3 24 Rxd3 Rb5? (24...Bxd5 was better) 25 Ne7 d5 26 h5 Nc5 27 Rd2, and White obtained the advantage.

2) 20...Nc5.

For some time, this continuation was considered Black's strongest. Now White cannot play 21 Bxh7, on account of 21...Bg4! 22 Qxg4 Rxb2!

Still, in the game Estrin–Sorokin (X USSR Corr Ch 1971/72), White managed to demonstrate that 21 Nxe7 Bxf5 22 Nxf5 Rxb2?! 23 Kxb2 Rb8† 24 Kc1 Nb3† 25 Qxb3! Rxb3 26 Rxd6 gives him excellent prospects.

Diagram 102

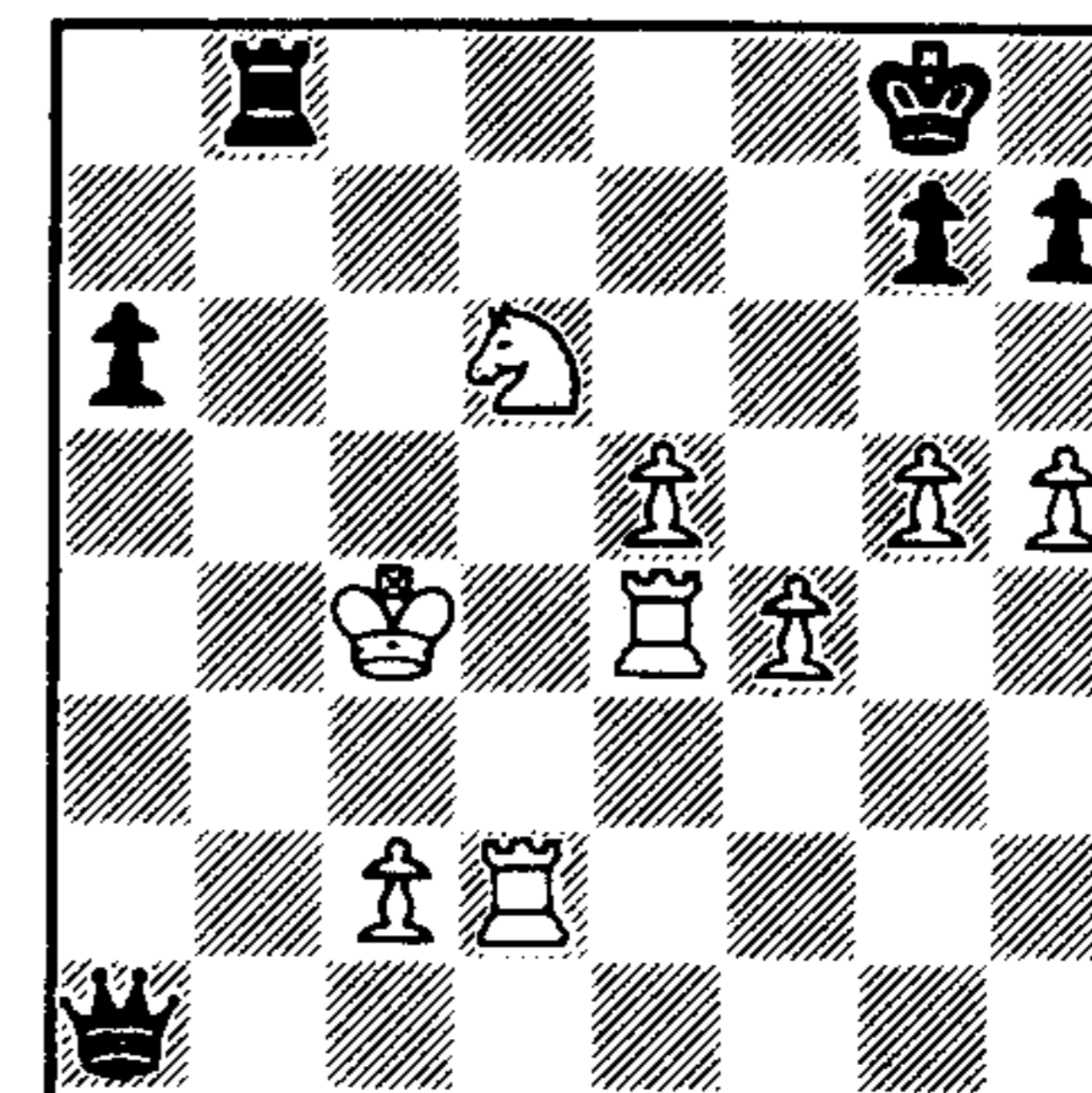


After 26 Rxd6

For his queen, White has rook, knight and two pawns – enough material. However, the active position of White's pieces and the weakness of Black's back rank make Black's position very difficult. The rest of the game you should find interesting:

26...Rb8 27 Rhd1 Rg8 28 R6d4 Qc3 29 h5 Qf3 30 e5 Qh3 (on 30...Qxh5, White wins with 31 Ne7 Re8 32 Rd8 Qf7 33 Rxe8† Qxe8 34 Nc6!) 31 Nd6 Qe3† 32 R1d2 Qe1† 33 Kb2 Rb8† 34 Kc3 Kg8 35 Re4 Qa1† 36 Kc4

Diagram 103



After 36 Kc4

An interesting position. Under the fire of the enemy pieces, White's king marches bravely forward to help his own pieces. And Black is helpless.

36...Rb6 37 Red4 Qa3 38 f5 a5 39 Kd5 Qc3 40 Nc4 Qf3† 41 Re4 Rb5† 42 Ke6 Rb8 43 Nd6 Qxh5 44 f6 Qxg5 45 R2d4 g6 46 Rc4 Qg3 47 Rc7 and Black resigned.

The examples presented show quite clearly that 16...0-0 leads to an advantage for White. So it's not surprising that Fischer only risked it once.

Master Boris Katalymov, from Kazakhstan, not infrequently uses the following line:

1 e4 c5 2 Nf3 b6 3 d4 cd 4 Nxd4 Bb7

The Yugoslav GM Sahovic also plays this.

5 Nc3 a6 6 Bc4! e6

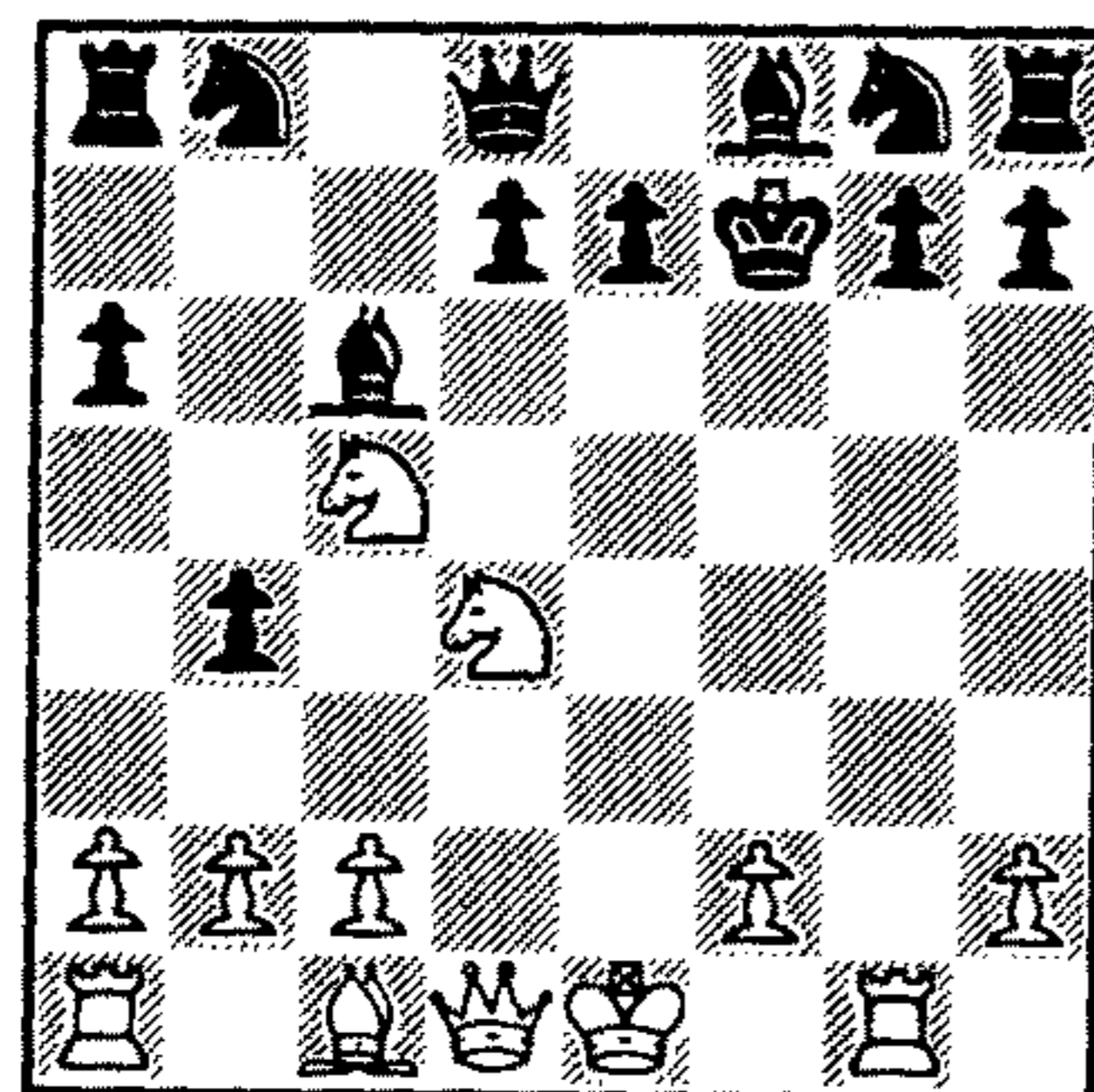
Compared with the usual Paulsen Variation, Black has lost a move; nor is it entirely clear what he has obtained in return. Now the attempt to win a pawn by 6...b5 7 Bb3 b4 8 Na4 Bxe4 would be very risky. In the game Kantikhyev-Schussler White replied 9 Nc5!, and after 9...Bxg2 10 Rg1 Bc6 11 Bxf7†! Kxf7 the following position arose:

