

# C.O.O.L. Chess

Paul Motwani

Unlock your highly original thinking





# **C.O.O.L. Chess**

**Paul Motwani**

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# Dedications

*This book is dedicated to my wife's parents  
Professor Yimin Zeng and Dr Shaoping Liu.*

*Thank you for all your love and support,  
and for your wonderful daughter, Jenny.*



# Introduction

By the time I had finished writing my previous Batsford book, *H.O.T. Chess*, I felt I had poured out so many ideas that I really needed a break to refresh myself before embarking on the work *C.O.O.L. Chess*. In the intervening four-month period, I learned lots of new things, not only in the context of chess; but about life in general. Excellent opportunities to learn from others are ever-present, but sometimes we look at people and only see aspects which we think they should change. It would be better first to ask oneself 'How should I change?'. In that way we can make progress, and others will learn from it too. The mnemonic *C.O.O.L.* can remind us that *Changing Oneself, Others Learn*.

Recently I asked myself 'What should I change in my chess?'. Part of the answer was found by recalling an amusing but significant incident which occurred some years ago in Scotland at the Perth Weekend Congress. In the first round I was due to play with the white pieces on board one in the Open section, and traditionally the Mayor of Perth makes the opening move on that board. Someone in the Minor event shouted out 'e4', because my initial move with

White practically never varied! However, in my recent encounters I have been much more flexible, opening frequently with 1 ♘c3 or 1 c4 or 1 d4 instead of 1 e4, and I am thoroughly enjoying getting a lot of fresh situations on the board. This approach has also produced a noticeable improvement in my play and results, since I am now able to handle a much greater variety of positions and opponents' styles than before.

I am recommending a flexible, creative approach to chess. That does not necessarily mean that you must surprise your opponents as early as move one. However, in general, the earlier the better – otherwise the opponent may surprise you first.

**C.O.O.L. Chess** is a sure way to nullify the home preparation of even your best-prepared opponents. In this context, *C.O.O.L.* represents **Creative Original Opening Lines**.

You can be creative and original in a personal sense just by playing some move that you have never previously played. In this book I have tried to present and explain games containing opening lines or ideas which had never (or very rarely) been played by *anyone*

prior to those special games. Such clashes are the birthplaces in practical play of 'novelties' or 'new moves'.

A novelty will often make a big impact on an opponent against whom it is uncorked, but, contrary to what one might hope for, it will not normally produce immediate resignation! One must follow up the C.O.O.L. approach with further strong chess. Just last week in the Belgian town of Geel, FM Richard Meulders said to me 'A few days ago, I got a tremendous position with Black by following the same first seven moves as in the Larsen-Korchnoi game in *H.O.T. Chess*'. I replied 'Yes, it's a really original and powerful line. Did you win your game, Richard?' He then admitted 'I lost due to a blunder, but I really liked the opening'. Richard's experience confirms the benefits of playing a strong C.O.O.L. system, and also underlines the need to stay alert, especially to tactical possibilities. Throughout this book we will frequently encounter puzzles and problems that have been specially selected to keep us sharp.

Alison Coull, one of Scotland's best lady players, once expressed to me a view shared by many others including myself, namely that complete games tend to be more instructive than fragments. Therefore, in the material chosen for this book, I have endeavoured to sup-

ply, as far as possible, entire games with detailed analysis and explanations to elucidate the moves leading up to and following on from the novelties. Rather than just state X beat Y, I like to show how and why. Harald Fietz from Germany encouraged this thorough approach with these words to me in a Christmas letter: 'Remember the unwritten rule in the film industry that if a gun is used it is best to show it'!

Including the 23 'main' clashes, *C.O.O.L. Chess* contains 103 complete games, 62 of which were played in 1996/7, while just over 25% are my own games. I recommend that, if possible, you use two chessboards side by side when playing through the games. Then, when you encounter a whole game within the notes to another game, you can pause the main game on one board while enjoying the extra game on the second board.

Many of the players involved are grandmasters or international masters (in certain cases the titles were achieved some time after the games, though that is a point of only very minor importance), but I believe that if a game is annotated fully and with lucidity, then it can benefit most levels of players. You always have the option to skim through only the main moves (if perhaps you are in a hurry), but the much fuller accompanying explanations and analysis will always be there in the notes whenever you

want to study more closely. Some people like a deep, accurate, analytical approach, while others prefer ideas put forward using words alone. I have aimed to provide the best of both worlds, and you will find that they sometimes overlap.

All of the annotations are my own, except in a few instances where the names of friends who made special contributions are stated, and particular thanks should go to Neil Berry, Gorik Cools, Francky Deketelaere, Rafe Martyn, Kevin O'Connell, IM Jonathan Rowson. In the cases where I have previously analysed a game for any form of publication, I have now substantially increased and improved the analysis myself.

Games featuring in any given chapter will sometimes contain the same opening, but where that is not the case there will still be a *Common Obvious Outstanding Link* (C.O.O.L.) connecting the contents of the chapter. The highlighting of such common links can help us to handle effectively and confidently similar positions arising from different openings, while also catering for the fact that readers will normally have very different interests regarding opening repertoire.

To provide increased opportunities for the reader to venture independently and thereby become more creative and original, every chapter contains several questions, puzzles or problems that should be

enjoyable and beneficial. Certain puzzles have been designed to improve skills in logical thinking, which, in turn, has spin-offs in chess. You may, whenever you wish, compare your own solutions to the ones which I have given in the section near the end of this book (unless I state that the answer appears at some earlier point). When I was at the stage of checking the book before sending it off to Graham Burgess, the editor, I sometimes made additions that I felt would be interesting 'bonuses' for you. Consequently, a small point is that the contents of *C.O.O.L. Chess* are not all in chronological order in terms of when they were written.

In promoting creative, original thinking, I am encouraging the reader to think for himself rather than memorising lots of data. However, I would not say that always working alone is healthy. On the contrary, I prefer to share ideas. The solitary way might be suitable for some sort of self-sufficient machine with a *cool, rational, tin brain*, but too much of it is just boring. A joint effort with friends is much more fun, so I recommend rearranging the 20 letters in italics to give *train in collaboration!*

Allan Beveridge, a good friend of mine from Ayr, questioned whether it is wise for a player to give away ideas to someone else. I pointed out that many of the most

effective chess ideas that I and certain friends of mine have used were discovered jointly through the combined efforts of several friends, not just by myself alone. I am in no doubt about the benefits of sharing in friendship. The following inspirational poem by Jill Wolf echoes my feelings perfectly:

*God made the world with a  
heartful of love,*

*Then He looked down from  
Heaven above,*

*And saw that we all need a help-  
ing hand,*

*Someone to share with, who'll  
understand.*

*He made special people to see us  
through,*

*The glad times and the sad times,  
too;*

*A person on whom we can al-  
ways depend,*

*Someone we can call a friend.*

*God made friends so we'll carry  
a part*

*Of His perfect love in all our  
hearts.*

I hope that **C.O.O.L. Chess** will stimulate you and your friends to go on and discover lots more fresh ideas.

*Paul Motwani*

Brussels, 23 January 1997

# Symbols

0-0	castles kingside
0-0-0	castles queenside
+	check
++	double check
ep	<i>en passant</i>
!!	brilliant move
!	good move
!?	interesting move
?!	dubious move
?	bad move
??	blunder
Ch	championship
Wch	world championship
Cht	team championship
Z	zonal event
IZ	interzonal event
Ct	candidates' event
jr	junior event
wom	women's event
OL	Olympiad
corr.	correspondence game
simul	simultaneous display
( <i>n</i> )	<i>n</i> th match game
( <i>D</i> )	diagram follows

# 1 Imprisoned Bishops

A very powerful motif in positional play is the restricting of one or more of the opponent's pieces. He will then, in effect, be material down (assuming that you have not sacrificed too much yourself!) because his restricted piece or pieces cannot perform any positive function.

Sometimes the situation of a restricted piece becomes so desperate that the piece cannot escape being captured. This is particularly common with knights because they are only able to make short-range movements. As a simple illustration, after 1 e4 ♘f6 2 e5 in Alekhine's Defence, the pseudo-active move 2...♘e4? in reality seriously restricts the knight since neither d6 nor f6 is a safe square for retreat. 3 d3! ♘c5 4 d4 ♘e4? 5 f3 completes the knight's nightmare.

Knights are not the only pieces that can find themselves severely restricted, and in this chapter we shall focus on bishops. A common link between the featured games is that, in every case, at least one bishop is so restricted that the word 'imprisoned' comes to mind. Naturally, the games also contain very noteworthy moves that were novelties at the time of each game.

My encounter with Dutch international master Willy Hendriks in

the 1996 Vlissingen Open features a really potent idea against the King's Indian Defence. If Len Weir of Troon Chess Club finds out about it then his opponent at the club's planned chess and curry night in 1997 will have only slim chances because Len insists that just Indian openings should be played!

## Game 1

**P.Motwani – W.Hendriks**

*Vlissingen 1996*

King's Indian Defence

1	c4	g6
2	d4	♙g7
3	♘c3	d6
4	e4	♘d7
5	♘f3	e5
6	♙e3	

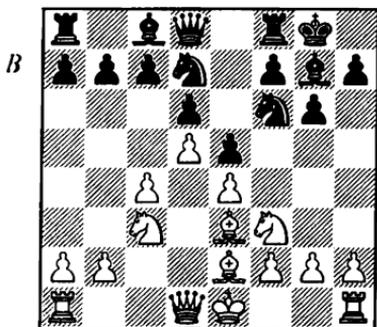
I could have played the routine move 6 ♙e2. Indeed, I do put my light-squared bishop on e2 on the next move. However, I am always interested in finding moves which maximise my options and keep my position flexible. Here, 6 ♙e3 does so, since 6...♘e7 could be answered in various attractive ways. For example:

a) 7 ♖d2, intending ♙h6 and/or h4.

b) The immediate advance 7 h4.

c) 7 dxe5!? dxe5 8 c5!, planning to develop the light-squared bishop very actively on c4.

6 ... ♖gf6  
7 ♙e2 0-0  
8 d5! (D)



The position shown in the diagram may seem fairly standard, but I recommend a close look because I believe that Black is already in big trouble. Considering each of his pieces in turn, it quickly becomes apparent that only the knights can do anything active. Notice especially that, with the centre having become locked by the advance d4-d5, Black's fianchettoed bishop on g7 is now virtually imprisoned. It has little hope of 'seeing' beyond the obstructing pawn on e5. So although this is quite a well known theoretical position, generally reached by the move-order 1 d4 ♖f6 2 c4 g6 3 ♖c3 ♙g7 4 e4 d6 5 ♖f3 0-0 6 ♙e2 c5 7 d5 ♖bd7 8 ♙e3 I do not recommend it for Black.

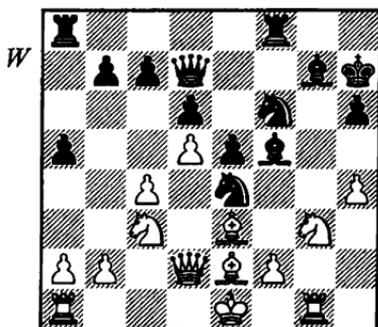
8 ... ♖g4

When the game was finished, my opponent, and other IMs such as Alexei Barsov, Didier Collas and Rustam Kasimdzhanov, could not come up with any better suggestions for Black. He must try to achieve some counterplay by means of ...f7-f5, but it is not clear that this can be managed in a satisfactory way. For example:

a) 8... ♖e8 9 g4! f5 10 gxf5 gxf5 11 exf5 ♖xf5 12 ♖g1 is horrible for Black. White has numerous threats, including ♖g5, ♙d3, ♗c2 or simple, strong occupation of a central outpost by ♖e4. However, 12... ♖df6 restricts the rook on f5 and loses quickly to 13 ♖h4.

b) 8... ♖h5 9 g3! (restricting the knight on h5 by denying it safe access to the f4-square) 9...f5 10 exf5 gxf5 11 ♖g5, with the dual threats of ♖e6 or ♙xh5.

c) 8... ♖c5 9 ♖d2 a5 (otherwise White will play b4) 10 g4! ♖e8 11 h4 transposes to the game Bronstein-A.Gretarsson, Reykjavik 1996, except that Black's h-pawn was *already on h6* in that encounter. White had actually spent an earlier tempo on playing h3 too, so, strictly speaking, h4 was really Bronstein's 12th move, but we will still count it as his 11th. The battle continued 11...f5 12 gxf5 gxf5 13 exf5 ♙xf5 14 ♖f1! ♖f6 15 ♖g3 ♗d7 16 ♖g1 ♖h7 17 ♗d2 (White has a beautifully harmonious position) 17... ♖ce4? (D)



18 ♖xf5!! ♜xd2 (18...♚xf5 19 ♜d3! also leaves Black helpless) 19 ♜xg7+ ♚xg7 20 ♜xg7 ♜xg7 21 ♜xd2 ♜g8 22 ♜g4 ♜f7 23 ♜e6 ♜e7 24 c5 a4 25 cxd6 cxd6 26 ♜b5 ♜d8 27 ♜b6 **Black resigned.** An elegant and highly efficient display by Grandmaster David Bronstein. He is a truly great player, and behind the moves there is a man with emotion. In Hastings on New Year's Day 1997, Bronstein said these words to Sergei Movsesian (a young, new grandmaster): 'I would like people to see me as a man; not just a chess player'. Movsesian expressed his own feelings too: 'I want to do the best I can at chess while staying a man'. From my own experiences, I know (at least something about) how both men feel.

### 9 ♜d2!

I found this strong move around the end of March 1996 during analysis at home, and at first I thought it might be a novelty. Even though 'lucky 21' turned out to be unlucky when I later noticed 9 ♜d2 mentioned on page 21 of *The Main*

*Line King's Indian* by co-authors John Nunn and Graham Burgess, I am still pleased with my ideas behind the move. It is a significant improvement on 9 ♜g5, which I played against GM Judit Polgar at the Isle of Lewis Chess Festival 1995. That clash continued 9...f6 10 ♜d2 ♜h6?! 11 h4!, giving a dangerous attack for White. Black could have improved with 10...a5!, planning ...♜c5 without being harassed by b4. Then 11 ♜g5? fails to 11...♜xf2! 12 ♜xf2 fxg5+, while 11 h3 ♜h6 12 h4 leaves White a tempo down compared with Motwani-Polgar.

A key point of the move 9 ♜d2! is that Black's f-pawn is still on f7, and so that square is not available as a place for the knight on g4 to escape to. Therefore White is simply threatening 10 h3, and then 10...♜h6? 11 ♚c1 would cost Black a piece.

A very similar position to the one after 9 ♜d2 was reached after move ten in the game Ivanchuk-Piket, Wijk aan Zee 1996. The differences were that White had already castled kingside and Black had played ...c6. GM Vassily Ivanchuk won that game in style, but, in fact, it is even better for White *not* to have castled. The reason is that he can then safely advance his g-pawn, as I do on move 13, without any risk for the king sitting on e1 instead of g1.

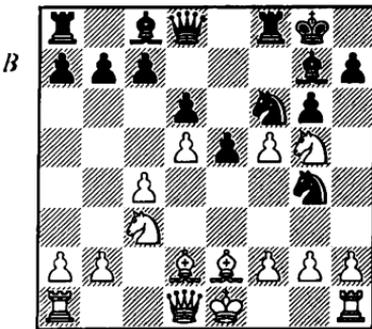
10 ♖g5

Immediately exploiting the fresh weakness at e6.

10 ... ♗df6

10...♗c5 11 b4 ♗a6 (in general, there is a lot of truth in the saying 'A knight on the rim looks grim and feels dim') 12 exf5 gxf5 13 0-0! ♗xb4? is bad for Black due to 14 ♙xg4 h6 (14...fxg4? 15 ♚b1 threatens ♚xb4 or ♚xh7#) 15 ♗e6 ♙xe6 16 dxe6 fxg4 17 ♚xg4, threatening ♙xh6 or ♚ab1.

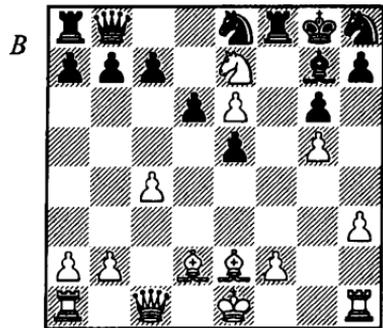
11 exf5 (D)



11 ... gxf5

The game continuation shows convincingly that Black's position is bad, but 11...♙xf5? would have been even worse, as an encounter Motwani-A.Fontaine, Brussels 1996 demonstrated. It continued 12 h3 ♗h6 13 g4 ♙d7 14 ♚c1 (threatening 15 ♗e6 ♙xe6 16 dxe6, and things are looking grim for the poor knight on the rim) 14...♗f7 (14...♗h8 15 ♗e6 ♙xe6 16 g5! ♙d7 17 gxh6 ensnares the bishop on g7, a tactical point that also crops up in the Motwani-Hen-

driks main game, while 14...♗e8 15 ♗e6 ♙xe6 16 dxe6 ♚h4 17 ♗e4 leaves Black without a satisfactory way of preventing ♙g5) 15 ♗e6 ♙xe6 16 dxe6 ♗h8 17 g5 ♗e8 18 ♗d5 (Black is in a mess, and he has no fully adequate answer to the terrible threat of 19 e7, but at least 18...♚f5 would have prolonged the game a bit) 18...♚b8? (a blunder under extreme pressure, allowing a pretty finish) 19 ♗e7# (D)



12 h3 ♗h6

13 g4!!

The g-pawn intends either to eliminate the pawn on f5 (thereby increasing White's control of the central e4-square) or to try to fork Black's knights by reaching g5.

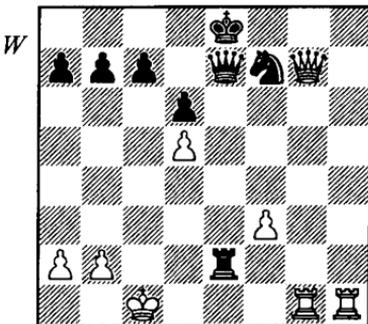
White's brave pawn is attacked directly or indirectly by four members of Black's army, but is only protected three times. Nevertheless, the following variations show that Black dare not capture on g4 and grant the rook on h1 a lethal open file. 13...fxg4 14 hxg4 leads to:

a) 14...♙xg4 15 ♙xg4 ♘fxg4 16 f3 ♘f6 17 ♘e6, winning lots of material.

b) 14...♘fxg4 15 f3 and now:

b1) 15...♘f6 16 ♖c2, threatens ♙d3 or 17 ♘e6 ♙xe6 18 dxe6 followed by picking off the unfortunate knight on the edge. 16...♙f5 17 ♙d3 leaves Black's light-squared bishop overworked as it tries to shield the h-pawn and also protect the highly sensitive e6-square, whereas 16...♘f5 17 0-0-0 ♘d4 18 ♖b1 ♘xe2+ 19 ♘xe2 h6 20 ♘e6 ♙xe6 21 dxe6 gives White a ferocious attack, with ♙xh6 or ♙d1 or ♘g3-f5 being among his follow-up options.

b2) 15...♙f4 16 ♘e6! ♙xe6 17 dxe6 ♘f6 18 ♙xf4 exf4 19 ♖d2 ♖f8 20 ♖xf4 ♙e8 21 0-0-0 ♙xe6 22 ♙d1 ♘f7 (22...♙h8? 23 ♙xg7 ♖xg7 24 ♖xh6) 23 ♖f5 ♖e7 (23...♙e5? loses to 24 ♖xf6, while 23...♖e8 meets with the same response as in the actual game) 24 ♘d5! (to deflect the knight from f6 so that Black's defences will collapse at h7) 24...♘xd5 25 ♖xh7+ ♙f8 26 ♖xg7+ ♙e8 27 cxd5 ♙xe2 (D)



28 ♙h8+! ♘xh8 (Black's king falls even faster with 28...♙d7 29 ♖g4+) 29 ♖xh8+ ♙d7 (equally hopeless is 29...♖f8 due to 30 ♙g8 'pinning and winning', as IM Douglas Bryson always says!) 30 ♖h3+! 1-0 (in view of 30...♙d8 31 ♙g8+ or 30...♙e8 31 ♖c8+ ♙f7 32 ♖g8+ ♙f6 33 ♖g5+ ♙f7 34 ♖g6+ ♙f8 35 ♖g8#) was Motwani-Van der Weide, 10th Prof. Max Euwe Memorial Tournament, Sas van Gent 1996.

13 ... ♙h8?

The fact that IM Willy Hendriks still played a losing move after thinking for 47 minutes is a further indication of Black's difficulties. Notice that the plausible-looking 13...♖e7 also loses by force to 14 ♘e6 ♙xe6 15 g5! (a recurring tactical motif) and now:

a) 15...♙d7 16 gxh6 ♙h8 17 ♙g1+ ♙f7 18 ♙h5+ ♘xh5 19 ♖xh5+ ♙f6 20 ♙g5#.

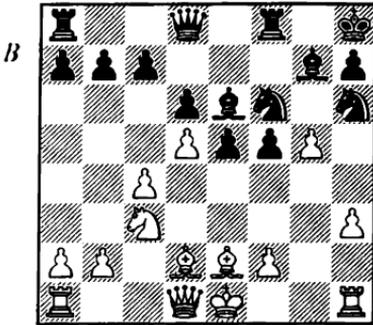
b) 15...♙f7 16 gxh6 ♙h8 17 ♙g1+ ♙g6 18 h4, with the simple but deadly threat of h5.

In our post-mortem analysis and discussion, Willy thought that Black might have to resort to the retreat 13...♘e8, however unappealing it may be.

14 ♘e6 ♙xe6

15 g5! (D)

White is temporarily a piece down, but Black has three pieces *en prise* and must suffer heavy material losses.



- 15 ...           ♘hg8  
 16 gxf6         ♚xf6  
 17 dxe6         ♚xe6  
 18 ♚b3           b6  
 19 c5!

White realises that after an exchange of queens Black's chances of obtaining any counterplay will be reduced virtually to zero, whereas White's extra bishop will acquire increased weight. So he temporarily sacrifices one pawn in order to bring about this advantageous clarification of the situation.

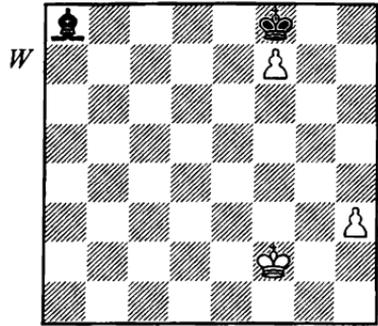
- 19 ...           ♚xb3  
 20 axb3         bxc5

White also wins after 20...dxc5  
 21 ♖b5 c6 22 ♖c7! (22 ♖xa7?? ♚f7)  
 22...♚c8 23 ♖e6 ♚f7 24 ♖xg7 ♚xg7 25 ♚c3 ♚f6 26 f4.

- 21 ♖b5           ♚fc8  
 22 ♚a5!         1-0

It is more important for White to destroy Black's cluster of pawns near the centre of the board than to capture the lone a-pawn. Black resigned in view of 22...c6 23 ♖xd6, which threatens the smothered mate 24 ♖f7#.

## Bye bye bishop



It is White to play and win! First, though, you must discover the square on the a-file where there is an invisible white knight. Then, with White to move, we can really say 'Bye bye bishop'! The solution appears after the next encounter, which is a clash of theoretical importance in a different opening from that of Game 1. However, we will also see the very skilful way in which Viswanathan Anand, the challenger for the 1995 PCA World Championship, keeps one of his opponent's bishops imprisoned for much of the game. GM Eric Lobron may be a little less famous than 'Vishy' (as the Indian grandmaster is affectionately known), but he is still world-renowned for his creative, attacking play. His energetic efforts to free his bishop are instructive, and pose Anand many difficult problems in an exciting battle.

Game 2  
**V. Anand – E. Lobron**  
*Dortmund 1996*  
 Sicilian Defence

1 e4	c5
2 ♖c3	♗c6
3 ♗ge2	♗f6
4 d4	cxd4
5 ♗xd4	e6
6 ♗db5	

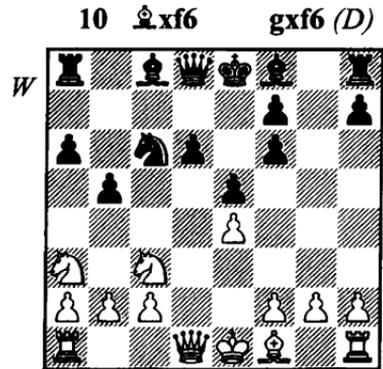
6 a3!?, denying Black the option of 6...♗b4, was played in Shabalov-Khmelnitsky, USA Ch (Parsippany) 1996. After 6...d5 7 ♗b5 ♗d7 8 exd5 ♗xd5 9 ♗xd5 exd5 10 0-0 ♗e7 11 ♗b3 a6 12 ♗xc6 bxc6 13 ♗e3 0-0 14 ♗c5 ♗e8 15 ♗xe7 ♗xe7 16 ♗d4 ♗g5! (threatening ...♗h3) 17 ♗c3 ♗e4! 18 ♗d2 (18 ♗c5? ♗c4) 18...♗h3! Black had seized the upper hand due to the tremendous activity of his pieces. 16 ♗d2 looks like an improvement for White, but of course Black too has other earlier possibilities. For example, going right back to move six, 6...d6 seems to me to be the most natural and 'Sicilian-like' option. Then it is not clear if the tempo spent on playing a3 was worthwhile for White.

6 ...	d6
7 ♗f4	e5

After a slightly unusual move-order by White, we have now transposed into the fashionable Pelikan variation of the Sicilian.

8 ♗g5	a6
9 ♗a3	b5

This move characterises the Sveshnikov variation, the most important and popular line of the Pelikan.

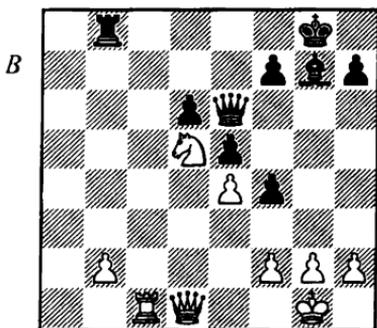


This situation has been reached in thousands of games, but it is worth pausing to answer the question 'Why does Black not capture on f6 with his queen, keeping the pawn structure neater?'. The logical reason is that 10...♗xf6?! allows White to gain a valuable tempo through attacking Black's queen by 11 ♗d5, at the same time establishing a knight on a powerful central outpost. Then 11...♗d8 12 c4 b4 13 ♗a4! ♗d7 14 ♗b5!! axb5 15 ♗xa8 ♗xa8 16 ♗c7+ ♗d8 17 ♗xa8 gives White a decisive material advantage. His knight, though relatively restricted in a corner, can still escape easily via the b6-square.

11 ♗d5      ♗g7

This move was a novelty in the early 1980s. It allows Black to castle quickly and/or to challenge White's centralised knight with ...♗e7 (without getting checkmated by ♗xf6#!).

The older main line is 11...f5. My best game when facing that line was against Israeli IM Nathan Birnboim at Netanya 1987. The continuation was 12  $\text{♙d3}$   $\text{♙e6}$  13  $\text{♜h5}$   $\text{♙g7}$  14 0-0 f4 (14...0-0? 15 exf5!  $\text{♙xd5}$  16 f6 h6 17  $\text{♜f5}$ ! is terrible for Black) 15 c4 bxc4 16  $\text{♙xc4}$  0-0 17  $\text{♜ac1}$   $\text{♞e7}$  (after 17... $\text{♜b8}$ , 18  $\text{♙xa6}$ !?) was a novelty in Motwani-Yusupov, Mexico City 1980, the game ending with 18... $\text{♞e7}$  19  $\text{♞xe7+}$   $\text{♜xe7}$  20  $\text{♜c2}$   $\text{♙xa2}$  21  $\text{♙c4}$ !  $\text{♙xc4}$  22  $\text{♞xc4}$  f5 23  $\text{♜d1}$   $\text{♜bd8}$  1/2-1/2, but Black still has big problems with his restricted bishop, so I should have declined my highly-rated opponent's draw offer) 18  $\text{♜fd1}$   $\text{♜c8}$  19  $\text{♞xe7+}$   $\text{♜xe7}$  20  $\text{♙xa6}$   $\text{♜xc1}$  21  $\text{♜xc1}$   $\text{♙xa2}$  22  $\text{♙c4}$ ! (forcing the exchange of Black's 'good' bishop, after which the superiority of White's knight compared to the bishop imprisoned on g7 will become the dominant feature of the position) 22... $\text{♙xc4}$  23  $\text{♞xc4}$   $\text{♜e6}$  24  $\text{♜d1}$   $\text{♜d8}$  25  $\text{♞b6}$   $\text{♜b8}$  26  $\text{♞d5}$ ! (D)

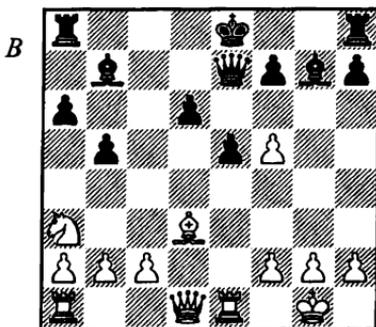


26...f3 (seeing that 26... $\text{♜xb2}$  fails to 27  $\text{♜c8+}$ !  $\text{♙f8}$  28  $\text{♜e8}$ !  $\text{♜h6}$  29  $\text{♞e7+}$   $\text{♞h8}$  30  $\text{♞f5}$ , Black makes a desperate attempt to introduce tactical complications) 27  $\text{♜xf3}$   $\text{♜xb2}$  28 g3 (giving White's king a useful flight square at g2 so that it is not imprisoned on the back rank) 28... $\text{♜b7}$  29  $\text{♞g2}$   $\text{♙h6}$  30  $\text{♜a1}$   $\text{♞g7}$  31  $\text{♜a8}$  f6 32 h4  $\text{♜f7}$  33  $\text{♜b3}$  f5 34  $\text{♜b8}$   $\text{♞g6}$  35  $\text{♜g8+}$   $\text{♙g7}$  36  $\text{♜a7}$ ! (37  $\text{♜xf7}$   $\text{♜xf7}$  38 h5+ is one of White's threats, which Black now stops, but he cannot simultaneously prevent the other threat) 36...h5 37  $\text{♜xf7}$  Black resigned, in view of 37... $\text{♜xf7}$  38 exf5+  $\text{♜xf5}$  39  $\text{♞e7+}$ .

12  $\text{♙d3}$   $\text{♞e7}$   
 13  $\text{♞xe7}$   $\text{♜xe7}$   
 14 0-0 f5

In the Sveshnikov variation, the move ...f5 is a standard attempt by Black to increase the scope of his bishop on g7 and to eliminate White's last central pawn.

15 exf5  $\text{♙b7}$   
 16  $\text{♜e1}$  (D)



This move is, to the best of my knowledge, a novelty. Instead, 16

♖g4 0-0 17 c3 ♕h8 18 ♖ad1 e4 19 ♖fe1 ♖g8! (threatening ...♗xc3) 20 ♖h3 b4! 21 cxb4 d5 gave Black a fine position in Velička-Ikonnikov, Cheliabinsk 1990.

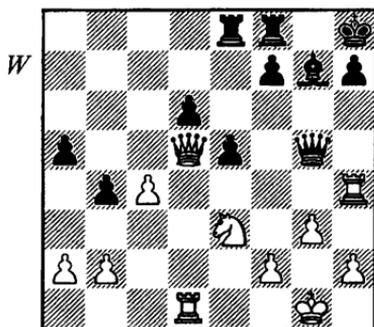
16 ... ♖g5  
17 g3 0-0  
18 c4 ♖ae8

Black wants to play ...e4 in order to improve the scope of his bishop on g7, but 18...e4? 19 ♗xe4 ♗xe4 20 ♖xe4 ♗xb2? loses to 21 ♖g4. Therefore, Lobron makes a preparatory rook move.

19 ♗e4! ♗xe4  
20 ♖xe4 ♖xf5  
21 ♖d5

Anand has calmly returned his extra pawn to establish a blockade on the light central squares e4 and d5. The result is that, for a while at least, Black's bishop remains very restricted, unable to 'see' beyond the pawn on e5.

21 ... b4  
22 ♖c2 a5  
23 ♖d1 ♖g6  
24 ♖e3 ♕h8  
25 ♖g4 ♖h5  
26 ♖h4 ♖g5 (D)



27 ♖f3!

Now White simply threatens ♖f5, after which Black will be unable to do anything active. White's queen had the possibility to capture the pawns on a5 or d6, but then 27...f5 followed by ...f4 would have given Black dangerous counterplay. Anand's strength and experience tells him that it is much more important to keep control of the position than it is to win a little material but allow the opponent a lot of chances in the process.

27 ... f5  
28 ♖xd6!

It is good to win material when it is safe to do so. Now 28...f4 would lose to 29 ♖e4 h6 30 ♖g6 ♖d8 (30...♖e7 31 ♖f5) 31 ♖hxh6+! ♗xh6 32 ♖xh6+ ♕g7 33 ♖h7#.

Notice that 28 ♖h5 is less convincing for White because of 28...e4.

28 ... e4  
29 ♖d1?!

I prefer 29 ♖h5 ♖xh5 30 ♖xh5, intending 30...♗xb2 31 ♖d7 ♗g7 32 ♖xf5.

29 ... f4!

29...♗xb2 30 ♖h5 ♖g8 31 ♖xf5 ♖xc4 loses to 32 ♖xh7+! ♕xh7 33 ♖h6+ ♕g8 34 ♖g4+ ♕f7 35 ♖g6#, a variation which demonstrates the co-ordination and harmony in White's army.

30 ♖g4

30 ♖h5 ♖e7 31 ♖f5? ♖xf5! 32 ♖xf5 e3 allows Black's counterplay to become extremely dangerous.

30 ... ♖e5

31 ♖xf4 ♖xf4

31...♖xb2 merits attention because Black obtains real chances of later creating a passed pawn on the queenside, and its further advance would be supported at a distance by the bishop, which has been enjoying a lot more freedom since the move 28...e4.

32 ♖d2

Now White does not have to worry about a rook being *en prise* on d6. Furthermore, the sensitive spots at b2 and f2 are feeling much more secure, having protection from a rook.

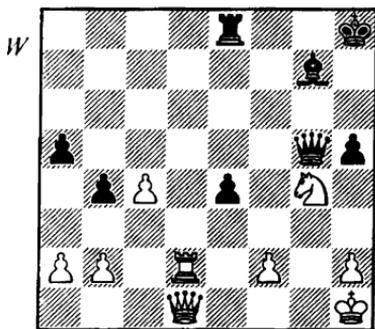
32 ... ♖xg4+

33 ♖xg4

Anand, quite understandably, probably disliked 33 ♖xg4 on account of 33...♖g8.

33 ... ♖g5

34 ♔h1 h5?? (D)



Perhaps in time-trouble, Black lashes out with a pawn move which, unfortunately, leaves his king fatally exposed. 34...♖h4 is

one of the far better alternatives: it puts White's units on g4, f2 and h2 under attack while preventing White from exchanging rooks by ♖d8.

35 ♖d5! ♖h4

Black also loses after 35...♖xg4 36 ♖xh5+ or 35...♖g6 36 ♖e3 ♖e5 37 ♖xa5 ♖xa5 38 ♖d8+ ♔h7 39 ♖xa5, with a decisive material advantage for White.

36 ♖f6! 1-0

36...♖xf6 37 ♖xh5+ then 38 ♖xe8+ leaves Black hopelessly behind on material.

**Solution to puzzle** (posed before Game 2)

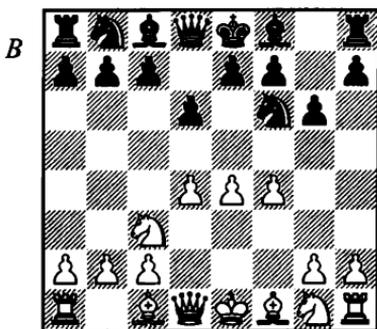
The white knight belongs on a6. Then 1 ♖c7 wins, a typical line being 1...♔h1 2 ♖g1 ♔f3 3 ♖e6+ ♖xf7 4 ♖g5+ then 5 ♖xf3. This 1935 study by H.Rinck shows that, although Black's bishop had the use of the long a8-h1 diagonal, it was, in effect, a prisoner, because it could not escape the knight which was in deadly pursuit.

Igor Glek is a Russian grandmaster who shot up to no. 12 in the world rankings with a rating of 2670 on the FIDE list of 1 July 1996. His games contain a treasure collection of creative original opening lines, and we are about to be treated to a sparkling clash of his with a young Israeli GM. Besides the important novelty at move 11, it is also well worth

studying the way in which Glek keeps his opponent's fianchettoed bishop virtually locked out of play.

Game 3  
I. Glek – A. Finkel  
Biel 1995  
Pirc Defence

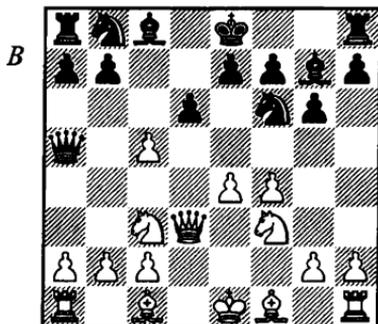
- |   |        |     |
|---|--------|-----|
| 1 | e4     | d6  |
| 2 | d4     | ♘f6 |
| 3 | ♗c3    | g6  |
| 4 | f4 (D) |     |



White employs the Austrian Attack, an aggressive line which seizes lots of space early in the game and creates possibilities of pushing further forward with e5 or f5 later on.

- |   |     |     |
|---|-----|-----|
| 4 | ... | ♗g7 |
| 5 | ♗f3 | 0-0 |

The major alternative is 5...c5, after which 6 ♗b5+ and 6 dxc5 ♗a5 7 ♗d3 are both heavily-analysed lines. However, in the latter case, I would like to recommend the rare move 7 ♗d3!? (D)



Some of my opponents in blitz games have played 7...♗e4??, falling into the trap 8 ♗b5+! ♗xb5 9 ♗xb5+, and White wins the knight on e4.

Carey Wilman, one of the best lady players living in Scotland, played the sensible move 7...♗xc5 against me at the 1991 Dundee Congress. Our clash continued 8 ♗e3 ♗a5 9 ♗b5+ ♗xb5 10 ♗xb5+ ♗d7 11 0-0-0 a6 12 ♗xd7+ ♗bxd7 13 h3 (a useful move, preventing ...♗g4 while making it possible for White to expand on the kingside by g2-g4 if he wants to) 13...♗c8 14 e5 (the more patient 14 ♗he1 is simple and strong) 14...dxe5 15 fxe5 ♗h5 16 g4 ♗g3 17 ♗he1 (17 ♗hg1 ♗xc3! 18 bxc3 ♗e2+) 17...♗xe5 18 ♗xe5 ♗xe5 19 ♗f2 ♗f4+ (19...♗xc3? 20 bxc3 ♗xc3 21 ♗d4 costs Black one of her rooks) 20 ♗b1 f5 21 ♗d5, and White had a considerable advantage, although it is only fair to say that Carey later managed to achieve a draw by consistently finding her best practical chances at every move, beginning with 21...♗e4.

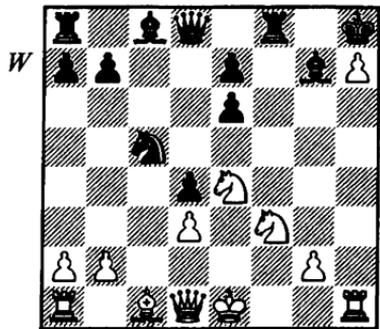
## 6 ♖d3 ♘c6

The principal alternative is 6...♘a6, intending to support the counterattack ...c5 against White's centre. Here are two games after 7 e5 ♘d7 8 h4:

a) The continuation of Bryson-Bisby, Newcastle 1996, was violent: 8...c5 9 h5 cxd4 10 hxg6 dxc3? (*Batsford Chess Openings 2* gives 10...hxg6 11 ♘g5 ♘xe5!, but I should point out that if 11...dxc3? instead, then 12 ♖xg6! fxg6 13 ♗d5+ wins for White) 11 ♘g5 ♘xe5 (11...hxg6 12 ♖xg6! transposes to a line given already) 12 ♗h5! h6 13 fxe5 ♖e6 14 gxf7+ ♖xf7 15 ♖h7+ ♗h8 16 ♘xf7+ ♗xf7 17 ♗xf7 cxb2 18 ♖d3! bxc1♗+ (18...bxa1♗ 19 ♗xh6+! ♖xh6 20 ♗h7#) 19 ♗xc1 ♗g8 20 ♗g6 1-0, because Black cannot parry the threat of 21 ♗xh6+. An efficient demolition by Douglas Bryson, who is a top GM of correspondence chess as well as being an IM in over-the-board play. I and some of my Scottish team-mates at the 1996 Erevan Olympiad had great fun analysing lots of possibilities arising from the move 10...hxg6 (rather than Daniel Bisby's capture on c3), but without reaching a definite conclusion. That path is more colourful and full of surprises than Dorothy's famous yellow-brick road to Oz!

b) I won an even quicker game in a 'simul' at Kruiningen on 15 November 1996 as follows: 8...dxe5 9

fxe5 c5 10 e6!? fxc6 11 h5 cxd4 12 ♘e4 ♘ac5 13 hxg6 ♘xd3+ 14 cxd3 ♘c5? (after 14...hxg6, one way to keep the attack boiling is 15 ♖h6) 15 gxh7+ (15 ♘xc5 ♗a5+ 16 ♗d2! ♗xc5 17 ♗xh7, threatening ♗xg7+ then ♗h6+, is a good alternative which was pointed out later by Tom Croonenborghs, one of the best young Belgian players) 15...♗h8 (D)



16 ♘h4! ♖f6 (White also wins after 16...♗xh7 17 ♗h5+, 16...♗e8 17 ♘xc5 or 16...♗a5+ 17 b4 ♗xb4+ 18 ♖d2 ♘xd3+ 19 ♗e2 ♘c1+ 20 ♖xc1! d3+ 21 ♗xd3 ♖xa1 22 ♘g6+) 17 ♘g6+ ♗g7 18 ♖h6+ ♗xg6 19 ♗g4+ 1-0, in view of 19...♗f7 20 ♗h5# or 19...♗xh7 20 ♖xf8+ ♖h4 21 ♗xh4#.

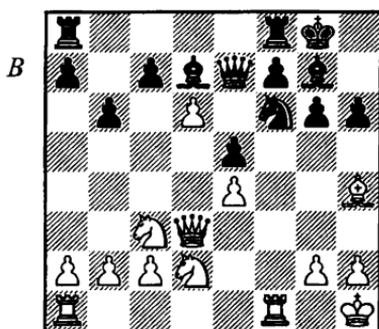
7 0-0 e5

7...♖g4 8 e5 dxe5 9 dxe5 ♘d5 10 h3 ♘xc3 11 bxc3 is also often played, although White's pieces enjoy more freedom than Black's. The lack of scope of the fianchettoed bishop is again a source of concern for Black, but he does have a healthier pawn structure

which partly counterbalances that negative feature.

8 dxe5

An encounter Motwani-Wolff, London 1989, followed a different path: 8 d5 ♖b4 9 fxe5 dxe5 10 ♔g5!? (possibly a novelty at the time, and certainly deviating from the 10 ♔c4 of Balashov-Timman, Moscow 1981, after which the manoeuvre ...♗e8-d6 is possible, and perhaps ...f5 later) 10...♗xd3 11 ♗xd3 ♗e7 12 ♖h1 h6 13 ♔h4 ♔d7 14 ♗d2 b6? (missing White's threat) 15 d6! (D)



15...♗e6 (15...cxd6 loses to 16 ♗d5) 16 ♔xf6! ♔xf6 17 ♗d5 ♔d8 18 dxc7 ♔e7 19 ♗c4 ♗ac8 20 ♗ad1 ♔c6 21 ♗c3 f6 22 ♗cxb6! Black resigned, in view of 22...axb6 23 ♗xc6! when Black is already two pawns down, and 23...♗xc6? 24 ♗xe7+ ♖f7 25 ♗xc6 costs him a piece too.

8 ... dxe5

9 f5

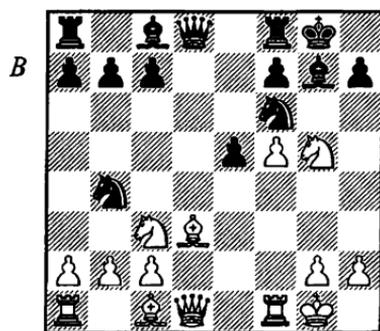
After 9 fxe5 ♗g4, Black would win the pawn on e5 and gain an outpost there for one of his knights.

9 ... gxf5

9...♗b4 10 fxg6 hxg6 (10...fxg6? 11 ♔c4+ ♖h8 12 ♗xd8 ♗xd8 13 ♗xe5 is terrible for Black) 11 ♔g5 was pleasant for White in Sax-Donner, Buenos Aires 1978.

10 exf5 ♗b4

11 ♗g5! (D)



This is a novelty by Glek. 11 ♖h1 had previously been played, perhaps to avoid ...♗d4+. However, Glek's move carries a lot more purpose and punch. Furthermore, 11...♗d4+ 12 ♖h1 ♗d8 does not trouble White, since after 13 ♗f3 ♗xd3 14 cxd3 he threatens ♔e3, and 14...♗xd3?? loses to 15 ♗d1.

11 ... ♗xd3

12 cxd3 ♔d7

13 ♗e2 ♔c6

14 ♔e3 ♗d7

15 ♗ce4!

Apart from being a strong positional move which occupies a central outpost, 15 ♗ce4 also threatens to win quickly with 16 ♗xf6+ ♔xf6 17 ♗h5, intending 17...♔xg5 18 ♗xg5+ ♖h8 19

♖f6+ ♔g8 20 ♕h6 ♖d4+ 21 ♜f2  
 ♖g4 22 h3 ♖g3 23 ♜e1 followed  
 by ♜e3.

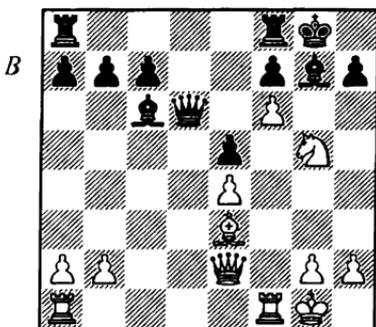
15 ... ♘xe4

White remains in total control  
 after 15...♘xe4 16 ♘xe4 ♘xe4 17  
 dxe4 f6 18 ♜fd1 ♖c6 19 ♖d3. The  
 threats then include ♜ac1, but  
 19...♜ad8? (19...♜f7 is relatively  
 best), intending to give up two  
 rooks for White's queen, does not  
 help Black. The finish might be 20  
 ♖xd8 ♜xd8 21 ♜xd8+ ♔f7  
 (21...♕f8 22 ♕h6) 22 ♜c1 ♖xe4  
 23 ♜xc7#.

16 dxe4 ♖d6

White also has a very big advan-  
 tage after 16...f6 17 ♜ad1 ♖e8 18  
 ♘e6 ♜f7 (18...♕b5 19 ♖g4) 19  
 ♖g4, threatening ♕h6 or ♜f3. Al-  
 ternatively, 16...h6 17 f6 hxg5 18  
 ♖h5! ♕xe4 19 fxg7 ♔xg7 20  
 ♖xg5+ ♕g6 21 ♖f6+ ♔h7  
 (21...♔g8 22 ♕h6) 22 ♜f3 fol-  
 lowed by ♜h3+ is another way for  
 Black to go down.

17 f6! (D)



17 ... ♕xf6  
 18 ♜ad1 ♖e7

19 ♖g4 ♕xg5  
 19...♔h8 or 19...♕g7 both lose  
 to 20 ♖f5.

20 ♕xg5 ♖e6  
 21 ♜f5 ♖g6  
 22 ♖h4 ♜ae8  
 23 ♜d3

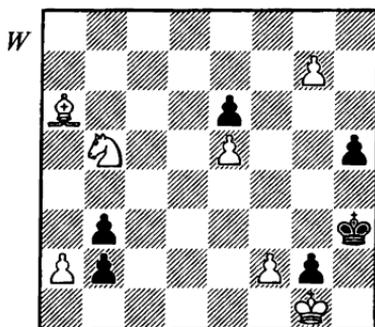
White has numerous routes to  
 victory, but the move chosen is one  
 of the simplest ways. The obvious  
 yet powerful threat is ♜g3. It was  
 not necessary to hurry to win ma-  
 terial by 23 ♕h6 f6 24 ♕xf8, al-  
 though that is clearly very good  
 too.

23 ... f6  
 24 ♕xf6 ♜xf6  
 25 ♜xf6 ♖xe4  
 26 ♖g5+ ♔h8  
 27 ♜f7 ♖g6

Black also loses with 27...♜g8 28  
 ♖f6+ or 27...♖e1+ 28 ♜f1 ♖e4 29  
 ♖f6+ ♔g8 30 ♜g3+.

28 ♖xg6 hxg6  
 29 ♜xc7 e4  
 30 ♜h3+ ♔g8  
 31 ♜hh7 ♜e5  
 32 ♜he7 1-0

### So near and yet so far



Black might be looking forward to his opponent resigning by toppling over the imprisoned king on g1, since the pawn on b2 is about to queen and announce 'Checkmate!'. Victory for Black is so near and yet so far, because it is *White* to play and win. The solution is given after the following game.

Many players have had the experience of nearly defeating certain superstars, but in the end not quite managing to do so. I can truthfully say that I should have beaten GM Viktor Korchnoi at least once out of our two clashes, although I am not too disappointed with the two draws! Korchnoi was very honest, helpful and nice in discussion after the games, and at some point on both occasions he said: 'What can I say? White simply stood better.'

In our first encounter, Korchnoi employed the French Defence. It is well-known that Black often has problems with his light-squared bishop in the French, the logical reason being that his central pawns on e6 and d5 (after 1 e4 e6 2 d4 d5) restrict the bishop on c8. In the following game, Korchnoi succeeds in developing that bishop to a6, but that allows me to play the novelty 17 f5!.

Several reference books quote the game with the assessment 'equal' at various stages, but that is only correct after my error at move 28. Prior to that, White held the

advantage as Korchnoi stated. Let us take a closer look now.

## Game 4

P. Motwani – V. Korchnoi

*Thessaloniki OL 1988*

French Defence

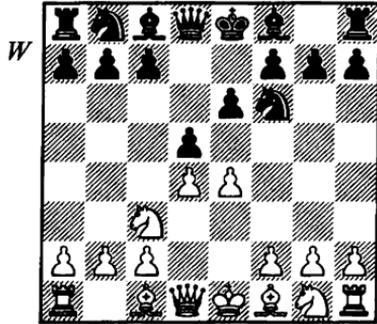
1	e4	e6
2	d4	d5
3	♘c3	

The Alapin variation, 3 ♙e3, may carry some surprise value, but objectively speaking it should not trouble Black. However, I recall that Nicol Bathie, a former mathematics and chess pupil of mine in Dundee, caught out several unprepared opponents with it. Perhaps Nicol was inspired by the 1932 correspondence game Keres-Verbak, a beautiful miniature in Alapin's line. That game continued 3...dxe4 4 ♘d2 f5 (the developing move 4...♘f6 is simple but strong, one point being 5 f3?! ♘d5 or 5...♘c6 6 c3 {6 ♘xe4 ♘xe4 7 fx4 ♗h4+ followed by ...♗xe4 keeps Black a pawn ahead} 6...♘d5!, so White should try 5 c3 intending ♗c2 and then ♘xe4) 5 f3 exf3 6 ♘gxf3 ♘f6 7 ♙d3 c5 8 0-0 cxd4 9 ♘xd4 f4? (Black is neglecting his development too much, and Keres is not slow to exploit that) 10 ♗xf4! e5 11 ♙b5+ (11 ♗xf6! ♗xf6 {11...gxf6 or 11...exd4 would be met powerfully by 12 ♗h5+} 12 ♘e4 ♗f7 13 ♘b5 looks fatal for Black, whose pieces are nearly all asleep in their

beds) 11...♖f7? (11...♙d7 12 ♖e6  
 exf4 13 ♖xd8 fxe3 is rather messy,  
 but it was Black's best chance to  
 stay alive) 12 ♗h5+ g6 13 ♙c4+  
 ♗e8 (13...♖g7 14 ♗h6+!! ♖xh6  
 15 ♖h4++ ♖g7 16 ♙h6#) 14  
 ♗xe5+ ♗e7 15 ♗xf6 1-0.

Before we return to the main  
 game, I'm going to squeeze in an  
 extra bonus from Kevin O'Connell  
 which arrived in the post on 29  
 November 1996. It's a very quick  
 win in the Tarrasch variation by  
 Richard Pert, who is currently one  
 of Kevin's most promising chess  
 students. 3 ♖d2 c5 4 exd5 ♗xd5 5  
 ♖g3 cxd4 6 ♙c4 ♗d8 (GM Al-  
 cxei Dreev has also been experi-  
 menting with this move instead of  
 the more common 6...♗d6) 7 0-0  
 ♖f6 8 ♖b3 ♙e7?! 9 ♖bxd4 (now  
 9...♖c6 10 ♖xc6 bxc6 would leave  
 Black with two isolated pawns,  
 which is why he should have  
 played ...♖c6 before ...♙e7)  
 9...0-0 10 b3 b6 11 ♙b2 ♙b7 12  
 ♗e2 ♙d5 13 ♙xd5 ♖xd5? 14  
 ♖xe6! fxe6 15 ♗xe6+ ♖h8 16  
 ♖ad1 ♖c7 17 ♗g4 1-0 R.Pert-  
 Ausfelder, Passau 1995. A young  
 player can be a formidable force,  
 especially when coached by a  
 good teacher. Natalie Weir of  
 Troon discovered that too when  
 she taught chess at a school in  
 Cornwall ... her pupils ended up  
 facing a team of schoolchildren  
 coached by GM Michael  
 Adams's father!

3 ... ♖f6 (D)



Korchnoi is a great exponent of  
 the Winawer variation 3...♙b4 too,  
 but on this occasion he employs the  
 Classical variation. As Black, I  
 have sometimes paused at this  
 stage to decide which variation to  
 select, but the longest pause here  
 must surely belong to Geza Mar-  
 roczy: in a 1926 game at Lake Ho-  
 patcong against Frank J. Marshall,  
 his thinking time before playing  
 3...♖f6 lasted 45 minutes!

4 e5 ♖fd7  
 5 f4

The move f4 gives support to the  
 pawn on e5 in anticipation of Black  
 hitting back at White's central  
 pawn chain by means of ...c5  
 and/or ...f6. 5 f4 is the main line,  
 and consequently there is lots of  
 theory published about it. There-  
 fore one might ask 'Are there any  
 interesting alternatives to 5 f4?'.  
 The answer is 'Yes!', and we shall  
 take a look at two such options:

a) 5 ♖ce2 c5 6 c3 ♖c6 7 ♖f3!?  
 transposes to Motwani-B.Lalić,  
 Aberdeen 1995. White could have  
 played 7 f4, a favourite of GM Al-

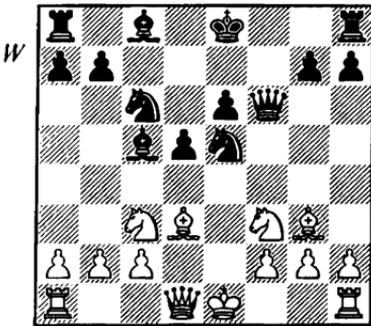
exei Shirov, but it can be useful to leave the f4-square free for the knight on e2 to jump to. For instance, I recall that GM Vlastimil Hort got a very strong position with White in a certain game after 7...f6?! 8 ♖f4!. I seized the chance to play exactly that against Jaap de Jager in Rotterdam on 11.1.97. So as not to make this note excessively long, I will give the remaining moves of the game with only very light comments: 8...♖e7 9 ♖d3! fxe5 10 dxe5 ♖dxe5 (10...g6? 11 ♖xg6! hxg6 12 ♖xg6+ ♖d8 13 ♖g5) 11 ♖xe5 ♖xe5 12 ♖h5+ ♖f7 13 ♖xh7 (threatening ♖g6) 13...♖g5 14 ♖xg5 ♖xg5 15 ♖c2! ♖f7 16 ♖g6 ♖g8 17 ♖f4 ♖d6 18 ♖xd6 ♖xd6 19 0-0-0 ♖f7 (19...♖d7 20 ♖he1 ♖d8 21 ♖f4 ♖e8 22 ♖g6 ♖e7 23 h4 ♖c7? 24 ♖xd5+ illustrates the severe problems that Black is facing even without queens on the board) 20 ♖he1 ♖d7 21 f4 ♖d6 22 f5! exf5 23 ♖b3 ♖e6 24 ♖f4 1-0, in view of 24...♖ge8 25 ♖xe6 ♖xe6 26 ♖xd5+ ♖e7 27 ♖xe6+ ♖xe6 28 ♖d8+, and the discovered check wins the black rook on a8. However, Grandmaster Bogdan Lalić demonstrated the best path for Black with 7...cxd4! 8 cxd4 f6 9 ♖f4 ♖b4+ (made possible by Black's 7th move) 10 ♖d2 ♖e7 11 ♖xb4 ♖xb4+ 12 ♖d2 ♖xd2+ 13 ♖xd2 ♖e7 ½-½. Bogdan was slightly worried about 14 exf6+ ♖xf6 15 ♖d3, but Black can im-

prove with 14...gxf6!, intending to meet 15 ♖e1 by 15...♖b6 then ...♖d6 and ...e5. So White might prefer 14 ♖e1 or 14 ♖d3, with an approximately level position.

b) 5 ♖f3 c5 6 dxc5 ♖c6 7 ♖f4 ♖xc5 8 ♖d3 was my choice against IM Colin Crouch at the 1992 Isle of Man international tournament. Black must avoid 8...0-0? 9 ♖xh7+! (several similar 'Greek gift' sacrifices featured in my earlier book, *H.O.T. Chess*) 9...♖xh7 10 ♖g5+ ♖g8 11 ♖h5 ♖e8 12 ♖xf7+ ♖h8 13 ♖h5+ ♖g8 14 ♖h7+ ♖f8 15 ♖h8+ ♖e7 16 ♖xg7#. Instead, the game continued 8...f6 (8...a6 9 0-0 ♖c7 10 ♖e2 f6? transposes to a game which American IM Dr Anthony Saidy had in a dream {that is no joke}, but White can win with 11 ♖xd5! exd5 12 exf6+, and Black's two most precious pieces are simultaneously under attack – instead the dream continuation was 11 exf6?! ♖xf4 12 fxg7 ♖g8 13 ♖xe6+ ♖e7 14 ♖xd5 ♖d6 15 ♖g5? ♖xe6?? 16 ♖c7+ ♖d8 17 ♖gxe6#, but 15...♖xd5 is a nightmare for White!) 9 exf6 ♖xf6! (a novelty; 9...♖xf6 10 0-0 0-0 11 ♖e5 is the 'normal' continuation) 10 ♖g3 ♖de5?

(See Diagram top next column)

11 ♖xe5 ♖xe5 12 ♖h5+ ♖f7 13 ♖b5! ♖d8 14 ♖c7 ♖xf2+ 15 ♖xf2 ♖xc7 16 0-0 ♖d6 17 c4!



(prising open the position around the black king is much stronger than winning only his queen by 17 ♖b6+ and 18 ♜xf6 because White's bishop and rook together are two powerful pieces for attacking the exposed enemy king) 17...♜xb2 (17...dxc4 18 ♜c5+ ♖d7 19 ♖g3 ♜e7 20 ♖xd6 ♜xd6 21 ♜f7+ corroborates the statement at the end of the previous note concerning the combined power of more than one attacking piece) 18 c5 ♖c4 19 ♖xc4 dxc4 20 ♖g3+ ♖c6 21 ♜f3+ ♖xc5 22 ♖f2+ ♖d6 23 ♜ad1+ 1-0, in view of 23...♖e7 24 ♖c5+ ♖e8 25 ♜f7# or 23...♖c7 24 ♜g3+ ♖c6 25 ♜d6+ ♖b5 26 ♜b1.

- |       |     |
|-------|-----|
| 5 ... | c5  |
| 6 ♖f3 | ♖c6 |
| 7 ♖e3 | a6  |

Rapid development with 7...cxd4 8 ♖xd4 ♖c5 is a very popular and logical route.

- |        |      |
|--------|------|
| 8 ♜d2  | b5   |
| 9 dxc5 | ♖xc5 |

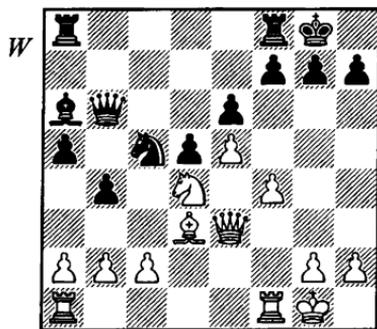
9...b4!? merits attention, although Motwani-Hynes, Blackpool Z 1990, continued 10 ♖a4

♜a5 11 ♖b6 ♖xb6 12 cxb6 ♖c5 13 ♖xc5 ♜xc5 14 ♜f2 ♜xf2+ 15 ♖xf2 ♜b8 16 ♖e3 with some advantage to White at that stage (due to Black's bishop being restricted), but eventually ending in a draw at move 60.

- |         |      |
|---------|------|
| 10 ♖xc5 | ♖xc5 |
| 11 ♖d3  | b4   |

11...♖xd3+ would favour White after either 12 ♜xd3 or 12 cxd3. It is true, in general, that the bishop is a slightly stronger piece than the knight, due to its longer range capabilities, but here we have one of the exceptions. The point is that six of Black's seven remaining pawns are on light squares, and so the scope of his bishop on c8 is very limited. Exchanging on d3 would accentuate the superiority of White's knights in comparison to the knight and 'bad' bishop that Black would be left with.

- |         |         |
|---------|---------|
| 12 ♖e2  | ♜b6     |
| 13 ♖ed4 | ♖xd4    |
| 14 ♖xd4 | a5      |
| 15 ♜e3  | 0-0     |
| 16 0-0  | ♖a6 (D) |



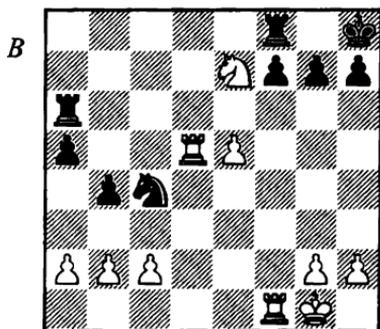
17 f5!

This is my novelty. 17 g4, played by GM Dr John Nunn in an earlier encounter with Korchnoi, is also logical, but slower than 17 f5. Korchnoi answered the advance of the g-pawn by 17...♟e4, but he does not have time for that now because 18 f6 would be too strong.

17 ...            exf5  
18 ♟xf5          ♟d7

18...♞ae8?? 19 ♟xa6 costs Black a piece.

19 ♞xb6          ♟xb6  
20 ♟xa6          ♞xa6  
21 ♟e7+          ♟h8  
22 ♞ad1          ♟c4  
23 ♞xd5! (D)



Simple chess backed by accurate calculation has resulted in a clear advantage for White. Due to the weakness of Black's back rank, 24 ♞xf7! is threatened. A key variation is 23...♟e3 24 ♞xf7 ♞aa8 25 ♞xa5!!.

23 ...            h6  
24 ♞f4            ♟xb2

Material equality has been restored, but Black's knight is, at least temporarily, almost out of play.

25 ♞d6!

Not only trying to make Black grant White a winning passed pawn by 25...♞xd6 26 exd6, but also threatening 26 ♟g6+.

25 ...            ♞fa8

Black is lost after 25...♞aa8 26 e6!, since 26...fxe6 fails to 27 ♟g6+.

26 ♞xf7          ♟c4  
27 ♞f8+          ♞xf8  
28 ♞xa6?

Try never to play a move without at least a momentary pause to ask oneself something like 'Am I missing anything better, perhaps a check or capture?'. I had already seen earlier that Black's position would be in a critical state after 28 ♟g6+! ♟g8 (forced) 29 ♞xa6 ♞e8 30 e6. In the excitement, I picked up my rook on d6 without thinking and captured on a6. I immediately realised what I had done and was very disappointed about throwing away a probable win, but now I had to calm myself down and make sure I did not actually lose.

28 ...            ♞e8  
29 ♟c6

The point is that 29 ♟g6+ can now be answered by 29...♟h7, and so White does not have time to play e6.

29 ...            ♟xe5  
30 ♟xa5          ♟g4  
31 g3            ♞e2  
32 ♟c6          ♞xc2  
33 ♟xb4          ♞d2

33...♞xh2 is met by 34 ♞g6.

34 a4            ♟xh2  
35 a5            ♟f3+

## 36 ♖f1 ½-½

Black can force perpetual check by 36...♘h2+ 37 ♖g1 ♘f3+ 38 ♗f1 (38 ♖h1?? ♚h2#) 38...♘h2+ and so on. However, he cannot expect to get more than a draw by playing other moves because White's far-advanced passed pawn guarantees adequate counterplay.

By the way, the draw result reminds me of an amusing story concerning the game McNab-Diez del Corral at the 1982 Lucerne Olympiad. GM Dr Colin McNab in fact won that duel, but if it had been heading for a draw he was planning to say to his opponent 'OK Corral, do you want to draw?'. However, be careful asking questions, because Alyson King, a law student who made her Olympiad debut for Scotland in Erevan 1996, points out that it can be an expensive business when lawyers are involved. Example: a man went to see a lawyer and asked him how much he charged. He was told 'One hundred pounds for three questions'. The man said 'That's expensive, isn't it?', to which the lawyer replied 'Yes. Now what's your third?'

Gordon Robertson of Dundee and Victoria Chess Club (which celebrates its 150th birthday in 1997) thinks people should 'strike a happy medium' with their prices, but unforeseen circumstances could prove costly if one interpreted that to mean 'hit a clairvoyant'!

**Solution to puzzle (posed before Game 4)**

In this beautiful 1936 study by A.V.Kovalenko, White wins with 1 ♖a3!, and then:

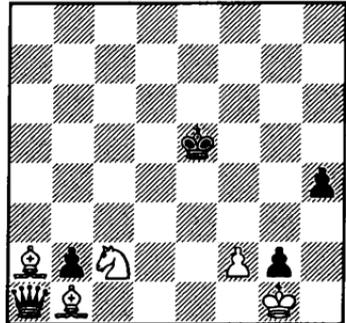
a) 1...b1♗+ 2 ♘xb1 bxa2 3 ♙d3 a1♗ 4 g8♗.

b) 1...bxa2 2 ♙d3 a1♗+ 3 ♙b1! leading to:

b1) 3...♗xa3 4 g8♗ ♗f3 5 ♗xe6+ ♖h4 6 ♗f6+ ♖g4 7 ♗xf3+ ♖xf3 8 e6, followed by e7 and e8♗.

b2) 3...h4 4 g8♙!! (the threat is 5 ♙xe6#, but note that 4 g8♗? ♗xb1+! 5 ♘xb1 is stalemate!) 4...♖g4 5 ♙xe6+ ♖f4 6 ♙a2 ♖xe5 7 ♘c2 (D)

B



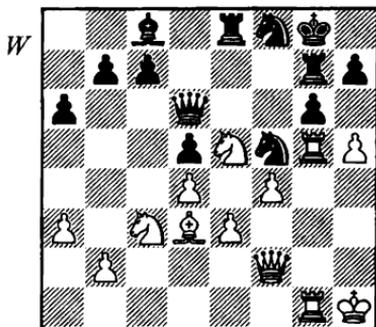
The two light-squared bishops will simply keep Black's queen imprisoned on a1 while White's other pieces clinch victory. The finish could be 7...♖f4 8 ♘e1 h3 9 ♘g2+ hxg2 (9...♖f3 10 ♘e1+ ♖e2 11 f4! ♖xe1 12 f5 ♖d2 13 f6 ♖c1 14 f7 ♗xb1 15 ♙xb1 ♖xb1 16 f8♗ ♖a2 17 ♗a8+ ♖b3 18 ♗e4 ♖a2 19 ♗a4+ ♖b1 20 ♖h2 ♖c1 21 ♗c4+ ♖d2 22 ♗b3 ♖c1 23 ♗c3+ ♖b1 24 ♖xh3 ♖a2 25 ♗c2 ♖a1 26 ♗a4+ ♖b1 27

♔g2, and White's king will approach the queenside to assist the queen in delivering checkmate) 10 ♖xg2 ♔g4 11 f3+ ♕f4 12 ♖f2 ♕e5 13 ♕e3 ♖f6 14 f4 ♕e7 15 f5 ♖f6 16 ♖f4 ♕e7 17 ♕e5 ♖f8 18 ♖f6 ♕e8 19 ♖g7, followed by f6-f7-f8♚.

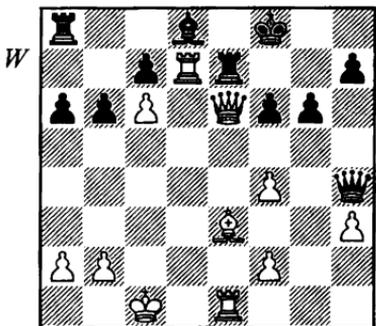
We conclude this chapter with a few positions and puzzles to keep us sharp. In each diagram it is White to move and at least one of Black's pieces is so restricted that White can win quickly. Solutions appear near the end of the book.

### Test Time!

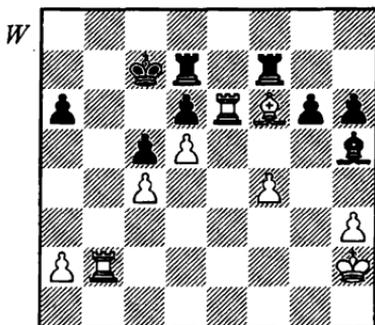
1.1



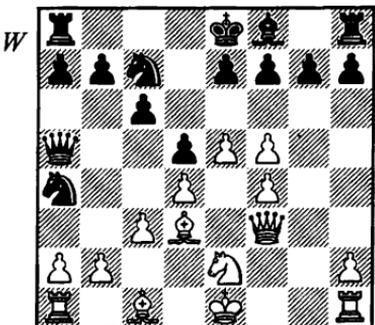
1.2



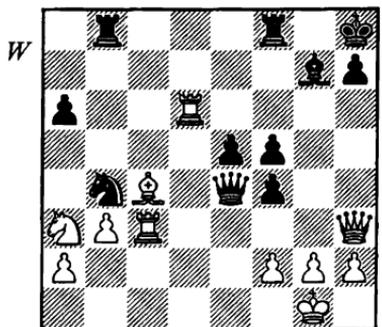
1.3



1.4



1.5



In this final example, in addition to finding out how White won beautifully, can you also identify the opening which led to this position after 24 moves?

## Brainteaser no.1

A certain game begins with the normal three moves that characterise the Ruy Lopez. For his third move, Black moves a knight from its original square. White then moves a pawn to defend his attacked pawn. Black's next move is a retreat which imprisons a bishop. White's fifth move is a capture, and Black responds with a pawn move carrying a tactical point that White had overlooked. He resigns on move six!

Can you find all the moves of the game and explain why White resigned?

## Over 40, but still cool stars!

I am interested in the games of anyone who plays C.O.O.L. (creative original opening lines), and I decided to do a small tribute to seven of my favourite creative players. This magnificent seven (whose identities you will discover shortly) all continue to produce tremendously original chess, and I thoroughly recommend studying their games. Of course, lots of other people play excellent games too, but the seven grandmasters I have chosen are among my personal heroes. Also, they all have several decades of chess experience, since even the youngest of the seven will have celebrated his

40th birthday before this book is published in 1997. These men may be over forty, but C.O.O.L. chess is their real forte!

*The players in this pool  
Are all really cool  
Seven of a kind  
Brilliant open minds.  
They're on the list  
For their original twists  
Lots of creative moves  
Which often improve  
On published lines  
Thought to be fine.  
Study the great games of all these men  
And yours will never be the same again!*

1) One of my heroes is a grandmaster with the initials O.R., and the surname part is 2½ times as long as his first name. His full name can be made using all the 14 letters in *main hero is long*. Can you find the name of this cool star?

2) There are several famous grandmasters with surnames beginning with K. This one has never been World Champion, but he fought title matches in 1978 and 1981. Who is he?

3) This grandmaster's openings are so original that they always make me smile. In fact, *smile* is an anagram of his surname. Who is he?

4) This grandmaster's play is so powerful that he drives through

most opponents like *a bus*! Who is he?

5) In terms of originality, the sky's the limit with this English grandmaster. His play makes *me* think of *planes*! Who is he?

6) When I play through the victories of this American grandmaster, whose surname is of Danish origin, I am 'as happy as Larry'. Who is he?

7) This grandmaster is a wonderfully imaginative author as well as

a brilliant player. He once drew a match for the World Championship, but has never been awarded the coveted title. If I could, *I'd invent boards* inscribed with his name as a tribute to him. His first name and surname can be made using all 14 letters in italics. Can you identify this great cool star?

The identities of these seven stars are revealed near the end of the book.

## 2 Free the Pieces!

In Chapter 1 we saw that players with restricted pieces tend to experience difficulties. Therefore it is natural for us to focus now on freeing the pieces.

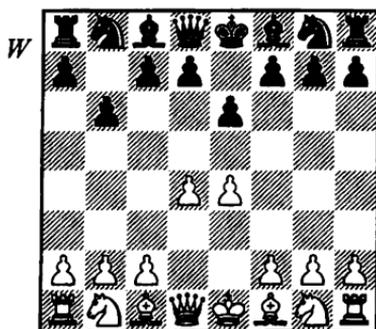
Nowadays I always strive to obtain plenty of activity for my pieces, and consequently I rarely find myself in a cramped position. I thank my friend Grandmaster Jon Arnason (a cool player from Iceland!) for that. In my first two clashes with Jon, after the opening phase I had positions with no structural weaknesses, and I believed that they were safe and sound. However, I lost because I neglected to obtain adequate space for my pieces to manoeuvre. Afterwards, Jon stated 'A lack of freedom for the pieces is a serious weakness in the position, even if it has no structural weaknesses'.

Jon's wise and helpful words became indelibly imprinted in my memory, but more importantly I learned from them, and in subsequent games I set out consistently to free the pieces. That theme permeates the material in the current chapter, but we will also see lots of rare ideas or novelties making the openings C.O.O.L. (creative original opening lines).

We begin with a miniature in which a grandmaster is toppled in a mere 15 moves.

Game 5  
H.Namyslo – R.Lau  
Dresden 1996  
Owen's Defence

1 d4 e6  
2 e4 b6 (D)



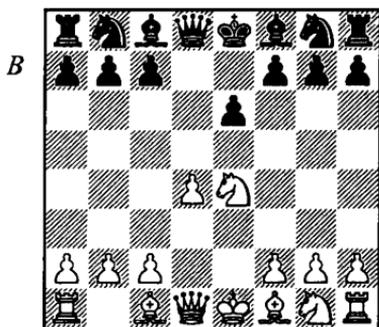
This characterises Owen's Defence. Black intends to fianchetto his light-squared bishop, and hopes that it will have adequate scope on the a8-h1 diagonal. An obvious drawback is that White's pawn on e4 stands in the way.

Personally, I prefer the French Defence as Black. With the move 2...d5, the pawn on e4 is already challenged and White has three main ways to respond:

a) Advance with 3 e5, which we will consider in some detail in Chapter 4, but an advance selection of tasty French goodies is coming shortly to whet your appetite!

b) Exchange with 3 exd5 (see Game 16), but after 3...exd5 Black's light-squared bishop suddenly has lots of freedom.

c) Defend the e-pawn with 3 ♖d2 or 3 ♖c3. The reason that I have considered those two different knight moves together is that Black can make them converge to the same position by 3...dxe4 4 ♖xe4 (D)



You might say 'Black still has the problem of his restricted light-squared bishop', but he can attempt to solve that in an interesting way by 4...♗d7, intending ...♗c6. Black's position may look rather passive at first sight, but there are hidden resources. For example, de-Firmian-Motwani, London 1982 continued 5 ♖f3 ♗c6 6 ♗d3 ♖d7 7 0-0 (7 ♗e2 is mentioned further on) 7...♖gf6 8 ♖g3 ♗e7 9 ♗e1 (9 c4 ♗xf3 10 ♗xf3 c6 11 ♗d2 ♗b6!

12 ♗c3 ♗b4! was very comfortable for Black in Christiansen-Karpov, Monaco Amber rpd 1993) 9...0-0 10 ♖e5? (this looks very natural, but, in view of Black's 11th move, White should first have played c4 to control the d5-square) 10...♖xe5 11 dxe5 ♗d5! 12 f3 (12 ♗f1 ♗xd1 13 ♗xd1 ♖g4 is also very good for Black) 12...♗c5+ 13 ♗h1 ♖g4! 14 ♖e4 ♗xe4! 15 ♗xe4 ♖f2+ 16 ♗g1 ♖xd1+ and Black won easily.

Note, in particular, that if White plays c4 at move nine or ten (which is the most popular approach), Black can exchange his light-squared bishop for a knight by ...♗xf3. With one less pair of pieces on the board, Black is not too cramped. Furthermore, his c-pawn is free to advance. Depending on circumstances, he may hit at White's centre by ...c5 or play more solidly with ...c6 and perhaps ...♗a5 or ...♗b6. For instance, Karpov played ...♗b6 and ...♗b4 to exchange Christiansen's dark-squared bishop (which was forced to go to c3 in the game reference given already). My words 'very comfortable for Black' were fully justified, since Karpov had succeeded in exchanging two pairs of minor pieces, after which Black's position was really not cramped at all. Note also that 13 c5? ♗a5 would merely have helped Black more, because in that case White's pawn on d4 becomes backward

and fixed. In addition, the d5-square in front of that pawn is handed over as a beautiful outpost for Black's pieces to use.

Let us return briefly to move seven to consider the important possibility 7 ♖e2. G.Clark-Motwani, Glasgow Junior International 1979, continued 7...♘g6 8 ♙g5 (8 ♘xf6+ ♚xf6?! 9 ♙g5!! ♙xf3 10 ♚e3! is a neat trap which IM Roddy McKay mentioned to me many years ago, but the simple 8...♘xf6 is fine) 8...♙e7 9 ♙xf6 ♘xf6 10 0-0-0 ♙xe4 11 ♙xe4 ♘xe4 12 ♚xe4 ♚d5! (my English opponent had underestimated this move) 13 ♚xd5 exd5 14 ♜he1 f6! ½-½. I agreed to a draw since it gave me 1st place in the tournament, but normally I would have played on because Black already had a slight advantage. Why? Well, his king can connect the rooks by moving to f7. He can further improve his position with moves like ...♙d6, ...g5 and ...h5, seizing lots of space. In contrast, White's knight cannot find a purposeful outpost and White lacks a constructive plan.

I hope that this lengthy note on the French Defence contains some useful ideas for your opening repertoire, and lots more awaits you in Chapter 4, but now it is time to return to the main game.

3	♘c3	♙b7
4	♙d3	♘f6
5	♘f3	d5

This challenges the e4-pawn, but at the cost of reducing the scope of Black's bishop on b7. 5...♙b4 is more in the spirit of the opening.

6 exd5!

White's major pieces (the queen and rooks) will enjoy lots of freedom on the opened e-file later.

6 ... exd5?!

This really makes Black's light-squared bishop look misplaced, so 6...♘xd5 should have been played.

7 0-0 ♙e7

8 ♜e1 0-0

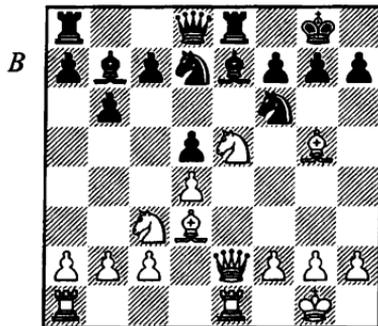
9 ♚e2 ♜e8

10 ♙g5

The simple but strong threat is 11 ♙xf6. Indeed, 10...♙b4? would cost Black a piece to 11 ♙xf6 ♜xe2 12 ♙xd8.

10 ... ♘bd7

11 ♘e5! (D)



Holger Namyslo is making every move really count. Now 12 ♙b5 is a very unpleasant threat.

11 ... h6?

Black's best chance was to seek exchanges, thereby making his position less cramped. 11...♘xe5 12

dxe5 ♖d7 (not 12...♗e4? 13 ♙xe7 and then 13...♗xe7 14 ♗xe4 dxe4 15 ♙xe4 ♗xe5? 16 ♙xb7! or 13...♗xe7 14 ♗xd5! ♙xd5 15 ♙xe4 ♗xe5? 16 ♙xh7+ or 13...♗xc3? 14 ♙xh7+! ♗xh7 15 ♗h5+ ♗g8 16 ♙xd8) is playable for Black. GM Ralf Lau may have feared 13 e6, but 13...♙xg5 14 exf7+ ♗xf7 15 ♗h5+ ♗f8 (15...♗f6?? 16 ♗f3+ ♙f4 17 ♗xf4#) 16 ♗xe8+ ♗xe8 17 ♗xg5 ♗f6 is not too bad for Black.

12 ♗xf7!

Smashing up the pawn-cover around Black's king and making White's queen free to land on the e6-square.

12 ... ♗c8

After 12...♗xf7 13 ♗e6+ ♗f8 14 ♙g6, Black will be checkmated by ♗f7# in two more moves at the latest.

13 ♗e6! ♙f8

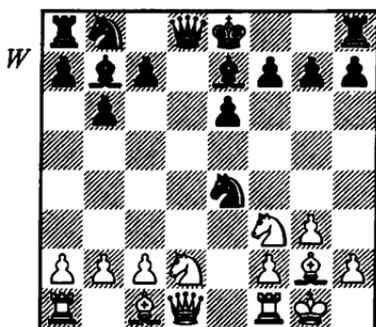
13...♗f8 loses to 14 ♗xh6 gxh6 15 ♙xh6#, while 13...hxg5 14 ♗h6+ ♗h8 15 ♗g8+! followed by 16 ♗f7# is similar to the actual game.