(See diagram at top of next page)

White has sacrificed a piece, and it's not immediately apparent how he is to prosecute the attack. But White unexpectedly played 12 Rxg7†!!, and won quickly, since 12...Kxg7 is met by 13 Nce6†, while 12...Bxg7 leads to mate in two after 13 Qh5†.

7 0-0 b5 8 Bb3 b4 9 Na4 Bxe4

Diagram 104



After 11...Kxf7

This position was reached in the game Estrin—Katalymov (Barnaul 1969). Black accepted White's pawn sacrifice, but at great cost in development.

10 Re1 Nf6

White gets a terrible attack after 10...Bb7 11 Qh5 Nf6 12 Rxe6+ Be7 13 Rxf6.

11 Bg5 Bc6 12 Qe2 Qa5 13 Bxf6 gf 14 Rad1!

White's last undeveloped piece comes into play.

14...Bxa4

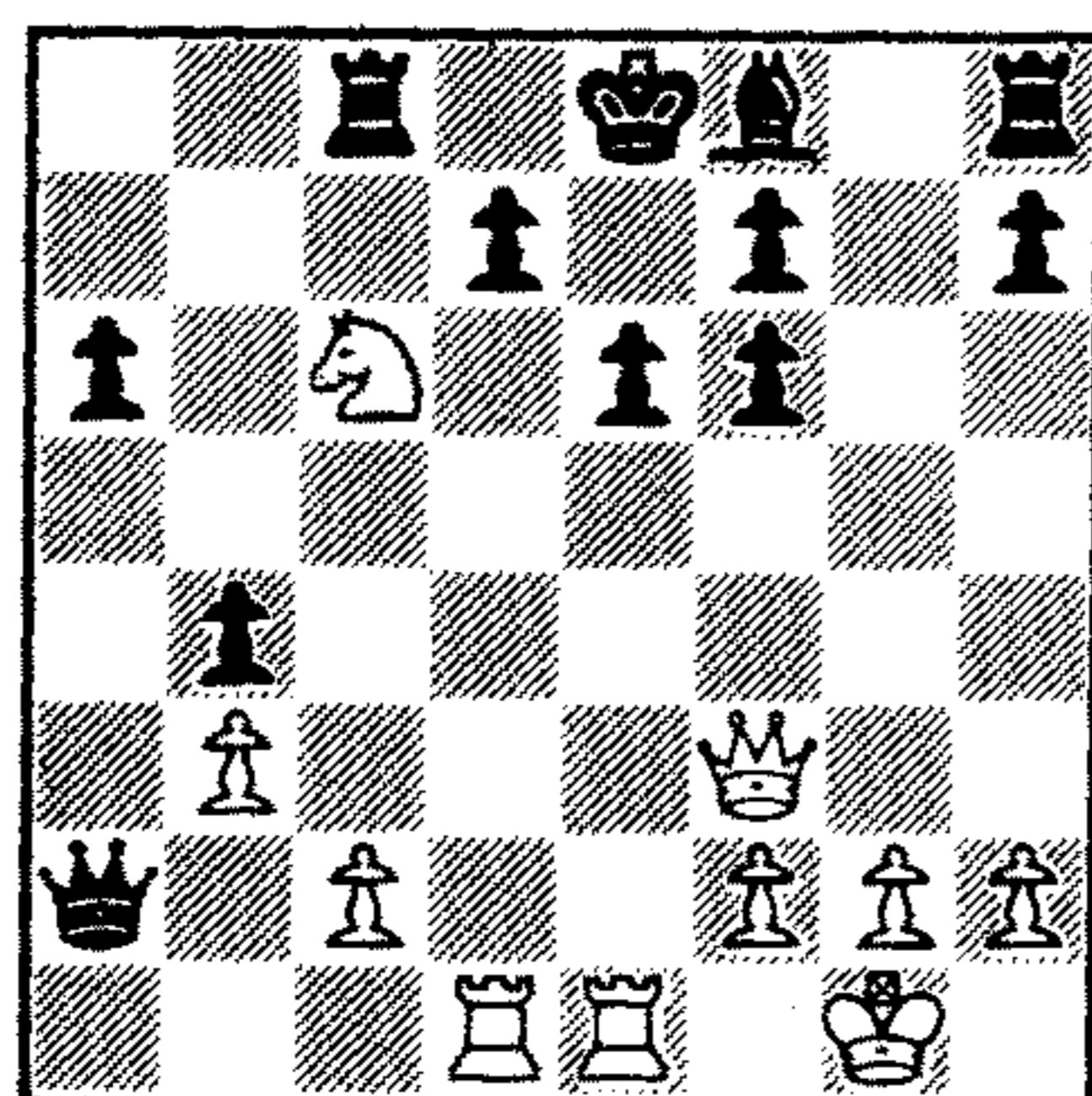
After this Black's position is indefensible. But after 14...Be7 15 Bxe6! fe 16 Nxe6 Qe5 17 Qg4 Qxe6 18 Rxe6 de 19 Nb6 Ra7 20 Qxe6 Black is also in dire straits.

15 Bxa4 Qxa4 16 Qf3 Nc6 17 b3!

Black overlooked this, but he really has no chances anyway.

17...Qxa2 18 Nxc6 Rc8

Diagram 105



After 18...Rc8

Black's queen is shut out, and White let himself be led astray by the spectacular sacrifice **19 Rxe6+?! de** (not 19...fe?, then 20 Qh5 mate) **20 Qxf6**, which, however, after 20...Bd6 21 Qxh8+ Kd7 22 Ne5+ left him still with some difficulties in the way of his win.