14 ♗xh6+ ♗h8

15 ♗g8+! 1-0

## White lightning

From the usual starting position, can you suggest eight plausible moves that would lead to the given position (see diagram next column) and find a winning ninth move for White?

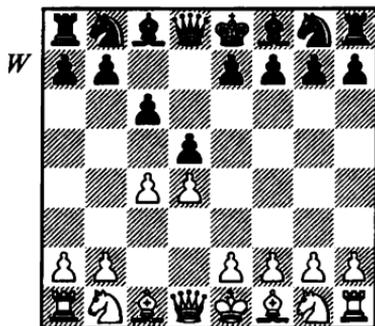


The solution appears after the next clash, which is undoubtedly the most complicated one in the book so far. We will see a razor-sharp battle between two top grandmasters in the 1996 USA Championship. Black, in particular, injects tremendous creativity into the game almost from the start, and by move seven a highly unusual position is reached.

### Game 6

L.Alburt – A.Shabalov  
USA Ch (Parsippany) 1996  
Slav Defence

1	d4	d5
2	c4	c6 (D)



This characterises the Slav Defence. Black's light-squared bishop has more freedom than in the case of 2...e6, but his knight on b8 cannot develop to the c6-square. However, apart from the obvious possibility to activate the knight via d7, move five in the current game sees that piece jumping to a6 with plenty of purpose. There are exceptions to the saying 'Knights on the rim are dim'!

I will take this opportunity to mention another of Black's options at move 2: the Albin Counter Gambit 2...e5. On page 56 of the October 1996 issue of the magazine *Chess Monthly*, I read an amusing story about Grandmaster Michael Adams which quoted him asking GM Ivan Sokolov 'What's the Albin Counter Gambit?'. I wonder if this was another of Mickey's typical tongue-in-cheek comments. For instance, on the way home from the Erevan Olympiad he said 'It's a little-known fact that it takes two weeks by train from Armenia to the UK.' No wonder that Kerry Holligan, the ten-year-old daughter of one of my best friends, said 'That seems a long way to go for a game of chess!' To be serious though, it is possible that the Albin Counter Gambit had never previously come to the attention of Michael Adams because it has a dubious reputation. The game Lauber-Manhardt, World Junior Championship 1996, underlines

why: 3 dxe5 d4 4 ♠f3 (4 e3?! ♠b4+ 5 ♠d2 dxe3! 6 ♠xb4 {although 6 fxe3 leaves White with a very poor structure, it is relatively best because 6 ♣a4+ ♠c6! 7 ♠xb4 exf2+ 8 ♠xf2 ♣h4+! 9 g3 ♣d4+ 10 ♠e1 ♣e4+ 11 ♠f2 ♣xh1 12 ♠f3 ♠h6 followed by ...♠g4+ is hopeless for White} 6...exf2+ 7 ♠e2 fxg1 ♠+! 8 ♣xg1 ♠g4+ or 8 ♠e1 ♣h4+ wins for Black) 4...♠c6 5 g3 ♠e6 6 ♠bd2 ♣d7 7 ♠g2 0-0-0 (White soon attacks Black's king with ease, but 7...♠ge7 8 0-0 ♠g6 9 ♣a4 ♠e7 10 ♠b3 followed by ♣d1 also favoured White in Meduna-M. Mihalješičin, Prague 1980) 8 0-0 ♠ge7 9 ♣a4 ♠b8 10 b4 ♠g6 11 b5 ♠cxe5 12 ♠b2 d3? (12...♠c5 13 ♠b3 or 13 ♠e4 is very unpleasant for Black, but he could try 12...c5) 13 ♠d4! b6 14 ♠xe5 dxe2 15 ♣fe1 ♠c5 (15...♠xe5 16 ♠xe5 ♣xd2 17 ♣a6 ♠c8 18 ♠c6+ ♠a8 19 ♣xa7#) 16 ♠b3 ♠h3 17 ♠xc5 bxc5 18 ♠xh3 ♣xh3 19 ♠xc7+ ♠b7 20 ♣a6+ 1-0, in view of 20...♠xc7 21 ♣xa7+ ♠d6 22 ♣ad1+ exd1 ♣ 23 ♣b6+ ♠d7 24 ♣c6#.

3 ♠f3 ♠f6

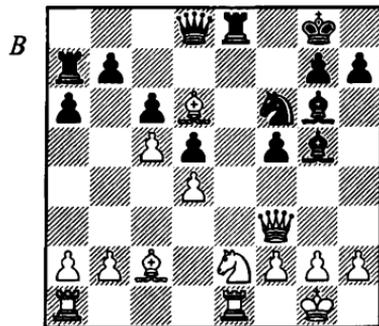
4 ♣c2

4 ♠c3 is much more common, but then White must be prepared for the possibility that Black might grab a pawn by ...dxc4, although, after 5 a4 (to prevent ...b5) followed by e3 or e4 or ♠e5, White generally succeeds in capturing on

c4 by ♖xc4 or ♜xc4. So after 4 ♜c3, some players have been experimenting with 4...a6!?, preparing ...dxc4 and/or ...b5. For example:

a) The clash Lazarev-Ye Rongguang, Utrecht 1996, continued 5 c5 ♖g4 (5...♗f5 6 ♜b3 ♜c8 7 ♖f4 e6 8 h3 ♜bd7 9 e3 {9 ♜h4 ♖e7 10 ♜xf5 exf5 11 g4!?, intending 11...fxg4 12 hxg4 ♜xg4 13 ♖h3, was a dangerous and successful idea for White in Tukmakov-Mäser, Zurich 1996} 9...♖e7 10 ♖e2 0-0 11 0-0 ♖e8 12 ♜a4 ♖d8! followed by ...♖c7 was comfortable for Black in Van Wely-Short, Groningen 1996, and the black bishop manoeuvre ...♖e7-d8-c7 to 'cover' the hole at b6 is especially noteworthy) 6 ♜e5 ♖h5 7 ♜b3 ♖a7 (this move, made possible by the earlier ...a7-a6, is a resource that Black often uses in this system) 8 ♖f4 ♜bd7 9 e3 ♜xe5 10 ♖xe5 ♜d7 11 ♖g3 e5 (this energetic reaction in the centre simultaneously prepares to free the f8-bishop and strikes at White's pawn chain) 12 ♖e2 ♖g6 13 0-0 f6 14 ♖g4 (14 f4 also merits attention) 14...♖f5 15 ♖d1 (15 ♖e2? f4! 16 exf4 exd4 embarrasses the knight on c3) 15...exd4 (this time 15...f4 16 exf4 exd4 is met by 17 ♖e1+, intending 17...♖e7 18 ♖h4! or 17...♜f7 18 ♜xd5!! ♜xc5 19 ♜c7+ ♜xb3 20 ♖xb3+ ♜f6 21 ♖h4+ ♜f5 22 ♖e5+ ♜g4 {22...♜xf4 23 ♖g3+ ♜g4 24 h3#})

23 f3+ ♜xh4 24 g3+ ♜h3 25 ♖e6+ ♖f5 26 ♖xf5#) 16 exd4 ♖e7 17 ♖e1 (17 ♜e2!, intending ♜f4) 17...0-0 18 ♜e2 ♖g5 (threatening ...f4 and therefore encouraging White to play f4 himself, after which Black's knight would soon enjoy going via f6 to the outpost at e4) 19 ♖d6 (19 ♜f4 looks better, although after 19...♖f7, White must avoid 20 ♜e6?? because of 20...♖e8 21 ♜xd8 ♖xe1# or simply 20...♖xe6 21 ♖xe6 f4) 19...♖e8 (now White's knight is pinned in front of the rook on e1, and so neither piece is comfortable) 20 ♜f3? (20 ♜c3, to protect the rook on e1, is more logical, but instead IM Vladimir Lazarev makes an uncharacteristically slack move) 20...♜f6 21 ♖c2 (D)

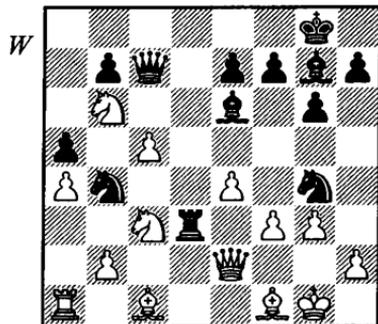


21...♖d2! 22 ♖xf5 (22 ♖ed1 loses to 22...♖h5) 22...♖xf5 23 ♜xf5 ♖xe1 24 ♖xe1 b6 (leaving Black's second rank free for the a7-rook to utilise) 25 f3 ♖b7 26 ♜c2 bxc5 27 ♖xc5 ♜a5 28 b4 ♜a3 29 ♜f1 ♜e3 30 ♖b1 ♜g4! 31

fxg4 ♖f7+ 32 ♕e1 ♜f2+ 0-1, in view of 33 ♕d1 ♜f1+.

b) On 11 November 1996, game one of the Dutch Championship play-off match between grandmasters Jan Timman and Ivan Sokolov deviated from the last game at move five with 5 g3 (a bold gambit from Timman confirms that he likes to play 'chess the adventurous way', as the title of one of his recent books implied) 5...dxc4 6 a4 g6!? (in Hegde-Ravi, Indian Ch 1994 the continuation 6...d5 7 ♗g2 ♖xc3 8 bxc3 b5 9 0-0 ♗b7 saw Black spending a lot of time, at the cost of piece development, just to hang on to his extra pawn, whereas Sokolov's novelty does not ignore the development of Black's kingside forces and is also consistent with the fact that he likes Grünfeld-type positions) 7 ♗g2 ♗g7 8 0-0 0-0 9 e3 (9 ♖e5 ♗g4! is awkward for White, but the space-gaining move 9 a5!? merits attention, also because it stops the strong move that Black now plays – and yet at Groningen 1996, the reply 9...d5!, intending to answer 10 e4 by ...b4 and later perhaps ...d3, led to another win for Ivan Sokolov, this time against Viktor Korchnoi) 9...a5! (Black exerts a clamp on the b4-square, which he intends to use as an outpost for his queen's knight) 10 ♖e5 ♖a6 (10...♗e6 is answered by 11 ♜e2, so instead of wasting time trying to save the c4-pawn, Sokolov contin-

ues in an active and consistent way) 11 ♖xc4 ♖b4 12 ♜e2?! (12 h3 not only performs the prophylactic function of stopping ...♗g4, but also prepares e4 followed by ♗e3 without worrying about ...d4, as well as giving White's king a loophole at h2 in case of 'back-rank' problems later) 12...♗g4! 13 f3 ♗e6 (the point of going to g4 before e6 is that, by inducing White to play f2-f3, Black has shut out the fianchettoed bishop on g2 and also softened up his opponent a bit on the g1-a7 diagonal, a fact that Sokolov starts to exploit from his next move right until the end of the game) 14 ♗d1 c5! 15 dxc5 (15 d5? ♖fxd5 16 e4 ♖xc3 17 bxc3 ♗xc4 wins a decisive amount of material for Black) 15...♜c7 16 ♖b6 ♗ad8 17 ♗xd8 ♗xd8 18 e4 ♗d3! (this is much more powerful than 18...♜xc5+ allowing 19 ♗e3, since now 19 ♗e3? would lose to 19...♗xe3! 20 ♜xe3 ♖c2) 19 ♗f1 (19 ♜f2? ♖xe4! 20 ♖xe4 ♗d4 wins for Black) 19...d4! (D)



20 ♖bd5 ♜xc5+ 21 ♖g2 ♗xd5  
 22 ♗xd5 ♗xd5 23 exd5 (23  
 ♜xd3 ♜f2+ 24 ♖h3 ♜xh2+! 25  
 ♖xg4 ♜h5#) 23...♗e5 24 ♗f4  
 (24 f4 ♜xd5+ 25 ♖h3 ♗f3! 26  
 ♜xd3 ♗g1+ 27 ♖g4 ♜h5#)  
 24...♜xd5 25 ♜a3 ♜xa3 26 bxa3  
 ♗c6 27 ♜b5 (White is a pawn  
 down without compensation, so  
 he jettisons another one in a des-  
 perate attempt to obtain some ac-  
 tive counterplay, but Sokolov  
 keeps matters under control in a  
 cool, firm manner) 27...♜a2+ 28  
 ♖h3 ♜xa3 29 ♗d3 (29 ♜xb7  
 ♜xf3 30 ♜a8+ ♗f8 31 ♗g2  
 ♜h5# or 31 ♗h6 ♜xf1+ 32 ♖h4  
 {32 ♖g4 ♜f5+ 33 ♖h4 ♜h5# is a  
 familiar finish} 32...g5+ 33 ♖xg5  
 ♜f6+ 34 ♖h5 ♜xh6+ also wins  
 easily for Black) 29...h6 30 ♗e4  
 ♜a1 31 ♖g2 (31 ♜xb7 ♜f1+ 32  
 ♖h4 ♗f6+ 33 ♖g4 h5#) 31...♜a2+  
 32 ♖h1 ♜f2 33 ♜b1 e5 0-1, in  
 view of 34 ♗c1 ♜f1#. That game  
 and the previous one in this long  
 note provide instructive material,  
 especially for anyone who wants to  
 include the 4...a6!? variation of the  
 Slav Defence in their repertoire,  
 but now we rejoin the main game  
 at move four.

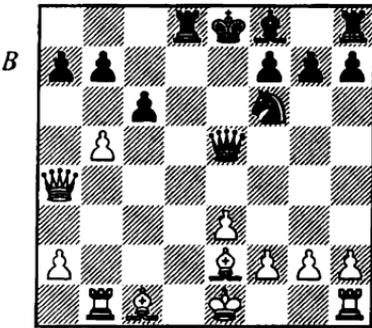
4 ... g6

This move is very logical and  
 economical. Not only does it allow  
 a kingside fianchetto if Black  
 wants that, but it also creates the  
 possibility to win a valuable tempo  
 by harassing White's queen with  
 ...♗f5.

4...dxc4 5 ♜xc4 ♗f5 is a solid  
 alternative which is sometimes ar-  
 rived at from the Queen's Gambit  
 Accepted by the move-order 1 d4  
 d5 2 c4 dxc4 3 ♗f3 ♗f6 4 ♜a4+  
 c6 5 ♜xc4 ♗f5.

Black's light-squared bishop  
 looks really good on f5, so one  
 might ask 'Why not play ...♗f5 on  
 move two?'. Well, the Baltic De-  
 fence 1 d4 d5 2 c4 ♗f5 is some-  
 times employed by certain very  
 strong players, including GM Al-  
 exei Shirov, GM Valery Salov and  
 the Scottish trio IM Jonathan  
 Rowson, IM Mark Condie, FM  
 John Shaw. However, any pro-  
 spective practitioners of the Baltic  
 Defence should be aware of, and  
 study closely, the clash Sadler-  
 Condie from the 1995 British  
 Championship in which Grand-  
 master Matthew Sadler, the tourna-  
 ment winner, handled the white  
 side with great power. After  
 2...♗f5, he continued 3 cxd5 (3  
 ♗f3 ♗xb1?! 4 ♜xb1 c6 5 ♜b3  
 ♜d7 6 ♗e5 ♜f5 7 ♜xb7! ♜xb1 8  
 ♜c8# was the game Deketelaere-  
 Hoet, Kortemark 1996, but 3...e6 4  
 ♜b3 ♗c6!, intending 5 ♜xb7  
 ♗b4, is a much better route for  
 Black) 3...♗xb1 (3...♜xd5? 4  
 ♗c3) 4 ♜a4+ c6 5 ♜xb1 (5 dxc6  
 ♗xc6 6 ♜xb1 ♜xd4?! 7 ♜xd4  
 ♗xd4 8 e3 is pleasant for White  
 due to his bishop pair in an open  
 position, but 6...e5! frees Black's  
 bishop and sets the trap 7 dxe5??  
 ♗b4+) 5...♜xd5 6 ♗f3 ♗f6 7 e3

♘bd7 8 b4! (so that ...♗b6 can be answered by ♖c2, defending the pawn on a2 laterally, but also planning the push b4-b5 to assault Black's queenside) 8...e5 9 dxe5 ♘xe5 10 ♘xe5 ♖xe5 11 b5 ♗d8 12 ♖e2! (D)



(this calm move puts Black in a lot of trouble, since his intended 12...♖c3+ can now be met by 13 ♖f1 followed by ♖b2, when Black's queen and his queenside are under fire) 12...♗d6 13 bxc6 0-0 14 cxb7 ♖b8 15 ♖b2 ♖f5 16 0-0 ♘e4 17 ♗bd1 ♘d2 18 ♗fe1 h5 19 ♖a3 ♘e4 (19...♗fe8 20 ♗xd2! ♗xd2 21 ♖xe8+) 20 ♖f3! (20 ♖xf8? ♖xf2+ 21 ♖h1 ♖h4 leaves White unable to parry the dual threats of ...♖xh2# or a knight check followed by ...♖xa4) 20...♘g5 (if 20...♘c3, then 21 ♗xd8! and Black is again without compensation for his deficit of two pawns) 21 ♖xf8 ♘xf3+ 22 gxf3 ♖h3 23 ♖d6! (23 ♗xd8?? allows Black to deliver checkmate in four moves – check it out if you need to) 23...♗xd6 (equally hopeless is

23...♖xd6 24 ♗xd6 ♗xd6 25 b8♖+) 24 ♖e8+ ♖h7 25 ♖xb8 1-0, in view of 25...♗g6+ 26 ♖g3 ♗xg3+ 27 fxg3 followed by promoting the b-pawn to a new queen. Matthew Sadler's 8 b4! is a key move to note, and in the end his b-pawn clinched the game.

5 ♖f4 ♘a6!

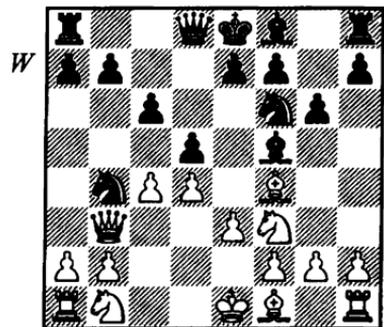
There is a saying 'The threat is stronger than its execution'. Instead of playing the immediate ...♖f5, which would clarify the situation for White and make the reply ♖b3 obvious for him, Black keeps his opponent guessing as to whether ...♘b4 or ...♖f5 is coming next.

6 e3

6 a3 ♖f5 7 ♖b3 ♖b6 also gives Black an active game. In fact, 8 ♖xb6 axb6 9 cxd5? (better is 9 ♘bd2) virtually loses to 9...♘b4!.

6 ... ♖f5

7 ♖b3 ♘b4!? (D)



I can hardly find the words to adequately describe this move. I will just say 'It is amazing!' I have heard that GM Viktor Kupreichik

of Belarus was the ingenious originator, but I still admire Alex Shabalov's courage in playing it.

8 ♖xb4

8 ♘a3 ♗a5 is awkward for White.

8 ... e5

This move makes me think of a huge black umbrella suddenly opening out, as if the 'spokes' at d5 and now e5 had just said 'sprink!'. The bishop on f4 is being jabbed, but more importantly Black's dark-squared bishop is pointing menacingly at White's queen.

9 ♗xb7

This capture opens the b-file for Black's rooks, but White is grabbing as much material as possible so that some can shortly be thrown back at Black to slow down his attack.

9 ... ♖b8

10 ♗xc6+ ♙d7

11 ♗xf6

A brave but also necessary counter-sacrifice. After 11 ♗a6? exf4 12 b3, White is hopelessly behind in development and the situation of his queen is as precarious as that of the king. A plausible continuation highlighting the predicament of those leading royal pieces is 12... ♙b4+ 13 ♘bd2 fxe3 14 fxe3 ♗e7 15 0-0-0 ♖b6 16 ♗xa7 ♙a3+ 17 ♚c2 ♙f5+, and Black will play 18... ♗xa7 except in the case of 18 ♚c3, when 18... ♗b4# is stronger!

11 ... ♗xf6

12 ♙xe5 ♗b6

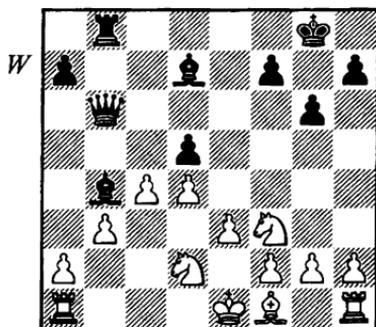
13 b3

White had to prevent ... ♗xb2.

13 ... ♙b4+

14 ♘bd2 0-0

15 ♙xb8 ♖xb8 (D)



Roughly speaking, White has ♖+♘+3♙ to compensate for Black having a queen. Normally this would be more than enough, but there are factors in Black's favour here:

1) All of Black's pieces are in active play with lots of freedom, but White lags far behind in development.

2) There is no counterpart in White's camp to Black's dark-squared bishop. White is particularly sensitive on the dark e1-a5 diagonal.

Nevertheless, Black must continue in the energetic fashion with which he began the game, otherwise White may succeed in consolidating his material advantage. In other words, Black should make every move really count. Ideally, this applies to all players at all times. With such an attitude, we

will play better and more beautiful, flowing games.

### 16 cxd5

The attempt 16 c5 to keep the position closed is also answered strongly by 16...♞a5. Black's threats would then include 17...♙g4 and 17...♙xd2+ 18 ♖xd2 ♜xb3 19 axb3 ♞xa1+.

16 ... ♞a5  
17 ♙c4 ♙g4  
18 0-0

This is not a blunder! White deliberately sacrifices the knight on d2 in order to get his king castled into relative safety, but afterwards he will still have ♜+4△ to compensate for Black's queen. The main alternative was 18 ♜d1 ♙xf3 19 gxf3 ♞xa2, which, incredibly, all occurred before in Ionescu-Shabalov, Bern 1992! White should then have tried 20 ♙e2, but even so his pieces are tied in knots having to protect each other and are anything but free. Meanwhile Black can increase the pressure by means of ...a5-a4 combined with ...♞c8, undermining the protection of the bishop on c4.

18 ... ♙xd2  
19 ♖e5 ♙f5  
20 a3

Why not 20 ♖c6, forking Black's queen and rook? The reason can be found by considering the position after 20...♞c7 21 ♖xb8 ♞xb8: White's remaining pieces have almost no freedom. The continuation 22 ♜fd1? ♙c3 23

♞ac1 ♙b2 emphasises the lack of scope of the rooks and underlines the problems that the dark-squared bishop is causing for White. White has some tricks in the line 22 ♜ad1 ♙b4 23 f3 planning e4, or 22...♞b4! 23 d6 ♙c3?! (making the king do some work with 23...♙f8! is much stronger) 24 e4! ♙xe4 25 d7 ♞d6 26 ♞fe1! ♙xel 27 ♞xel ♙c6?? 28 ♞e8+ ♙g7 29 d8♞. However, strong GMs like Shabalov tend to see through such tricks, and White's play would evaporate after an important but logical move such as 23...♙f8! given in brackets. Therefore GM Alburtt decides to retain his active knight in the hope of using it to generate some counterplay.

20 ... ♞c3  
21 d6

There is a saying 'Passed pawns must be pushed' and, besides, White's bishop now has more freedom and combines with the knight to create threats against the f7 point.

21 ... ♙g7

Black had no wish to have his rook passively placed on f8 to defend his f-pawn. However, if he is going to let that pawn go, then it is useful to move his king out of the line of fire of White's bishop.

22 ♖xf7 ♞b6  
23 e4 ♙c8

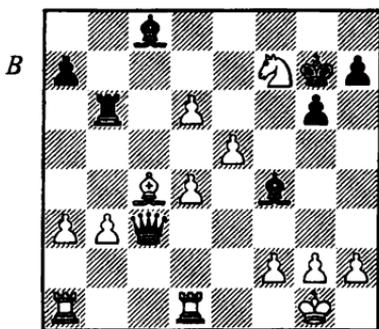
Not 23...♙xe4?? 24 d7.

24 ♞fd1 ♙f4!

Black keeps the potentially dangerous pawn on d6 well 'in check'.

The much inferior 24...♖xd4? puts the dark-squared bishop in a pin for no good reason, and 25 ♖a2 would reap benefit for White.

25 e5 (D)



25 ... ♖xb3!!

By eliminating the b-pawn, Black puts White's bishop in trouble and then, in turn, the knight on f7 finds itself in hot water without protection.

26 ♖xb3 ♖xb3

27 ♘d8 ♖b6

28 g3 ♖xd8

28...♗g5 looks natural, but two reasons that might explain Shabalov's choice occur to me:

1) The players, especially White, may have been in time-trouble (it would hardly be surprising given the complexity of the earlier moves).

2) White's king becomes exposed in the actual game continuation, so Black is able to generate threats easily.

29 gxf4 ♖h4

The main threat is now 30...♖g4+ 31 ♔h1 (31 ♔f1 ♗a6+

32 ♔e1 ♖e2#) 31...♖f3+ 32 ♔g1 ♗h3 then 33...♖g2#.

30 f3 ♖xf4

31 ♔f2 ♗b7!

The f-pawn is closer to White's king than his h-pawn and so it makes more juicy pickings for Black. Besides, the h-pawn cannot run away.

32 ♖d3

32 d7 ♖xf3+ 33 ♔e1 (33 ♔g1 ♖g2#) 33...♗a6 and now:

a) 34 ♖d2 ♖f1#.

b) 34 ♖a2 ♖e3+ 35 ♖e2 ♖xe2#.

c) 34 ♔d2 ♖d3+ 35 ♔c1 ♖c3+ 36 ♔b1 ♗d3+ 37 ♖xd3 (37 ♔a2 ♖c2#) 37...♖xd3+ wins very quickly for Black.

32 ... ♗a6

33 d7

33 ♖dd1 ♖xh2+ 34 ♔e3 g5 (threatening 35...♖e2#) 35 ♖d2 ♖f4+ 36 ♔f2 ♖xd2+ is even worse for White than the game continuation.

33 ... ♖xh2+

34 ♔e3 ♖h6+

35 ♔e2

35 f4 ♖h3+ and 35 ♔f2 ♖h4+ are also hopeless for White.

35 ... ♖h4

There is no hurry to capture the pinned rook. In fact, Black exploits it to threaten 36...♖xd4.

36 ♔d2 ♔f7!

Black makes full use of all his pieces, and the d3-rook still cannot move because the d4-pawn would fall.

37 d5 ♔e7

38 e6 ♖f2+  
 39 ♔c3 ♖c5+  
 40 ♔d2 ♙xd3  
 41 ♖c1

If 41 ♔xd3 then 41... ♖xd5+.

41 ... ♖d4  
 42 ♖c8 ♙b5+  
 43 ♔c2 ♙xd7

0-1

White made no obvious blunders, yet he lost. Why? Perhaps one can trace the cause of his defeat right back to the opening phase. White's approach to it was a bit timid, and Black seized the initiative with sustained vigorous and really 'cool' play. A small consolation for White is that his 18th move was a novelty!

**Solution to puzzle** (posed before Game 6)

There are many plausible sets of moves that would lead to the position you were given. One solution is 1 ♖f3 ♖f6 2 g3 b6 3 ♙g2 ♙b7 4 0-0 e6 5 d3 d5 6 ♖bd2 ♙e7 7 e4 dxe4 8 dxe4 ♖xe4?. In fact, in the game Kochiev-I.Ivanov, USSR 1976, the abrupt finish was 9 ♖e5! 1-0, since White's fianchettoed bishop suddenly had free rein on the h1-a8 diagonal, with deadly consequences for its opposite number on b7. For example:

a) 9... ♖d6 10 ♙xb7 ♖xb7 11 ♖f3, when White's queen attacks b7 and f7 simultaneously.

b) 9... f5 10 ♙xe4 fxe4 11 ♖h5+ g6 12 ♖xg6.

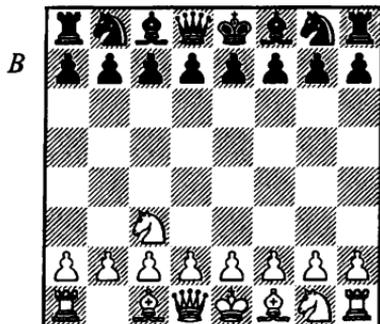
Rafe Martyn is a talented ten-year-old (as I write now in August 1996) English boy who lives near Brussels. In coaching Rafe, I have found that he particularly enjoys being creative in the opening phase. However, whatever system he chooses, Rafe appreciates the importance of activating his pieces quickly and obtaining plenty of freedom for them.

It is not often that one sees White developing two pieces on the first two moves, but young Rafe does just that in the next encounter from a junior event in Belgium. He adopts a C.O.O.L. approach, and follows it up with a crisp attack which could scarcely have been bettered. No one is safe when playing this Rafe!

### Game 7

**R.Martyn – E.Vermeulen**  
*Geraardsbergen 1996*  
 Dustn Opening

1 ♖c3 (D)



This is known as the Dustn Opening, but it can easily transpose

into numerous other openings. I have sometimes employed it against players who show a fondness for the Dutch Defence (in which Black plays ...f5 very early). The reason is that, after 1 ♖c3 f5 2 e4 fxe4 3 d3!?, White has, in effect, the From Gambit with colours reversed *and* an extra tempo (the From Gambit being 1 f4 e5 2 fxe5 d6).

1 ... e5

1...d5 2 e4 dxe4 3 ♖xe4 ♜d5!? in Rauber-Prié, Erevan OL 1996, was an interesting way to invite a transposition into the Scandinavian Defence by 4 ♖c3. Alternatively, 2 d4 ♖f6 3 ♙g5 is often called the Veresov Attack, although GM David Bronstein prefers the name 'Lewickiego Attack' in his brilliant book *The Sorcerer's Apprentice*, co-authored by Tom Fürstenberg. After 3 ♙g5, Bronstein-Fischer, Mar del Plata 1960, continued 3...♙f5 4 e3 e6 5 ♙d3 ♙xd3 6 ♜xd3, but a player called Edmund Player has played 6 cxd3!?. His encounter with Richard O'Donovan (the 1996 Irish Champion) at the Monarch Assurance Isle of Man Open 1995 proceeded 6...c5 7 dxc5 ♙xc5 8 d4 (this is not bad of course, but is simply more committal than 8 ♖f3, which would maintain the flexibility of White's central pawns) 8...♙e7 9 ♖f3 0-0 10 0-0 ♜b6 11 ♜e2 ♝c8 12 ♝ac1 h6?? (after either 12...♖c6 or

12...♖bd7, Black perhaps feared 13 ♖e5 in view of 13...♖xe5? 14 dxe5, winning material for White, and he reacted with ...h6 without really looking at his opponent's previous move) 13 ♖xd5! and White won easily, since if Black captures on d5 or c1 then White reaps bigger rewards on c8 or b6 respectively.

2 ♖f3 ♖c6

3 d4

White is now really playing a Scotch Game, but with the extra developing move ♖c3 instead of the pawn advance e2-e4 (since the Scotch Game is 1 e4 e5 2 ♖f3 ♖c6 3 d4).

3 ... exd4

4 ♖xd4 ♖ge7!?

Before discussing the interesting move chosen, let us consider some alternatives:

a) 4...♖f6 5 ♙g5 occurred in the final game of my earlier book, *H.O.T. Chess*. A lot of analysis was given there, but I will just reiterate here that 5...h6? is a serious mistake because of 6 ♙xf6! ♜xf6 7 ♖db5, and White can follow up with ♖d5 subjecting the c7 point to unbearable pressure.

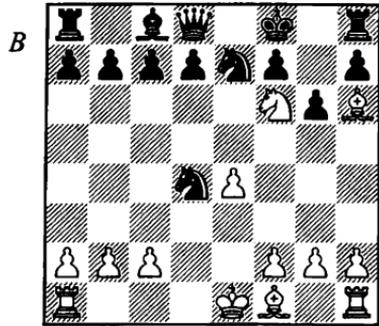
b) 4...♙b4 5 ♖xc6 bxc6 6 ♜d4! exploits simultaneously the unprotected situations of Black's g-pawn and bishop on b4.

c) 4...♙c5 5 ♖f5 g6 (5...♜f6 6 e4 ♖ge7 7 ♖e3!?, with a strong grip for White on the d5-square, transposes to a line of the Scotch Game

which Dutch GM Jan Timman, in particular, has employed with some success) 6 ♖e3 ♖ce7 7 g3 c6 8 ♖e4! (White's sixth knight move already, but in this exceptional C.O.O.L. situation it leads to a definite advantage) 8...d5 (if 8...♙xe3, then White plays the important *zwischenzug* 9 ♖d6+ before capturing on e3, and, in addition to serious dark-square weaknesses, Black has severe difficulties in trying to free his pieces because his d-pawn is blocked in front of the big white knight parked in front of it) 9 ♖xc5 ♜a5+ 10 ♜d2! ♜xc5 11 b4 ♜b6 12 ♙b2 f6 13 ♙g2 occurred in Motwani-Becx, Tilburg 1996. The opening phase was clearly very successful for White, although the game was eventually drawn after some serious errors in time-trouble.

Turning now to look at the move 4...♖ge7!?, the continuation 5 e4! (more natural to me than young Rafe's 5 ♖xc6, although IM Jonathan Rowson once pointed out that what is 'natural' to one person will not necessarily be so to another) 5...♖xd4 6 ♜xd4 ♖c6 7 ♜e3! followed by ♙d2 and 0-0-0 would transpose to a 1996 encounter Van den Doel-I.Sokolov in which Black won, but objectively White stood very comfortably after the opening due to having a spatial advantage and, consequently, more freedom for his pieces. It is worth noting that the plausible-

looking move 5...g6 (instead of 5...♖xd4) is almost losing for Black. The game might go 6 ♙g5 ♙g7 7 ♖d5! (simply threatening ♖xc6) 7...♙xd4 8 ♜xd4!! ♖xd4 9 ♖f6+ ♙f8 10 ♙h6# (D)



5	♖xc6	♖xc6
6	e4	♙b4
7	♙d2	0-0
8	♙c4	♜e8?!

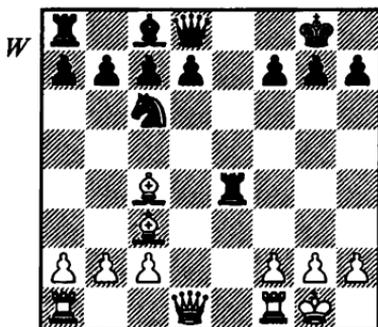
This leaves the pawn at f7 rather weakly protected. A better way to attack the e-pawn is 8...♜h4, intending 9 0-0? ♙xc3 10 ♙xc3 ♜xe4. However, White perhaps has an edge after 9 g3 ♜h3 10 ♙f1! ♜e6 11 ♙g2 because his central pawn on the fourth rank gives him some extra space, and the threat of ♖d5 is annoying for Black.

9 0-0 ♙xc3?!

Black probably believed that this capture would lead to the win of a pawn, but she evidently missed White's tactical stroke at move 11. So, in effect, ...♙xc3 is a concession that gives up a bishop (a long-

range piece) for a knight (which can only take short jumps at a time). 9...d6 was preferable.

10 ♖xc3 ♜xe4? (D)



11 ♖xf7+! ♔h8

11...♔xf7? is worse due to 12 ♗f3+.

12 ♗f3 ♜e7

12...d5 13 ♖xd5! ♗xd5 14 ♗f8+ ♗g8 15 ♖xg7# is a pretty line.

13 ♜ae1

13 ♗f6? (dreaming of 13...gx6?? 14 ♖xf6#) is tempting, but fails to 13...♗f8.

13 ... ♗f8

14 ♜xe7 ♔xe7

15 ♜e1 h6

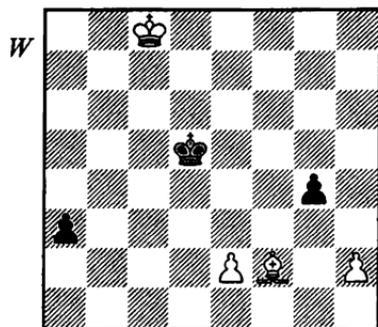
15...d6 16 ♖b3 ♗xf3 17 gx3 leaves Black unable to defend her knight, yet moving it would allow instantly decisive infiltration by White with ♜e8.

16 ♗h5! 1-0

An elegant finish, especially by such a young player. White was threatening 17 ♗xh6#, and Black saw that neither 16...♔g8 17 ♜e8 nor 16...♔h7 17 ♜xe7! ♗xe7 18

♗g6+ ♔h8 19 ♗xg7# were worth playing on for.

## An alarming a-pawn!



It is White to play and draw, a result he should be delighted to get in view of the alarming a-pawn! The elegant solution awaits us after Game 8.

It is not often that Grandmaster Oleg Romanishin, one of my favourite cool stars, is the lowest-rated player in a competition. However, the 1996 CS Masters tournament in Biel was a particularly tough 12-player all-play-all event in which the average Elo rating of the participants was just over 2628. GM Jaan Ehvest of Estonia, who finished in third place just half a point behind GMs Anatoly Karpov and Vadim Milov, suffered only one defeat ... at the hands of Romanishin.

Look out, in particular, for White's 11th move, which carries a lot of attacking sting and poses

Black more problems than the well-established 11 ♖f4.

### Game 8

**O. Romanishin – J. Ehlvest**

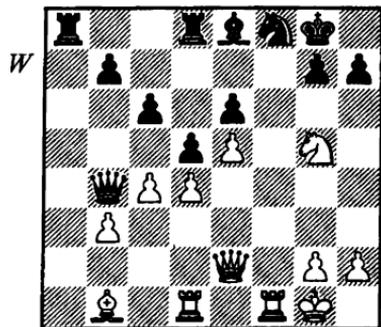
*Biel 1996*

Queen's Gambit Declined

1	♘f3	d5
2	d4	♘f6
3	c4	e6

3...c6 transposes to Game 6, but, as well as 4 ♘c3 or 4 ♗c2 which were discussed there, I now want to mention the interesting line 4 e3 e6 (4...♖f5 5 ♗b3 ♗b6 6 cxd5 ♗xb3 7 axb3 ♖xb1? {this looks perfectly plausible, but as we shall see it was necessary to eliminate the pawn on d5, because now it survives to continue on an amazing journey} 8 dxc6!! ♖e4 9 ♖xa7!! ♖xa7 10 c7 followed by becoming a queen on b8 or c8 is a really cool trap which GM Julian Hodgson told me about) 5 ♘bd2!?. This move-order is quite rare, and as far as I know it does not have a special name, but I always think of it as the 'Hebden system' because I have seen a number of really quick wins in it by GM Mark Hebden. For instance, I recall that he once beat his Slough Chess Club team-mate IM Aaron Summerscale using 5 ♘bd2. More recently, I was interested to see Aaron employing this weapon in deadly fashion as White. After 5 ♘bd2, the Europacup game Summerscale-

T. Salo, Bratislava 1996, continued 5...♘bd7 6 b3 ♖d6 7 ♖b2 ♗e7 8 ♘e5 (if the d2-knight were on c3 instead, then the bishop on b2 would not be supporting the move ♘e5, so a key point of 5 ♘bd2 is revealed) 8...0-0 9 ♖d3 ♖d8 10 0-0 ♘f8 11 ♗e2 ♘6d7 12 ♖ad1 a5 13 f4 a4 14 e4 (White has an enormous spatial advantage, and a much freer game than his cramped opponent) 14...axb3 15 axb3 ♖a2 16 ♘df3 f6? (he should have tried to alleviate the congested nature of his position by seeking extra exchanges with 16...♖a3, although White's superiority is undeniable after simply 17 ♖d2) 17 ♘xd7 ♖xd7 18 ♖b1 ♖aa8 19 e5 (White's initiative and spatial advantage are now overwhelming) 19...fxe5 20 fxe5 ♖a3 21 ♖c3 ♖b4 22 ♖xb4 ♗xb4 23 ♘g5! ♖e8 (D)



(the line 23...h6 24 ♘f7 ♖db8 25 ♘xh6+ gxh6 26 ♗g4+ ♖h8 27 ♖f7 will end soon with ♗g7#, while 23...♗xb3 24 ♖xf8+! ♖xf8 {24...♖xf8 25 ♗f2+ ♖g8 26

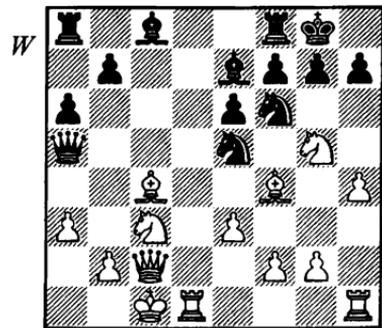
♖xh7+ ♜h8 27 ♖c2 ♜c3 28  
 ♜h4+ ♜g8 29 ♖h7+ ♜h8 30 ♜f7#  
 or 29...♜f8 30 ♜f4+ then 31  
 ♜f7#} 25 ♖xh7+ ♜h8 26 ♖c2  
 ♜xc4 27 ♜h5+ ♜g8 28 ♜h7# is  
 equally emphatic) 24 ♜xf8+!  
 (eliminating the defender of  
 Black's pawns at e6 and h7)  
 24...♜xf8 25 ♖xh7+ ♜h8 26 ♜f1  
 ♜e7 27 ♜g4 g6 28 ♜h3! (keeping  
 an eye on e6 so that 28...♜g7  
 can be answered by 29 ♜xe6+, while  
 28...♜xg5 loses to 29 ♖xg6+ ♜g7  
 30 ♜h7#) 28...dxc4 29 ♜h6 ♖d7  
 30 ♖xg6+ 1-0, since after  
 30...♜g8 31 ♖f7+, Black's  
 chances of survival are less than  
 those of a snowball in a furnace!

4 ♜c3 ♖e7

5 ♖g5

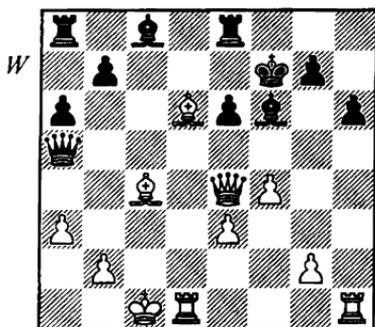
In the past this was certainly the  
 most common continuation, but  
 now it is closely rivalled by the  
 move 5 ♖f4, a line which I em-  
 ployed successfully myself re-  
 cently. Motwani-Bartels, Tilburg  
 1996, continued 5...0-0 6 e3 c5 (a  
 standard move to give Black more  
 space and freedom for his pieces)  
 7 dxc5 ♖xc5 8 ♜c2 ♜c6 9 a3 ♜a5  
 10 0-0-0 (10 b4? ♜xb4 11 axb4  
 ♜xa1+) 10...♖e7 (a precaution  
 against the possibility of ♜d2-b3,  
 a manoeuvre for White which is  
 really worth noting) 11 h4 (Ro-  
 manishin plays the same attacking  
 move in the main game) 11...dxc4  
 (11...a6, planning a quick queen-  
 side assault with ...b5, is a good  
 way of maintaining the tension in

the centre at d5, but 11...♜d8?! in  
 Agdestein-Short, Stornoway 1995,  
 was answered by the strong nov-  
 elty 12 ♜d2!, intending ♜b3 to  
 embarrass Black's queen which no  
 longer has the d8-square to retreat  
 to) 12 ♖xc4 a6 13 ♜g5 ♜e5! (D)



(this is a novelty by FM Hans  
 Bartels, and an improvement on  
 13...b5 as played in Schandorff-  
 Olesen, Copenhagen 1995, in  
 which 14 ♜ce4! g6 15 ♖b3 ♖b7  
 16 ♜xf6+ ♖xf6 17 ♜e4 ♖e7 18  
 ♜d7 was very good for White, al-  
 though 13...h6 14 ♜ce4 ♜xe4 15  
 ♜xe4 ♜f5 16 ♜xf5 exf5 17 ♜f3  
 ♖f6 18 ♖b1 ♖e6 19 ♖xe6 fxe6 20  
 ♖d6 ♜fd8 ½-½, I.Sokolov-Be-  
 liavsky, Erevan OL 1996, is also a  
 significant game because Black  
 neutralised White's kingside at-  
 tack so easily) 14 ♜ce4 ♜g6?  
 (now White's attack rolls forward  
 with increased momentum, but  
 14...g6! would have slowed it  
 down considerably and allowed  
 Black to utilise his well-centralised  
 knight to help the bishop on c8

come out to d7, key variations being 15 ♖b3 ♗d7!! 16 ♗xe5 ♜xe5 17 ♜xf6+ ♗xf6 18 ♜xd7 ♜ac8 or 16 ♜xf6+ ♗xf6 17 ♜e4 ♗g7! 18 ♗xe5 ♗xe5! 19 ♜xd7 ♜ac8 20 ♜c3 ♗xc3) 15 h5 ♜xe4 16 ♜xe4 ♗xg5 17 hxg6 h6? (now White has a forced win, so Black had to bravely allow the opening of the h-file by 17...hxg6, but note that 17...fxg6? 18 ♗xe6+ ♗xe6 19 ♜xe6+ ♜f7 20 ♜d5! wins for White) 18 ♗d6 ♜e8 19 gxf7+ ♜xf7 20 f4 ♗f6 (D)



21 ♜xh6!! (this rook sacrifice destroys the pawn-cover sheltering Black's king and carries the threat of 22 ♜g6+) 21...gxh6 22 ♜h7+ ♗g7 23 ♗e5 ♜g8 24 ♜f5+! ♗f6 (24...exf5 is illegal, and after 24...♜e7 25 ♗d6+, Black loses his queen to a subsequent ♜xa5) 25 ♗xe6+ ♗xe6 26 ♜xf6+ ♜e8 27 ♜xe6+ 1-0, in view of 27...♜f8 28 ♜f5+ ♜e8 29 ♜d7+ ♜f8 30 ♗d6#.

5 ... 0-0  
6 e3 ♜bd7

This is the Orthodox Defence to the Queen's Gambit.

7 ♜c1

This is a useful developing move, and there is always the possibility that Black will play 7...dxc4?! (as in Tal-Lechtynsky, Albena 1984, for example) allowing White's light-squared bishop to activate itself without loss of time through 8 ♗xc4. In comparison, a tempo would be lost after 7 ♗d3 dxc4 8 ♗xc4, since the bishop has taken two moves to reach c4.

7 ... c6  
8 ♗d3 a6

Planning 9...dxc4 10 ♗xc4 b5 followed by ...c5 and ...♗b7, with a nice, harmonious position in which Black's pieces would have plenty of freedom.

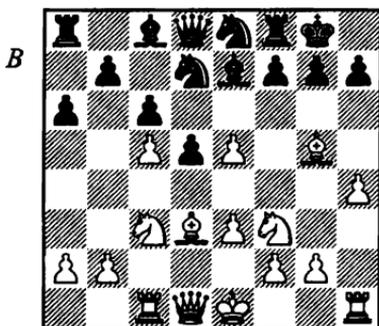
9 c5 e5

Black attacks the d4 link in White's pawn chain (which stretches from f2 to c5). It was also possible to attack the pawn at c5 at the head of the chain by playing 9...b6. After 10 cxb6 c5 11 0-0 ♗b7 (11...♜xb6? 12 ♜a4) 12 ♜e2 ♜e8 13 ♗b1 cxd4 14 exd4 ♜xb6 15 ♜fd1 in Christiansen-Csom, Lucerne OL 1982, White's pieces enjoyed more freedom than those of the opponent, but Black's position was solid nevertheless.

10 dxe5 ♜e8

10..♜g4 11 ♗f4 leaves the knight on g4 awkwardly placed and facing being kicked away by 12 h3.

11 h4!? (D)



11 ... ♖xc5  
12 ♙b1 ♗e6

This lands Black in dangerous waters, but one must look carefully in order to find a fully adequate and safe move here. Examples illustrating the difficulties Black is facing are:

a) 12...h6? 13 ♛c2 g6 14 ♙xh6.  
b) 12...♙g4 13 ♗xd5!! (13 ♙xe7 ♛xe7 14 ♙xh7+? ♗xh7 15 ♗g5+ ♗g8 16 ♛xg4 ♗d3+ 17 ♗d2 ♗xe5! 18 ♛h5 ♗f6 is very good for Black, but not 17...♗xf2? or 17...♗xc1? because of 18 ♛h5, when ♛h7# can only be averted by Black incurring great material loss) 13...cxd5 14 ♜xc5.

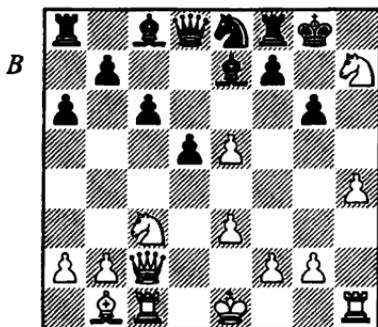
However, 12...f6! looks playable for Black. Then 13 ♛c2 can be answered with 13...f5, or 13...g6 intending ...♙f5.

13 ♛c2 ♗xg5

White stands better after 13...g6 14 ♙h6 ♗6g7 15 h5 ♙f5 16 ♛b3 since he has the initiative and Black is cramped. Alternatively, 16 e4 dxe4 17 ♗xe4 ♛a5+ 18 ♙d2 ♛d5 19 hxg6 ♙xg6 20 ♙c3 ♗c7 21 ♜d1 ♛e6 22 ♗d4! was also very

good for White in the clash Izeta-Sulskis which I spotted at the 1996 Erevan Olympiad.

14 ♗xg5 g6  
15 ♗xh7 (D)



This sacrifice detonates the shelter around Black's king and is very difficult to face over-the-board for the first time. Nevertheless, from a completely objective point of view, my analysis in the note to Black's 16th move casts doubt on the soundness of the piece sacrifice.

15 ... ♗xh7

15...♙f5? can be answered simply by 16 e4, when Black's pieces on f5 and f8 are simultaneously *en prise*.

16 h5 ♗g7?

16...♙f5? loses quickly to 17 hxg6++. However, Black should have played 16...f5!, intending 17 exf6 ♜xf6 18 hxg6++ ♗g8 19 g7? ♙f5! (and not 19...♗xg7? 20 ♜h8+! ♗xh8 21 ♛h7#). White can try 19 ♛e2 (planning ♛h5), but 19...♗g7 looks to hold.

17 hxg6 f5

17...f6 18 ♖h7+ ♕g8 19 g7! frees the way for White's queen to get near Black's king and wins quickly:

a) 19...♗xg7 20 ♖xg7+ ♕xg7 21 ♜h7#.

b) 19...♜f7 20 ♖h8+ ♕xg7 21 ♜h7#.

18 ♜e2!

Perhaps in earlier calculations Black overlooked that White could now leave the g6-pawn unprotected. The tactical point is 18...♕xg6 19 ♜h5+ ♕g7 20 ♜h7#. As detailed in the notes accompanying the move 16...♕g7?, Black should have left the g7-square free for his knight, because without the possibility of ...♗g7 he cannot prevent a deadly invasion with ♜h5, except through heavy material losses.

18 ... ♖h4

19 g3

Not 19 ♜h5? ♖h8.

19 ... ♖h8

20 gxh4 ♖xh4

21 ♜f3! ♗c7

Black's monarch is also fatally exposed after 21...♕xg6 22 ♜g3+ ♕h5 (22...♖g4?? 23 ♜xg4+) 23 ♕d2, when the multiple threats of ♖cg1 or ♖d3-e2+ or ♗e2-f4+ cannot be contained.

22 ♕e2

Freeing the way for the rook on c1 to slide over to the kingside.

22 ... ♗e6

23 ♖xh4 ♜xh4

24 ♖h1 1-0

24...♜g4 25 ♖h7+! keeps White at least a pawn ahead (25...♕xg6?? 26 ♜xg4+) with an overwhelming position – Black's pieces on a8 and c8 never moved from their original squares.

**Solution to puzzle** (posed before Game 8)

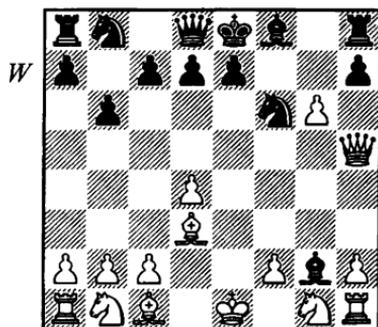
A friend showed me this elegant study eight years ago. White draws with 1 e4+!! ♕xe4 2 ♖h4 g3! (White loses no sleep over 2...a2 3 ♖f6 or 2...♕f5 3 ♖e1 a2 4 ♖c3) 3 hxg3 ♕e5 (3...♕f5 is met by 4 g4+!, freeing the way for White's bishop to play ♖e1-c3 if it cannot manage ♖f6) 4 ♕d7!! a2 5 ♕e7, intending 5...a1♜?? 6 ♖f6+ or 5...♕f5 6 ♖f6 ♕g4 then a friendly handshake and half a point for each player. Note, however, that White would get no more than the middle of a polo mint after 1 ♖h4? g3! 2 hxg3 ♕e6 or 1 ♖e1? g3! 2 hxg3 ♕c4, since in both cases the a-pawn will accelerate unhindered to promotion on a1.

The openings featuring in the last four main games were: Owen's Defence; the Slav Defence; the Dunst Opening; the Queen's Gambit Declined. To keep us sharp, we conclude this chapter with a few puzzles and some positions that can arise from the aforementioned openings. *In each diagram it is White to move and win quickly.*

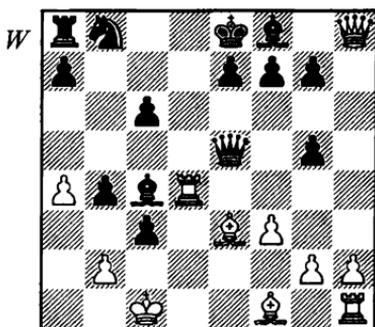
Solutions appear near the end of the book.

### Test Time!

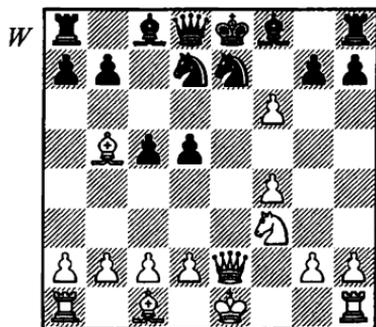
2.1



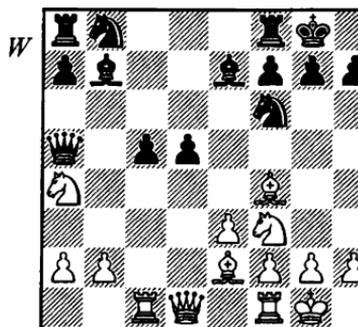
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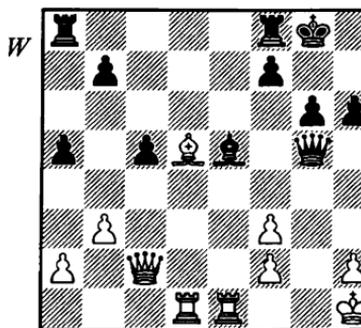
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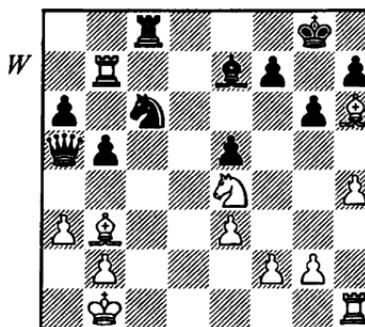
2.4



2.5

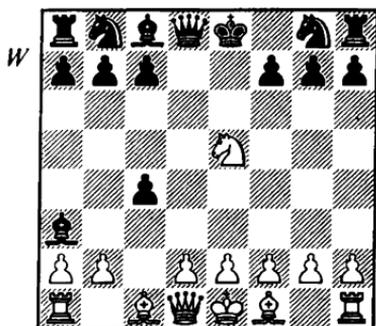


2.6



### Brain teaser no.2

It is about time we had a position in which things are not look black for Black!



a) Can you find the four moves each by White and Black which led to this C.O.O.L. position?

b) How would Black win quickly if White now captures the bishop on a5?

c) What should White play instead?

## Pieces for Free!

This is based on a true story. Imagine a game in progress in which White and Black have equal material. However, after White's next move *Black* is suddenly a piece up even before replying to White's move. How did that happen? The incredible truth awaits you near the end of the book.

### 3 f for forward!

In the introduction to this book, I mentioned that I have recently been enjoying playing 1 ♘c3, 1 c4 or 1 d4 on the first move in addition to 1 e4, which has been my favourite since my younger brother Joe taught me the basic rules of chess (about 725 million seconds ago – my research this afternoon has rekindled my interest in numbers!). 1 ♘f3 is also a very common move in practice, and you may wonder why I have only ever played it once myself in a serious game. Well, the answer lies within a motto of mine: ‘f for forward!’. It’s that simple – I like to leave my f-pawn free to go forward. Cool stars like Grandmaster Boris Spassky seem to feel the same way. The former World Champion played such a beautiful game with the King’s Gambit (1 e4 e5 2 f4) against GM David Bronstein in Leningrad 1960 that the finish was even shown on a demonstration board in the James Bond movie *From Russia With Love!*

In 1992 I wrote an article entitled ‘f for forward!’ for *Chess Monthly* magazine in which I focused on the King’s Gambit and the Vienna Gambit (1 e4 e5 2 ♘c3 ♘c6 3 f4). Today I decided to check how many clashes with

such romantic, attacking gambits had appeared in Informators 1 to 65. I found that, out of the huge total number of games, only about 0.14% made my eyes light up. I hope that, after reading this chapter, a lot more than 1 in every 700 people will be thinking ‘f for forward’.

This time I aim to show that one does not have to play the aforementioned gambits (although they are great fun); you can put the motto into practice in lots of cool ways in other openings. Still, I don’t necessarily expect that you will be as loyal to the motto as Tilburg’s FM César Bex, who always opens with 1 f4 when playing White! However, disasters can occur if a player thinks he can do without his f-pawn. Witness what happened to Wilhelm Steinitz (the first-ever official World Chess Champion, from 1886-94) in the sixth game of his 1867 match in Dundee against G.B.Fraser. Steinitz played Black *without an f-pawn*: 1 e4 e6 2 d4 ♖e7 3 ♙d3 ♘c6 4 ♘f3 b6 5 0-0 ♙b7 6 d5 ♘d8 7 ♙g5 ♗f7? (even a queen cannot take the place of an f-pawn!) 8 ♘e5 1-0.

We move forward now with a sizzling attacking display by

England's Grandmaster Julian Hodgson in the 1996 Donner Memorial tournament against the top Peruvian GM, who in fact shared first place with GM Vassily Ivanchuk.

Game 9

**J.Hodgson – J.Granda-Zuñiga**  
*Amsterdam 1996*  
 Trompowsky Attack

1 d4            ♘f6  
 2 ♗g5

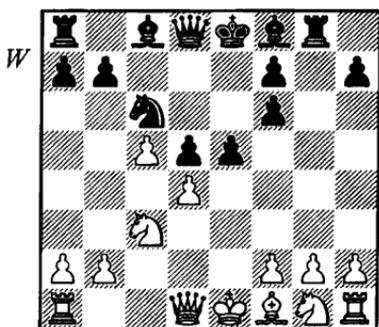
The Trompowsky Attack short-circuits the masses of theory relating to the many different openings which Black can steer the game into if White plays 2 c4. 'Jules' has such a good record with 2 ♗g5, his favourite opening weapon, that GM Murray Chandler once played 1...e6 against Julian's 1 d4 and said that he was extremely disappointed when 2 ♗g5 did not follow automatically!

2 ...            e6

I recall that in the match England vs. Hungary at the 1994 Moscow Olympiad, four really top GMs were engaged in battles involving the Trompowsky Attack. 2...d5 3 ♗xf6 exf6 4 e3 ♗d6 5 g3 c6 6 ♘d2 0-0 7 ♗g2 f5 8 ♘e2 ♘d7 9 0-0 ♘f6 10 c4 dxc4 11 ♘xc4 ♗c7 12 ♘c3 ♗e6 13 ♖e2 ♖e7 14 a3 ♚ad8 15 b4 a6 16 ♚ab1 occurred in the clash Hodgson-Leko...and in Adams-Z.Almasi! Clearly White (both of

them!) planned to carry out a 'minority attack' on the queenside with a4 then b5, whereas Black had a grip on the centre and a strong bishop pair in a fairly open position. However, Black also had the possibility to launch a kingside attack with 16...h5!, intending ...h4 and ...hxg3, perhaps followed by ...♘g4 and ...♖g5. In the end, both games were drawn after tough struggles.

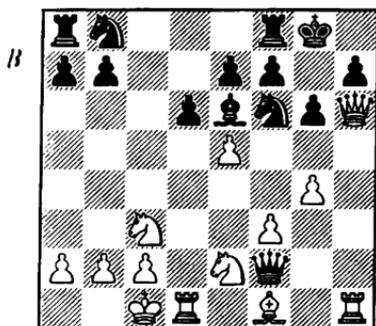
Those with keen eyes might ask 'Why did Black not capture *towards* the centre on move three?'. Well, perhaps it is simply a matter of taste, but 3...gxf6 was indeed the choice of GM Matthew Sadler against Tim Wall at the 1996 British Championship in Nottingham. The continuation was 4 e3 c5! (an energetic counter-attacking move which also increases Black's space for manoeuvring) 5 c4 cxd4 6 exd4 ♘c6 7 c5?! (by coincidence, 7 ♘c3 dxc4 8 d5 ♘e5 9 ♗xc4 ♘xc4 10 ♖a4+ or 7...e5 8 cxd5 ♘xd4 9 ♘f3 ♗g4? 10 ♘xd4! ♗xd1 11 ♗b5+ ♘e7? 12 ♘f5# were lines which I analysed with Emre Karadeniz and IM Rustam Kasimdzhanov in the Dutch town of Vlissingen on 8 July 1996 – one month before the Wall-Sadler game) 7...♗g8! (utilising the open g-file, and posing development problems for White's bishop because of the attack against g2) 8 ♘c3 e5 (*D*) (Black has a very dynamic position with excellent piece-play)



9 ♖b5 (9 dxe5 d4! is tremendous for Black) 9...♗xg2 10 ♖f3 ♗g6 11 ♖xd5 exd4 12 ♖xc6+ bxc6 13 ♖xc6+ ♖d7 14 ♖e4+ ♖e7 15 ♖xe7+ ♖xe7 16 ♖d5 ♖c6! 17 ♖xe7 (17 ♖c7+ ♖d7 18 ♖xa8 ♖xh1 leaves White with both of his knights *en prise*) 17...♗xe7 18 f3 ♗g2 19 ♖e2 (19 0-0-0 ♗d8 also keeps Black in control of the game) 19...♗d8 20 b3 ♖xf3 21 ♖f4 ♗g4 0-1.

2...♖e4 is another major response to the Trompowsky Attack. However, Grandmaster Michael Adams gave a good impersonation of 'Arnie the eraser' when he wiped out GM Peter Leko in that line at the 1996 Cap d'Agde 'rapid' tournament. Their brief clash continued 3 ♖f4 c5 (3...d5 is also popular, to fight against the plan of f3 then e4, yet 4 e3 c5 5 ♖d3!? {one might have expected 5 ♖d2, but the cool idea behind 'tricky Mickey's' bishop move is about to be revealed} 5...♖b6 6 ♖xe4! dxe4 7 ♖c3! ♖xb2 8 ♖ge2! gave White a mas-

sive lead in development in Adams-Xie, Hastings 1996/7) 4 f3 ♖f6 (4...♖a5+ 5 c3 ♖f6 6 ♖d2 cxd4 7 ♖b3 is perhaps slightly better for White due to his lead in development, but note that 7 cxd4?! is dubious in view of 7...♖d5!, which simultaneously exploits the loose position of the bishop on f4 and the sensitivity of the e3-square in White's camp) 5 dxc5 ♖a5+ 6 ♖c3 ♖xc5 7 e4 g6 8 ♖d2 d6 9 0-0-0 ♖g7? 10 ♖h6? (I have given two natural-looking moves a '?' because 10 e5! wins for White, the tactical points being 10...dxe5?? 11 ♖d8# and 10...♖h5 11 ♖e4! ♖b6 12 ♖e3 {12 exd6?? ♖xb2#} followed by exd6 or g4) 10...0-0 11 h4 ♖e6 12 h5 (White's attack is proceeding at a faster pace than it normally does in similar positions arising from the Sicilian Dragon, but the next move accelerates events beyond the critical level that Black's position can withstand) 12...♖xh5? (He should have tried 12...♖bd7, intending ...♗fc8) 13 ♖xg7 ♖xg7 14 g4 ♖f6 (14...♖g3?? 15 ♖h6+ ♖f6 loses for various reasons, including 16 ♖f4+) 15 ♖h6+ ♖g8 16 ♖ge2 ♖f2 (16...♖bd7 17 ♖g3 ♖f2 18 e5! ♖xg3 19 exf6 ♖xf6 20 ♖e4 wins for White, as should 18...dxe5 19 ♖ge4 ♖xf3 20 ♗xd7!, using the recurring theme of eliminating the vital defender at f6) 17 e5! (D)



17...♖c8 (17...dxe5 18 ♘e4 ♜xf3 19 ♘xf6+ then 20 ♜xh7#) 18 exf6 exf6 19 ♘d5 ♙xd5 20 ♜xh7+ ♚f8 21 ♜h8+ ♚e7 22 ♜xc8 ♜xf3 23 ♜h8 ♜e3+ 24 ♚b1 1-0.

To terminate this note, I will just mention that 2...c5 and 2...c6!? are Black's other principal alternatives against the Trompowsky Attack, and the latter has even caught out GMs with the trap 3 e3?? ♜a5+, so don't join the list of victims!

3 e4 h6  
4 ♙xf6 ♜xf6  
5 ♘c3

White could try 5 ♜d2 to prevent 5...♙b4, but a logical counter to it is 5...c5! 6 e5 ♜h4 7 ♘f3 ♜e4+ 8 ♙e2 cxd4 breaking up White's central pawn chain, a plan which I recall from a game of Jonathan Grant, one of my best friends in Scotland.

5 ... ♙b4

5...g6 6 ♜d2 ♙g7 7 0-0-0 0-0 8 f4 d6 9 ♘f3 b6 10 h4 h5 11 e5 ♜e7 12 ♙d3 ♙b7 13 ♘e4 ♘d7 14 ♘fg5 dxe5 15 fxe5 c5 16 c3 cxd4 17 cxd4 ♜ad8 18 ♚b1 ♘b8 19 ♘d6 gave

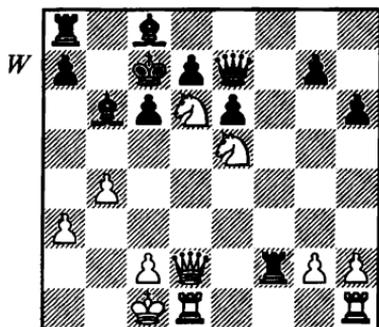
White a dominating position in a rapid game (with 15 minutes allotted per player) Gelfand-Rozentalis, Tilburg 1992. White played natural moves with the simple but strong ideas of developing, gaining space or attacking the opponent's king. However, a much better way for Black to counter those plans is 5...d6 6 ♜d2 g5!?, as in the clash Adams-Karpov, Las Palmas 1994. See *Informator 60* for Karpov's annotations.

6 ♜d2 d6

6...c5!? was played by America's GM Nick deFirmian against Hodgson two rounds later, and the game was drawn quickly after White was unable to get any advantage: 7 a3 ♙xc3 8 bxc3 d6 9 ♘f3 0-0 10 ♙e2 ♘c6 11 0-0 e5 12 dxc5 dxc5 13 ♜e3 b6 14 ♙c4 ♙g4 ½-½.

However, I would recommend 7 e5!, as played in Shereshevsky-Raičević, Doiran 1992. That game continued 7...♜e7 8 a3 ♙a5 (8...cxd4 9 axb4 dxc3 10 ♜xc3 0-0 11 b5 keeps Black rather cramped, and he will have difficulties in developing his queenside forces satisfactorily) 9 b4! cxd4 (9...cxb4 10 ♘b5 0-0 11 axb4 ♙xb4? 12 c3 costs Black a piece) 10 ♘b5 ♙b6 11 ♘d6+ ♘d8 12 ♘f3 ♘c6 13 ♙b5 f6 14 ♙xc6 bxc6 15 ♘xd4! ♚c7 (15...fxe5 16 ♘d6f5!! ♜f6 17 ♘xc6+ ♚c7 18 ♜d6+ ♚b7 19 ♘a5+ ♙xa5 20 bxa5 threatening ♜b1# or a6# is terrible for Black)

16 ♖f3 fxe5 17 0-0-0 ♜f8 18  
 ♖xe5! ♜xf2 (D)



Then 19 ♖xc8! ♜xc8 20 ♜c3!  
 would have been the quickest route  
 to victory for White, because  
 Black's defences of the vital d-  
 pawn collapse, and his king will  
 soon fall too.

7 a3 ♖a5

7...♖xc3 8 ♜xc3 ♖c6 9 ♖f3 0-0  
 10 ♖d3 ♜e7 11 e5 f6 12 exd6 cxd6  
 13 0-0 f5 14 ♜ae1 (I prefer 14 ♜fe1  
 because it is useful to have a rook  
 on the a-file, as the course of the  
 game will show) 14...♜f6 15 b4!  
 a6 16 a4 ♜d8 (16...♖d7 17 b5 axb5  
 18 axb5 ♖e7 19 ♜c7!) 17 b5 axb5  
 18 axb5 ♖e7 19 ♜a1 gave White  
 the much freer position in Gelfand-  
 Rozentalis (30 minutes allotted per  
 player), Tilburg 1992.

8 f4

*f for forward!*

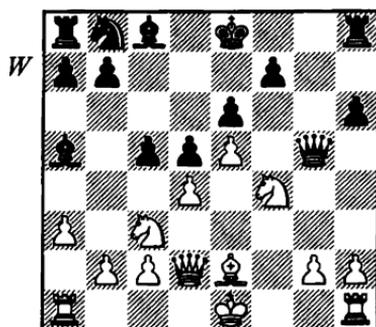
8 ... g5

Black tries to challenge White's  
 huge pawn-front, but the down-side  
 of his move is that it weakens the  
 kingside structure and does not con-  
 tribute to Black's development.

9 ♖h3! gxf4  
 10 ♖xf4 c6?!

Another pawn move is a luxury  
 that Black cannot comfortably af-  
 ford. He probably planned to fol-  
 low up with ...e5 without allowing  
 ♖fd5, but then his f-pawn would  
 become exposed on the a2-g8 di-  
 agonal, a fact which explains  
 White's next move.

11 ♖c4 d5  
 12 e5 ♜g5  
 13 ♖e2 c5 (D)



14 b4! cxd4

14...cxb4 15 ♖b5 ♖c6 16 axb4  
 ♖xb4 17 c3 keeps White's central  
 pawn chain intact and gives him an  
 overwhelming initiative, which  
 wins back material with interest  
 after 17...♖a5 18 ♜xa5 ♖xa5 19  
 ♖c7+.

15 ♖b5 ♖b6

16 ♖d6+ ♜e7

17 ♖xf7!

A typical Hodgson sacrifice,  
 blasting open the area around the  
 opponent's king. I cannot resist  
 noting that Black is unlikely to be  
 able to say 'f for forward' now!

17 ... ♖xf7  
 18 ♔h5+ ♖g8?

It is also typical of Julian Hodgson's games that he poses his opponents many fresh, tricky problems, and in practice those difficulties often prove to be too much even for top-class grandmasters to cope with. In this instance, Black sees that White will soon transfer a rook to g3 via f3 after castling kingside, therefore it looks logical for his king to leave room at g7 for a black rook to block the g-file. However, as the game continuation demonstrates emphatically, White's forces still have sufficient firepower to mount a successful assault. So Black should have played 18...♖g7!, intending ...♞f8 and ...♞xf4 to reduce the number of attacking units in White's army. After 18...♖g7, a plausible line is 19 0-0 ♞f8 20 ♞f3 ♞xf4 21 ♞g3 ♞f5 22 ♞xg5+ ♞xg5 23 ♞f4!? ♞f5 (23...♞xh5? 24 ♞f6+ ♖h7 25 ♞f7+) 24 ♞g4+ ♞g5 25 ♞f4 ♞f5, and the most correct conclusion would be a draw by both sides continuing to repeat the position.

19 0-0 ♞h7  
 20 ♞f3 ♞g7

20...♞xe5 21 ♞e1 lets White activate his last heavy piece with gain of time.

21 ♞af1

Threatening 22 ♖g6!., with several beautiful branches:

a) 22...♞xd2 23 ♞f8+ ♖h7 24 ♞h8#.

b) 22...♞xh5 23 ♞f8+ ♖h7 24 ♞h8+ ♖xg6 25 ♞f6#.

c) 22...♞xg6 23 ♞f8+ ♖h7 24 ♞1f7+ ♞g7 25 ♞d3+ ♞f5 26 ♞xf5 exf5 27 ♞xc8 winning.

21 ... ♖d7

21...♞xe5 22 ♖g6 ♞xh5 23 ♞f8+ ♖h7 24 ♞h8+ ♖xg6 25 ♞d3+ ♞f5 (25...♖g5? 26 ♞g3+ ♞g4 27 ♞e5+! ♖g6 28 ♞f6#) 26 ♞xf5 exf5 27 ♞xc8 is strong for White, in spite of being behind on material, because Black's king is exposed and his pieces on the queenside are hardly able to move, never mind protect him. Note also that 27...♞c7? loses to 28 ♞g3+.

Still, after 21...♞xe5, another variation that I found is perhaps even more convincing for White: 22 ♞d3! (threatening 23 ♖g6) 22...♞e4 23 ♖g6 and now:

a) 23...♞xg6 24 ♔xg6 ♞xd3 25 ♞f8+ ♖g7 26 ♔xd3 (threatening ♞1f7#) 26...h5 27 ♞1f7+ ♖h6 28 h4! followed by 29 ♞h7#.

b) 23...♖h7 24 ♞f8 ♞xg6 25 ♞8f7+ ♞g7 (25...♖g8 26 ♔xg6 ♞xd3 27 ♞f8+ ♖g7 28 ♔xd3 is the same as variation 'a', just delayed by two moves) 26 ♞xg7+ ♖xg7 27 ♞g3+ ♖h7 (27...♖h8 28 ♞f8+) 28 ♞f7+ ♖h8 29 ♞g7#.

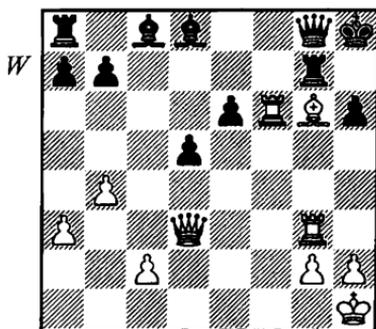
22 ♞g3 d3+  
 23 ♖h1 ♞f5

23...♞xe5 24 ♔f7+!? ♖xf7 allows White a variety of unpleasant discovered checks, but another possibility is 24 ♞xg7+ ♖xg7 (24...♞xg7 25 ♖xe6) 25 ♞xd3

(threatening ♖g6+ or ♖g3+)  
 25...♟f8 26 ♟g6! ♜xh5 27 ♞xf8  
 (threatening 28 ♜h7#) 27...♜f5 28  
 ♜xf5 exf5 29 ♜xd5 ♞xf8 30 ♜d6+  
 ♞g7 31 c4 with c5 to follow. In the  
 position at the end of that variation,  
 White's powerful queen dominates  
 Black's entire army.

24 ♜g6 ♜f8  
 25 ♜xd3 ♞xe5  
 26 ♜h7+ ♞h8  
 27 ♞g6+ ♞xg6  
 28 ♜xg6! ♜g8

28...♜e7 29 ♜d2 ♜h4 30 ♜h3  
 ♜xh3 31 ♜f8+! ♜g8 32 gxh3!  
 ♜xf8 33 ♜xh6+ ♞g8 34 ♜h7#.  
 29 ♜f6 ♜d8 (D)



30 ♜e3!

A lovely move that is even stronger than 30 ♜h3, but there is also a logical reason which explains why White can afford to sacrifice a rook in addition to the knight given earlier: Black's pieces on a8 and c8 have not moved from their original squares, so they are still far away from the king on h8 and cannot help to protect him.

30 ... ♜xf6

31 ♜xh6+ ♜h7

32 ♜xh7 ♜g7

32...♜xh7 33 ♜xf6+ or 33 ♜f8+  
 lead to checkmate on the next  
 move.

33 ♜h5 ♜f8

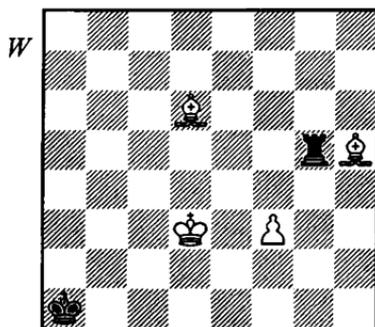
33...♜xh7 34 ♜e8+ ♜g8 35  
 ♜h3+ ♜h6 36 ♜xh6+ ♞g7 37  
 ♜g6+ ♞h7 38 ♜xg8#.

34 ♜d3+ 1-0

Black threw in the towel, in view  
 of 34...♜h6 35 ♜g6 or 34...♞g8 35  
 ♜h7+ ♞f7 36 ♜f3+.

On a light note, I happen to know that Julian Hodgson's very young godchild, Ronan Brennan, plays chess and is already showing a fondness for bishops. Therefore perhaps the only move of 'the godfather vs. Granda' that little Ronan would criticise is 4 ♜xf6, parting with a precious bishop! To put things right, here is a neat 1951 study by E.Paoli featuring two bishops at their best and, of course, an f-pawn!

## Bishop power



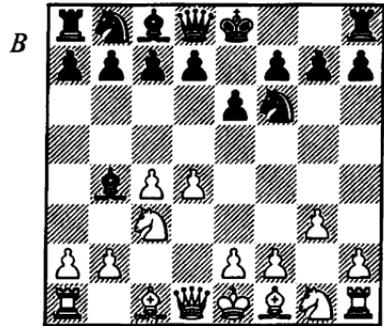
It is White to play and win. The solution appears after the following game. It was also played in the 1996 Donner Memorial tournament, so I would like to say a few words about Jan Hein Donner, the Dutch grandmaster in memory of whom the great event was held. I never met Donner myself, but I remember being very amused by one of his comments on BBC TV in *The Master Game* series about 20 years ago. A certain opponent opened with 1 e4, and Donner (playing Black) said 'Oh dear, I don't like e4'! If 1 e4 were an annoying move that only cropped up occasionally, one could understand that even a grandmaster might not be fully prepared to meet it, but in reality it is encountered so often that Donner's comment is both incredible and funny too. Anyway, to keep him happy, I have selected another super-GM clash that does not begin with 1 e4!

The game features the move 4 g3 against the Nimzo-Indian Defence, a relatively rare line compared to 4 e3 or 4 ♖c2, but all of those variations are discussed in Games 5, 11 and 24 in *H.O.T. Chess*.

Game 10  
**L.van Wely – A.Morozevich**  
*Amsterdam 1996*  
 Nimzo-Indian Defence

1 d4            ♖f6  
 2 c4            e6

3 ♘c3           ♙b4  
 4 g3 (D)



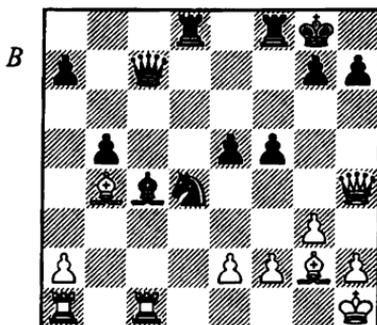
Some players prefer to play 4 ♖f3 followed by 5 g3, but Loek van Wely's move-order may discourage Black from trying 4...b6 in view of 5 ♙g2 d5? 6 ♖a4+.