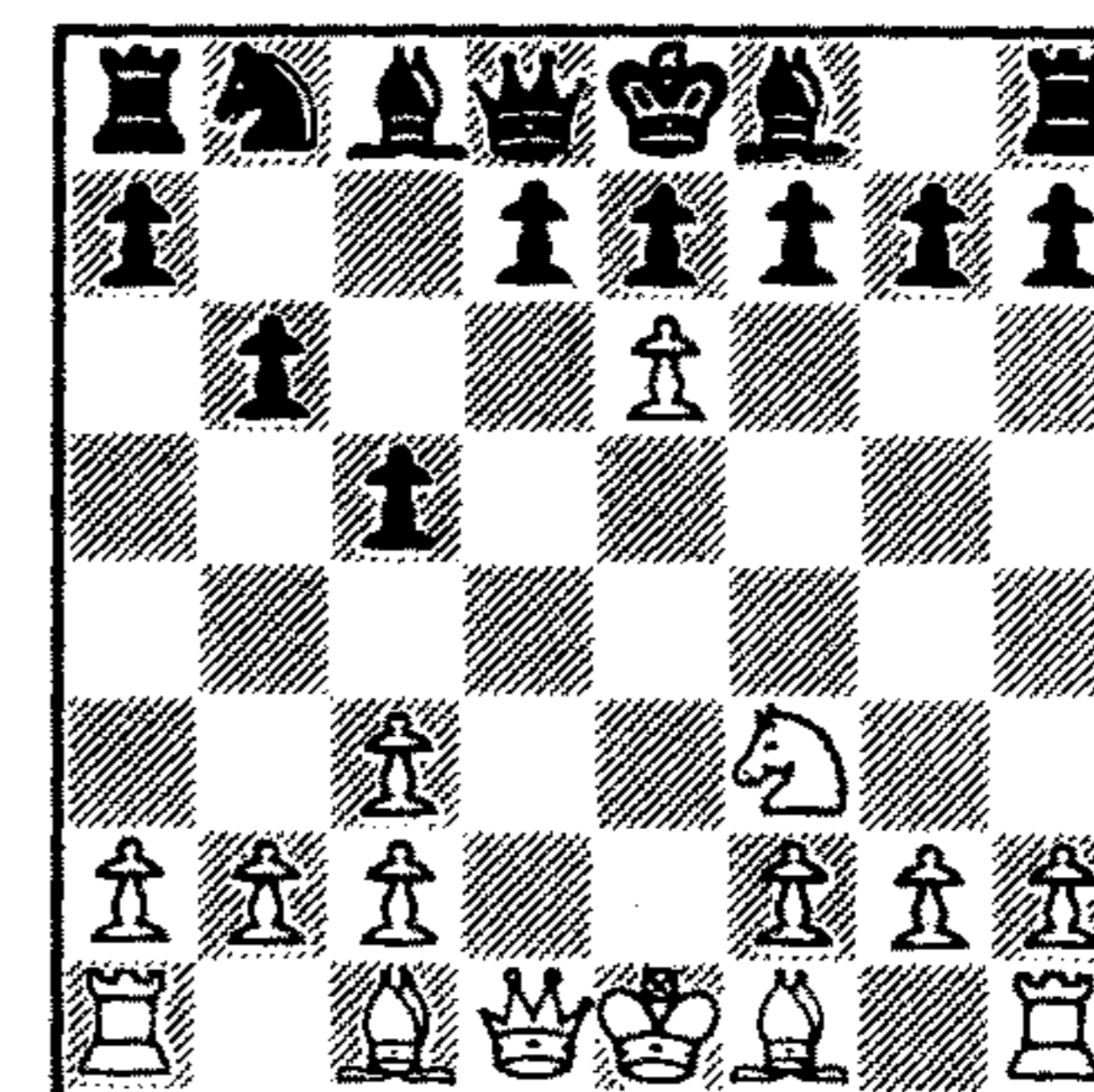
As GM Averbakh pointed out, 19 Qd5! would decide at once. After 19...

Rc7 White can now play **20 Rxe6+**; while on 19...d6 **20 Rxe6+**! Kd7 **21 Rxd6+**! he also wins right away.

In the Rubinstein Variation (*which we call the "Nimzowitsch"-Tr.*), after **1 e4 c5 2 Nf3 Nf6 3 e5 Nd5 4 Nc3 Nxc3 5 dc** Black generally plays either 5...d5 or 5...Nc6. Instead, 5...b6 might look like a good move for Black. But it allows White a sudden opportunity to sacrifice a pawn and gain the advantage.

6 e6!

Diagram 106



After 6 e6

The idea of this move is that Black must accept the pawn, and leave himself open to an attack. One more example of a gambit solution to the problem of the opening.

6...de

On 6...fe White replies **7 Ne5!**, threatening **8 Qh5+** and **8 Qf3**. This at least simplifies the position.

7 Qxd8+ Kxd8 8 Ne5 Ke8 9 Bb5+ Bd7

9...Nd7 loses to **10 Bc6 Rb8 11 Bf4**

10 Nxd7 Nxd7 11 Bf4

Now the threat is **12 0-0-0**. Black finds no salvation in **11...a6 12 Bc6 Ra7**, in view of **13 Bb8!** The best is **11...e5 12 Bxe5 f6 13 Bg3 e5**, but here too, after **14 f4! ef 15 Bxf4**, Black's position remains difficult.

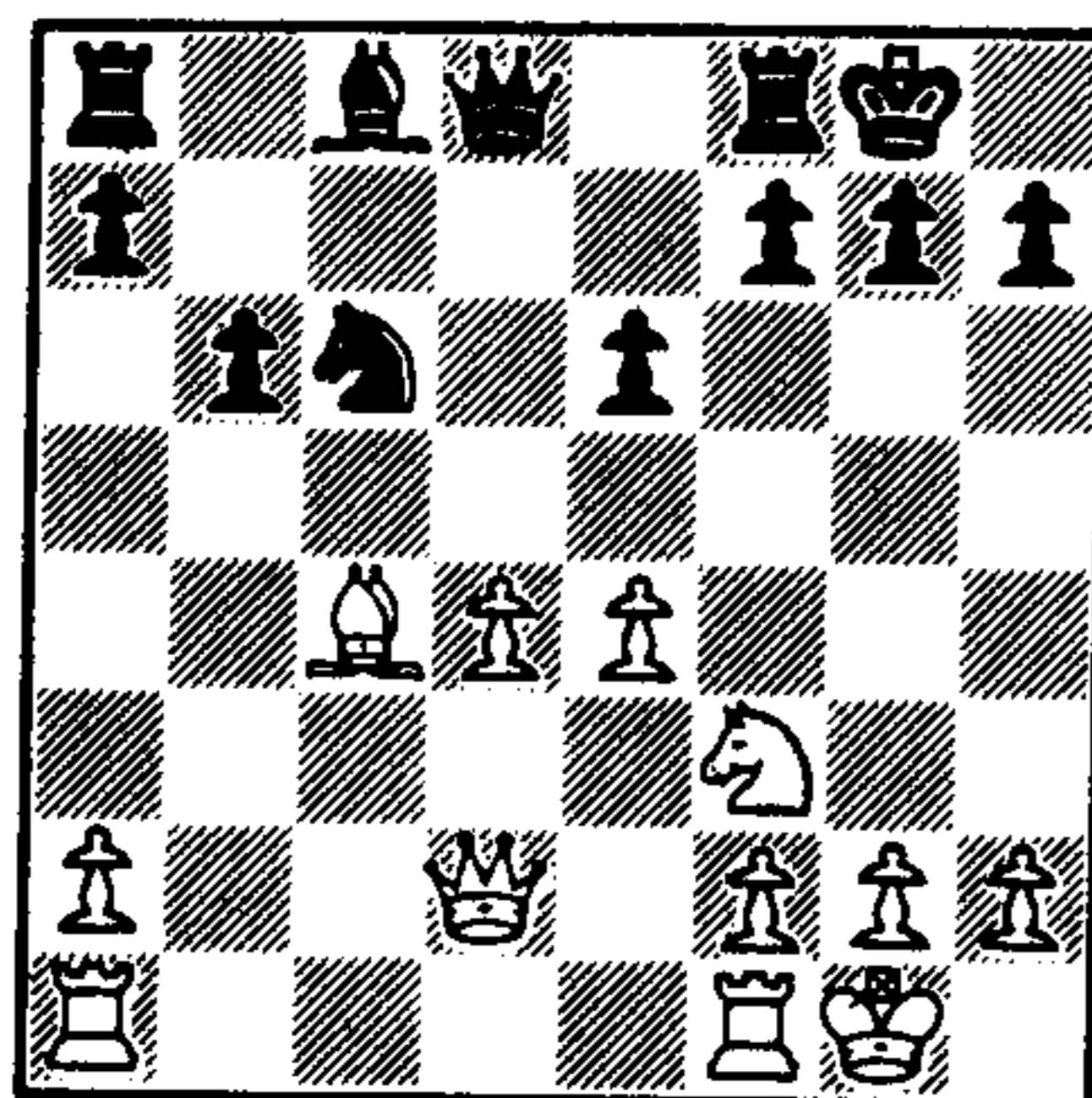
Queen's Gambit

After **1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 Nf3 c5 5 cd Nxd5 6 e4 Nxc3 7 bc cd 8 cd Bb4+ 9 Bd2 Bxd2+ 10 Qxd2 0-0 11 Bc4 Nc6 12 0-0 b6** we have reached a critical position from the Tarrasch Defense:

(See diagram at top of next page)

The well-known game Alekhine—Euwe (2nd World Championship Match 1937) continued: **13 Rfd1 Bb7 14 Qf4 Rc8 15 d5 ed 16 Bxd5 Qe7 17 Ng5 Ne5! 18 Bxb7 Ng6 19 Qf5 Qxb7 20 Rd7 Qa6!** and Black's counterthreat of **21...Qxa2!** allowed him to maintain the balance against White's threatened