4 ...            c5  
 5 ♖f3           ♘c6

By not capturing on d4, Morozevich maintains the tension in the centre. However, 5...cxd4 also gives Black a comfortable position. For example, 6 ♖xd4 0-0 7 ♙g2 d5 8 cxd5 ♖xd5 transposes to Lindgren-Motwani, Timrå 1996 (Timrå and Härmösand are small, neighbouring Swedish towns, but their size does not match the huge amount of daily work which Mr Jan Berglund of the Karpov Chess School in Härmösand does so that pupils or students from all over the world can enjoy a balanced and interesting curriculum of studies and recreational activities that includes academic subjects, sports, and ten hours per week of chess

theory and practice, with access to the school's 16,000 chess books – for more details, contact Jan Berglund at Box 3035, S-87103 Härnösand, Sweden or tel./fax. +46-611-13060 or answering machine +46-611-24652). The continuation in Lindgren-Motwani was 9  $\text{♙d2}$  (9  $\text{♜b3}$   $\text{♜a5}$  featured in Game 24 of *H.O.T. Chess*)

9... $\text{♙xc3}$  (9... $\text{♜xc3}$  is more common, but I knew that 10  $\text{bxc3}$   $\text{♙c5}$  11  $\text{♙e3}$   $\text{♜e7}$  12 0-0  $\text{♜d7}$  13  $\text{♜b1}$   $\text{♜b6}$  14  $\text{♜b5!}$   $\text{♙d6}$  15  $\text{♜d3}$   $\text{♙c7}$  16  $\text{c4}$   $\text{e5}$  17  $\text{♜f5}$   $\text{♜f6}$  18  $\text{g4}$   $\text{♙e6}$  19  $\text{c5!!}$   $\text{♙c4}$  20  $\text{♜b1}$   $\text{♙xb5}$  21  $\text{cxb6!}$ , when both of Black's bishops are *en prise*, had led to a quick win for White in Barsov-Tjiam, Dutch Inter-Clubs League 1996) 10  $\text{bxc3}$   $\text{e5}$  11  $\text{♜b3}$   $\text{♜c6}$  12 0-0  $\text{♜b6}$  13  $\text{♜c2}$  (it is true that White could have split Black's queenside pawns by 13  $\text{♙xc6}$   $\text{bxc6}$ , but Black would enjoy a slight initiative in the resulting position, the reason being that the light squares around White's king are left weakened by the advance  $\text{g2-g3}$  in the absence of the fianchettoed bishop, and therefore moves such as ... $\text{♙h3}$  and ... $\text{♜d5}$  are unpleasant to face) 13... $\text{♜c7}$  14  $\text{c4}$   $\text{♙e6}$  15  $\text{♜a5?}$  (White should have preferred 15  $\text{c5}$ ) 15... $\text{♜d4!}$  (15... $\text{♜xa5}$  16  $\text{♙xa5}$   $\text{♜xc4}$  17  $\text{♜b2}$  gives White compensation for his deficit of one pawn) 16  $\text{♜e4}$   $\text{♙xc4}$  17  $\text{♜xc4}$   $\text{♙xc4}$  18  $\text{♜h1}$   $\text{♜ad8}$  19  $\text{♜fc1}$   $\text{b5}$  20  $\text{♙b4}$   $\text{f5}$  (*f for forward!*) 21  $\text{♜h4}$  (*D*)



21... $\text{♜xe2!}$  22  $\text{♜xc4}$   $\text{♜xc4}$  23  $\text{♜xc4+}$   $\text{bxc4}$  24  $\text{♙xf8?}$  (White's relatively best chance was 24  $\text{♙f1!}$ , but 24... $\text{♜d4}$  25  $\text{♙xc4+}$   $\text{♜h8}$  26  $\text{♙xf8}$   $\text{♜xf8}$  27  $\text{♜b1}$   $\text{g5!}$  28  $\text{♜b7}$   $\text{♜c8}$  29  $\text{♙f7}$   $\text{♜c1+}$  30  $\text{♜g2}$   $\text{g4!}$ , threatening ... $\text{♜f3}$  and ... $\text{♜g1#}$ , shows that energetic play by Black does not allow White time to achieve material equality because his king's safety is under too much threat) 24... $\text{♜xf8}$  25  $\text{♙f1}$   $\text{♜d2}$  26  $\text{♜e1}$   $\text{c3!}$  27  $\text{♙xe2}$   $\text{c2}$  28  $\text{♜g2}$  (28  $\text{♙h5}$   $\text{g6}$  is equally hopeless for White) 28... $\text{♜xe2}$  29  $\text{♜c1}$   $\text{e4}$  0-1. Following 30  $\text{♜f1}$   $\text{♜d2}$  31  $\text{♜e1}$ , an even quicker way to win than 31... $\text{♜d1+}$  is 31... $\text{e3}$  32  $\text{fxe3}$   $\text{♜xh2}$ . After a few further moves, White would be forced to sacrifice his rook on c2, or to move the rook or king sideways. The latter case would also cost him the rook due to ... $\text{♜h1+}$ .

6  $\text{d5!?}$

6  $\text{♙g2}$  is normal, but Van Wely's move is much more ambitious. At first sight I thought White did not have enough development to really justify it. Nevertheless, there are

two points in favour of this advance:

a) It gains space.

b) Black's knight on c6 gets driven to the edge of the board where its long-term future is not good (although on the a5-square it causes White's c-pawn some irritation in the short-term).

6 ... ♖a5

7 ♘d2

7 ♖d3 b6 (intending ...♗a6) is awkward for White.

7 ... ♖b6

7...♗xc3 8 bxc3 exd5 9 cxd5 ♘xd5? 10 ♘e4!, threatening ♖xd5 or ♘d6+, is exactly what White wants.

8 ♖c2

8 ♗g2, threatening to open the h1-a8 diagonal by 9 dxe6 while also preparing to castle, looks more natural. However, Van Wely's whole approach in the opening phase is highly original.

8 ... 0-0

9 ♗g2 ♗xc3

10 ♖xc3 exd5

11 cxd5 ♖e8

One point of Black's ninth move is now clear: without the knight on c3, the e-pawn is extremely weak.

12 b3!

12 d6? ♗b7 13 ♗xb7 ♘xb7 14 ♖d3 ♖e6 (or 14...♖b8) lets Black round up White's over-ambitious d-pawn, while 12 ♖d3 c4! 13 ♖d4 (13 ♘xc4 ♗a6 14 b3 ♖c8 is terrible for White) 13...♗a6, threatening 14...c3, highlights the

difficulties associated with lack of development and a king that has not castled.

12 ... ♗a6

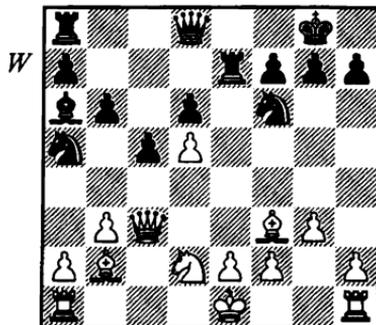
13 ♗f3!

13 e4? loses to 13...♘xd5, whereas 13 e3 leaves White unable to legally castle kingside because of Black's bishop eyeing the f1-square. Furthermore, 13 ♘c4 ♘xc4 14 bxc4 ♘e4 15 ♖c2 loses material to 15...♖f6 or 15...♘d6.

13 ... d6

13...♖e7 14 0-0! ♗xe2?? loses to 15 ♖e1 – an example of 'Pin and win', a motto of IM Douglas Bryson.

14 ♗b2 ♖e7 (D)



15 a4?!

White may have wanted to play 15 ♘c4, but perhaps feared 15...♘xc4 16 bxc4 b5. A logical way to make use of the queen and bishop pointing towards Black's king was 15 ♘e4! ♘e8 16 g4!, gaining space and stopping ...f5 while creating possibilities such as ♘g3-f5 or g5, ♖g1 and ♘f6+.

15 ... ♖f8!

With the g7-square protected, White can no longer play  $\text{♞e4}$ . Also, the a8-rook is ready to slide over to e8, completing Black's development and giving him a very harmonious position.

16  $\text{♞c4}$   $\text{♞e4}$

17  $\text{♚c2}$

17  $\text{♙xe4}$   $\text{♞xe4}$  18  $\text{♞xa5?}$  allows  
18... $\text{♞xe2+}$ .

17 ...  $\text{♞ae8}$

18 e3 f5

Finally the f-pawn leaps forward!

19 0-0  $\text{♚f7!?}$

20  $\text{♞ad1?}$

After this, Black takes complete control of the game. Better was 20  $\text{♙xe4}$   $\text{♙xc4}$  (20... $\text{♞xc4?}$  21  $\text{♙d3!}$   $\text{♞xb2}$  22  $\text{♙xa6}$  leaves Black's knight stranded, whereas 20... $\text{♞xe4}$  or 20... $\text{fxe4}$  run into complications with the fork 21  $\text{♞xd6}$  21  $\text{♙xf5!}$  (not 21  $\text{bxc4?}$   $\text{♞xe4}$ ), which gives White some counterplay due to his bishop pair pointing menacingly at Black's king. For example:

a) After 21... $\text{♙xf1}$  22  $\text{♙xh7+}$  (22  $\text{♙e6?}$   $\text{♞xe6}$  23  $\text{dxe6}$   $\text{♚xe6}$  24  $\text{♞xf1}$   $\text{♚xb3}$  leaves White a pawn down without compensation) 22... $\text{♞h8}$  23  $\text{♙g6}$   $\text{♚xd5}$  24  $\text{♞xf1}$  (24  $\text{♙xe8??}$   $\text{♚g2\#}$ ) 24... $\text{♞f8}$  25  $\text{♞d1}$   $\text{♚xb3?}$  26  $\text{♚e2}$ , with  $\text{♚h5+}$  to follow, Black is suddenly lost.

b) 21... $\text{♙xb3}$  22  $\text{♙xh7+}$   $\text{♞f8}$  23  $\text{♚f5}$   $\text{♙xd5}$  24  $\text{♞fd1}$ .

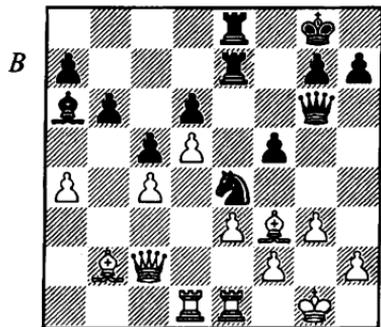
20 ...  $\text{♚g6}$

21  $\text{♞fe1}$

This walks into a powerful sequence in which Black exploits the position of the rook on e1, but White lacked a constructive plan and it was natural for him to want to move the rook off the f1-a6 diagonal.

21 ...  $\text{♞xc4}$

22  $\text{bxc4 (D)}$



22 ... f4!!

This stunning example of 'f forward' virtually clinches victory, especially since White was in severe time-trouble. The key tactical point is 23  $\text{exf4?}$   $\text{♞g5!}$  24  $\text{♚xg6}$   $\text{♞xf3+}$  25  $\text{♚g2}$   $\text{♞xe1+}$  26  $\text{♞xe1}$   $\text{hxg6}$ , and Black is a rook up.

23  $\text{♚g2}$

23  $\text{♚e2}$   $\text{♞g5!}$  24  $\text{♙h5}$  f3 25  $\text{♙xf3}$  (25  $\text{♙xg6?}$   $\text{fxe2}$ ) 25... $\text{♙xc4!}$  26  $\text{♚xc4}$   $\text{♞xf3+}$  also wins for Black.

23 ...  $\text{♙c8!}$

The biggest threat now is 24... $\text{♙h3+!}$  25  $\text{♞xh3}$   $\text{♞g5+}$  then ... $\text{♚xc2}$ .

24  $\text{♚e2}$   $\text{♞g5!}$

25  $\text{♙h5}$  f3+!

26  $\text{♙xf3}$   $\text{♞xf3}$

27 ♖xf3      ♗g4  
 28 ♖f4      ♗e4  
 0-1

**Solution to puzzle** (posed before Game 10)

1 ♗f7 (guarding against ...♗d5+)  
 1...♗f5 2 ♗e6 ♗xf3+ (2...♗f6? 3 ♗e5+)  
 3 ♖e2! ♗c3 (what else? Black's rook looks to have plenty of freedom, but in reality it is dominated by White's bishop pair) 4 ♗e5 ♖b2 5 ♖d2 wins quickly.

Black does well in the next game too, and the 'f for forward' motto goes into action as early as possible – on move one!

Game 11

**S.Germanavichius – P.Motwani**

*Clichy 1991*

Dutch Defence

1 d4      f5

GM Stuart Conquest (who, incidentally, made his final grandmaster norm in this tournament) has inspired me with many beautiful games as Black in the Dutch Defence.

2 g3

2 ♖f3 ♖f6 3 h3! e6 4 g4 fxg4 5 hxg4 ♖xg4 6 ♗d3! is reminiscent of an idea which I included within Game 30 in *H.O.T. Chess*. 6...g6 7 ♗g5 ♗e7 (7...♖f6 8 ♗xh7! ♗xh7 9 ♗xg6+ ♗f7 10 ♖e5 ♗e7 11 ♖xf7 ♗xf7 12 ♗xf6 leaves White a sound pawn up) 8 ♗xg6+! hxg6

9 ♗xh8+ ♖f7 10 ♗xd8 was winning for White in a blitz game Menadue-N.Pert played on 3 August 1995. The following day in the British Championship, Nicholas Pert (the brother of Richard Pert, who featured in the notes to move 3 of Game 4) had to face the same opponent and the same gambit 4 g4. This time Black reacted in a calm, cool manner by declining White's offer with 4...b6!?, a move he had prepared with the expert help (before the game!) of FM Graham Lee and IM Malcolm Pein. St Nicholas brought Nicholas an early Christmas present because he won in 21 moves! Although the game itself was rather unclear, the move 4...b6 is a logical way to try to capitalise on the weakening of the h1-a8 diagonal caused by the advance g2-g4.

2 ...      ♖f6  
 3 ♗g2      d6

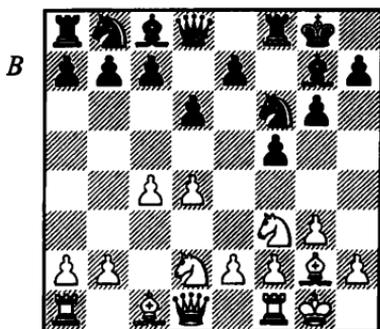
After 3...g6 a very popular line for White is 4 ♖h3, which does not obstruct the g2-bishop and creates the possibility of ♖f4 followed by h4-h5. Of course 3...g6 is playable, but a point of 3...d6 is that 4 ♖h3 can be answered by 4...e5. Indeed, after 5 dxe5 dxe5 6 ♗xd8+ ♖xd8, Black has more space due to the two pawns on his fourth rank, and the fact that his king cannot castle will matter little in the middlegame without queens on the board.

I apologise to Jim Chalmers of Dundee, and to any other 'Stonewall

fans' who were hoping for ...e6, ...d5 and ...c6 to be played, but, since I will be visiting the Great Wall of China in January 1997, I don't think I could face another stone wall right now!

4 ♖f3 g6  
 5 0-0 ♗g7  
 6 c4 0-0  
 7 ♖bd2?! (D)

7 ♖c3 is normal. The move played is rather tame.



7 ... ♗e8  
 8 b3

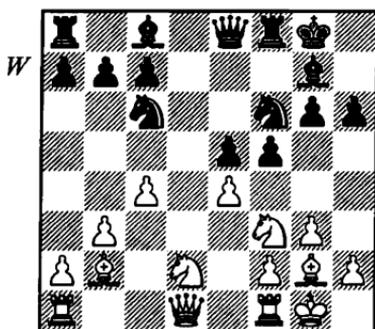
Move-order can be very important. GM Alexei Dreev had a similar position as White against me at the Berlin Summer Open 1991, but a crucial difference was that he had already played ♗b2 instead of ♖bd2. Therefore he was better placed to meet Black's intended ...e5 advance. Of course, even in that case Black still has plenty of dynamic possibilities, and they are described with great detail and clarity by IM Steffen Pedersen in his excellent new Batsford book *The Dutch for the Attacking Player*.

8 ... e5  
 9 dxe5 dxe5  
 10 ♗a3 ♜f7  
 11 e4

11 ♖g5 ♜d7 just helps Black, and a subsequent ...h6 would force the knight on g5 to retreat.

11 ... ♖c6

Consider the following similar situation (D).



If White now plays 12 ♜e1, then we have transposed to the game Langeweg-S.Pedersen, Forli 1991. The continuation was: 12...f4! (my motto is used well in the state of Denmark!) 13 b4 (after 13 gxf4 ♖h5!, Black has excellent piece-play and a dangerous attack in return for a thematic pawn sacrifice) 13...fxg3 14 hxg3 ♖g4! (an aggressive yet economical move that simultaneously protects the e5-pawn and strikes at White's f-pawn, which was left weakened when the rook shifted to e1) 15 b5 ♖d4 16 ♗a3 ♜f7 17 ♖b3 ♗e6 18 ♖bxd4 exd4 19 ♗d3 ♜d8 20 ♜e2? (White has been reduced to making passive, defensive moves,

but this allows a sudden, stunning finish) 20... $\text{xf3}$ ! 21  $\text{xf3}$   $\text{e5}$  22  $\text{f4}$   $\text{d3}$  0-1, in view of 23  $\text{eel}$   $\text{g5}$  24  $\text{d2}$   $\text{xc4}$  25  $\text{b4}$   $\text{d2}$  26  $\text{ed1}$   $\text{xa1}$  27  $\text{xa1}$   $\text{d1}$   $\text{+}$ . That victory using the Dutch Defence against a Dutch IM helped Steffen Pedersen to achieve a GM norm ... at the age of 16!

12  $\text{exf5}$

White might understandably have been afraid of Black launching a kingside pawn storm with ... $\text{f4}$  followed by ... $\text{h6}$  and ... $\text{g5}$ .

12 ...  $\text{xf5}$ !

12... $\text{gxf5}$  would not have left the e-pawn isolated, but the move played gives Black rapid and very harmonious development.

13  $\text{h4}$   $\text{d8}$

Giving up the bishop on  $\text{f5}$  for a knight is not inconsistent, because in return Black increases his lead in development.

14  $\text{xf5}$   $\text{gxf5}$

The threats now include 15... $\text{fd7}$  or 15... $\text{h6}$ .

15  $\text{e1}$   $\text{e4}$

This shuts out White's fianchettoed bishop while increasing the scope of Black's bishop.

16  $\text{c5}$

White tries to find a place (the  $\text{c4}$ -square) for his knight to safely go forward to, now that  $\text{f3}$  has been ruled out.

16 ...  $\text{g4}$

17  $\text{c4}$

17  $\text{c1}$   $\text{e3}$  18  $\text{fxe3}$   $\text{xe3+}$  19  $\text{xe3}$   $\text{xe3}$  20  $\text{f2}$   $\text{g4}$  21  $\text{e2}$

$\text{d4+}$  (or 21... $\text{d4}$  22  $\text{eel}$   $\text{b5}$  23  $\text{b4}$   $\text{d4+}$ ) is no better for White than the actual game continuation.

17 ...  $\text{xa1}$

18  $\text{xa1}$   $\text{fd7}$

Black now threatens 19... $\text{h5}$  20  $\text{h3}$   $\text{xf2}$ !! 21  $\text{xf2}$  (21  $\text{xf2}$   $\text{d1+}$ ) 21... $\text{d2+}$  22  $\text{xd2}$   $\text{xd2+}$  23  $\text{g1}$   $\text{e2}$  winning.

19  $\text{h3}$   $\text{ge5}$

20  $\text{c1}$   $\text{d4}$

21  $\text{h1}$   $\text{xc4}$

22  $\text{xc4+}$   $\text{e6}$

23  $\text{c1}$

23  $\text{c3}$  is met by 23... $\text{b5}$ .

23 ...  $\text{e3}$ !

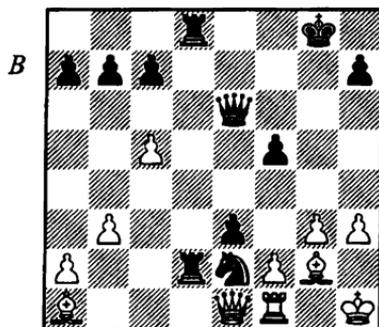
24  $\text{b2}$

24  $\text{fxe3}$   $\text{e2}$  25  $\text{e1}$   $\text{xe3}$  and 24  $\text{xe3}$   $\text{xe3}$  25  $\text{fxe3}$   $\text{c2}$  26  $\text{c1}$   $\text{d1}$  are equally hopeless for White.

24 ...  $\text{e2}$

25  $\text{e1}$   $\text{d2}$

26  $\text{a1}$  (D)

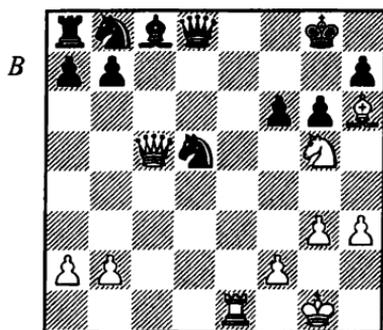


26 ...  $\text{xf3+}$ !

0-1

White resigned in view of 27  $\text{fxg3}$   $\text{e2}$  28  $\text{g1}$   $\text{d1}$ .

## A new 'f for forward'!



White has just played  $\text{♞f3-g5!!}$ .

a) What is he threatening?

b) How does he win if Black captures the knight?

The lovely solutions are given after Game 12.

For the final main encounter of this chapter, I feel there is no better possibility than to choose a game involving the King's Gambit played by Grandmaster David Bronstein, one of the truly great cool stars. The clash took place in a USSR Veterans vs. Youngsters team competition, but I think many of you will recognise the name of Bronstein's youthful opponent.

## Game 12

**D. Bronstein – A. Yusupov**

*Moscow 1981*

King's Gambit

1 e4 e5

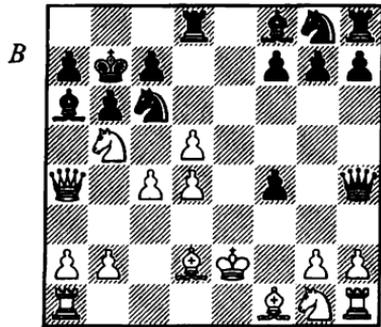
2 f4

The Vienna Game, 2  $\text{♞c3}$ , is a path that I have often taken to get a

change from the 'main' move, 2  $\text{♞f3}$ . For example, I employed it against Peter van der Borgt, a friend in Kruiningen who invited me to give a simultaneous display in the Dutch town on 15 November 1996 to celebrate 40 years of the local chess club. In our chat during dinner before the simul., Peter happened to mention that one of his recent encounters with Black against 2  $\text{♞c3}$  had continued 2... $\text{♞c5}$  3  $\text{♞c4}$   $\text{♞c6}$  4 f4?  $\text{♞xg1}$  5  $\text{♞xg1}$   $\text{♞h4+}$  6 g3  $\text{♞xh2}$ , and White was already virtually lost. That gave me food for thought, but when my game with Peter (who is rated around 1900) began a short while later, there was a surprise in store for Black after 2... $\text{♞c5}$ : 3 f4  $\text{♞xg1}?! (3...exf4?$  makes it easy for White to achieve the advance d2-d4, but 3...d6 is quite playable) 4  $\text{♞xg1}$  exf4 (Peter realised that 4... $\text{♞h4+}$  5 g3  $\text{♞xh2}$  6  $\text{♞g2}$   $\text{♞h1}$  is very good for White because he has a huge lead in development which he can increase with 7 d4, planning 7...d6 8  $\text{♞e3}$   $\text{♞h3?}$  9  $\text{♞g1}$   $\text{♞h2}$  10  $\text{♞h5!}$   $\text{♞xc2}$  11  $\text{♞xh3}$   $\text{♞xb2}$  12  $\text{♞c8+}$   $\text{♞e7}$  13  $\text{♞d5\#}$ ) 5  $\text{♞f3}$  c6 (5...g5 6 g3 and 5... $\text{♞h4+}$  6 g3  $\text{♞xh2}$  7  $\text{♞g2}$   $\text{♞h3}$  8  $\text{♞d5}$   $\text{♞d8}$  9  $\text{♞xf4}$  {or 9  $\text{♞c3}$ } are overwhelming for White) 6 d4  $\text{♞h4+}$  7 g3 fxg3 8  $\text{♞xg3}$   $\text{♞f6}$  9  $\text{♞f4}$  (9  $\text{♞xf6}$  is also strong, but White plans to gain more valuable tempi through attacking Black's nomadic queen, one example being 9... $\text{♞xd4}$  10

**♖d1) 9...d6 10 0-0-0 ♗d7 11 e5 dxc5 12 dxe5 ♜e7 13 ♘e4 ♙e6 14 ♜xg7 ♘d7 15 ♙g5 ♘xe5 16 ♜g3 ♜c7 17 ♘d6+ 1-0, in view of 17...♙f8 18 ♜xe5.**

*H.O.T. Chess* (pages 91-4 and 123-4) featured games involving 2...♘f6 and then 3 g3 or 3 f4 in the Vienna Game. What about 2...♘c6 instead? That was basically (though see note to Black's third move) the choice of the friendly Dutch IM Bert Enklaar against S.Schabanel at Antwerp 1996, Bert's last tournament before he died at the age of 52 on 3 October 1996. The game continuation shows Bert Enklaar's true genius for chess: 3 f4 (I scored some nice wins with this line in the past, but I now consider it to be one of the less sound examples of 'f for forward') 3...exf4 (strictly speaking the move-order was 2 f4 exf4 3 ♘c3 ♘c6, but the resulting position is the same as with the order given) 4 d4 ♜h4+ 5 ♙e2 b6 (5...d6 and 5...d5 are the main alternatives recommended by theory) 6 ♘b5 (6 ♜d2 ♙a6+ 7 ♙d1 ♙xf1 8 ♘f3 ♜h5 9 ♜xf1 g5 is also sharp and lots of fun) 6...♙a6 7 c4 0-0-0 8 ♜a4 ♙b7 9 ♙d2 d5!? 10 exd5 (10 cxd5? ♙xb5+ 11 ♜xb5 ♘xd4+ and 12...♘xb5 is one point behind Black's imaginative ninth move, but in general it is also a logical way to try to expose White's king more) with the following position (D):

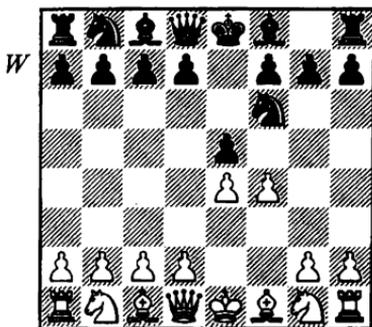


**10...♜xd5 11 ♘f3 ♜h5 12 ♙e1** (the tactical idea 12 cxd5? ♙xb5+ 13 ♜xb5 ♘xd4+ still works for Black because the f3-knight is pinned) **12...♙xb5 13 cxb5 ♘xd4 14 ♘xd4 ♜e5+** (if White's king were on f2 instead, then 14...♜xd4! would win because of 15 ♜xd4 ♙c5) **15 ♘e2 ♜xd2 16 ♙xd2 ♜xb2+ 17 ♜c2** (17 ♙d3 ♙b4 {17...♜xa1? 18 ♜e4+} 18 ♜c2 transposes to the actual game, but perhaps White can try 18 ♜d1 ♘f6 19 ♙c4!, intending ♜b3) **17...♙b4+ 18 ♙d3 ♜e5** (18...♜xa1 19 ♜c6+) **19 ♘d4 ♘e7 20 ♜e2 ♜c5 21 ♜e4+ ♙b8 22 ♜d1** (22 ♜xe7 ♜xe7? 23 ♘c6+ wins for White, but after 22...♜c3+ 23 ♙e2 ♙xe7 it is Black who takes home the full point) **22...♜d8 23 ♜xf4** (23 ♙e2 ♜h5+! also wins for Black: 24 ♜f3 ♜e5+ or 24 ♘f3 ♜xb5+ 25 ♙f2 ♙c5+ 26 ♘d4 ♜a4) **23...♙f5! 24 ♙e4 ♘xd4 25 ♜e5** (25 ♜xf7 ♜c2+ 26 ♜d3 ♘e2 27 ♜b3 ♘c3+ 28 ♙e5 ♜e8+ 29 ♙f4 ♜f2+ 30 ♜f3 ♜h4+ 31 g4 ♜e4+ 32 ♙f5 g6# is a typical 'king-hunt' variation)

**25...f5+** (Bert ends this elegant game with 'f for forward!') **0-1**, in view of **26 ♖f4 g5+ 27 ♜xg5 ♜xe5**. Bert Enklaar played with tremendous courage and creativity, but the fact that White's bishop on f1 and rook on h1 never moved from their starting squares helped Black to have confidence when sacrificing material since, in effect, his opponent was playing two pieces down. Still, it was necessary for Black to conduct the attack with great energy and make every move really count. By any standards he did that, and even more so when one remembers that he was a very ill 52-year-old man. Bert Enklaar lives on in my mind as a brave, brilliant and friendly man.

I will conclude this note by summarising my opinion about the Vienna Game with **3 f4**: I feel that it is perfectly sound after **2...♗c5**; playable after **2...♗f6**; less sound after **2...♗c6**, although this last case leads to really wild positions in which there is scope for creative, attacking play.

**2 ... ♗f6!? (D)**



A rare line, but quite playable. Besides the reply that Bronstein chooses against it, White's other main alternative is **3 fxe5 ♗xe4 4 ♗f3** (threatening **5 d3!** ♗c5 **6 d4**) **4...♗g5** and now:

a) **5 d4 ♗xf3+ 6 ♜xf3 ♜h4+ 7 ♜f2 ♜xf2+ 8 ♜xf2 d6 9 ♗f4** (**9 exd6 ♗xd6 10 ♗d2!**, intending ♗e4 or ♗c4, gives White an edge) **9...♗c6 10 ♗b5** (**10 exd6? ♗xd4!**) **10...♗d7 11 ♗xc6** (after **11 exd6? ♗xd4 12 ♜e1+ ♗e6 13 ♗xd7+ ♜xd7**, White must lose a pawn) **11...♗xc6 12 exd6 0-0-0!** (intending **...♗xd6**, while **13 dxc7?** is met by **13...♗xd4**) gave Black no problems in Moultrie-Motwani, Scottish Ch 1981.

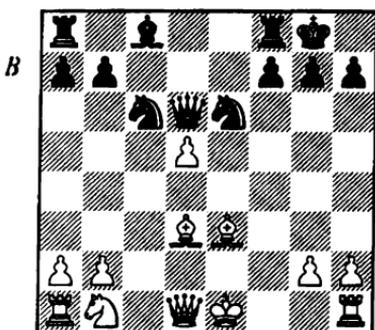
b) **5 c3 d6 6 exd6 ♗xd6 7 d4 ♜e7+! 8 ♜e2** (**8 ♜f2 ♗e4+**) **8...♗xf3+ 9 gxf3 ♗e6**, T.Milligan-Motwani, Scottish Ch 1983, was already better for Black due to his lead in development and superior pawn structure.

**3 ♗f3 ♗xe4?!**

**3...exf4 4 e5 ♗e4** is a more accurate move-order. Let us see some examples from practical play:

a) **5 d3 ♗g5 6 ♗xf4 ♗e6 7 ♗e3 d6!** (challenging White's most advanced pawn) **8 d4 dxe5 9 ♗xe5 ♗d6 10 ♗c4 0-0 11 ♗xd6?!** (this speeds up Black's development; **11 ♜d2** followed by ♗c3 and 0-0-0 was better) **11...♜xd6 12 ♗d3 c5!** (**12...♗xd4?? 13 ♗xd4 ♜xd4** loses to **14 ♗xh7+**, and **12...♜b4+** is unnecessarily risky

and greedy) 13 c3 (13 dxc5 ♖e5!)  
13...cxd4 14 cxd4 ♖c6 15 d5 (D)



15...♖f4! 16 0-0 (16 ♖xf4 ♖xf4  
17 dxc6 ♖g4 18 ♖e2 ♖xe2 19  
♖xe2 ♖fe8+ wins quickly for  
Black) 16...♖xd5, and Black was  
a sound pawn up and won on move  
41 in J.Shaw-Motwani, Scottish  
Ch 1992.

b) 5 d4 d5 6 ♖xf4 c5 7 ♖bd2  
♖c6 8 ♖d3 f5!?! (a discovery of IM  
Stephen Mannion, a very good  
friend with whom I have discussed  
many ideas) 9 exf6 ♖xf6 10 0-0  
♖e7 11 c3 0-0 and now:

b1) 12 ♖e5?! cxd4 13 ♖xc6  
bxc6 14 cxd4 ♖b6! 15 ♖a4 ♖d7  
16 ♖ae1? ♖b4! led to a win for  
Black in Bryson-Motwani,  
Richardson Cup team competition  
1994.

b2) 12 ♖c2! (a later discovery of  
IM Douglas Bryson, which he  
showed to FM John Shaw a few  
minutes before this game!) 12...c4  
13 ♖f5 ♖xf5 14 ♖xf5 ♖d7 15  
♖xd7 ♖xd7 led to a draw after a  
tough fight in Shaw-Motwani, Ste-  
warton Allegro tournament 1994.

4 d3!

4 fxe5 ♖g5! was discussed in the  
notes to Black's second move of  
the game. After 4 d3!, Black does  
not have the option of 4...♖g5,  
which is why Yusupov's third  
move was inaccurate.

4 ... ♖c5

5 fxe5 d5

5...d6 6 d4 ♖e6 7 d5 or 6...♖e4  
7 ♖d3 are clearly better for White.

6 d4 ♖e6

6...♖e4 7 ♖d3 is like a superior  
version for White of the Bryson-  
Motwani game quoted earlier.

7 c4!

White challenges Black's only  
central pawn. Perhaps a new motto  
should be 'c can challenge'!

7 ... ♖b4+

8 ♖d2 ♖xd2+

9 ♖xd2 c6

10 ♖c3 0-0

11 ♖c1!

It is worth comparing this with  
White's seventh move in Game 8.  
There too there was the idea that if  
Black makes the capture ...dxc4,  
then the bishop on f1 can recapture  
♖xc4 and activate itself without  
loss of time.

11 ... ♖c7

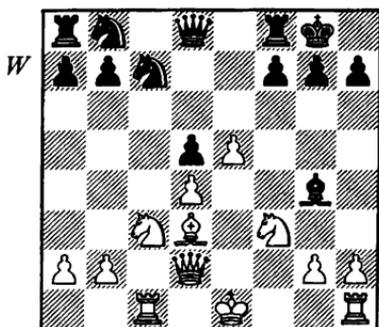
After 11...f6? 12 cxd5 cxd5 13  
exf6, both 13...♖xf6 and 13...♖xf6  
lose a pawn to 14 ♖xd5, in the  
latter case because of 14...♖xd5 15  
♖xc8+.

12 cxd5 cxd5

Clearly 12...♖xd5 was an op-  
tion, but Black decides to accept an

isolated queen's pawn (IQP) in order to free the c6-square for his knight on b8.

13  $\text{♙d3}$   $\text{♜g4 (D)}$



14  $\text{♞g5!}$   $\text{f5}$

After 14...h6 15  $\text{♞h7}$   $\text{♞e8}$  16 0-0 (16  $\text{♞f6+??}$   $\text{♚xf6}$ ), White threatens 17  $\text{♞f6+!}$   $\text{gxf6}$  18  $\text{♚hx6}$  (18  $\text{exf6}$  also wins) with a decisive attack.

15  $\text{h3}$

Bronstein has a fine position, and he wisely avoids complicating matters with 15  $\text{exf6}$ , which exposes White's king on the e-file.

15 ...  $\text{♙h5}$

16 0-0  $\text{♜g6}$

16...h6 17  $\text{♞xd5!!}$  leads to:

a) 17... $\text{♚xd5}$  18  $\text{♙c4}$   $\text{hxg5}$  19  $\text{♚xg5}$   $\text{♙f7}$  20  $\text{♙xd5}$   $\text{♞xd5}$  21  $\text{♚xf5}$   $\text{♞c6}$  22  $\text{e6!}$   $\text{♙xe6}$  23  $\text{♚xd5}$   $\text{♙xd5}$  24  $\text{♚xd5+}$ , with a decisive material advantage for White.

b) 17... $\text{♞xd5}$  18  $\text{♞e6}$   $\text{♚b6}$  19  $\text{♞xf8}$   $\text{♚xd4+}$  20  $\text{♞h1}$   $\text{♞xf8}$  21  $\text{♚xf5+}$ , winning for White.

c) 17... $\text{♞c6}$  18  $\text{♞xc7}$   $\text{♚xc7}$  19  $\text{♞e6}$ , again winning for White.

17  $\text{♞b5}$

17  $\text{♞xd5}$  is no longer as strong as in the variations given in the last note because Black's f-pawn is now well-protected. Therefore 17... $\text{♞xd5}$  18  $\text{♞e6}$   $\text{♚d7!}$  19  $\text{♞xf8}$   $\text{♞xf8}$  is not bad for Black. However, note that 18... $\text{♚b6?}$  19  $\text{♞xf8}$   $\text{♚xd4+}$  20  $\text{♚f2!}$   $\text{♞xf8}$  21  $\text{♚c8+}$   $\text{♞f7}$  (21... $\text{♞e7}$  22  $\text{♚g5+}$ ) 22  $\text{♙c4!}$  would allow White to win due to Black's error at move 18 in this line.

17 ...  $\text{♞ba6}$

17... $\text{♞xb5?}$  18  $\text{♞e6!}$   $\text{♚b6}$  (18... $\text{♚d7}$  19  $\text{♞xf8}$   $\text{♞xf8}$  20  $\text{♚b4+}$  wins Black's knight on b5) 19  $\text{♞xf8}$  and now:

a) 19... $\text{♚xd4+}$  20  $\text{♚f2!}$  threatens 21  $\text{♙xb5}$ .

b) 19... $\text{♞xd4}$  (threatening ... $\text{♞f3+}$ ) 20  $\text{♞h1}$   $\text{♞xf8}$  21  $\text{♚c8+}$   $\text{♞f7}$  (21... $\text{♞e7}$  22  $\text{♚g5+}$ ) 22  $\text{g4}$  gives White a winning attack, especially with Black's pieces on a8 and b8 being unable to help their king. For instance, 22... $\text{♚e6}$  23  $\text{♚c3}$   $\text{♚xe5}$  24  $\text{♙xf5}$   $\text{♙xf5}$  25  $\text{♚xf5+!}$   $\text{♞xf5}$  26  $\text{♚xe5}$ .

18  $\text{♞d6}$   $\text{h6}$

19  $\text{♞f3}$   $\text{♞e6!?$

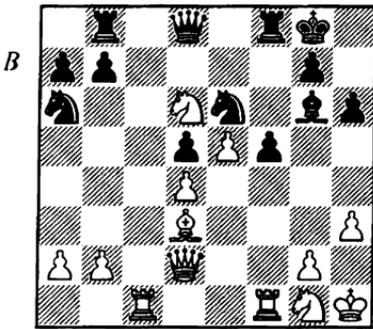
20  $\text{♞h1}$

After 20  $\text{♞xb7}$   $\text{♚b6}$  21  $\text{♙xa6}$   $\text{♚xa6}$ , Black has some activity as compensation for his deficit of one pawn. Bronstein prefers to keep his opponent tied up without any real counterplay.

20 ...  $\text{♚b8}$

20... $\text{♚b6}$  21  $\text{♞h4!}$  is tremendous for White.

21 ♖g1! (D)



A powerful retreat! White threatens 22 ♗xf5 or 22 g4, yet 21...♗xd4? does not help Black because of 22 ♗xa6.

21 ... ♗g5

22 ♗f2

22 ♗xg5 hxg5 23 ♗xf5 ♗xf5 24 ♗xf5 ♗b4 gives Black some play for his lost pawn. So Bronstein once again bypasses the chance to win a small amount of material, preferring instead to keep a firm hold on the position, and stifling any attempts by his opponent to generate counterplay.

22 ... ♗b4

22...f4 23 ♗f3 ♗h5 24 ♗e2 makes life very unpleasant for Black's queen. At first I thought 23 h4 wins outright, but 23...♗g4 24 ♗e2 ♗g3 hangs on.

23 ♗b5! f4

24...♗xa2 25 ♗a1 or 24...a6 25 ♗d7 ♗e7 26 ♗xe6+ ♗xe6 27 ♗d2! ♗c6 28 ♗e2, with ♗f4 to follow, are really good for White.

24 ♗f3 ♗e7

25 ♗d2! ♗a6

26 ♗d3!?

White tries to exchange Black's most actively placed piece.

26 ... ♗h5

After 26...♗xd3 27 ♗xd3, the g6-square in Black's camp is particularly sensitive, but White threatens to attack other weaknesses by 28 ♗b3. Then if 28...♗ac7, he can increase the pressure at his leisure with moves such as ♗c3, ♗fc1, ♗c2. In short, Black would have no counterplay.

27 ♗c2!

Such is the quality of Grandmaster David Bronstein's play in this game that it truly deserves yet another '!'. The move ♗c2 creates possibilities of ♗d3 or ♗b3. Black is under pressure on both wings and in the centre of the board.

27 ... ♗ac7

28 ♗d3 g6

28...g5 29 ♗h2!? threatens 30 ♗g4 ♗xg4 31 hxg4, which in turn threatens 32 ♗f5 ♗h7 33 ♗h3!, after which the h6-pawn will fall.

29 ♗b3 ♗h8

30 ♗a4

This waiting move underlines the fact that Black cannot do anything active. It is also possible that one or both of the players were in time-trouble.

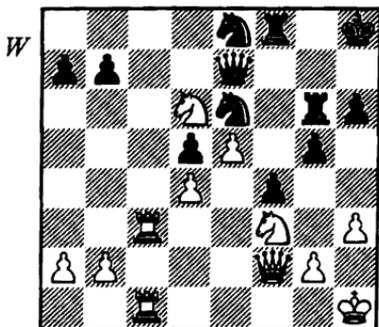
30 ... ♗g8

31 ♗d2 ♗g7

32 ♗f2 ♗f8

Hoping for 33 ♗xb7? ♗b4! 34 ♗c6 ♗b8 or 34...♗xf3 followed by winning the pawn on d4.

33 ♖c3! g5  
 34 ♖fcl ♙g6  
 35 ♙c2 ♘e8  
 36 ♙xg6 ♖xg6 (D)



37 ♖c2!

Already making Black feel the absence of the bishop which was protecting the light squares near his king. The fact that this move completes a treble force on the open c-file is a nice bonus.

37 ... ♖gg8  
 38 ♘c8 ♖f7  
 39 ♖b3

White attacks Black's juicy central pawn rather than just picking off the one on a7.

39 ... ♘g6  
 40 ♘d6!

By exchanging off the knight on e8, White facilitates an invasion with a rook to c7. In what follows, the e5-square also becomes an accessible outpost for his remaining knight.

40 ... ♘xd6  
 41 exd6 ♖e6  
 42 ♖xb7 g4

42... ♖xd6? 43 ♖c6 ♖d8 44 ♖xh6#.  
 43 hxg4 ♖xg4  
 44 ♘e5 ♖g5

In a desperate final attempt to generate some threats against White's king, Black offers an exchange sacrifice (that is, a rook for a minor piece) in order to keep his queen on the g-file pointing towards the weak pawn at g2.

45 ♖e7!

45 ♘f7+? ♖xf7 46 ♖xf7 ♘f5 and now for example:

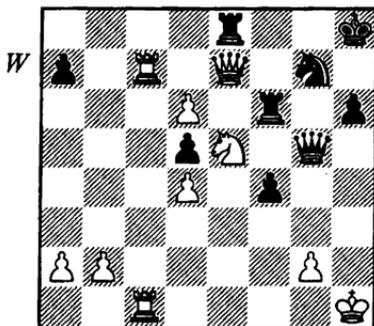
a) 47 ♖g1? ♘g3+ 48 ♖xg3 (48 ♙h2?? ♖h4#) 48...fxg3 threatens 49...♖h4#.

b) 47 ♖xd5?? ♘g3+ costs White his queen to 48...♖xd5.

c) 47 ♖xg8+ ♙xg8 (but not 47...♖xg8?? 48 ♖c8) 48 d7 ♙f7 49 ♖c8 ♘e3! 50 ♖1c2 ♖h4+ 51 ♙g1 ♖e1+ 52 ♙h2 ♘g4+ 53 ♙h3 ♖g3#.

Those variations illustrate very well just how tricky a queen and knight co-ordinating together can be.

45 ... ♖f6  
 46 ♖c7 ♖e8 (D)



47 ♘f7+ ♖xf7

48 ♗xg5 ♜1-0

48...hxg5 49 ♖xf7 is completely hopeless for Black, but note that the careless 48 ♗xf7?? would have ruined hours of effort on White's part because of 48...♗h4+ 49 ♔g1 ♚e1+ 50 ♖xe1 ♗xe1+ 51 ♔h2 ♗h4+ leading to perpetual check.

GM Arthur Yusupov was never allowed to recover fully after his error at move three. An impressive display by the great David Ionovich Bronstein.

### Solution to puzzle (posed before Game 12)

a) The knight jumped forward from f3 and cheekily said 'f for forward!', but when it landed on g5 the threat was ♗xd5+!, intending to answer ...♗xd5 with ♚e8#.

b) In a real game Pogorelov-Janochka, Prague 1989, Black played 1...fxg5, and the pretty finish was 2 ♗d4 ♗d7 3 ♚e8+! ♔f7 (3...♗xe8 4 ♗g7#) 4 ♗g7+! ♔xe8 5 ♗f8#.

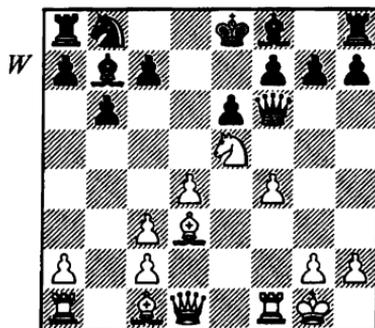
A friend once said to me that in some games he lacked confidence about which opening to play to maximise his own strong-points and also pinpoint the weaknesses of the opponent. He felt choosing an opening is like placing a bet: success is possible, but unfortunately not guaranteed! Well, in chess you can have a *particularly cool betting season* by using *f for*

*forward* more frequently. If the games in this chapter have not convinced you yet, then rearrange the 40 letters in italics to get *accurate f brings in totally foolproof rewards!*

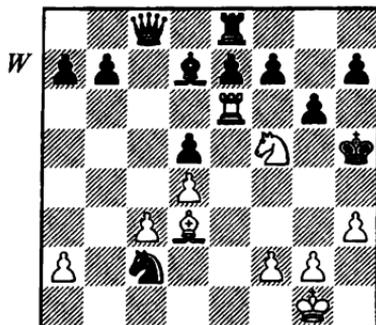
To reinforce the motto, this part of the book gets wrapped up now with a nice selection box of puzzles for you to devour. *Note:* in the first two examples only it is White to move and win, but thereafter Black is the one with the move to clinch victory.

## Test Time!

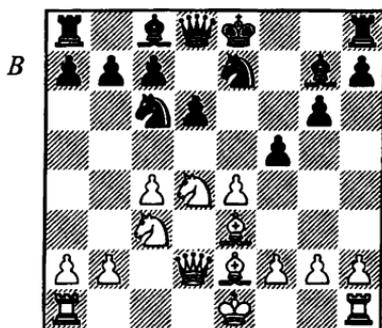
3.1



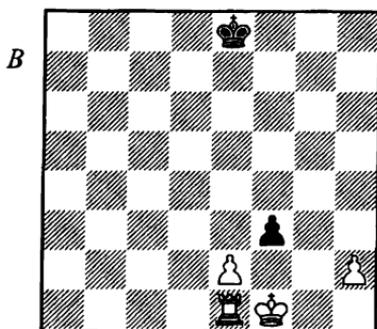
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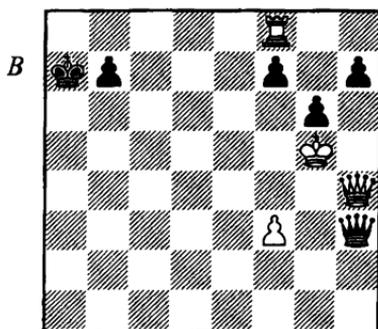
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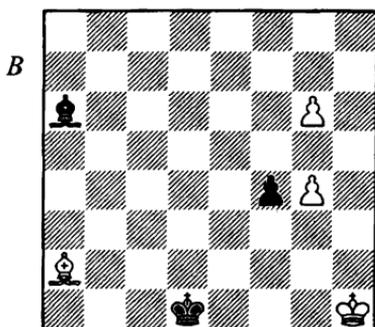
### In search of the missing piece



3.4



3.5



It is Black to move and win!! I know that's asking a lot, even for an f-pawn! However, all will become clear when you locate Black's missing piece (only one, but not a queen). Can you work out which piece is missing, put it on the correct square, and show how Black then wins? By the way, I composed this little puzzle on 6 September 1996 as part of a talk I gave later that day at the Royal Ostend Chess Club. I donated a bottle of wine as a prize for the first person there to find the solution, but for you there is simply the enjoyment in discovering the answer (sorry, no wine this time!).

### Brainteaser no.3

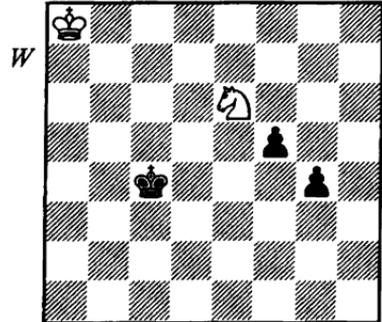
A certain game begins with White playing the King's Gambit at move two. Black replies by defending his attacked pawn with a knight. White's next two moves

are also with a knight, but the second of those is a capture and a blunder too. What about Black's corresponding moves? Well, first he advances a pawn two squares in the spirit of our motto, then he makes a capture which causes White to resign.

Can you find all the moves of the game and explain why White resigned?

**The knight that allowed 'f for forward' and survived!**

Amazingly, in the diagram below, it is White to play and draw. As usual, all the solutions can be seen near the end of the book.



## 4 French Connection

The title for this chapter has nothing to do with a certain film starring Gene Hackman ... except that I promise you lots of action in the games! It was my great faith in the French Defence which made me feel it is worthwhile devoting a chapter to that opening. 1...e6 is one of the few moves that is perfectly playable against any of White's 20 possible initial moves. Therefore it is very useful to include 'the French' in one's opening repertoire.

My aims in this chapter are:

1) To help you to enjoy the French Defence more, especially if you are not yet a member of the 'French fan club'.

2) To show that the French Defence is a logical, reliable, solid opening that can be played with confidence without having to digest reams of theory.

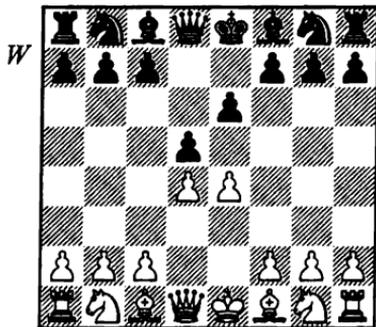
3) To present numerous C.O.O.L. ideas that will add to your enjoyment and confidence.

In my detailed notes to Black's second move in Game 5, I considered White's main options at move three after 1 e4 e6 2 d4 d5 (D)

We have:

a) The Advance Variation, 3 e5.

b) The Exchange Variation, 3 exd5.



c) Defending the pawn on e4 by 3  $\text{N}d2$  or 3  $\text{N}c3$ .

As a brief summary and reminder of what I gave in the notes (in Game 5), the two knight moves in 'c' were considered together because of the possibility 3...dxe4 4  $\text{N}xe4$ . In that line it makes no difference whether the knight capturing on e4 came from d2 or c3. I then gave illustrative games featuring 4... $\text{B}d7$ !?, which is so solid and difficult to break down that it has become known as the 'Fort Knox' variation. However, I recommend another good look at the games, and you will see that Black is not necessarily playing only for a draw. Furthermore, the 4... $\text{B}d7$  system provides opportunities to enjoy being creative without getting bogged down in masses of theory. Those comments also apply to 'b'. In the Exchange Variation,

both sides can concentrate on playing natural chess, developing the pieces as rapidly and harmoniously as possible without having to depend on being right up-to-date with some razor-sharp novelties.

I realise that entire books have been written about the topics which I have condensed into a few games and paragraphs. Nevertheless, when one takes a C.O.O.L. approach and adopts lines (such as 4...♙d7) that are not in the mainstream of theory, it is quite possible to assimilate the key ideas behind them, and the typical tactical tricks which crop up, by studying a few instructive, well-annotated games really thoroughly.

You might be thinking ‘has he forgotten about ‘a’, the Advance Variation?’. Do not worry, it’s my favourite (with Black)! Indeed, on a huge number of occasions as Black, I have reached the position after 1 e4 e6 2 d4 d5 3 e5 c5 4 c3 ♘c6 5 ♗f3 ♚b6 6 ♙e2 ♖h6, planning ...cxd4 then ...♗f5. Those experiences taught me a lot about attacking a pawn chain (such as White’s b2-c3-d4-e5 chain), and I found the basic concept to be logical, easy to understand, and great fun!

The Advance and Exchange variations have not featured in any games so far in the book. Therefore emphasis will be given to them in this chapter. Let’s begin with a fascinating miniature between an Es-

tonian IM and a Russian GM. White employs Nimzowitsch’s line, 4 ♚g4, in the Advance Variation, and immediately gets hit with a powerful novelty!

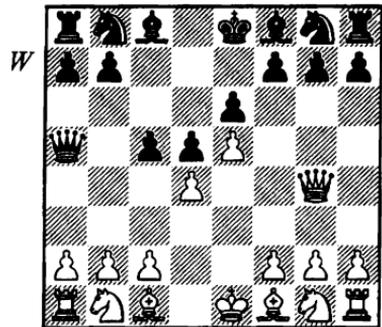
Game 13

I.Nei – E.Gleizerov

Österskär 1995

French Defence

- |   |     |           |
|---|-----|-----------|
| 1 | d4  | e6        |
| 2 | e4  | d5        |
| 3 | e5  | c5        |
| 4 | ♚g4 | ♚a5+! (D) |



Many books wisely advise against bringing out one’s queen too early, but this is an exception. Black’s strong novelty disrupts White’s development by forcing him to react to the queen check in a way he would rather not do.

5 ♘d2

5 c3 cxd4 6 ♚xd4 ♘c6 is great for Black, as is 5 ♙d2 ♚b6 6 ♙c3 ♖h6 7 dxc5 (7 ♚f4 ♘c6) 7...♗xg4 8 cxb6 ♙c5! 9 ♗h3 ♙xb6 10 ♙e2 h5.

5 ... ♘c6

6 ♖f3

After 6 c3 ♘h6 7 ♜f4 cxd4, 8 cxd4 ♘b4 is practically winning for Black already, and 8 ♘b3 ♜c7 9 cxd4 ♘b4 10 ♖b5+ ♙d7 11 ♙xd7+ ♜xd7! leaves White facing the dual threats of forks 12...♘d3+ or 12...♘c2+.

6 ... ♘h6

The move 5 ♘d2 blocked in the c1-bishop, and a big bonus for Black is that ♙xh6 is no longer possible. Therefore he develops now with gain of time by attacking White's queen.

7 ♜f4 ♘b4!

8 ♙d1

A sad necessity for White, since 8 ♙d3? loses instantly to 8...c4. 8 ♘b3? ♜a4! 9 ♜d2 c4 also wins for Black, but note that 8...♘xc2+ 9 ♙d1 and 8...♘d3+ 9 ♙d1 ♘xf2+? 10 ♜e2 are much less convincing than 8...♜a4!.

8 ... c4

This stops 9 ♘b3.

9 c3 ♜a4+

Walking into a pin with 9...♘xa2? is bad, but simply 9...♘c6! maintains Black's excellent position. He can follow up with a queenside pawn storm towards White's king by ...b5-b4, or play on the opposite flank with ...♙e7 and then ...0-0 and ...f6 to annoy White's queen.

10 b3 cxb3

11 ♘xb3

Not 11 cxb4?? b2+ and 12...bxa1♜.

11 ... ♘xa2!?

Black's calculations led him to the conclusion that he could afford to grab the pawn on a2, even though he now has a knight pinned there. That was a brave decision, but helped by the fact that White's knight on b3 is also pinned and needing immediate protection.

12 ♙c2 ♙d7

13 ♘d2

13 ♙b2? loses quickly to 13...♙a3+! 14 ♙xa2 ♙xc1+.

13 ... ♜c8

14 ♙b2 ♙b4!

15 ♙b1 ♙xc3

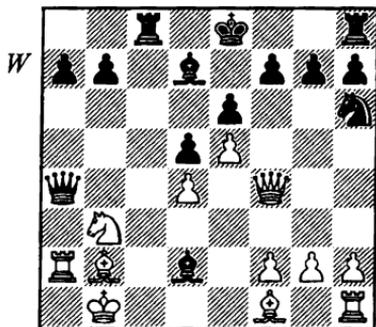
16 ♜xa2

Two alternatives are:

a) 16 ♙d3? ♙xb2 17 ♙xb2 ♘b4!, intending 18 ♜xa4? ♘xd3+ and 19...♘xf4.

b) 16 ♙e2! ♙xd2 17 ♘xd2 ♜c2+ 18 ♙xa2, and Black has a draw by 18...♜a4+ but not more. For instance, 18...♜c3 threatening 19...♜a3+ 20 ♙xa3 ♜a4# is tempting, but refuted by 19 ♙d1!.

16 ... ♙xd2 (D)



White threw in the towel rather than go down either of the following lines:

a) 17 ♖xd2 ♜d1+ 18 ♙c1 ♜xc1#.

b) 17 ♜xd2 ♜xb3, and White has no compensation for his material deficit.

Perhaps he was also demoralised by the way in which his opening system was refuted so effortlessly by his GM opponent. That certainly was the case until Black's over-ambitious ninth move.

Nevertheless, apart from 17 ♜xa4 ♙xf4 18 ♜xa7, the tricky move 17 ♜g3! was well-worth fighting on for – nobody ever gained points by resigning. In fact, the following lines show that things are no longer easy for Black:

1) 17...♜b4? 18 ♙a3! ♜c3 19 ♜xd2.

2) 17...♜c6? 18 ♙d3!: 18...♙b4 19 ♜xg7 or 18...♖f5 19 ♙xf5 exf5 20 ♖xd2 ♜c2+ 21 ♙a1 ♜xd2 22 ♜xg7 ♜f8 23 ♜xf8+! ♙xf8 24 ♙a3+ ♙e8 25 ♜xd2.

3) 17...♖f5? 18 ♜d3!.

4) 17...♙f4! branches into:

a) 18 ♜xa4 ♙xg3 19 ♜xa7 ♙xf2, and Black stands better.

b) 18 ♜xg7 ♜g8 19 ♜xa4 ♜xg7 20 ♜xa7 ♖g4 21 g3! ♖xf2 22 ♜g1. White will almost certainly win the b-pawn, and Black must even tread carefully in lines such as 22...♙c6 23 ♖a5.

Still, full credit to GM Evgeny Gleizerov for his superb novelty at

move four, and for keeping his opponent under constant pressure thereafter, even if objectively Black's choice at move nine was not the most accurate one.

From my point of view, the only slightly negative side of the next game is that the loser is a good friend of mine. However, Israeli IM Arthur Kogan put this loss behind himself and went on in convincing style to win tournaments in the Dutch towns of Vlissingen and Sas van Gent. The grandmaster who champions the 'French cause' as Black this time needs no introduction – we have already witnessed his powerful play in Game 3.

Game 14

**A.Kogan – I.Glek**  
*Copenhagen 1996*  
French Defence

1	e4	e6
2	d4	d5
3	e5	c5
4	♖f3	♖c6
5	♙d3	

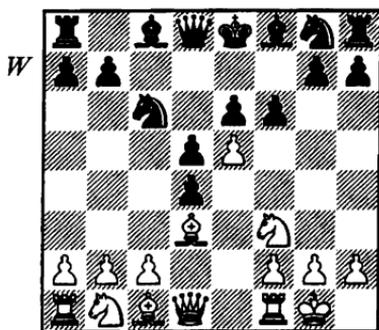
Instead of choosing this ambitious but speculative gambit, White could transpose to the 'main' line by playing 5 c3.

5 ... cxd4

5...c4?! goes against the spirit of the French Defence: Black normally attacks White's central pawns rather than releasing the tension (unless there is a very good

reason for doing so). White could respond with 6  $\text{\textcircled{e}}2$ , planning to challenge the pawn at c4 by playing b3 soon.

6 0-0 f6 (D)

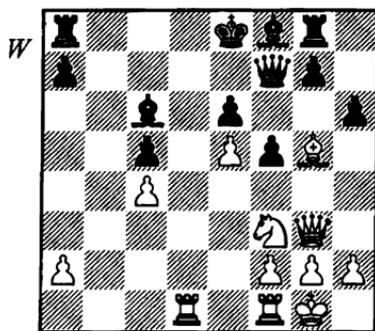


7  $\text{\textcircled{e}}2??!$

7  $\text{\textcircled{e}}1$  fxe5 8  $\text{\textcircled{d}}e5$   $\text{\textcircled{d}}xe5$  9  $\text{\textcircled{e}}xe5$   $\text{\textcircled{e}}f6$  10  $\text{\textcircled{b}}b5+$   $\text{\textcircled{c}}f7!$  11  $\text{\textcircled{w}}xd4$   $\text{\textcircled{d}}d6$  is very nice for Black: White's central pawns have disappeared, leaving the black counterparts free to advance when desired. Meanwhile, the king on f7 is not under serious attack, but it is well-sheltered all the same. Note that 7  $\text{\textcircled{e}}f4?$  g5! 8  $\text{\textcircled{e}}g3$  (8  $\text{\textcircled{d}}xg5?$  fxg5 9  $\text{\textcircled{w}}h5+$   $\text{\textcircled{c}}d7$  is also insufficient to cause Black's king any real headaches) 8...g4 9  $\text{\textcircled{d}}h4$  fxe5 (9...f5 is good too) 10  $\text{\textcircled{w}}xg4$   $\text{\textcircled{d}}f6$  is also excellent for Black. The strong ...g5-g4 idea, gaining tempi by first attacking White's bishop on f4 and then his knight on f3, crops up again in the main game.

7  $\text{\textcircled{e}}b5!?$  is, however, a logical option worth looking at, because White fights for control of the e5-square and he also aims to win the

d4-pawn quickly by  $\text{\textcircled{w}}xd4$ , which will enhance his grip on e5. The sharp clash Dishman-Botterill, Barnsdale Young Masters 1988, continued 7... $\text{\textcircled{d}}d7$  8  $\text{\textcircled{e}}xc6$  bxc6 9  $\text{\textcircled{w}}xd4$  c5 10  $\text{\textcircled{w}}f4$  f5 11 c4  $\text{\textcircled{d}}e7$  (11...d4! {keeping the position relatively closed because Black's king is not castled} 12  $\text{\textcircled{d}}bd2$  a5 13 b3  $\text{\textcircled{e}}e7$  14  $\text{\textcircled{d}}e1$  occurred in Arnason-J.Watson, Gausdal 1978, but 14... $\text{\textcircled{d}}h6$  followed by ... $\text{\textcircled{d}}f7$  is very comfortable for Black) 12 cxd5  $\text{\textcircled{d}}xd5$  13  $\text{\textcircled{w}}g3$   $\text{\textcircled{w}}c7$  14  $\text{\textcircled{d}}c3$   $\text{\textcircled{d}}xc3?!$  (I prefer 14... $\text{\textcircled{e}}c6$  15  $\text{\textcircled{d}}g5$   $\text{\textcircled{w}}d7$  intending ...h6) 15 bxc3  $\text{\textcircled{e}}g8$  16  $\text{\textcircled{e}}g5$   $\text{\textcircled{e}}c6$  17 c4  $\text{\textcircled{w}}f7$  18  $\text{\textcircled{e}}ad1$  h6 (D)



19  $\text{\textcircled{d}}d6!?$  (a brave move which gets well rewarded) 19... $\text{\textcircled{e}}d6$  20 exd6 hxg5 (20... $\text{\textcircled{e}}xf3$  21  $\text{\textcircled{w}}xf3$   $\text{\textcircled{e}}c8$  22  $\text{\textcircled{e}}e7$  leaves Black really tied up and facing threats such as  $\text{\textcircled{w}}b7$  or  $\text{\textcircled{e}}d1$ , whereas 20... $\text{\textcircled{w}}g6$  21 d7+!  $\text{\textcircled{e}}xd7$  22  $\text{\textcircled{w}}d6$  hxg5 23  $\text{\textcircled{d}}e5$   $\text{\textcircled{w}}f6$  24  $\text{\textcircled{w}}xd7+$   $\text{\textcircled{c}}f8$  25  $\text{\textcircled{w}}d6+$   $\text{\textcircled{c}}e8$  26  $\text{\textcircled{w}}c6+$   $\text{\textcircled{c}}e7$  27  $\text{\textcircled{w}}b7+$   $\text{\textcircled{c}}d6$  28  $\text{\textcircled{w}}d7+$   $\text{\textcircled{c}}xe5$  29  $\text{\textcircled{e}}e1+$   $\text{\textcircled{c}}f4$  30 g3+

♖g4 31 ♜d1+ ♔h3 32 ♜h5# is a longer but very forcing variation) 21 ♘e5 f4 (21...♜b7 22 ♜xg5 g6 23 ♘xc6 is hopeless for Black: his extra rook on a8 is too far away from the king to be able to help to protect him, and a plausible finish is 23...♔d7 24 ♘a5! or 24 ♘e5+ ♔xd6 25 ♜d1+ ♔xe5 26 f4+ ♔e4 27 ♜g3 followed by ♜f3# in at most two more moves) 22 ♜d3 ♜b7?! (22...♜f5 was Black's best try, but 23 d7+ ♔d8 24 ♜d6! ♔b7 25 ♜xc5 ♜e4 26 ♘f7+! ♔xd7 27 ♜d1+ ♔d5 28 cxd5 or 25...f3 26 g4 ♜f8 27 ♜a5+ ♔e7 28 ♘g6+ still wins for White) 23 ♜g6+ ♔d8 24 ♜xe6 ♜f8 25 ♘xc6+ ♜xc6 26 ♜e7+ ♔c8 27 ♜xf8+ ♔b7 28 ♜xg7+ ♔a6 29 ♜b1 1-0. The following characteristics of that game remind me of the Kasparov-Seirawan encounter which featured on pages 71-2 in *H.O.T. Chess*:

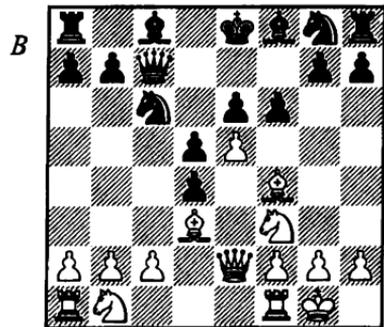
- 1) White's control of key dark squares, enhanced by an exchange sacrifice to eliminate Black's dark-squared bishop.
- 2) Preventing Black from castling.
- 3) The final attack against Black's exposed king.

Clearly the 7 ♔b5 system can be dangerous if it catches Black unprepared, so I recommend another look at the improvement 11...d4! in particular, but for now we rejoin the Kogan-Glek game at move seven.

7 ... ♜c7!

This move has been played less often than 7...fxe5 in international tournaments. However, in my opinion Glek's choice is the more logical one, because by increasing the pressure against the e5-pawn, Black poses White the dilemma of whether to capture on f6 (after which ...♘xf6 speeds up Black's development) or to attempt to maintain the wedge at e5. Kogan tries the latter, but it fails because of the neat ...g5-g4 tactical idea which was also mentioned in the note to 7 ♜e2.

8 ♔f4 (D)



Some sources suggest 8 ♔b5, but it seems very tame in comparison to the 7 ♔b5 possibility that we looked at on the previous move, since White can no longer follow up with ♜xd4.

8 ... g5!

9 ♔g3 g4

10 ♘h4

It is frustrating for White that he cannot afford the time to make the capture 10 exf6 because after

10...gxf3 his own queen would be *en prise*.

10 ... f5

10...fxe5 11 ♖xg4 ♕f6 or 11 ♙b5 ♙d6 is also nice for Black.

11 ♕d2

11 f3 ♕h6 12 ♕d2 ♙g7 also favoured Black in Bryson-Züger, Manila OL 1992.

11 ... ♙h6

12 ♕xf5?

White makes a desperate sacrifice to open lines in order to obtain some freedom and activity for his army. However, 12 f4 was objectively stronger and more tenacious. White could then have followed up with ♕b3 and ♖f2, perhaps preceded by a3 and b4.

12 ... exf5

13 e6 ♖g7

14 ♙xf5 ♖g5!

This is more clear-cut than 14...♕ge7 15 ♙xg4 ♙xd2 16 ♙h5+, a line in which Black could experience some harassment on the dark-squares in the absence of his own dark-squared bishop (which is about to be captured by ♖xd2).

15 ♙e5 ♕xe5

16 ♖xe5 ♖f6

17 ♖xf6

A sad necessity for White, because he had three pieces under attack.

17 ... ♕xf6

18 ♕b3 0-0

19 ♕xd4 ♙g7

20 ♕b5

20 ♙ad1 ♕e8! 21 ♙xg4 ♖f4 is completely hopeless for White.

20 ... ♕e8!

Black temporarily gives up a pawn in order to prevent ♕c7 and to keep a safe position from which he can soon force exchanges. When one is ahead on material, such simplification is generally a good idea and tends to gradually extinguish all of the opponent's resistance, since he is left without enough pieces to create any threats.

21 ♙xg4 a6

22 ♕c3 ♙xc3

In spite of the previous note, which advocated exchanges (in general) when one is ahead on material, I feel that 22...♕c7 is stronger and more flexible. After 23 ♙ad1 for example, Black's powerful fianchettoed bishop makes the advance 23...d4! possible.

23 bxc3 ♕c7

24 ♙ad1 ♖e8

25 c4!

White makes an imaginative attempt to confuse his opponent.

25 ... dxc4

26 ♙h5 ♖xe6

27 ♙d8+ ♕g7

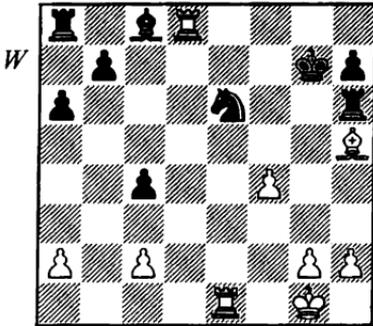
28 f4 ♙h6

29 ♖e1?

29 g4!? ♙xg4 30 ♙xa8 ♕xa8 31 ♙xg4 ♖g6 32 h3 h5 33 f5 ♖g5 34 f6+ ♕f7 35 ♖f5! ♖xf5 36 ♙xf5 ♕xf6? 37 ♙e4 is a trap which might have been worth playing for, since even after the superior

36...♘c7 (intending 37...♙xf6)  
White will have reduced his material deficit to just one pawn.

29 ... ♘e6! (D)



30 ♖d5

30 ♖e8 ♗xh5 31 ♖1xe6 ♙xe6 32 ♗xa8 ♗a5 33 ♗a7 ♙d5 is equally hopeless for White.

30 ... ♘xf4

31 ♖e7+ ♙f6

32 ♖f7+ ♙e6

33 ♖d8

Or 33 ♗xf4 ♙xd5.

33 ... ♘xh5

34 ♗ff8 ♘f6

35 ♗xc8 ♗xc8

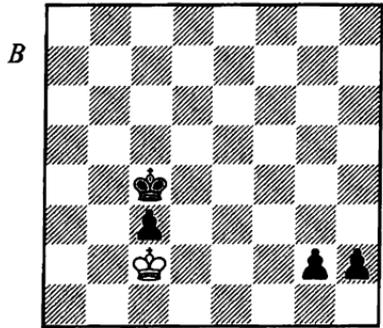
36 ♗xc8 ♙d5

White is now a full piece down without any extra pawns to compensate. So ... 0-1.

There are certain circumstances in which a player might not resign in a hopeless position. For example, if the entire game is a quick-play game or if the game has reached a late stage of a quickplay finish phase in which the opponent has only a matter of seconds left in

which to convert his winning position into an actual win. Let us imagine that Black is to move in the following position, but he is desperately short of time. So, to keep sharp...

### Find the quickest mate!



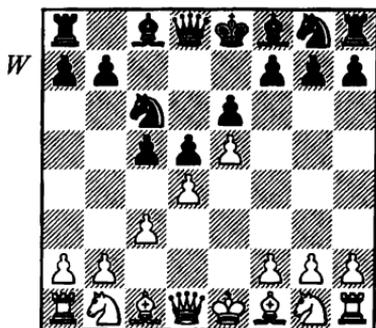
The solution appears after the next game.

Just like a line from a 007 movie, 'the name is Cools, Gorik Cools' ... an ideal player to feature in *C.O.O.L. Chess!* I met Gorik at the 1981 World Junior Championships, in which we represented Scotland and Belgium respectively, but 15 years elapsed before our next encounter. It turns out that we are now living just a few kilometres from each other! Later in this book (within the notes to Black's fifth move in Game 19) you will see some of Gorik's superb ideas in the Sicilian Defence, but for the moment we have another tussle that will increase our experience of the French Defence.

Look out for Black's interesting 12th move in particular, since it is not mentioned in *Play the French* (1996 edition) or *The Complete French* by authors John Watson and Lev Psakhis respectively.

Game 15  
G.Cools – P.Motwani  
Vlissingen 1996  
French Defence

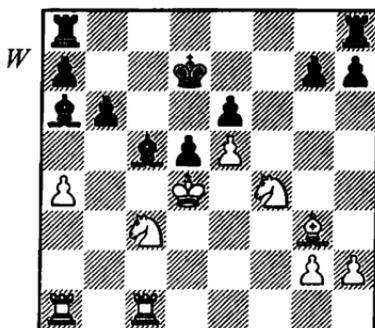
- |   |    |         |
|---|----|---------|
| 1 | e4 | e6      |
| 2 | d4 | d5      |
| 3 | e5 | c5      |
| 4 | c3 | ♟c6 (D) |



5 ♘f3

5 ♘e3!? is a speciality of GM Viktor Kupreichik (see Black's seventh move in Game 6 for another of his C.O.O.L. inventions). Black can prevent it by playing ...♞b6 at move four, but a friendly game A.Fontaine-Motwani, Brussels 1996, demonstrates a good direct way to tackle White's early bishop move. That game continued 5...cxd4 6 cxd4 f6 (having already attacked the base at d4 of White's

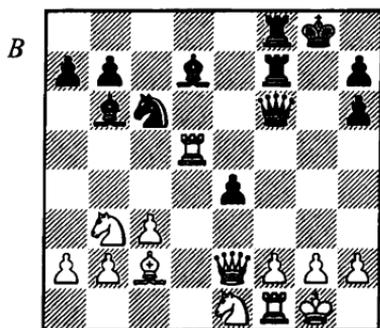
central pawn chain, Black switches to an assault on the head at e5) 7 f4 (in view of a tactical point which Black now reveals, White should consider 7 ♘f3) 7...fxe5 8 fxe5 (8 dxe5 ♘h6 intending ...♘f5 is pleasant for Black) 8...♞h4+! 9 ♙f2 (9 g3 ♞e4 10 ♞f3 ♙b4+ 11 ♘c3? ♞c2 virtually wins for Black, and 10 ♙f2 ♞xh1 11 ♘f3 ♘h6 12 ♙xh6 gxh6 13 ♞d2 ♙b4 followed by ...0-0 or ...♞f8 should easily refute White's rook sacrifice) 9...♞e4+ 10 ♘e2? (10 ♙e2 ♞xg2 11 ♙f3 ♞g5, avoiding 11...♞g6?? 12 ♙h5, left Black a sound pawn up in J.Shaw-E.Davis, Scottish Ch 1994, therefore 10 ♞e2 is necessary) 10...♘b4! (White has no satisfactory way to meet the dual threats of 11...♘c2+ and 11...♘d3+) 11 ♙d2 (11 ♘c3 ♘d3+ 12 ♙d2 ♘xf2 13 ♘xe4 ♘xd1 or 13 ♞a4+ ♙d7 14 ♘xe4? ♘xe4+ gives Black a decisive material advantage) 11...♞d3+ 12 ♙c1 ♞xd1+ (12...♞f5, vacating the d3-square in order to land a subsequent knight check, also wins) 13 ♙xd1 ♘d3 14 ♙g3 ♘xb2+ 15 ♙c2 ♘c4 16 ♘f4 ♘e3+ 17 ♙d3 ♘xf1 18 ♞xf1 b6 19 ♞c1 ♘e7 20 ♘c3 (20 ♞c7 ♙d8 does not trouble Black either) 20...♙a6+ 21 ♙d2 ♙d7 22 a4 ♘c6 23 ♙e3?! (accelerating White's almost inevitable defeat, given that he is a pawn down in much the worse position) 23...♘xd4! 24 ♙xd4 ♙c5# (D)



5 ... ♖b6

GM Igor Glek, in particular, seems to like the line 5...♟h6 and then:

a) 6 dxc5?! ♟xc5 7 ♟xh6 (7 ♟d3? ♟g4) 7...gxh6 8 ♟d3 f6! 9 exf6 ♖xf6 10 0-0-0 11 ♟c2 (now White's queen attacks the d-pawn in an attempt to slow down the central march ...e6-e5-e4) 11...♟f7 12 ♟bd2 ♟d7 13 ♟b3 ♟b6 14 ♖e2 (this allows the advance ...e6-e5, but even if that option were not available to Black, White could not have prevented ...♟af8 with unbearable pressure on his position) 14...e5 15 ♟ad1 e4 16 ♟e1 ♟af8! 17 ♟xd5 (D)



17...♖xf2+! (the culmination of the plan that began at move eight to generate pressure along the f-file) 18 ♟xf2 ♟xf2 19 ♖xf2 (19 ♖xe4 ♟f1#) 19...♟xf2+ 20 ♟f1 ♟b6+ 21 ♟e2 ♟g4+ 22 ♟d2 ♟f2+ 23 ♟c1 ♟e3+ 24 ♟d2 ♟e2 25 ♟b3 ♟xe1+ 26 ♟c2 ♟d1+ 27 ♟b1 ♟xb3# was Short-Glek, Cap d'Agde 1996.

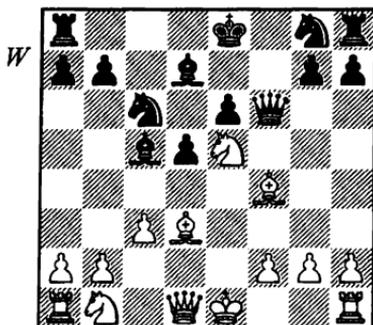
b) 6 ♟d3 cxd4 7 cxd4 ♟f5 8 ♟xf5 exf5 is also fine for Black, who can normally follow up with ...♟e6, ...♟e7, ...h6 (to rule out ♟g5 or ♟g5) and ...♖b6. Regarding castling, I would tend to favour the queenside option, since Black obtains possibilities on both wings: on the queenside he may try ...♟b8 then ...♟c8 and perhaps ...♟c7 and ...♟hc8, but alternatively, kingside expansion starting with ...g5 is frequently possible.

You may ask 'Doesn't White get to move too?!' Of course, but I feel it is useful to outline some typical plans for Black. To be fair though, I should mention a very significant novelty which Joost Hoogendoorn, a talented young Dutch player, found over-the-board for White against me. Instead of 7 cxd4, Joost played the dangerous gambit 7 0-0!?. The point is that if 7...♟f5 8 ♟xf5 exf5, then 9 ♟xd4! is (in my opinion) much more unpleasant for Black to face than 9 cxd4. Indeed, via a different move-order, I once reached the position after 9 ♟xd4 with *White* against GM Jim

Plaskett. Jim eventually managed to salvage a draw, but afterwards he commented that it had been a nightmare trying to generate any counterplay for Black against White's simple, strong sequence (after 9 ♖xd4) of f4, ♔e3, ♕d2 and ♗2f3, with an iron clamp on the d4-square blockading the isolated queen's pawn.

Okay, I hear someone asking 'Why not just accept Hoogendoorn's gambit and grab a pawn by 7...dxc3?' I tried that! However, after 8 ♗xc3, White had a nice lead in development and my knight on h6 suddenly looked 'dim on the rim'. Therefore, I now prefer 5...♗ge7 to 5...♗h6. The logic behind that is that Black can still aim for ...cxd4 and ...♗f5, but from e7 the knight has the extra option to go to g6 if necessary. For instance, after 5...♗ge7 6 dxc5, Black has 6...♗g6 and he will win one of the pawns on e5 or c5.

I have also tried 5...♔d7, and I happen to know that GM Julian Hodgson favours that option too. However, so as not to stay on this note until the next millennium, I will just mention one really neat trap which could easily catch out some opponents. After 6 dxc5 (played quite often) 6...♔xc5, the natural-looking 7 ♔d3? is a serious mistake because of 7...f6! 8 ♔f4 fxg5 9 ♗xe5 ♖f6! (D) 10 ♗xd7 ♔xf2+ 11 ♕xf2 ♖xf4+ 12 ♖f3 ♖xf3+ 13 gxf3 ♕xd7.



The rest of the game Marchyllie-Motwani, Cappelle la Grande 1992, can be found annotated on page 148 of *H.O.T. Chess*, but now it's time to get back on the main track.

### 6 a3

The principal alternatives are:

a) 6 ♔d3 cxd4 7 cxd4 ♔d7, intending ...♗xd4, and then 8 0-0 is the risky Milner-Barry gambit. It is a favourite of Andy Maréchal, one player in a group of talented young Belgians whom I often coach together in the Strombeek-Bever Cultural Centre. The line 8...♗xd4 9 ♗g5 (rather than the well-trodden paths of 9 ♗xd4) cropped up in our discussions on 18.1.97. However, it was felt that 9...♔b5!? 10 ♔e3 ♖a6! is one of several good and logical antidotes, since White can scarcely avoid the exchange of his light-squared bishops. That fact seriously reduces his prospects of attacking with success.

b) 6 ♔e2 ♗h6, planning ...cxd4 and ...♗f5 as in the main game.

6 ... ♖h6!?

A refreshing change from the heavily-analysed main line 6...c4.

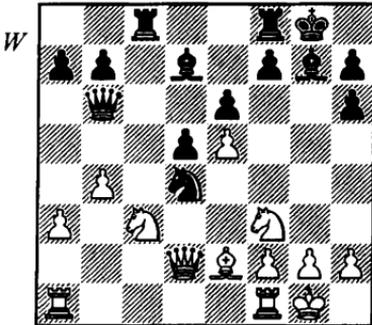
7 b4 cxd4

8 cxd4

8 ♖xh6 gxh6 9 cxd4 ♖d7 is an important deviation, and then:

a) 10 ♖c3? ♖xb4! 11 axb4 ♖xb4 12 ♖b3 ♖c8 13 ♖c1 0-0 (threatening 14...♖xc3 15 ♖xc3 ♖c8) 14 ♖d1 ♖a5 15 ♖a2 ♖a4 wins for Black.

b) 10 ♖e2 ♖c8 11 0-0 ♖g7 12 ♖d2 0-0 13 ♖c3? (13 ♖d1 is necessary first, but 13...f6 14 exf6 ♖xf6 is still nice for Black) 13...♖xd4!! (D)



14 ♖xd4 ♖xe5 15 ♖ad1 ♖xd4 16 ♖xd5 (16 ♖xd4 ♖xd4 17 ♖xd4 ♖xc3 leaves White two pawns down with a completely hopeless position) 16...♖xf2+ 17 ♖xf2 exd5 18 ♖xd5 ♖a4 19 ♖f1 ♖c2 20 ♖h1 ♖g6 21 h4 ♖c1! 22 ♖f3 (22 h5 loses to 22...♖xf2) 22...♖xf1+ 23 ♖xf1 ♖e8!! 24 h5 ♖e4 25 g3 (25 hxg6? ♖h4+) 25...♖e3 26 ♖g4 ♖c6+ 27 ♖f3? (27 ♖h2 or 27 ♖g1

would be more tenacious, but after 27...f5 White's prospects are still grim whether he goes for 28 ♖xf5? ♖xe2 or 28 ♖c4+ ♖f7 29 ♖xc6 bxc6) 27...♖xf3! 28 ♖xf3 f5 29 ♖f4 ♖xh5 0-1 was Fressinet-Korchnoi, Cannes 1996.