Diagram 107



After 12...b6

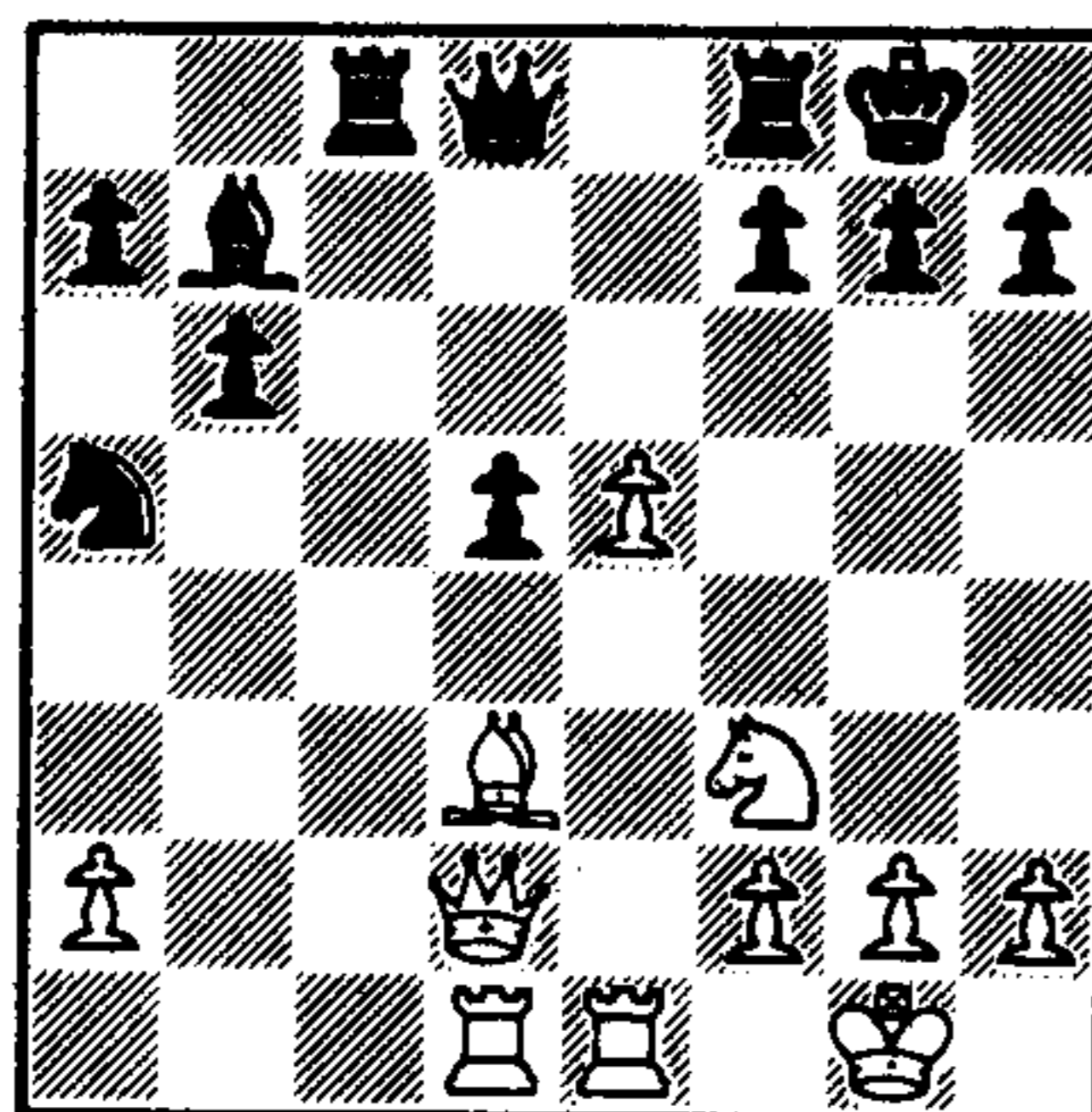
21 Rxf7. On the basis of this game, for over 30 years it was believed that this variation gave White no advantage. But during his preparations for the 1969 match with Petrosian, Spassky noted that Alekhine, in the diagrammed position, committed a serious inaccuracy. Spassky found the correct plan. Instead of 13 Rfd1 here, he played 13 Rad1!

The continuation of the game was 13...Bb7 14 Rfe1 Rc8 15 d5 ed 16 Bxd5 Na5 17 Qf4 Qc7 18 Qf5! Bxd5 (Black cannot suffer such a powerful centralized bishop for long; it must be traded off) 19 ed Qc2 20 Qf4 (also playable was 20 Qxc2 Rxc2 21 d6 Rcc8 22 Re7, with good winning chances) 20...Qxa2 21 d6 Rcd8 22 d7 Qc4 23 Qf5 h6 24 Rc1 Qa6 25 Rc7 and White had no difficulties in realizing his great positional advantage.

Placing the White rooks at d1 and e1 turned out to be the most logical and active plan, after which Petrosian was unable to find a good defense.

An attempt to strengthen Black's play was made in the game Polugaevsky-Tal (37th USSR Ch, Moscow 1969). After 13 Rad1! Bb7 14 Rfe1 Black played 14...Na5, immediately, to drive the enemy bishop back. The continuation 15 Bd3 Rc8 16 d5!ed 17 e5! led to the following position:

Diagram 108



After 17 e5

This unexpected pawn sacrifice gives White a decisive advantage. He gets a strong attack on the Black king's castled position, while its natural defenders, the bishop and knight, are on the opposite wing. All White's pieces are ideally placed, and Tal was unable to find a good defense.

17...Nc4

Other possibilities from the diagrammed position should also be looked at:

- 1) 17...d4 18 Nxd4 Qd5 19 Qg5! , and White has many threats, with even material.
- 2) 17...h6 18 Qf4 Nc6 19 Qf5 g6 20 Qf4 Kg7 21 h4! h5 22 Ng5, with the tremendous threat of 23 e6!
- 3) 17...g6 18 Qh6 Qe7 19 Ng5 f6 20 ef, and White wins.
- 4) 17...f6 18 e6 Nc6 19 Qf4 Ne7 20 Nd4, and White's positional advantage is quite serious.

18 Qf4 Nb2

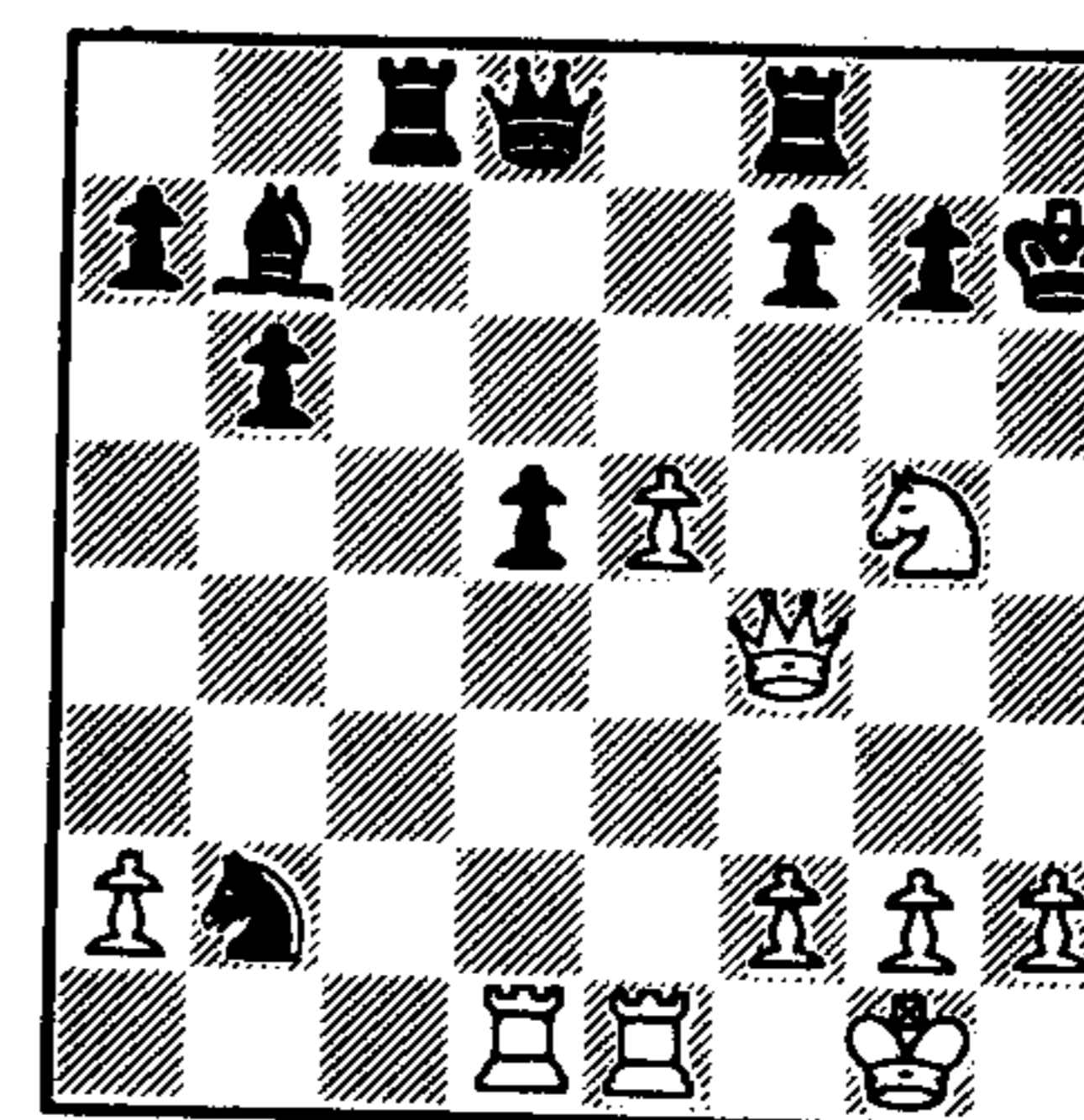
Black tries to get rid of the dangerous enemy bishop, but he is in for a disappointment.