8 ... ♖f5

9 ♖b2

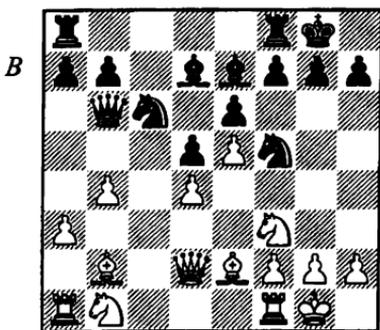
L.Langner-Neverov, Odessa 1990, varied with 9 ♖e3 ♖d7 (White would welcome the capture ...♖xe3, because the scope of his dark-squared bishop is restricted by the fact that most of his pawns are also placed on dark squares) 10 ♖d3 ♖c8 11 0-0 ♖e7 12 ♖bd2 ♖d8!? 13 ♖b3 (13 ♖e2 a5!) 13...♖b5 (to swap off the better of White's two bishops) 14 ♖c5 ♖xd3 15 ♖xd3 ♖xc5 16 bxc5 ♖c7 17 g4?! (this is dubious when Black has not castled and can still play ...h5 supported by the rook on h8, so 17 ♖ab1 is preferable) 17...♖e7 18 ♖d2 h5! 19 h3 hxg4 20 hxg4 f5! 21 f3 (21 gxg6?? ♖h2#) 21...♖dc6 22 ♖g2 ♖d7!. Black's rooks were then connected and his king was very secure, surrounded by lots of his other pieces. He later won the game with some help from his opponent, but we have tasted the juiciest part.

9 ... ♖d7!

This is the most accurate move. 9...♖e7 is playable of course, but it gives White the extra option of 10 ♖d3 (in view of the common tactical trick 10...♖fxd4?? 11 ♖xd4

♖xd4 12 ♙xd4 ♜xd4 13 ♙b5+ followed by ♜xd4).

- 10 ♙e2 ♙e7  
 11 0-0 0-0  
 12 ♜d2 (D)



12 ... ♙f6!?

This move is, at the very least, rare, if not actually a novelty. Neither my opponent nor I could find any mention of it in some recent specialised books on the French Defence.

- 13 ♙g4 ♙h6  
 14 ♙xf6 ♜xf6  
 15 ♙g5?!

White follows up his 13th move consistently, but Black obtains overwhelming activity for his pieces as a result of the forthcoming exchange sacrifice. 15 ♙e5 should be considered.

- 15 ... ♜xf3  
 16 ♙xf3 ♙f5  
 17 ♜d1 ♜f8

I preferred to complete the mobilisation of my army of pieces instead of making the retreat 17...♜d8 to win White's g-pawn.

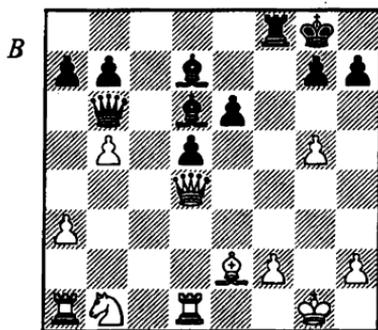
18 ♙e2

18 ♙g4 could be answered by 18...♙d6!?, intending ...♙c4 or ...♙e4. For instance, 19 ♜e2 ♙e4 20 ♙f3 ♙xg5 threatens 21...h5! 22 ♙xh5 ♙h3+ 23 ♙h1 ♙f4.

- 18 ... ♙d6  
 19 ♙b5

This loses virtually by force, but there are so many weak points in White's position that it is difficult to suggest any real improvement at this stage, or indeed from move 16 onwards.

- 19 ... ♙cxd4!  
 20 ♙xd4 ♙xd4  
 21 ♜xd4 (D)



21 ... ♙c5!!

This is even stronger than 21...♜xd4 22 ♜xd4 ♙e5.

- 22 ♜g4 ♜xf2  
 23 ♙h1 ♙d6

0-1

White resigned rather than go down either of these lines:

a) 24 ♜d4 ♜xh2+ 25 ♙g1 ♙c5 26 ♜xc5 ♜xc5+ 27 ♙xh2 ♜f2+ 28 ♙h1 ♜xe2 29 ♙c3 ♜f3+ with 30...♜xc3 to follow.

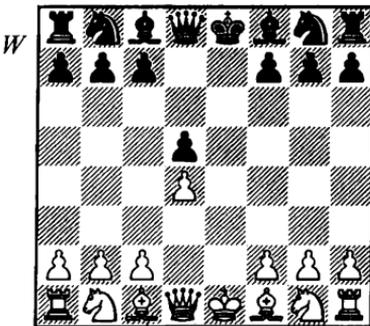
b) 24 ♖d4 ♙xh2+ 25 ♔g1 ♙xe2  
 26 ♗c3 ♖d2 27 ♖d1 ♗xd4+ 28  
 ♗xd4 ♙xd4 29 ♙xd4 ♕c5 30 ♗e2  
 e5.

**Solution to puzzle** (posed before Game 15)

Black can force checkmate in only three moves using the idea of 'under-promotion', as follows: **1...h1♙!** (promoting the h- or g-pawn to a queen or rook would give an even quicker result, but the wrong one – a draw by stalemate!) and now:

- a) 2 ♗c1 g1♗+ 3 ♗c2 ♕e4#
- (this is why Black took a bishop rather than a knight).
- b) 2 ♗b1 ♗b3! and 3...g1♗#.
- c) 2 ♗d1 ♗d3! and 3...g1♗#.

Games 13-15, and the detailed notes within them, provided us with lots of cool ideas in the Advance Variation of the French Defence. Now it is time to consider the Exchange Variation, 1 e4 e6 2 d4 d5 3 exd5 exd5 (D)



3...♗xd5 is also possible, but it seems like an inferior version for Black of the line 1 e4 d5 2 exd5 ♗xd5 3 d4 in the Scandinavian Defence, since Black has much more active possibilities than 3...e6 (transposing to the position after 3...♗xd5). For example 3...e5 led to a quick win for Black in the super-GM clash deFirmian-Granda, Amsterdam 1996. That encounter is not important for our discussion of the French Defence, but since the game is rather impressive, I will simply give the rest of the moves for you to enjoy: 4 dxе5 ♗xd1+ 5 ♗xd1 ♗c6 6 f4 ♕f5 7 c3 0-0-0+ 8 ♗e1 f6 9 ♕b5 fxe5 10 ♕xc6 bxc6 11 fxe5 ♕c5 12 ♗f3 ♗f6!! 13 ♕g5 h6 14 ♕h4 g5 15 ♕f2 ♕xf2+ 16 ♗xf2 ♗g4+ 17 ♗g3 h5! 18 h4 gxh4+ 19 ♗xh4 ♕h7 20 ♗f3 ♙hg8! 21 ♙xh5 ♗f6+ 22 ♙g5 ♗e4+ 23 ♗h4 ♗xg5 24 ♗xg5 ♖d1! 25 e6 ♙g1 26 ♗d2 ♙xa1 27 ♗df3 ♕e4 28 ♗d4 c5 29 ♗b3 ♙g1 0-1.

Okay, let's return to the Exchange Variation after 3...exd5. The position is symmetrical, and it seems entirely reasonable to suggest that the chances for both sides must be at least approximately equal. However, in practical play there is a surprisingly high number of decisive results in the Exchange Variation. Having experienced it from both sides of the board, I can offer several reasons for this:

1) White is one step ahead, and can use that to try to generate some initiative.

2) On the other hand, White must declare his intentions first, and Black can then respond appropriately.

3) Many players assume that the Exchange Variation is innocuous for both sides and that it will result in a quiet draw. Such erroneous thinking often leads to defeat instead.

### The Famous Five!

This title has nothing to do with certain well-known characters created by the writer Enid Blyton. It refers to a game I witnessed live in a World Junior Championship, and Black won in five moves ... in the Exchange Variation! White developed his light-squared bishop at move four, and Black responded by attacking a pawn with one of his own pawns. White then developed a knight, but Black's fifth move trapped one of his opponent's pieces and caused White to resign. Can you find all the moves of that miniature victory? The solution awaits you after the following clash. It occurred in the final round of an Interzonal tournament, and England's GM Nigel Short had to win as Black against a really strong grandmaster in order to qualify for the Candidates stage of the World Championship cycle. Nigel em-

ployed the French Defence on that important occasion, and soon found himself facing the Exchange Variation. Let us see the cool manner in which he reacted to it.

#### Game 16

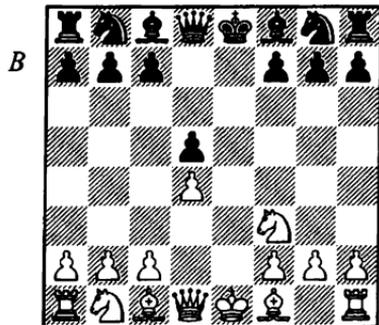
**M.Gurevich – Short**

*Manila IZ 1990*

French Defence

- |   |         |      |
|---|---------|------|
| 1 | d4      | e6   |
| 2 | e4      | d5   |
| 3 | exd5    | exd5 |
| 4 | ♘f3 (D) |      |

The most popular alternative is 4 ♘d3, an option which is discussed in the puzzle solution following this game. 4 c4 also crops up occasionally, and I recommend an early ... ♗b4 combined with the moves ... ♘f6/... ♘e7, ...0-0, ... ♘(b)c6, and ... ♗g4 as a simple, natural and active piece configuration for Black.



4 ... ♗g4

Let us consider Black's principal alternatives. We have:

a) 4...♟f6, the symmetrical option, which is also extremely sound.

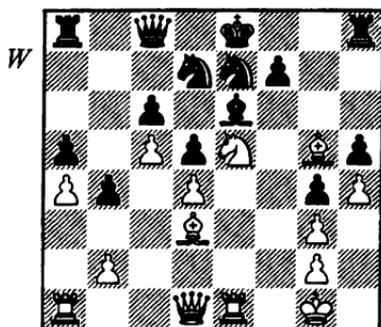
b) 4...♟c6 5 ♟b5 ♟d6 6 c4 dxc4! (not 6...♟e7?? 7 c5) 7 d5 a6 8 ♟a4 b5 9 dxc6 bxa4 10 ♟xa4 ♟e7 11 0-0 0-0 12 ♟xc4 ♟e6 followed by ...♟d5 and/or ...♟e8, with a position that is probably approximately equal yet still interesting enough to offer chances for both sides to play for a win.

c) 4...♟d6 5 c4 (in my opinion this is stronger now than on move four, since Black will have to waste a tempo to move his dark-squared bishop again if he wants to play ...♟b4, as I recommended against 4 c4) and now:

c1) 5...dxc4?! 6 ♟xc4 ♟f6 (6...♟e7? 7 ♟g5 0-0 8 ♟h5 wins for White) 7 0-0 0-0 8 ♟c3 ♟g4 9 h3 ♟h5 10 g4! ♟g6 (the sacrifice 10...♟xg4? 11 hxg4 ♟xg4 is refuted easily by 12 ♟d3) 11 ♟e5 ♟e4 12 f4 (White has a huge spatial advantage) 12...♟h4 13 ♟e1! (after the forced exchange of queens, Black will have no source of counterplay) 13...♟xe1 14 ♟xe1 ♟xe5 15 dxe5 ♟xc3 16 bxc3 ♟c2 17 ♟a3 ♟e8 18 e6 fxe6 19 ♟xe6+ (19 ♟xe6 ♟xe6 20 ♟xe6+ ♟h8 21 ♟c8 ♟e4 22 ♟e1 ♟a6 or 22 ♟d1 ♟c6 23 ♟xb7 ♟b8 allows Black to resist more than in the actual game continuation) 19...♟h8 20 f5 (this is simple and strong, so there is no need to go in for lines like 20 ♟b3 ♟xe1+ 21

♟xe1 ♟xb3 22 axb3 ♟c6 or 22 ♟e8+ ♟g8) 20...♟c6 21 g5 ♟ed8 22 f6 gxf6 23 gxf6 ♟d2 24 f7 ♟g7 25 ♟f1 ♟f8 26 ♟xf8+ ♟xf8 27 ♟ae1 ♟g6 28 ♟d5! 1-0 was Motwani-Muir, Walsall 1992.

c2) 5...cxc6 6 ♟c3 ♟e7 7 ♟d3 h6 (7...0-0 is also playable, since the 'Greek gift' sacrifice 8 ♟xh7+? backfires here because of 8...♟xh7 9 ♟g5+ ♟g8 10 ♟h5 ♟f5, preventing mate on h7) 8 0-0 ♟e6 9 c5 ♟c7 10 ♟e1 b5?! (continuing to develop with 10...♟d7 is much more natural) 11 a4 b4 12 ♟e2 g5? (Black was understandably afraid of White playing ♟f4, but lashing out with ...g5 seriously weakens his position on the kingside) 13 ♟g3 (threatening ♟f5 or ♟h5, and then perhaps a knight check on g7 or f6) 13...♟xg3 14 fxg3! (attacking possibilities associated with this move make it stronger in this case than capturing towards the centre with 14 hxg3) 14...a5 (otherwise White might play a5 himself, to be followed by ♟a4) 15 h4 (15 ♟xe6! fxe6 16 ♟e5 is even more convincing, a plausible finish being 16...0-0 17 ♟h5 and then 17...♟g7 18 ♟xg5 hxg5 19 ♟h7+ ♟f6 20 ♟g4# or 17...♟f6 18 ♟xg5 hxg5 19 ♟h7+ {19 ♟xg5+ ♟g6 20 ♟xg6?? ♟f1+ 21 ♟xf1 ♟xg5}) 19...♟f8 20 ♟h8+ ♟g8 21 ♟h7 ♟e7 22 ♟g7+ ♟e8 23 ♟g6+ ♟xg6 24 ♟f7#) 15...g4 16 ♟e5 ♟c8 17 ♟f4 h5 18 ♟g5 ♟d7 (D)



19  $\text{Qxf7!}$   $\text{Kxf7}$  20  $\text{Nxe6}$   $\text{Kxe6}$   
 21  $\text{Qe2+}$   $\text{Kf7}$  22  $\text{Qxe7+}$   $\text{Kg8}$  23  
 $\text{Qe6+}$   $\text{Kg7}$  24  $\text{Qg6+}$   $\text{Kf8}$  25  $\text{Nf1+}$   
 1-0 was Motwani-C.de Wolf,  
 Vlissingen 1996.

d)  $4... \text{Qf5!?$  was new to me when I saw the game Heynen-P.Claesen, Leuven 1996. That clash continued 5  $\text{Qd3}$   $\text{Qg6}$  6 0-0  $\text{Qd6}$  7  $\text{Ne1+}$   $\text{Qe7}$  8  $\text{Qg5}$   $\text{Qc6}$  9 c3 f6 10  $\text{Qh4}$   $\text{Qd7}$  11  $\text{Qg3}$   $\text{Qxg3}$  12 hxg3 0-0-0 13  $\text{Qh4?}$  (instead of this move, which loses two valuable tempi because the knight is soon forced to retreat again, White should play something more aggressive, such as 13 b4 followed by a4) 13...  $\text{Qxd3}$  14  $\text{Qxd3}$  g5 15  $\text{Qf3}$  h5 16  $\text{Qbd2}$  h4 17 gxh4 g4 18  $\text{Qh2}$   $\text{Nhx4}$  19 g3  $\text{Nh6}$  20  $\text{Qg2}$   $\text{Qdh8}$  21  $\text{Nh1}$  f5 22  $\text{Qae1}$   $\text{Qg8}$  23  $\text{Qe2}$   $\text{Wh7!}$  (White is in triple trouble!) 24  $\text{Qdf1}$  (24  $\text{Qe8+}$   $\text{Qd8}$  25  $\text{Qdf1}$   $\text{Qf6}$  gains more time for Black) 24...  $\text{Qf6}$  25 f3 (this loses, but White's position was so passive that he had no satisfactory way to stop Black from executing the manoeuvre ...  $\text{Qe4-g5-f3}$ ) 25...  $\text{gxf3+}$  26  $\text{Qxf3}$   $\text{Qg4}$

(the knight lands heavily on its out-post and announces 'good night White!') 27  $\text{Qxg4}$   $\text{Nhx1}$  28  $\text{Qf6}$   $\text{Wh2+!}$  0-1, in view of 29  $\text{Qhx2}$   $\text{N8xh2\#}$ . A cool finish by Pieter Claesen, Belgium's no.1 player at the 1996 Erevan Olympiad.

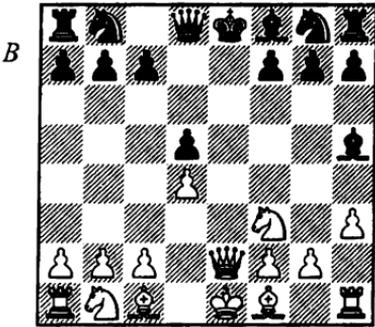
To summarise the different main options  $4... \text{Qg4}$ ;  $4... \text{Qf6}$ ;  $4... \text{Qc6}$ ;  $4... \text{Qd6}$ ;  $4... \text{Qf5}$  for Black, they are all playable, but in general I prefer the knight moves to the bishop moves, because I feel that in the latter case White gets greater attacking possibilities. Still,  $4... \text{Qf5!?$  deserves some more outings in future.

Okay, after that long note to a Short move, let's see how White continued at move five.

5 h3  
 5  $\text{Qd3}$   $\text{Qd6}$  transposes to Bouaziz-Yusupov, Erevan OL 1996. After 6 0-0  $\text{Qc6}$  7 c3  $\text{Qge7}$  8  $\text{Qg5}$   $\text{Qd7}$  9  $\text{Ne1}$  f6 10  $\text{Qh4}$  0-0 11  $\text{Qg3}$   $\text{Qae8}$ , White's rather tame play had allowed Black to effortlessly achieve a beautiful harmonious position and a lead in development. The move 5 h3 is much more challenging to Black, if White follows it up energetically.

5 ...  $\text{Qh5}$   
 6  $\text{Qe2?!$

The '?!' label is rightly given to this move because it is too timid. In a later game against Short, Kasparov showed that White can generate some initiative with 6  $\text{Qe2+!?$  (D)



I tried it successfully myself in a 1992 league match against Nicol Bathie in Dundee. Our game continued 6...♖e7 (6...♙e7 allows 7 ♗b5+) 7 ♙e3 ♜c6 8 ♜c3 0-0-0 (8...♙xf3 9 ♗xf3! ♜xd4 10 ♗d1 is better for White, since he will win back a pawn yet still retain his bishop pair in an open position) 9 0-0-0 ♜f6?! 10 g4 ♙g6 11 ♜e5! (this is the sting in the tail stemming from 6 ♗e2+, since 11...♜e5? 12 dx e5 ♗xe5 walks into 13 f4 with f5 to follow, ensnaring the bishop on g6) 11...♜b4 12 a3 ♜a6 (12...♜xc2?? 13 ♜xg6 hxg6 14 ♙xc2) 13 ♗xa6! bxa6 14 ♙xa6+ ♙b8 15 ♜c6+ ♙a8 16 ♜xe7 ♙xe7, and White later converted his extra pawn into a win.

6 ... ♙d6

Here is basically what IM Jonathan Rowson (the nice Scottish 'J.R.') said about this move: 'In this very position, Capablanca chose 6...♜c6 against Marshall in 1914. Then 7...♗d7 and 8...0-0-0 becomes a possibility. However, despite a win being absolutely im-

perative, Short continues to play the most natural moves, and turns his opponent's desperation to draw to his advantage, extracting a small concession with each exchange in classic Capablanca fashion'.

7 ♜e5

To quote J.R. again, 'This move appears natural, but White's queen is soon led astray. 7 0-0 is better'. However, even after 7 0-0, simply 7...♜e7 followed by ...0-0, ...♜bc6, and ...♗d7 gives Black a very pleasant set-up for his pieces, just as in the Bouaziz-Yusupov game mentioned earlier.

7 ... ♙xe2

8 ♗xe2 ♜e7

9 0-0

9 ♗b5+? ♜bc6 wastes time for no material gain by White and accelerates Black's development.

9 ... 0-0!

'No frantic efforts to castle long - note that Short already has the minute advantage of having the better bishop': not the man from Dallas! Why does J.R. imply that Black's dark-squared bishop is superior to White's counterpart? The reason is that White's central pawn is on a dark square, and it therefore restricts the scope of his bishop. The restriction may only seem slight, but grandmasters of the calibre of Nigel Short are capable of utilising a 'minute advantage' to cause headaches for the opponent.

10 ♙f4

♙e8

10...f6 11 ♖d3 leaves the e6-square in Black's camp rather sensitive.

11 ♖g4

11 ♖d3?? loses a piece to 11...f6.

11 ... ♙xe5!?

We have already noted that White's bishop is not a very impressive piece, therefore the minor-piece situation (of 2♘ for Black vs. ♙+♘ for White) resulting from this capture is not disadvantageous for Black.

12 ♙xe5 ♘g6

13 ♙g3 ♘d7

14 ♘d2 ♘f6

15 ♗f3 c6

16 ♗b3 ♗b6!

The '!' is in recognition of the fact that it must have taken a lot of courage for Nigel Short to offer a trade of queens, knowing that after the exchange he would have to outplay his opponent in an endgame. However, in return, Black will get an open a-file to work with. He cannot change the fact that the number of pieces remaining on the board will reduce, but his moves still represent a sound approach to try for a win. I do not know how Nigel Short was feeling at this stage in such a vital game, but the brave yet objective and realistic attitude which his moves display reminds of the words of one of my favourite prayers. It appeared in *H.O.T. Chess*, but since I feel it is particularly helpful, I will give it again here: *Please God, grant me*

*the serenity to accept the things I cannot change, courage to change the things I can, and wisdom to know the difference.*

17 ♗xb6 axb6

18 a3?!

18 a4! offers better prospects of counterplay because:

a) It seizes more space for White than the passive move a3.

b) The pawn on b6 becomes a target to attack with moves like ♙c7.

c) There is the cunning trap of 18...♙e2 19 ♗fd1 ♘e4 20 ♘xe4 dxe4? 21 ♗ac1! ♗xa4? (21...e3 22 ♖f1 ♗d2 is Black's only way to hang on after the error at move 20 in this line) 22 ♖f1 which Black must avoid.

However, instead of 18...♙e2, Black has 18...♘e4 19 ♘xe4 ♗xe4 20 ♗fd1?! (20 c3 is better, so as not to have a rook tied down to defending the pawn on d4) 20...♙e2, intending 21 ♗ac1 ♗xa4 22 ♖f1 ♙e7 (the rook's avenue of retreat is not blocked by a pawn on e4 this time) or 21 ♗dc1 ♗d2.

18 ... ♘e4

19 ♘xe4 ♗xe4

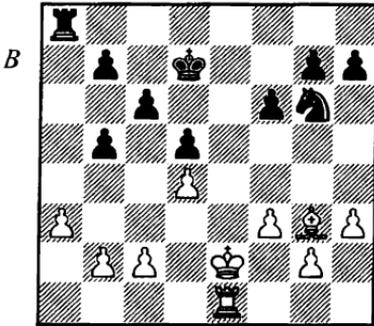
20 ♗fd1

20 c3 ♙e2 21 b3 would be reasonable for White if his a-pawn were on a4, but with the pawn on a3, simply 21...♗c2 22 ♗fc1 ♗xc1+ 23 ♗xc1 ♗xa3 wins the a-pawn.

20 ... b5

21 ♖f1 f6

- 22 f3            ♖e6  
 23 ♖e1          ♔f7  
 24 ♖xe6        ♔xe6  
 25 ♖e1+       ♔d7  
 26 ♔e2?! (D)



J.R.'s comments about this move are again very pertinent: 'White plays a little too mechanically, and unwittingly sacrifices some space. His desire to keep everything super-simple leads to a steady deterioration in his position. Short later suggested 26 ♔f2, with the point 26...h5 27 g4 ♖f4 28 ♔e3! ♖xh3 29 ♔g2 hxg4 30 fxg4 ♖g5 31 ♔xg5 fxg5 32 ♖e5 ♖e8 33 ♖xe8'. The ♔+♖ endgame resulting from 33...♔xe8 is clearly drawn since Black's extra g-pawn has no significance because his king cannot penetrate White's camp.

- 26 ...            h5!  
 27 ♔d3

27 h4 would prevent Black's next move, but then White's h-pawn becomes more vulnerable. So White decides to allow ...h4 and concede more territory to his opponent.

- 27 ...            h4

'As is often the case at the highest levels of chess, it is the small victories which win the battle'- J.R.

- 28 ♔h2          ♖e7

Having accomplished a lot on g6, the hardworking knight now re-routes itself to continue the fight on fresh ground.

- 29 ♔f4

This is the most active move available that does not worsen White's position.

- 29 ...            ♖f5  
 30 ♔d2

A band named XTC once had a hit single called *Making plans for Nigel*. I bet White was wishing he could think of some here, but he has no constructive plan and is reduced to making waiting moves.

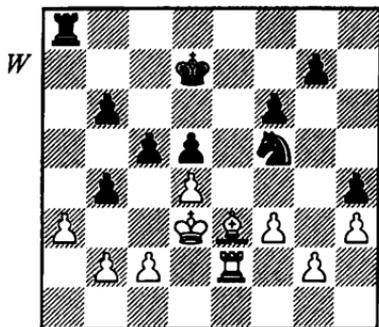
- 30 ...            b6  
 31 ♖e2

Since 31 b4? loses material to 31...♖xa3+ and 31 ♔b4 is answered simply by 31...♖c8 followed by ...c5, White is unable to prevent Black from rolling pawns forward to seize more space. However, even if b2-b4 could be played without losing the a-pawn, it would allow the manoeuvre ...♖d6-c4, after which the a3-pawn becomes critically weak while the knight on its proud outpost looks stronger than Arnold Schwarzenegger!

- 31 ...            c5  
 32 ♔e3

32 c3 may be more tenacious, but White was in time-trouble and might have been afraid to put another pawn onto a dark square because of the restricting effect that would have on the scope of his bishop.

32 ... b4! (D)



This time the '!' is given because Black, without playing rashly, poses his opponent fresh, tricky problems on the board to contend with in addition to the time-pressure situation on the clock.

33 axb4 c4+

34 ♖c3

34 ♕d2 ♖a2 and now:

a) White nearly gets checkmated after 35 ♖c1 ♖a1+ 36 ♕d2 ♖b1 37 ♖c3 ♕d6 38 b3 ♕b5+ 39 ♕d2 c3+ 40 ♕d3 ♖d1+.

b) 35 ♖c3 ♕d6 threatening ...♕b5+ is also terrible for White.

c) 35 c3 ♖xb2+ 36 ♖e1 ♖b3! 37 ♖d2 (37 ♖c2?? ♕xe3 or 37 ♕d2 ♕xe3 38 ♖xe3 ♖b2+ and then 39...♖xg2) 37...♕g3 38 ♖e3 ♖b1+ 39 ♖f2 ♖f1#.

34 ... ♕d6!

35 ♖e1

35 b3? ♖a2! 36 bxc4 ♖a3+! 37 ♖b2 ♕xc4+ wins White's bishop (or more in the case of 38 ♖c1 ♖a1#).

35 ... ♖a4

36 ♖d2 ♖xb4

37 ♖a1?

No matter how passive it looked, White had to defend his b-pawn, but it is hardly surprising that he finally cracks after being subjected to constant pressure for many moves. Nigel's task at the start of the game seemed like a case of 'mission impossible', but suddenly he is cruising to victory at the tape while White self-destructs in five more moves.

37 ... ♖xb2

38 ♖a7+ ♖e6

39 ♖xg7 b5

40 ♖f2 b4

41 ♖c1 c3

42 ♖xh4 ♕f5

0-1

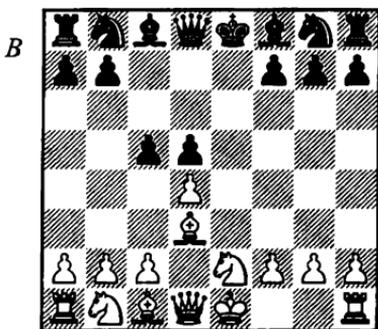
White resigned in view of 43 ♖g4 ♖a2 44 ♖b1 b3 45 cxb3 c2+ 46 ♖c1 ♕e3 47 ♖g6 ♖a1+ and 48...c1♖+. Looking back over that splendid tussle, Nigel Short capitalised on his opponent's timid or slack moves (numbers 6, 18 and 26) to obtain the initiative, more space, and a time advantage on the clock. That last factor proved fatal for White when he made a critical error at move 37.

On an amusing note, in Icelandic folklore 'Shorty' is the name of one

of the thirteen gnomes of Christmas. The Icelandic version of the name is 'Stúfur', and there is no doubt that several top GMs got stuffed by Nigel Short when he won the Grandmaster Invitation Tournament in Groningen over Christmas 1996. Congratulations, Nigel, on that brilliant performance!

**Solution to puzzle** (posed before Game 16).

The 'famous five' moves were 1 e4 e6 2 d4 d5 3 exd5 exd5 4 ♖d3 c5!? (4...♙d6 5 ♘f3 ♙g4 transposes to the Bouaziz-Yusupov game referred to in the notes at move five of Game 16) 5 ♘e2?? (D)



5...c4 0-1. Clearly 5 c3, 5 dxc5 or 5 ♘f3 would be more sensible moves for White, the last case being the most natural perhaps. However, the continuation of the famous miniature Tatai-Korchnoi, Beersheva 1978, shows other neat traps further on: 5...♘c6 6 ♙e2+

♙e7 7 dxc5 ♘f6 8 h3?! 0-0 9 0-0 ♙xc5 10 c3 ♙e8 11 ♙c2 ♙d6 (Black has a beautiful, harmonious, active position) 12 ♘bd2 ♙g3! (this logical exploitation of White's eighth move threatens ...♙xh3) 13 ♙f5 ♙e2!, winning quickly.

In the final game of this chapter, we will see Grandmaster Vladimir Kramnik, now one of the strongest players in the world, employing the 4...♙d7 'Fort Knox' variation. Note that lots of other ideas relevant to that system are contained within the detailed notes to Black's second move in Game 5.

Game 17

**B.Voekler – V.Kramnik**

*Groningen 1991*

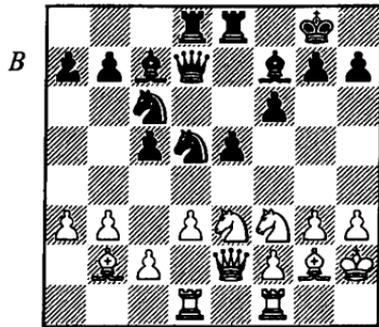
French Defence

1 e4 e6  
2 d4

Chigorin's system, 2 ♙e2!?, featured in Game 9 of *H.O.T. Chess*, where 2...d5? 3 exd5 ♙xd5 4 ♘c3 ♙d8 was played. A much sounder and more interesting response is 2...♘f6!? 3 e5 ♘d5 4 ♘f3 d6 5 d4 ♘e7!? 6 h4 b6 7 ♘c3 d5 8 ♙d1 as in the super-GM clash Ehlvest-Vaganian, Novgorod 1995. Note that after Ehlvest's eighth move, Black was actually one tempo ahead compared with the line 1 e4 e6 2 d4 d5 3 ♘c3 ♘f6 4 e5 ♘g8!? 5 ♘f3 ♘e7 6 h4 b6. C.O.O.L. stuff!

Besides Chigorin's system, another common alternative at move two is 2 d3, normally an indication that White intends to play the King's Indian Attack with g3, ♖g2, ♟f3 and 0-0 for a start. One should consult specialised books on the French Defence for detailed information, but I recommend the set-up involving ...d5, ...c5, ...♟c6, ...♙d6, ...♟ge7 and ...0-0: that is a system which I have used successfully on several occasions myself. For example, the game T.Pioch-Motwani, Cappelle la Grande 1992, transposed to the King's Indian Attack via the Sicilian Defence: 1 e4 c5 2 ♟f3 e6 (note that the same position is reached after 1 e4 e6 2 ♟f3 c5, a handy device for Black if he likes the Sicilian Defence and/or wishes to avoid the line 2...d5 3 e5 c5 4 b4!? cxb4 5 a3, a sort of 'French Wing Gambit') 3 d3 d5 4 ♟bd2 ♟c6 5 g3 ♙d6 6 ♙g2 ♟ge7 7 0-0 0-0 8 ♞e1 ♙c7 9 b3?! (9 c3 may be best, because 9 e5? ♟g6 is clearly bad for White; 9 h4 e5 10 exd5 ♟xd5 11 ♟c4 ♙g4 was fine for Black in Kaidanov-Motwani, Dublin 1991; and 9 ♟f1 f5!? 10 c3 f4 saw Black seizing the initiative in Ambrosini-Kelečević, Ticino 1996) 9...e5 10 exd5 ♟xd5 11 ♙b2 f6 12 ♞f1 (a sign that White is already struggling to find a constructive plan to combat Black's spatial advantage) 12...♙g4 13 ♟c4 ♞e8 14 h3 ♙e6 15 a3 ♞d8 16 ♞e2 ♞d7! 17 ♟h2

♞fe8 (completing a very harmonious development in Black's army) 18 ♞ad1 ♙f7 19 ♟e3 (D)



19...♟f4! 20 gxf4 exf4 21 ♟g1  
♟d4! 22 ♟xd4 cxd4 23 ♞g4 fxe3  
24 ♞xd7 ♞xd7 25 fxe3 dxe3 0-1.

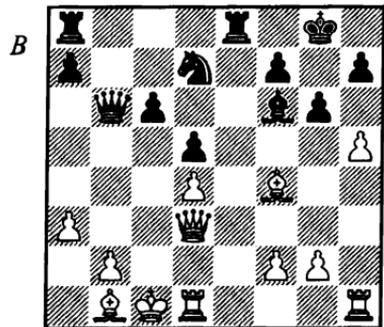
2 ... d5  
3 ♟c3 dxe4  
4 ♟xe4 ♙d7  
5 ♙e2

See the aforementioned notes in Game 5 for several examples involving 5 ♟f3, but a quick extra is 5...♙c6 6 ♟eg5!? (White plans ♟e5, and hopes for 6...h6? 7 ♟xf7!! ♟xf7 8 ♟e5+ ♟e7 9 ♟g6+, winning the rook on h8) 6...♙e7 7 ♟e5? (7 ♙d3 or 7 ♙c4 are sensible developing moves) 7...♙xg5 8 ♟xf7?? (8 ♞h5 g6 9 ♞xg5 was essential, although Black simply stands better after 9...♞xd4! rather than 9...♞xg5 10 ♙xg5 f6 11 ♟xc6 or 9...f6 10 ♟xc6 ♟xc6 11 ♞b5) 8...♟xf7 9 ♞h5+ g6 10 ♙xg5 ♞xd4 0-1 in Meulblok-Deketelaere, Vlissingen 1995.

It is interesting to see how GM Friso Nijboer reacted to 4...♙d7

when Francky Deketelaere (who was rated 1900, more than 600 points below Nijboer) played it against him in a simultaneous display in Ostend, August 1995. 'I had no previous experience of facing 4...♙d7' was Nijboer's statement after losing the following miniature: 5 c4 ♙c6 6 ♖c3 ♜f6 7 a3 (a prophylactic move to prevent ...♙b4, but it does not contribute to White's development, and later Black's final move of the game exploits the weakening of the b3-square) 7...♙e7 8 ♙e3 (White may have feared the line 8 ♜f3 ♙xf3 9 ♚xf3 ♜c6, so he gives the d-pawn extra support) 8...0-0 9 h3 (White should not be afraid of 9...♜g4?! after 9 ♜f3, because he could reply in a cool, calm way with 10 ♙f4 followed by h3 to send the knight on g4 reeling backwards) 9...♙e8 10 ♜f3 ♙xf3 (10...♜bd7? loses to 11 d5) 11 ♚xf3 c6 12 ♙d3 ♜bd7 (reacting in the centre with ...e5 or ...c5 is on the cards for Black now, so White decides to discourage that by placing a rook on the d-file opposite the lady on d8) 13 0-0-0 ♚a5! (threatening 14...♙xa3 15 bxa3 ♚xc3+) 14 ♙d2 ♚b6 15 c5?! (15 ♙e3 is less ambitious but more realistic because, as the game goes, Black quickly undermines White's far-advanced pawn on c5) 15...♚d8 16 ♙f4 (Black was threatening to dissolve White's d4-c5 pawn chain with 16...e5) 16...♜d5 17 ♜xd5 exd5 18 h4 b6!

(Black's gets his own attack boiling before White's operations on the opposite flank even start to simmer) 19 cxb6 (after 19 b4 a5, White's king would certainly not feel as safe as the Bank of England, which, incidentally, was founded by William Paterson of Scotland!) 19...♚xb6 20 ♙b1 (perhaps White rejected 20 ♙c2 because he wanted to be able to defend his pawn on b2 laterally by ♚d2 if necessary) 20...♙f6 21 ♚d3 g6 22 h5 (22 ♚d2 ♚e4 is no fun either for White) with this position (D):



22...♜c5! 0-1, in view of 23 ♚c3 ♜b3+ 24 ♜c2 ♜xd4+ (or 24...♙e2+) or 23 dxc5 ♚xb2#. It was games like that, in which Francky Deketelaere followed up a really sound, solid opening with some aggressive moves and a nice final sacrifice, that prompted these treasured compliments from famous players:

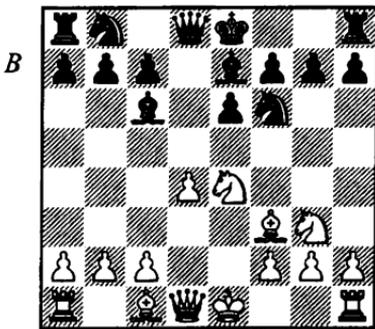
1) IM Alexei Barsov: 'Your openings are like those of a grand-master'.

2) GM Miron Sher: 'You are a very rich man, leaving pieces *en prise!*'.

Such confidence boosters helped Francky to win his first-ever prize in an international competition. He achieved 12th place out of 84 players in the World Amateur Championship at Hastings 1996/7, and picked up the 'slow starter' prize through going from a score of 1/3 to a final tally of 5/9.

- 5 ... ♖c6  
 6 ♙f3 ♙e7  
 7 ♘e2 ♘f6  
 8 ♘2g3 (D)

8 ♘xf6+ ♙xf6 9 ♙xc6+ ♘xc6 is already at least equal for Black because his actively placed pieces exert a lot of pressure against the pawn on d4.



- 8 ... ♘xe4

8... ♘bd7?! 9 ♘xf6+ ♘xf6 10 ♙xc6+ bxc6 damages Black's pawn structure without good reason.

- 9 ♘xe4

9 ♙xe4? ♙xe4 10 ♘e4 ♚d5! and now:

a) After 11 ♚d3 either 11...f5 or 11... ♘c6 12 ♙e3? ♘b4 wins material for Black.

b) 11 f3 ♘c6 12 c3 0-0-0 followed by ...e5 is fantastic for Black.

- 9 ... ♙d5!?

Perhaps Kramnik wanted to tempt White into playing for c2-c4. For example:

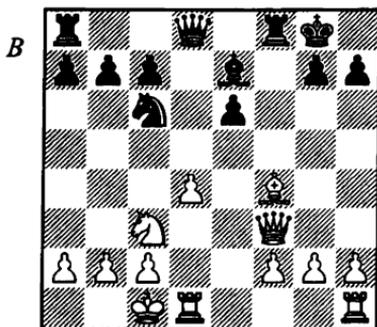
a) 10 c4? ♙xc4 11 ♚a4+ b5 leaves Black a sound pawn up.

b) 10 ♚e2?! ♘c6 and now:

b1) 11 c3 e5! 12 dxe5 ♘xe5, threatening ...♙c4 as well as ...♘xf3+, is tremendous for Black.

b2) 11 ♙e3 ♙xe4? (this time 11...e5? is also bad for Black because of 12 0-0-0) 12 ♙xe4 ♘xd4 13 ♙xd4 (13 ♚c4 is also good) 13... ♚xd4 14 ♚b5+! (14 ♙xb7?? ♚b4+) planning 14...c6? 15 ♙xc6+! is not a healthy route for Black.

Instead, after 11 ♙e3, he should prefer simply 11...0-0, with ideas such as 12 0-0-0 f5! (remember the motto 'f for forward!') 13 ♘c3 ♙xf3 14 ♚xf3 f4! 15 ♙xf4? (D).



15... ♖xf4 16 ♗xf4 ♙g5.