19 Bxh7!

The point! This piece sacrifice gives White a terrific attack.

19...Kxh7 20 Ng5†

Diagram 109



After 20 Ng5†

20...Kg6

20...Kg8 loses at once, in view of 21 Qh4 Re8 22 e6! fe(if 22...Rxe6, then 23 Qh7† Kf8 24 Rxe6!) 23 Qh7† Kf8 24 Qh8† Ke7 25 Qxg7† and 26 Nf7†.

21 h4! Rc4

The only defense; Black must attack the enemy queen. White threatened 22 h5† Kxh5 23 g4† Kg6 24 Qf5† Kh6 25 Nxf7† Rxf7 and 26 Qh5 mate, and 21...f5 is met by 22 Rd4!, keeping all White's threats.

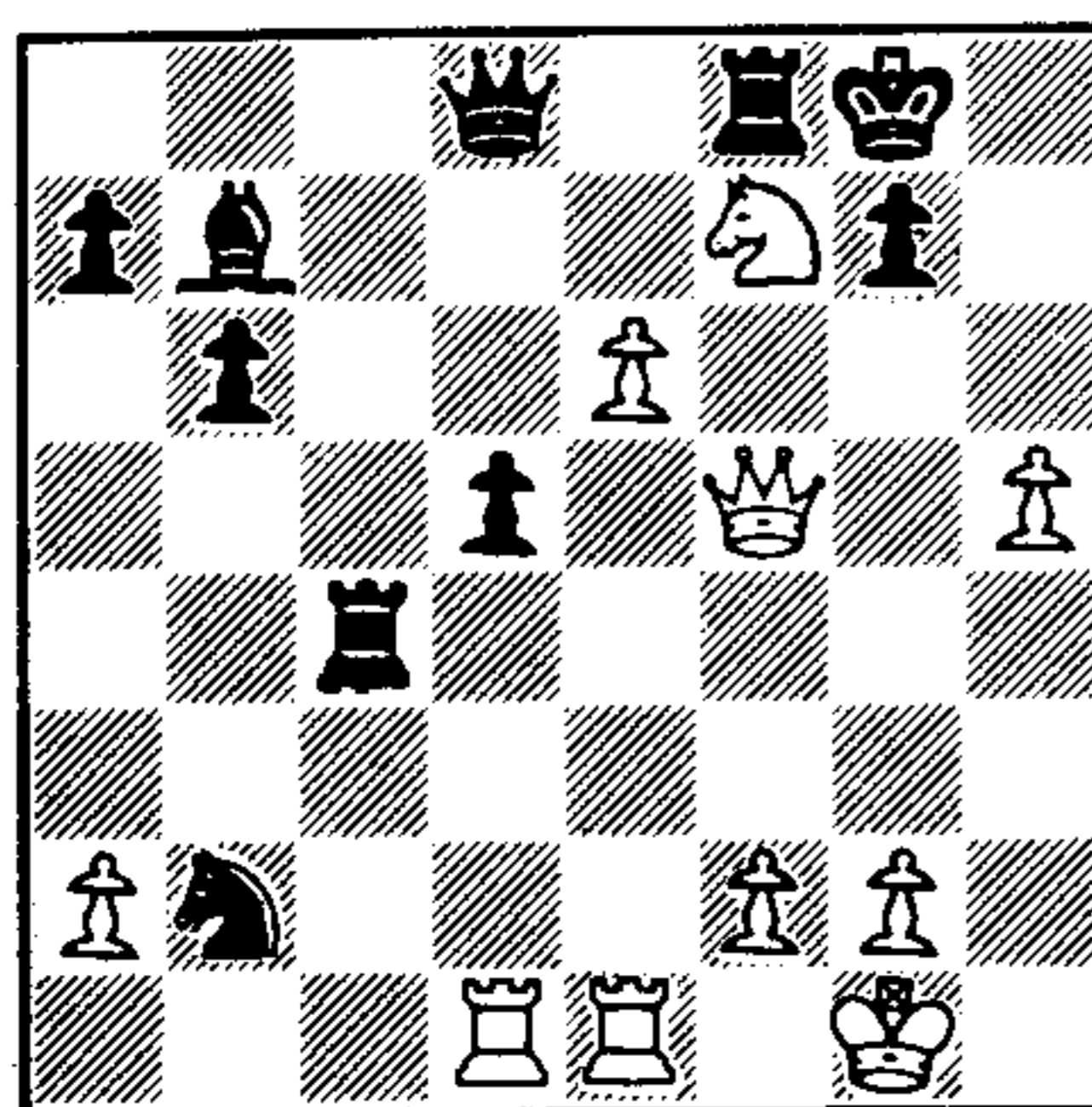
22 h5†! Kh6

22...Kxh5 could be met by 23 g4† Kh6 (but not 23...Kg6? because of 24 Qf5† Kh6 25 Nxf7† and mate next) 24 Nxf7† Kh7 25 Qh2† Kg8 26 Nxd8 Rxd8 27 Kh1 Rxd8 28 f3! and White wins.

23 Nxf7† Kh7 24 Qf5† Kg8 25 e6!

(See diagram at top of next page)

Diagram 110



After 25 e6

Polugaevsky's outstanding gambit idea has led by force to this position. The powerful pawn at e6 is full compensation for the piece, and in fact decides the game. On 25...Bc8, for example, the finish is 26 h6 Bxe6 27 h7 mate.

25...Qf6 26 Qxf6 gf 27 Rd2

Not the best continuation. As Polugaevsky points out, 27 Nd6! was stronger, leading to a decisive advantage for White. Here are some variations:

- 1) 27...Rc6 28 Rxd5 Rc7 29 Nxb7 Rxb7 30 Rd7! Rbb8 (if 30...Rxd7 31 ed Kf7, then 32 h6! Rd8 33 h7, and White wins) 31 Re3; or
- 2) 27...Nxd1 28 e7 Rc1 (if 28...Rb8, then 29 e8(Q)† 29 h6! Nc3 (the threat was 30 ef(Q)† Kxf8 31 Re8 mate) 30 h7†.

In either line, White wins without difficulty.

27...Rc6 28 Rxb2 Re8

The last mistake. 28...Bc8! appears to save Black. Now White wins easily.

29 Nh6† Kh7 30 Nf6 Rxe6 31 Rxe6 Rxe6 32 Rc2!

Material equality has been re-established, but White's positional advantage assures him a clear plus.

32...Rc6 33 Re2 Bc8 34 Re7† Kh8 35 Nh4 f5 36 Ng6† Kg8 37 Rxa7, and Black gave up.

Grandmaster Polugaevsky's centerpawn sacrifice requires the reevaluation of one of the main variations of the Tarrasch Defense.

Besides 14...Na5, Black has also tried 14...Ne7. In a game Petrosian—Korchnoi (il Ciocco, 1977), this was met by 15 d5! ed 16 ed Nf5 17 Ne5! Nd6, and now White achieved an advantage with the strong and surprising move 18 Nc6!!

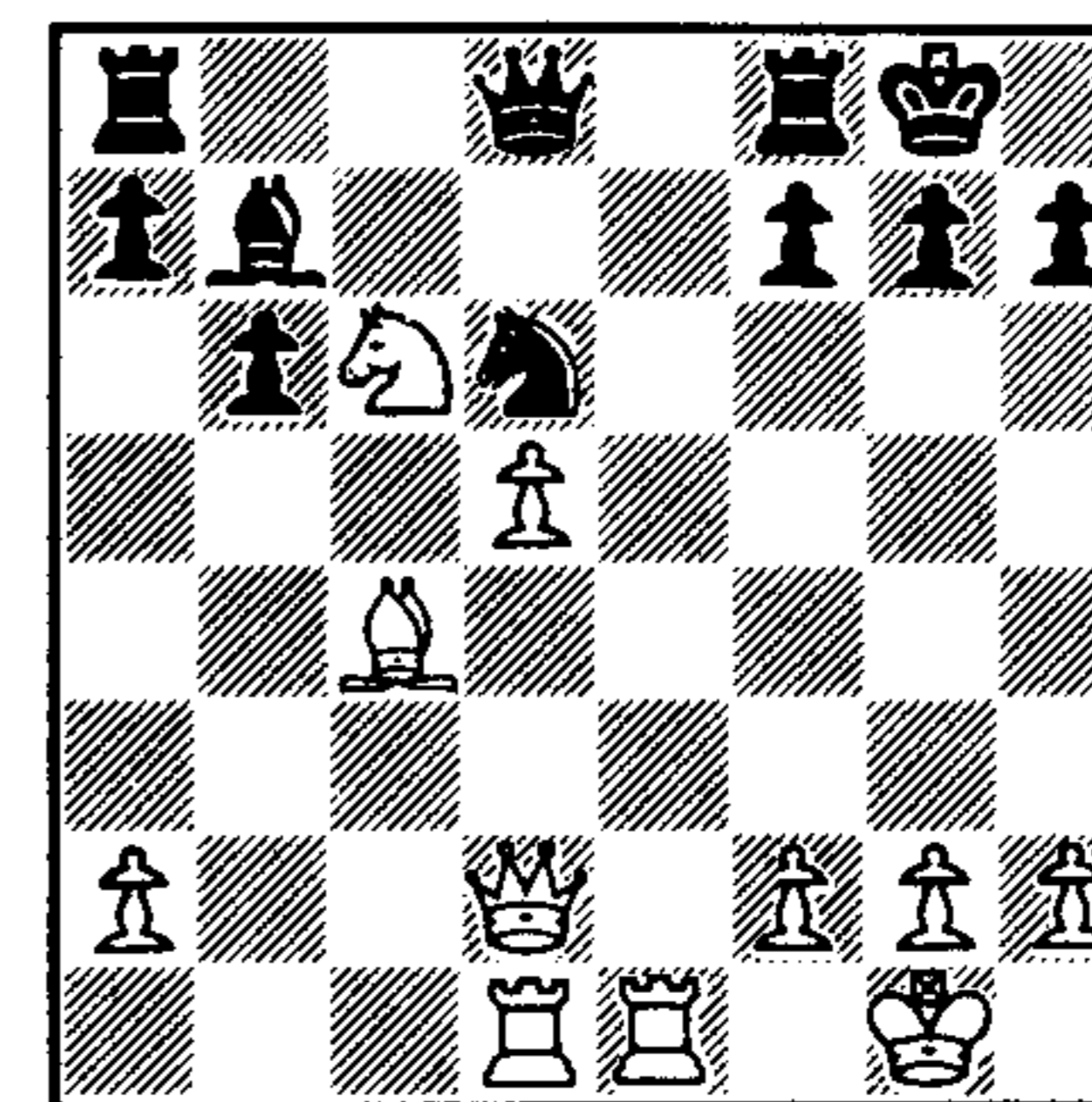
(See diagram at top of next page)

The continuation was:

18...Bxc6

On 18...Nxc4 White could play 19 Nxd8 Nxd2 20 Nxb7, and after 20...Rab8 (or 20...Rfb8 21 Re7 Nc4 22 d6 Na5 23 Nxa5 ba 24 Re5) 21 Re7 Nc4

Diagram 111



After 18 Nc6

22 d6 Na5 23 Nxa5 ba 24 Rxa7 White comes out a pawn up. After 18...Qf6 19 Bb3 White also keeps the better chances.

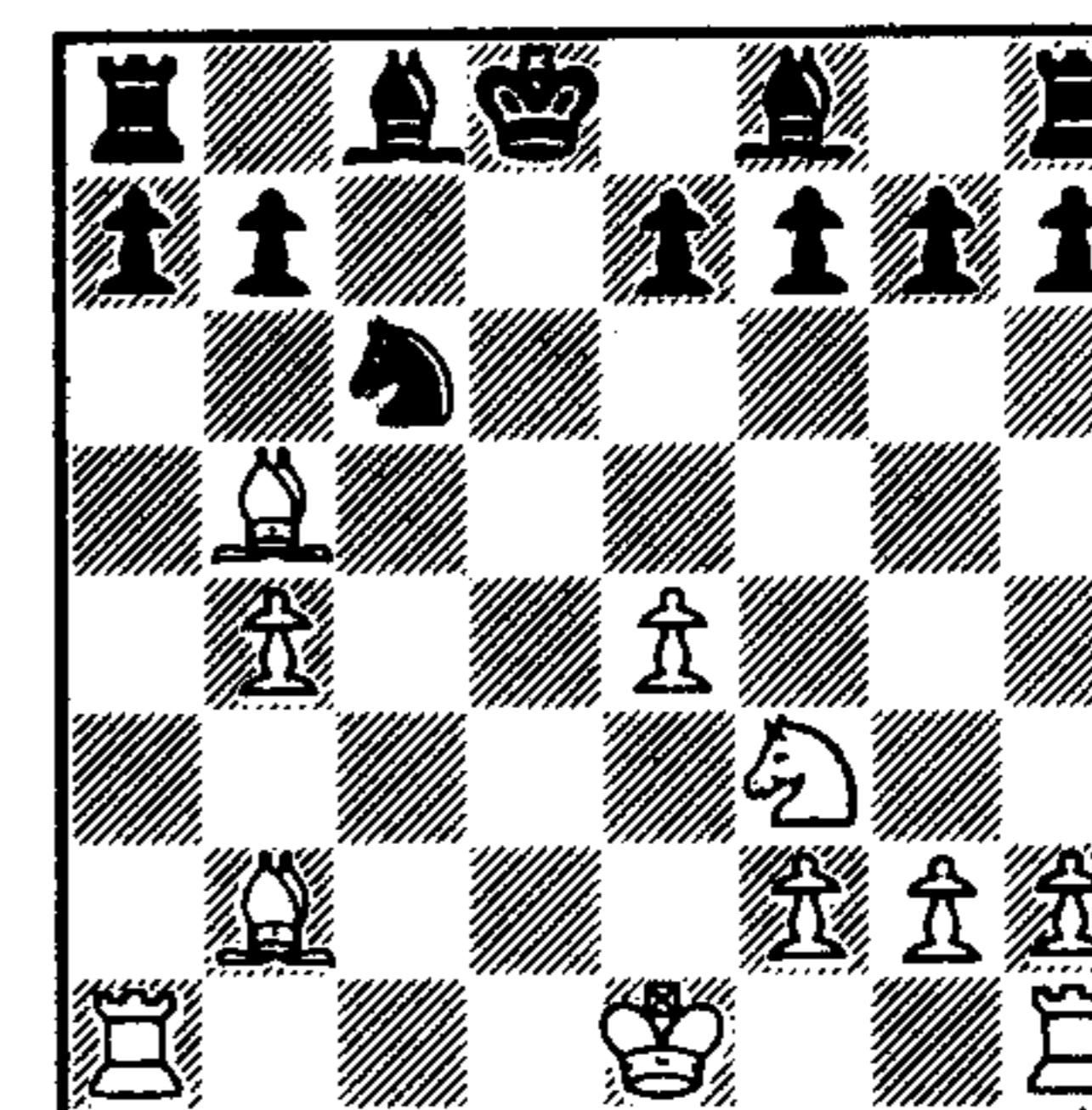
19 dc Nxc4 20 Qf4! Nd6 21 Rxd6 Qc7 22 g3 h6 23 Qe5 Rac8 24 Qd5, and White kept a clear positional advantage.

English Opening

Even in the most solid of contemporary openings, hard-working analysts are finding interesting gambit lines to develop an initiative.

After 1 c4 c5 2 Nf3 Nf6 3 Nc3 d5 4 cd Nxd5 5 e4 Nb4 White usually continues 6 Bc4. Recently the new line, which involves a pawn sacrifice, has become fashionable: 6 Bb5† N8c6 7 d4 cd 8 a3! dc 9 Qxd8† Kxd8 10 ab cb 11 Bxb2

Diagram 112



After 11 Bxb2

This position was reached in the game Chekhov—Werner (Moscow Area Ch 1979). For his pawn, White has an active position, and Black has a tough time defending. Black followed the line recommended by theory: 11...e6 12 0-0 f6, but could not manage to shake off the pressure.

Here is how the game continued: 13 e5 f5 14 Nd4 Nxd4 15 Bxd4 Bd7 16 Bxa7! Ke8 17 Bxd7† Kxd7 18 Rfd1† Kc6 19 Rdc1† Kd7 20 Rc4. White has

recovered the pawn, and kept his active position. 20...g5 21 b5 Bg7 22 Rd1† Ke8 23 Rc7 Rxa7 24 Rxc7 Rf8 25 b6. With the fall of the b-pawn, the game is effectively over, since White's passed pawn is unstoppable.

25...Ra5 26 Rxb7 Rf7 27 Rb8† Ke7 28 Rbd8 Rxe5 29 b7, Black resigned.

An interesting variation is the one that arises from the moves:

1 c4 Nf6 2 Nc3 e6 3 e4 d5 4 cd

After 4 e5 d4 5 ef dc 6 bc Qxf6 7 d4 c5 8 Nf3 cd White's best continuation is 9 Bg5 Qf5 10 cd Bb4† 11 Bd2 Qa5 12 Bd3, with the better chances. He gets less from 9 cd (instead of 9 Bg5), since 9...Bb4† 10 Bd2 Bxd2† 11 Qxd2 Nc6 12 Be2 0-0 13 0-0 Rd8 14 Rfd1 Nxd4! 15 Nxd5 e5 leaves him a pawn down.

In addition to 7...c5, Black has one other choice — 7...e5!, which allows him to equalize.

4...ed 5 e5 Ne4!

In this manner, Black offers a pawn sacrifice for active play. In fact, after 6 Nxe4 de 7 Qa4† Nc6 8 Qxe4 Qd4! 9 Qxd4 Nxd4 10 Kd1 (if 10 Bd3, then 10...Be6 11 Ne2 0-0-0) 10...Bf5 11 d3 0-0-0 Black has a dangerous initiative.

6 Nf3 Bf5!

And again, for the sake of quick development, Black sacrifices a pawn, while his lightsquare bishop zeroes in on the strategically important square d3.

7 Qb3

7 d3 Nxc3 8 bc c5 or 7 d4 Bb4 8 Qa4† Nc6 9 Bb5 Bd7 leaves Black with a perfectly good game.

7...Nc5 8 Qxd5 Nc6 9 Bb5 Qxd5 10 Nxd5 0-0-0 11 Bxc6 bc 12 Nf4

This was the way the game Korj—Markhouse, 1981, continued. It's easy to see that Black has a dangerous initiative for his pawn. Nor is 12 Nb4 better: in the game Gipslis—Roizmann (Moscow 1964), Black played 12...Kb7!, threatening 13...a5, and also obtained excellent play.

12...Nd3† 13 Nxd3 Bxd3 14 b3 Bc5 15 Bb2 Rd5 16 h4 Re8

Black's two bishops cover the entire board, all his pieces are ideally placed, and the enemy king is stranded in the center. Clearly, White is in great difficulties.

17 Rh3 f6 18 Rg3 fe 19 Rxc7 e4 20 Ng5 Rf5 21 Nh3

(See diagram at top of next page)

Now comes the decisive stroke, after which White's position becomes hopeless.

21...e3! 22 f4

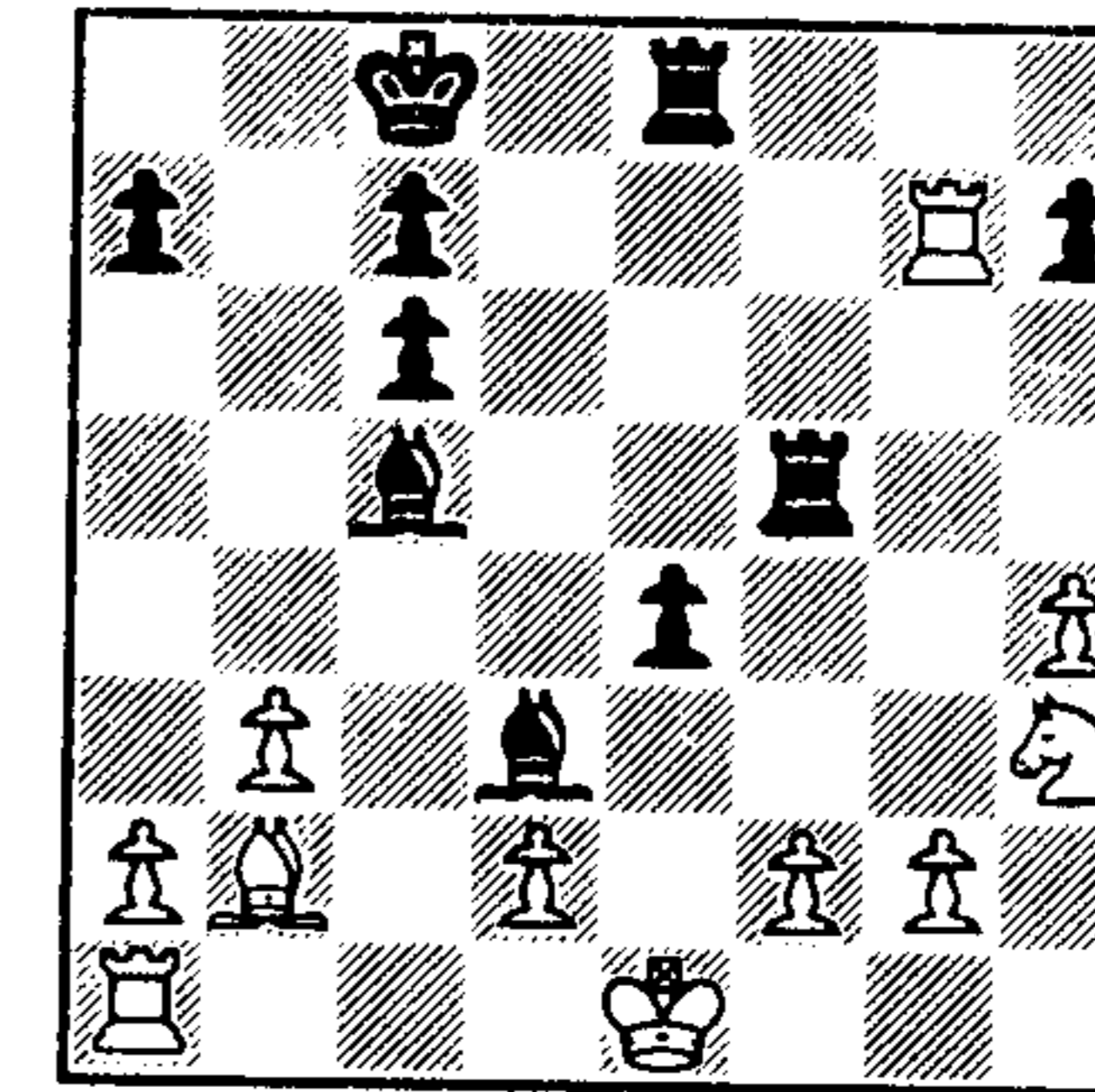


Diagram 113

After 21 Nh3

22 de loses at once to 22...Bb4† 23 Kd1 Rxe3! and White is defenseless. 22...Rd5 23 Be5 Rdx5!

White resigned, since he gets mated after 24 fe Rf8 25 0-0-0 Ba3 mate.

I should like to conclude with two short examples, in which one side or the other had to capitulate in the very early opening stages, even though experienced grandmasters were playing.

1 c4 e5 2 Nc3 Nf6 3 Nf3 Nc6 4 g3 Bb4 5 Nd5 Nxd5?

Too hasty. 5...0-0 was correct.

6 cd e4?

And this is decisive. After 6...Ne7 7 Nxe5 Nxd5 8 Qb3 c6 9 Bg2 Black is only a pawn down.

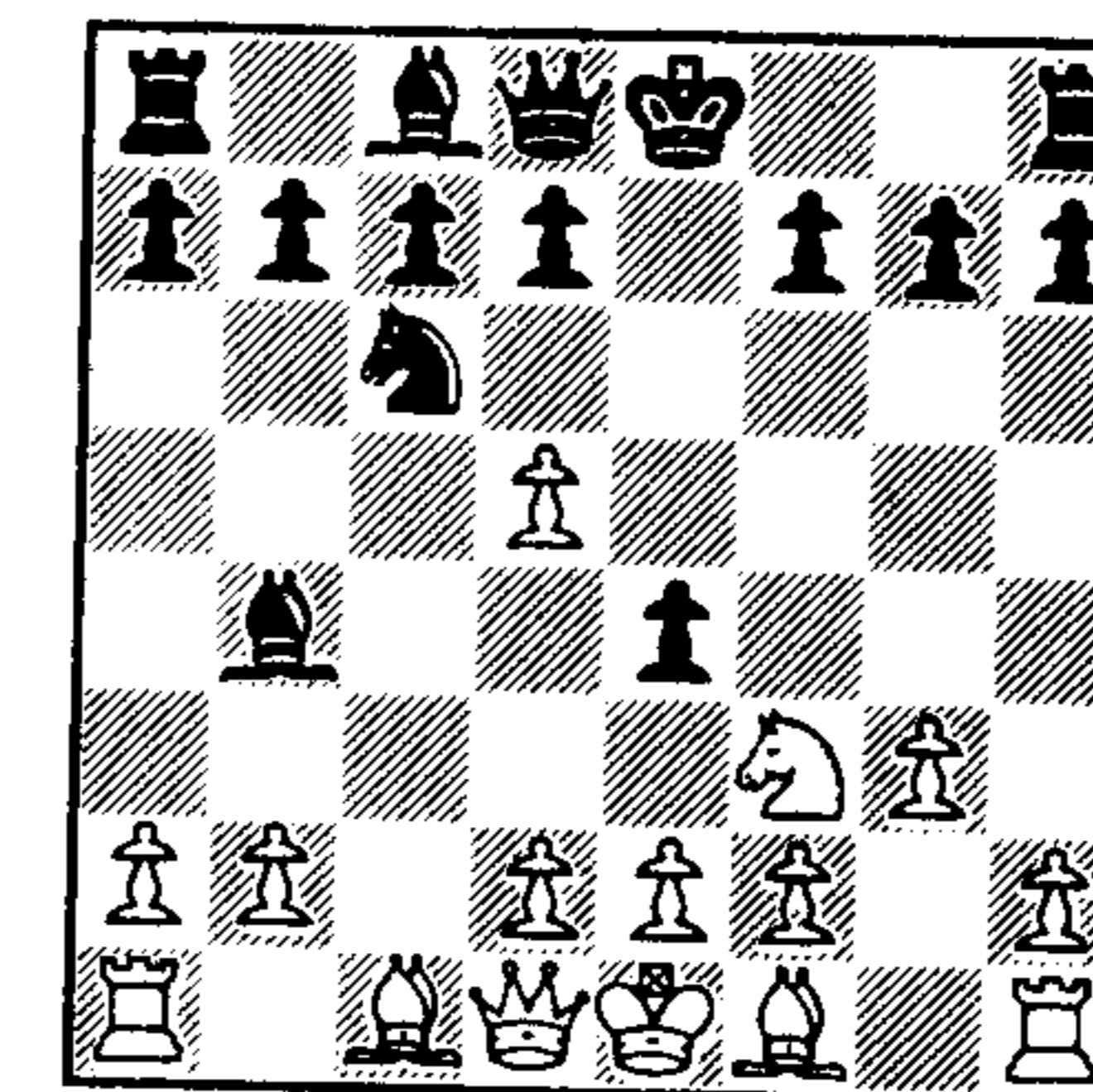


Diagram 114

After 6...e4

This position was reached in Petrosian—Ree (Wijk aan Zee 1971). After 7 dc ef 8 Qb3!, Black resigned, as he loses a piece.

And one more curiosity:

1 c4 e5 2 Nc3 Nc6 3 Nf3 f5 4 d4 e4 5 Bg5 Nf6 6 d5?

Premature. 6 Nd2 should be played, and if 6...Nxd4, then 7 Ndx4.

6...ef 7 dc fg 8 cd†?

Once again, the decisive mistake comes early. White fails to see the reply. After 8 Bxg2 he would be down a pawn.

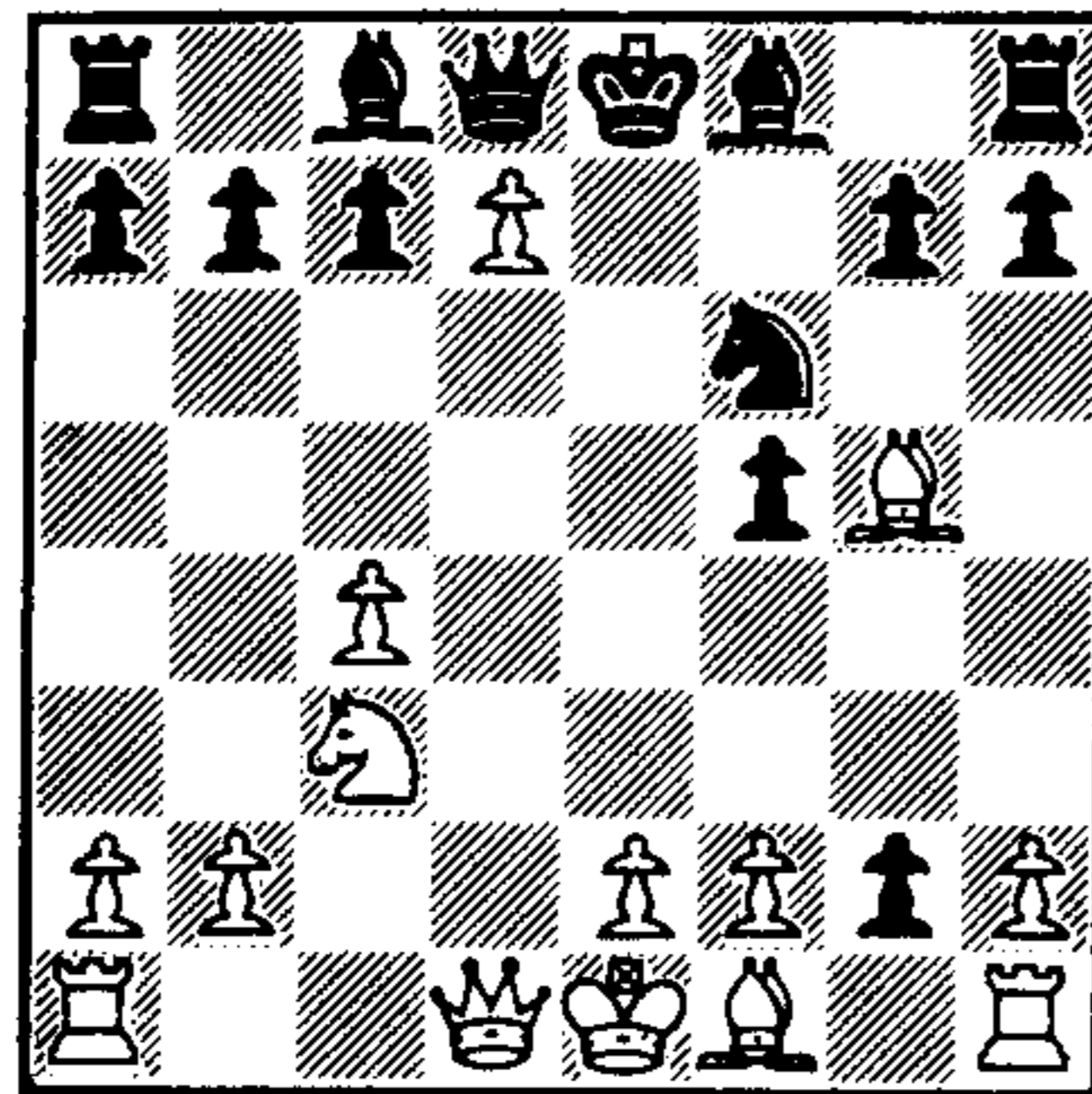


Diagram 115

After 8 cd†

8...Nxd7!

This unexpected move decides the game immediately in Black's favor. It is interesting to note that in Soviet chess tournaments no fewer than three games ended in this identical fashion: Razuvaev—Kupreichik (Dubna 1970), Doroshkevich—Tukmakov (Riga 1970), and a still earlier game Katalymov—Voronin.

In conclusion, the author would like to draw the reader's attention to the fact that the gambit lines we have been examining offer limitless scope for your own analysis and researches. And if the reader succeeds in finding something new in a wellknown line, it means that he will be possessed of an excellent tournament weapon. That is the point of this book.

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