10 0-0 ♘d7

10... ♘c6!? (this exerts pressure on the d-pawn and is also logical because the c6-square has become available following Black's last move) 11 c3 e5 12 dxe5 ♘xe5?! 13 ♘f6+! ♙xf6 14 ♙xd5 is slightly better for White because he possesses a bishop pair in a fairly open position. However, before recapturing on e5 (with 12... ♘xe5?!), Black has the *zwischenzug* 12... ♙c4!. Then after 13 ♗xd8+ ♙xd8 14 ♖e1 ♘xe5 or 13 ♖e1 ♘xe5, Black stands very well and the sensitive d3-square is a source of worry to White.

11 ♗d3 ♘f6

12 c4 ♙xe4

13 ♙xe4 c6

Several characteristics of the position we have reached are highly typical, recurring features in games involving the 4... ♙d7 'Fort Knox' variation:

1) Black has succeeded in exchanging two pairs of minor pieces, so his position is not really cramped. In other words, the capacity of Black's position is sufficient to provide very adequate room for his remaining pieces to manoeuvre comfortably. Kramnik could even have simplified further (by instead making the capture 13... ♘xe4), but he preferred to keep more tension in the position.

2) White does have some extra space and a bishop pair, but

Black's position is more solid (hence the 'Fort Knox' name). In fact, White's pawn on d4 often gets subjected later to pressure from Black's heavy pieces (i.e. queen and rooks) via the open section of the d-file in Black's camp.

14 ♙f4 0-0

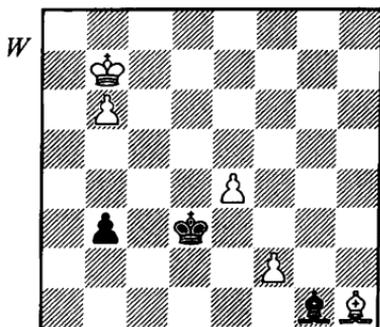
15 ♙e5 g6

16 ♖ad1

16 ♙xf6 ♙xf6 would produce a position in which the only minor pieces remaining on either side of the board are opposite-coloured bishops. Such situations often result in a draw, but in this case Black would have good prospects to play for a win because the white pawn on d4 is very exposed and the bishop on f6 exerts uncomfortable pressure against it. For example, 17 ♖ad1 ♗b6 18 b3 ♖ad8 19 d5 cxd5 20 cxd5 ♖d6 21 ♗f3?! ♙d4! (menacing 'f for forward' with ...f5!) 22 dxe6 fxe6 23 ♗g3? (23 ♗e2 is better, but still loses the f-pawn) 23... ♙xf2+! 24 ♖xf2 ♖xd1#. That hypothetical but plausible variation illustrates another important feature of 'opposite-coloured bishop' positions: they tend to favour the side who can attack, because the opponent can never exchange bishops to alleviate the pressure.

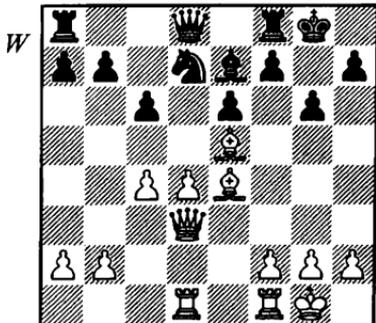
While we're on the topic of opposite-coloured bishops, let's enjoy a beautiful 1925 study by A.I.Herbstman.

## Stop that pawn!



White (to move) can draw, and the solution is given after the game that we rejoin now.

16 ... ♖d7! (D)



17 f4?

There are two clear reasons for this move:

1) White wanted to avoid the trap 17 ♖g3? f5! (the motto strikes again!) 18 ♖f3 f4, after which Black wins a piece.

2) White may have hoped for 17...f6? 18 ♖xg6! with a 'raging attack', as my friend Paul Lamford always says.

However, the advance f2-f4 has left the bishop on e5 trapped on its spot, so 17 ♖f4 was more prudent.

17 ... ♜b6

Simultaneously creating possibilities on the a7-g1 diagonal towards White's king and attacking the b2-pawn. However, regarding the latter point, Black should be very careful about grabbing the notorious 'poisoned b-pawn' with ...♜xb2, because the reply ♜b1 can often be embarrassing.

18 ♜h1 ♜ad8

18...♜xb2? 19 ♜b1 ♜a3 20 ♜xa3 ♖xa3 21 ♜xb7 ruins Black's formerly excellent position.

19 b3 ♜a5!

20 a4?

20 ♜c2, protecting White's a-pawn and removing the queen from the line of fire of Black's rook on the d-file, was more tenacious.

20 ... ♖c5

21 dxc5

A sad necessity, since 21 ♜c2 ♖xe4 22 ♜xe4 f6 wins a piece safely for Black because he no longer has to think about the sacrifice ♖xg6 by White.

21 ... ♜xd3

22 ♜xd3 ♜xc5

23 ♜fd1 f6

24 ♖d4

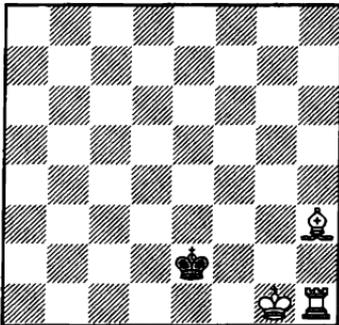
24 ♖c7 is answered comfortably by 24...♜f7 for example, and 24 ♖d6 ♖xd6 25 ♜xd6 ♜e3 leaves all the unprotected units in White's army *en prise* simultaneously.

24 ... ♜a5

25 ♙c3 ♚c7!  
26 g3

The simplest refutation of 26 ♖d7 is 26...♖d8! (intending 27 ♖xc7?? ♖xd1+ 28 ♙e1 ♖xe1#), because in general any equal exchanges of material will reduce White's chances of generating any threats, and will help Black to convert his material advantage into a win. However, in such situations, the side with the material advantage must be careful not to exchange too many *pawns*. For example, if the situation simplified too far, to say ♙+♖+♙ vs. ♙+♚ with no pawns left on the board, then the material advantage would no longer be enough to win (except in some unusual cases, such as the following puzzle to keep you sharp...).

### The invisible queen



To help you locate Black's invisible queen, you are given the following information:

1) She is on a square *adjacent* to Black's king.

2) If it is White to move then White can win, but if it is Black to move then Black delivers checkmate in three moves.

All will be revealed at the end of the game!

26 ... ♖d8  
27 ♖xd8+ ♙xd8  
28 ♙g2 ♙f7  
29 ♙h3 ♙e7  
30 a5 b5  
31 ♖e1 f5  
32 ♙f1 ♙f6

32...b4 is also possible, but it is more logical to play to win the pawn on a5 *and* to exchange dark-squared bishops, as Kramnik does.

33 ♙xf6 ♙xf6  
34 ♖e5

34 cxb5 cxb5 35 ♙xb5? ♚b7+.

34 ... a6  
35 ♙g2

After 35 b4 ♚d6 both 36 c5 ♚d1 37 ♙g2 ♚d2+ and 36 ♖c5 ♚d1 37 ♙g1 ♚d4+ 38 ♙h1 (38 ♙g2 ♚d2+) 38...♚f2 are also hopeless for White.

35 ... ♚xa5  
36 ♙xc6 ♚a1+  
37 ♙g2 ♚b2+  
38 ♙g1

38 ♙h3 g5! 39 cxb5 (39 fxg5+ ♙xe5) 39...g4+ 40 ♙h4 ♚xh2#.

38 ... bxc4  
0-1

White resigned in view of 39 bxc4 ♚b6+, winning his bishop.

Black's results in our five main games of Chapter 4 were 11111.

Perhaps the numbers will prompt Berlin's Harald Fietz to become part of an even cooler match to get into the Guinness Book of Records than the attempt he is currently involved with. Harald's letter of 17 December 1996 included two games he played that are part of a Germany vs. Italy match over 1,111 boards! By the way, I am also hoping to get in as the world's youngest-ever grandmaster, after a booklet at the Hastings Congress gave 11.6.96 as my date of birth!

### Solution to 'Stop that pawn!'

The main line of the solution is 1 ♖a8! b2 2 b7 ♙h2 3 f4 ♙xf4 4 e5 ♙xe5 5 b8 ♗ ♙xb8 6 ♙d5 (intending ♙a2) 6...b1 ♗ (or 6...b1 ♖) 7 ♙e4+! ♜xe4, stalemate!

## The invisible queen found!

Black's queen cannot be on d1, e1, f1, f2 or e3, because White would be in check and so it could not possibly be Black to move. The squares f3, d2 and d3 are the three remaining cases to consider.

a) f3: this is not possible, because if it was White to move then he would have no forced win.

b) d2: if it were White to move then 1 ♖h2+ would draw, but not more. Therefore...

c) d3 is the location of the invisible queen. White to move would

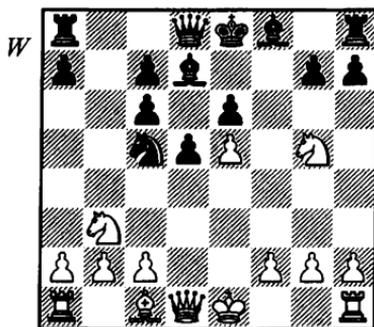
win with 1 ♙f1+, whereas Black to move would force checkmate in three moves with 1...♗e3+! (or 1...♗d4+, but not 1...♗g3+? 2 ♙g2) 2 ♚h2 ♗f4+! and then 3...♗f2#.

Well, we are nearing the end of this chapter and I hope you are now an enthusiastic member of the 'French fan club'. To give you a chance to shine, here comes...

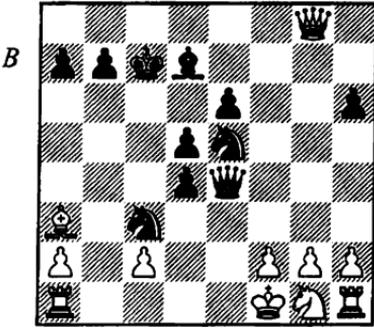
## Test Time!

I decided to bring in some typical positions arising from the French Defence, but not from variations already covered in this book. That may inspire you and your friends to explore fresh French lines. In the first example, White is to move and win (a case of 'French fried'!), but in the other examples it is Black to play and win. As usual, the solutions can be found near the end of the book.

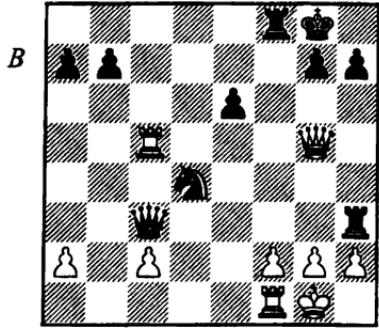
### 4.1



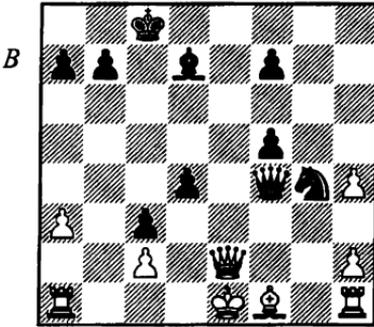
4.2



4.5



4.3



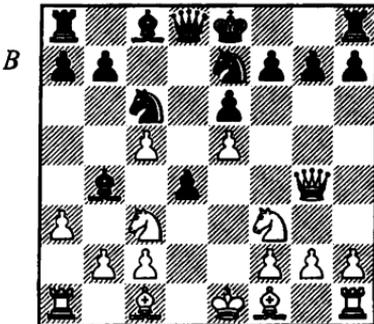
Black's stunning move made White resign immediately.

### Brainteaser no.4

In the following 'French Heroes' poem which I composed, the symbols ^, !, =, ?, \*, #, ~, + stand for eight different letters of the English alphabet. Crack the code (and enjoy the poem!).

1...^6 i\* =\* \*?und =\* = !#^n~h  
 y^! !#i~k\* =b?und in '!h^  
 +#^n~h'  
 = z^#? \*~?#^ !? !h?\*^ !h^y  
 ~!~h  
 +?# !h^ h^#? = m?#^ #?\*y  
 m=!~h.

4.4



### Another 'Famous Five' Mystery

A certain game begins with the Tarrasch variation of the French Defence. Both sides make their only captures of the game on move

four. After Black's fifth move, White resigns because:

a) He can only move his pawns, rooks or knights.

b) Any pawn or rook move by White at move six would allow Black to deliver 'mate in one' (i.e. checkmate at move six).

c) Any knight move by White at move six would either put a knight *en prise* or allow Black to deliver 'mate in two' (i.e. checkmate at move seven).

Solve the mystery by finding all the five moves of White and of Black.

As a late final note on the French Defence, I must confess that GM Stuart Conquest used it at Hastings 1996/7 to end my run of 48 games without defeat. I should have known about 'Conquest and Hastings' combinations because, believe it or not, in Perth (Scotland; not Australia) there is a teacher named Norman Conquest with a dog called Hastings! Sincerely though, a really hard event can be beneficial in the long-run, and my Dutch friend Ivo Timmermans reminded me about these words of the German philosopher Nietzsche: 'That which not kills us makes us stronger'.

It's now 5 January, and I'm building another sequence of games without zeros, but that is hardly surprising when one considers these points:

1) The new sequence only began on New Year's Day (a momentous occasion for Frank Banaghan, the Secretary of the Scottish Chess Association, because he reached 30!).

2) I have yet to face 'the French' this year! (I spoke too soon: later, on 11.1.97, I actually won in 24 moves against the French Defence, but the key improvement for Black at move seven can be found within the notes to White's fifth move back in Game 4)

Anyway, this is an ideal time to echo a thought of my friend Michael Holligan by wishing you a H.O.T. (happy occurrences throughout) 1997. I am sure that Douglas Griffin and Liz Gonnet (two other happy friends who are to be married in Scotland this year – congratulations!) hope there will not be too many days as cool as today near Loch Fannaich. Douglas and Liz were camping there after climbing a mountain yesterday, and this morning there was frost on the *inside* of their tent!

## 5 Find Ice-Cool Ace Lines!

We have seen lots of examples of creative original opening lines in *C.O.O.L. Chess* so far, but now I am going to consider two specific questions about such lines:

a) Whose games should one focus on to find ice-cool ace lines?

b) How can one find ice-cool ace lines for oneself?

Well, seven of my favourite cool stars were mentioned in a special way at the end of Chapter 1 (although there are many other people who produce tremendously creative chess). So we know the names of at least several really imaginative players whose games are well worth studying because they exhibit very original ideas. Books are perhaps the most obvious source for games of great players, but don't overlook others, such as:

(1) Magazines.

(2) Newspapers.

(3) Teletext.

(4) Games you actually see 'live'.

In case (1), I read new magazines every week. I scan the moves of games in the opening phase, in particular, looking with an 'eagle eye' for any C.O.O.L. ideas. I jot down in a notebook any ideas that have special appeal, and then try to make the time to study the relevant games in more detail. In that way I

quickly build up a stock of good games and very original ideas for developing and using in my own encounters.

Case (2) is neglected by many players, but they are missing a treasure collection of interesting games. I have five jotters (notebooks) brimming full with excellent games that I found in numerous newspaper columns.

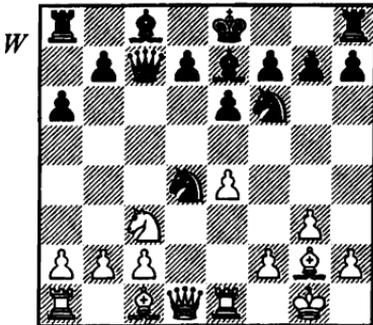
In case (3), I know that many people do not have a television with teletext, but if you do then I thoroughly recommend it as a source of news, games and stimulating puzzles. Personally, I look virtually every day at the chess pages on four different TV channels in Brussels, but I wish I could get the pages that my friend John Henderson puts on Channel 4 (within page 153) in the UK.

In case (4), I often memorise interesting games that I have seen 'live' (e.g. at a team match or a tournament), and write the moves in a notebook later. The more you do it, the better you get!

There are other sources such as the Internet, but I find that books plus cases 1 to 4 keep me alert, busy, and up-to-date.

Okay, let us now consider how to *find ice-cool ace lines* for oneself.

Well, perhaps it is more than a coincidence that the 19 letters in italics can be rearranged to give *cool Sicilian Defence!* Lots of openings provide scope for creativity, but 'the Sicilian' is one of the best, so in this chapter we will focus on it. For instance, GM Nigel Short told me that, among my own novelties, his favourite one occurred in the Taimanov variation of the Sicilian Defence in the game Motwani-Liang Jinrong, Chicago 1983. The opening moves were: 1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♖xd4 ♘c6 5 ♘c3 ♗c7 6 g3 a6 7 ♙g2 ♘f6 8 0-0 ♙e7 9 ♚e1 ♘xd4 (D)



The 'automatic' reply had always been 10 ♗xd4, but I found 10 e5!!, a move which virtually refutes Black's ninth move (so players now tend to opt for 9...0-0 or make the capture ...♘xd4 one move earlier, before White's rook is on e1 to support the disrupting advance e4-e5).

I discovered 10 e5 'over-the-board' (i.e. not at home before-

hand), but it cost me a lot of thinking time, and I later went wrong and lost to the Chinese IM. While I analysed afterwards with my friend GM Jon Arnason, Liang Jinrong's team-mates were also putting 10 e5 under a microscope for closer examination. After a while they came rushing over saying 'hen hao', and 11 years later when I met my Chinese wife-to-be, Jenny, I learned that their words meant 'very good' in Mandarin! Jenny also told me that I should have eaten two eggs before the game, since they look a bit like the '00' in 100%, and so I would have scored a full point - why didn't I think of that?! Even more recently, I read about the herb Ginseng which grows naturally in Eastern China. During the past 5000 years it has been used for medicinal purposes and an early herbal doctor named Shen Nung Pen Tsao wrote 'Ginseng brightens the eyes, opens up the heart, increases the spirits and, if taken over a long period, prolongs life'.

A good question is 'how did I actually find the move 10 e5?'. Well, first of all, I believe that nobody can find any *good* ideas about anything unless God gives them as one of His many gifts to the person, but of course there are some helpful general points to look out for. In particular, I try to be alert to the following:

- (1) Moves that give *check*.

(2) *Captures.*

(3) Moves that *attack or threaten* something.

(4) Opportunities to open up lines, especially to *expose the enemy king.*

(5) *Outposts:* squares on which a piece can settle without being attacked by an enemy pawn.

(6) *Sensitive squares.*

This set of six tips often leads to bright ideas, so I call the set '*S.H.I.N.E.*', which stands for 'six helpful ideas normally enlighten'!

*To find an ice-cool ace line*

*A kind, nice rule to face is S.H.I.N.E.*

*The right mnemonic to improve your chess*

*A bright tonic bringing moves that impress.*

*Think 'Check, Capture, Threaten, Expose'*

*Easy to remember, I suppose*

*Don't forget the other pair*

*Namely 'Outpost and Sensitive square'.*

*If there's a position you can't fix*

*Always try calling that set of six*

*The cases S.H.I.N.E. can't help are very few*

*But often the move you'll find is new!*

My novelty 10 e5 clearly qualifies for point (3) by attacking the knight on f6, but I also had point (4) in mind with Black's king still on e8 and my rook on e1 'facing' it. Therefore it seemed logical to try to prise open the e-file. Points

(5) and (6) are relevant too, because it struck me that the b6-square in Black's camp was very sensitive and a potential outpost for a white knight or bishop.

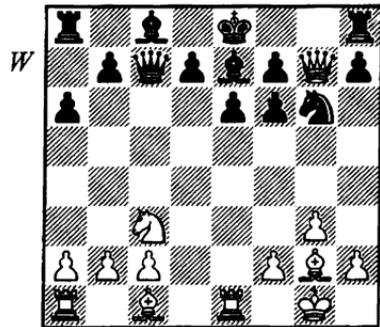
The Motwani-Liang Jinrong game is annotated in detail in *Informer* 36, but I will give a few variations here to explain further how I arrived at the move 10 e5. My calculations included:

a) 10...♞xc2 11 ♜xc2 ♞d5 12 ♙xd5 exd5 13 ♜d1 0-0 14 ♞xd5 ♜d8 15 ♙e3!, with the terrible threat of 16 ♙b6.

b) 10...♞c6 11 exf6 and then:

b1) 11...♙xf6 12 ♞d5 ♜d8 13 ♙e3!, again with an eye on the b6-square, and with the tactical point 13...exd5 14 ♙b6+.

b2) 11...gxf6 12 ♜g4 ♞e5 13 ♜g7 ♞g6 (D)



Now, instead of playing 14 ♞d5, 14 ♙e4! should win because of:

b21) 14...♞f8 15 ♞d5! exd5 16 ♙xg6 hxg6 17 ♙h6 (threatening 18 ♜xf8#) 17...♞d8 18 ♞xe7!.

b22) 14...♙f8 15 ♜xf6 ♙e7 16 ♞d5!! ♜a5 (16...exd5 17 ♙xg6)

17 ♖d2! ♗xd5 (17...♗xd2 18 ♜xe7) 18 ♗xh8+ ♜xh8 19 ♖xd5 exd5 20 ♖g5 ♜g6 21 ♜xe7+! ♜xe7 22 ♜e1.

I must admit that I was disappointed when I lost the game, but I had an unexpected chance to play 10 e5 again some time later in Scotland. My opponent, Iain Sinclair, had recently got married, and since he had (quite rightly) been spending much more time with his wife than with *Informator 36*, he knew nothing about my novelty and consequently lost.

We are about to take a time-warp to the 1987 Snow Cup team tournament in the Italian town of Aosta to see another novelty in the Sicilian Defence. The advance e4-e5 strikes again, but at move 11 this time.

Incidentally, although we are on a quest for ice-cool chess, it is always nice to find an opponent, such as Paul Lamford in the next game, who gives a genuine, warm (as opposed to ice-cool!) handshake before and after the game, irrespective of the result. On that topic, here is a little puzzle to exercise your skills in logical thinking, which can have 'spin-offs' for chess. The answer appears in the solutions section at the end of the book.

### Warm Handshakes!

A woman grandmaster played a certain number of people simulta-

neously, and scored 75% overall without losing any games, although each of the opponents who drew against her received a Batsford book prize. The grandmaster shook hands once with each player at the start of the games, and once again at the end. She also shook hands once more with each of the prize-winners as she presented the prizes. One spectator counted 61 handshakes altogether, while another spectator counted 68, but the true number was somewhere in between!

How many handshakes were there? Also, how many wins and draws did the grandmaster have?

#### Game 18

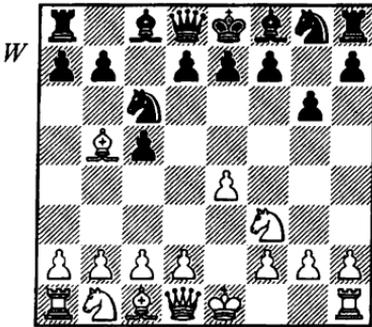
**P.Motwani – P.Lamford**

*Aosta 1987*

Sicilian Defence

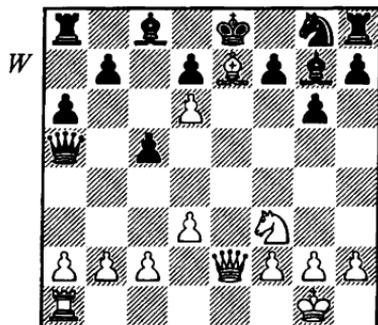
1 e4 e5  
2 ♜f3 ♜c6  
3 d4

The Rossolimo variation, 3 ♖b5, is a sensible developing move which side-steps the labyrinth of possible routes after 3 d4 cxd4 4 ♜xd4. It is true that Black has numerous options after 3 ♖b5 too, but I find that 3...d6, 3...e6 and 3...g6 are the usual replies, with the last one being by far the most common. So let us have a taste of the Rossolimo variation by seeing a small sample of my favourite games in it after 3...g6 (*D*).



Rossolimo-Romanenko, Salzburg 1948, continued 4 0-0  $\text{g}7$  5  $\text{e}1$   $\text{f}6$  (5...e5 is the main alternative {and note that ...e5 was even possible at move three because of the tactical point 4  $\text{xc}6$   $\text{dxc}6$  5  $\text{xe}5?$   $\text{Wd}4$  or 5... $\text{Wg}5$ }, but at the 1996 Abihome Open the 17-year-old Dutch IM Erik van den Doel maintained a slight edge with straightforward play as White against GM Peter Svidler, rated 2650, as follows: 6  $\text{xc}6$   $\text{dxc}6$  7 a4  $\text{We}7$  8  $\text{a}3$   $\text{df}6$  9  $\text{c}4$   $\text{d}7$  10  $\text{We}2$  0-0 11  $\text{Wd}3!$ ?  $\text{b}6$  12  $\text{Wd}6$   $\text{Re}8$  13 d3  $\text{c}4$  14  $\text{Wxe}7$   $\text{Rxe}7$  15  $\text{dxc}4$  f5 16  $\text{e}3$  b6 17  $\text{Rad}1$   $\text{e}6$  18 b3  $\text{fxe}4$  19  $\text{g}5$   $\text{d}7$  20  $\text{Rxd}7$   $\text{xd}7$  21  $\text{d}2$  h6 22  $\text{h}4$  g5 23  $\text{g}3$  h5 24 h3 h4 25  $\text{h}2$   $\text{f}5$  26  $\text{xe}4$   $\text{xe}4$  27  $\text{Rxe}4$   $\text{d}8$  28  $\text{cf}1$   $\text{cf}7$  29  $\text{ce}2$   $\text{ce}6$  30 f3  $\text{cf}5$  1/2-1/2) 6  $\text{c}3!$ ? (nowadays 6 c3 is more common, but Rossolimo's developing move is also very natural, and since this game was played 18 years before the birth of *Informator*, 6  $\text{c}3$  could catch a lot of opponents by surprise) 6... $\text{d}4?$

(6...0-0 7 e5  $\text{d}e8$ , intending ... $\text{d}c7$ , is better) 7 e5  $\text{d}g8$  (when playing his sixth move, Black may have missed that 7... $\text{dxb}5?$  8  $\text{exf}6$   $\text{dxc}3$  loses to 9  $\text{fxg}7$ , but 7... $\text{d}g4?$  8  $\text{dxd}4$   $\text{cxd}4$  9  $\text{Wxg}4$  also wins for White, and 7... $\text{d}h5$  8 d3, threatening 9 g4, is grim for the knight on the rim!) 8 d3  $\text{dxb}5$  9  $\text{dxb}5$  a6? (it is understandable that Black did not foresee the forthcoming stunning nine-move sequence by his brilliant opponent) 10  $\text{d}d6+!!$   $\text{exd}6$  (10... $\text{cf}8$ , though unpleasant, was necessary) 11  $\text{g}5!$   $\text{Wa}5$  (11... $\text{Wb}6$  12  $\text{exd}6+$   $\text{cf}8$  13  $\text{Re}8+!!$   $\text{xe}8$  14  $\text{We}2+$   $\text{cf}8$  15  $\text{e}7+$   $\text{ce}8$  {15... $\text{dxe}7$  16  $\text{Wxe}7+$   $\text{cg}8$  17  $\text{d}g5$   $\text{Wb}3$  18  $\text{axb}3$  then 19  $\text{Wxf}7\#$ } 16  $\text{Re}1!$   $\text{Wxb}2$  17  $\text{e}6+$   $\text{cf}8$  18  $\text{We}8\#$ , but not 16  $\text{e}6+$ ??  $\text{xd}8$  17  $\text{d}g5$   $\text{Wxd}6$  18  $\text{dxf}7+$   $\text{c}7$  19  $\text{dxd}6$   $\text{xd}6$ , giving Black an overwhelming  $\text{R}+2\text{R}+\text{d}$  for  $\text{W}+\text{d}$ ) 12  $\text{exd}6+$   $\text{cf}8$  13  $\text{Re}8+!!$   $\text{xe}8$  14  $\text{We}2+$   $\text{cf}8$  15  $\text{e}7+$   $\text{ce}8$  (D)



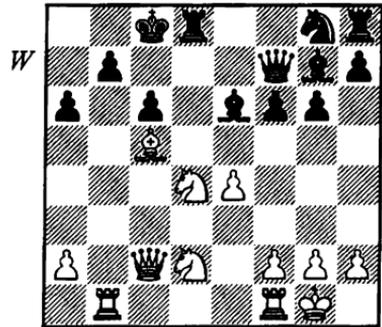
16  $\text{e}6+$ !! (much stronger than 16  $\text{Re}1$ , which allows 16... $\text{Wxe}1+$ )

16...♖xd8 17 ♗g5 ♗h6 18 ♜e7#. Black had an extra rook and two bishops in the final position, but White's mighty extra pawn on d6 sealed the fate of the king imprisoned on d8 and surrounded by his own dormant pieces. The theme there is reminiscent of Chapter 1, and reminds us that the ideas in any given chapter are relevant throughout the whole book, although the emphasis at any stage will naturally be on the main topic at that point.

We return now to the position after 3...g6 and consider 4 c3:

a) 4...a6? wastes a valuable tempo, and in Barle-Jerić, Vrhnika 1995, the following energetic play by White never allowed Black to recover from the precious time already lost: 5 ♖xc6 dxc6 6 d3 ♖g7 7 0-0 e5 8 ♖e3 (gaining another tempo, which explains why White did not play d2-d4 earlier and offer Black the chance to swap off the c5-pawn) 8...♜e7 9 b4! cxb4 10 cxb4 ♜xb4 (this does not help his development, but Black was faced with the unpleasant prospect of ♗bd2 and ♖c5 followed by ♗c4-d6+) 11 ♗bd2 ♖e6 (11...♗e7 12 ♗c4 f6 13 ♖b1 ♜c3 14 ♖b3 illustrates the severe difficulties with which IM Simon Jerić is having to contend) 12 ♖b1 ♜e7 13 ♜c2 f6 14 ♖c5 ♜f7 15 d4! (to expose Black's lack of development, IM Janez Barle opens the position more, and a pretty variation is

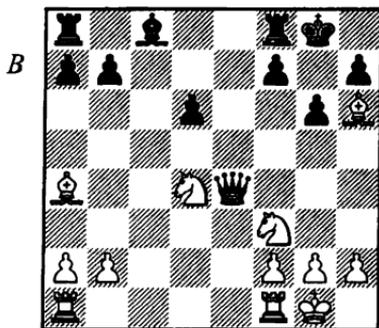
15...♖xa2 16 ♖b2 ♖e6 17 dxe5 fxe5 18 ♗g5 ♜f6 19 ♗xe6 ♜xe6 20 ♗c4!?, intending 20...0-0-0 21 ♜b3! ♜d7 {21...♖d7 22 ♗b6+ then 23 ♜xe6} 22 ♗d6+ ♖b8 23 ♜xb7+ ♜xb7 24 ♖xb7+ ♖a8 25 ♖a7+ ♖b8 26 ♖b1#) 15...exd4 16 ♗xd4 0-0-0 (D)



17 ♗xc6!! bxc6 18 ♜a4 ♗e7 (18...♖xd2 19 ♜xa6+ leads to 19...♗d8 20 ♖b8+ ♗d7 21 ♜c8# or 19...♗d7 20 ♜a7+! ♗e8 21 ♖b8+ ♖d8 22 ♖xd8+ ♗xd8 23 ♖d1+ and then 23...♖d7 24 ♜b8# or 23...♗c8 24 ♜a8+ ♗c7 25 ♖d8+ ♖b7 26 ♜b6+ ♖a8 27 ♖d8+ ♖c8 28 ♖xc8#) 19 ♖xe7 ♜xe7 20 ♜xc6+ ♜c7 21 ♜xc6+ ♖d7 22 ♖fc1 1-0.

b) 4...♜b6 was disposed of in Bronstein-N.Nikolić, Belgian Inter-Clubs League 1996, as follows: 5 ♖a4 ♖g7 6 0-0 e5 7 ♗a3 ♗ge7 8 d4! (another interesting gambit, 8 b4!?, was played 26 years earlier in a game Bronstein-Tappiç) 8...cxd4 9 cxd4 ♗xd4 10 ♗c4 ♜e6 (10...♗xf3+ 11 gxf3! ♜d4 12 ♗d6+ ♖f8 13 ♖b3 and 10...♜c5

11  $\text{dxd4}$  and then 11... $\text{exd4}$  12  $\text{b3!}$  or 11... $\text{wxc4}$  12  $\text{db5}$ , with  $\text{b3}$  then  $\text{ea3}$  to follow, also give White a tremendous initiative due to the great activity amongst his pieces) 11  $\text{dxc5!}$  0-0 (11... $\text{dxf3+}$  12  $\text{dxf3}$  0-0 13  $\text{ag5}$   $\text{axb2}$  14  $\text{ab3}$  is very bad for Black, but 11... $\text{axe5}$  12  $\text{dxd4}$   $\text{wd6}$  13  $\text{db5!?$   $\text{axh2+}$  14  $\text{ah1}$   $\text{wxd1}$  15  $\text{fxd1}$   $\text{ab8}$  16  $\text{ag5}$   $\text{a6}$  17  $\text{d6+}$   $\text{axd6}$  18  $\text{fxd6}$   $\text{b5}$  19  $\text{ab3}$   $\text{ab7}$  20  $\text{axf7+!}$   $\text{wxf7}$  21  $\text{fxd7}$  is another typical line in which White temporarily sacrifices a pawn in return for gaining time and development to generate huge pressure against his opponent, and eventually wins back material with interest) 12  $\text{wxd4}$   $\text{d6}$  13  $\text{af4}$   $\text{dc6}$  14  $\text{dxc6!}$  (in this way, White sacrifices his queen but emerges with three really active extra minor pieces which easily outgun Black's tired, wandering queen) 14... $\text{axd4}$  15  $\text{dxd4}$   $\text{wxe4}$  16  $\text{ah6}$  1-0 (D)

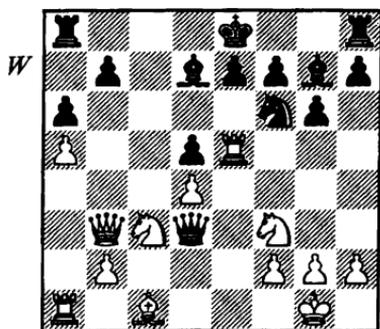


Black resigned in view of 16... $\text{ad8}$  17  $\text{afe1}$   $\text{wg4}$  18  $\text{h3}$   $\text{wh5}$  19  $\text{ag5}$   $\text{af8}$  20  $\text{de2!}$   $\text{axh3}$  21

$\text{dg3}$   $\text{wg4}$  22  $\text{ae4}$   $\text{wc8}$  23  $\text{ac1}$   $\text{wb8}$  24  $\text{gxh3}$ , when he is hopelessly behind on material and, to make matters worse, his queen is buried on  $\text{b8}$  with a dormant rook snoring beside her!

c) Here is the continuation of another beautiful miniature, namely Bronstein-Geller, Gothenburg IZ 1955: 4... $\text{ag7}$  5  $\text{d4}$   $\text{wb6}$  (we have already seen IM Nebosa Nikolić try ... $\text{wb6}$  at move four) 6  $\text{a4!?$  (White could have played 6  $\text{axc6}$  to avoid losing his d-pawn, but GM David Bronstein deliberately sacrifices it because he is more interested in seizing the initiative) 6... $\text{cxd4}$  7 0-0  $\text{a6}$  (after 7... $\text{dxc3}$ , 8  $\text{dxc3}$  threatens  $\text{d5}$  or  $\text{e3}$ , but 7... $\text{df6}$  8  $\text{e5}$   $\text{d5}$  9  $\text{cxd4}$  0-0 10  $\text{dc3}$   $\text{dxc3}$  11  $\text{bxc3}$  also gave White lots of open lines for his pieces in Bronstein-Spangenberg, Hastings 1993/4) 8  $\text{axc6}$   $\text{wxc6?!}$  (too many queen moves at an early stage is normally a symptom of an opening gone wrong, so 8... $\text{dxc6}$ , to free the light-squared bishop, was preferable) 9  $\text{cxd4}$   $\text{wxe4}$  (I have no doubt that GM Efim Geller fully understood the danger associated with making yet another queen move, but if he had not captured on  $\text{e4}$  then White would soon have pushed him back by advancing  $\text{d4-d5}$ ) 10  $\text{dc3}$   $\text{wf5}$  11  $\text{ae1}$   $\text{d5}$  (11... $\text{df6?}$  12  $\text{ae5!}$   $\text{wg4}$  13  $\text{h3}$  traps Black's queen) 12  $\text{a5!}$  (gaining space and creating the possibility of  $\text{a4-b6}$ , to which

Black now reacts) 12...♙d7 13 ♖b3 ♘f6? (13...♙c6 is more tenacious, but then 14 ♘e5 still gives White excellent play) 14 ♖e5! (Black probably only expected 14 ♖xb7, but instead White finds a winning sequence) 14...♖d3 (D)



15 ♖xe7+! ♙xe7 16 ♘d5+ ♘xd5 17 ♖xd3 ♜f6 18 ♙d2 ♙f7 19 ♖b3 ♙c6 20 ♘e1 (the knight is heading for the queenside because the earlier move ...f6 denied it safe access to the e5- and g5-squares) 20...♖he8 21 ♘d3 ♖e6 22 ♜c1 ♙f8? (White already had a decisive material advantage, but this error accelerates the end for Black) 23 ♖xc6! 1-0, in view of 23...bxc6 24 ♖b7+.

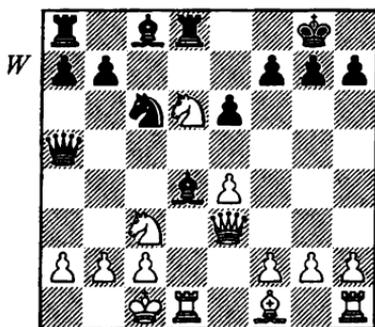
Well, after that rich dose of games in the Rossolimo variation, it is time to rejoin the Motwani-Lamford encounter at move three.

- 3 ... cxd4  
 4 ♘xd4 ♘f6  
 5 ♘c3 d6

For 5...e6, see Game 2, in Chapter 1.

6 g3

This move is relatively rare in comparison to 6 ♙g5, the Richter-Rauzer variation, and so Black must think more for himself instead of reeling out lots of theory studied at home beforehand. However, since today is November 12th, let's pause to see a 12-move win by one of our cool stars against an IM. After 6 ♙g5, the brief encounter Harandi-Speelman, London 1989, continued 6...e6 7 ♖d2 ♙e7 8 0-0-0 0-0 9 ♘db5?! (9 f4 and 9 ♘b3 are 'normal', and less risky than White's greedy move in the game) 9...♖a5 10 ♙xf6 (10 ♘xd6? ♜d8) 10...♙xf6! 11 ♘xd6 ♜d8! (this pinning move threatens ...♙e5 and is far superior to 11...♙xc3 12 ♖xc3 ♖xa2 13 ♙c4 ♖a1+ 14 ♙d2, when Black's queen must flee for her life) 12 ♘c4?? (12 ♖e1! or 12 ♖e3 are undoubtedly more tenacious, but in the latter case, instead of letting White off the hook with 12...♙xc3 13 ♖xc3 ♖xa2 14 ♖a3 {14 b3?? ♖xd6! 15 ♖xd6 ♖a3+ then 16...♖xd6} 14...♖xa3 15 bxa3, Black has 12...♙d4!! (D)



13 ♖xd4 {13 ♜g3? ♙e5} 13...♗xd4 14 ♜xd4 ♜g5+ 15 ♘b1 ♜f4! 16 ♗cb5 a6 17 ♜b6 {17 g3 ♜f3 or 17 ♗c7 ♜xd6} 17...♞d7, winning material, or mating with 18 ♗xc8? ♞d1#) 12...♜xd2 0-1, in view of 13 ♗xa5 ♜xd1+ 14 ♘xd1 ♗xa5, and Black is a piece up.

That was a black day for White, but as an interesting extra, did you know that 12 November 1956 was ice-cool? Apart from being exactly 40 years before the time that I am typing these words, a baby GM Jon Speelman was fully 40 days old, while Natasha Pedersen (IM Steffen Pedersen's new baby daughter) was -40 years old! On the same day, the largest iceberg in the world was discovered in the South Pacific Ocean ... it was bigger than Belgium!

## General Knowledge Question

What is special about the cool temperature -40° Celsius? The answer is sitting at the end of Game 18.

6 ... ♙g4

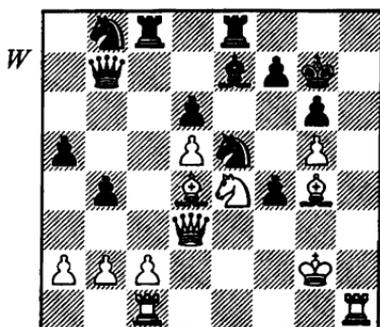
We are at an important crossroads, so let's at least glance at some other routes:

a) 6...g6 7 ♙g2 ♗xd4 (Black should steer clear of 7...♙g7?! 8 ♗xc6 bxc6 9 e5) 8 ♜xd4 ♙g7 9 0-0 0-0 10 ♜b4 ♗g4!?, intending to harass White's queen with the manoeuvre ...♗e5-c6, was a typi-

cally C.O.O.L. idea by the 'Magician from Riga' in a blitz game Motwani-Tal, Glenrothes 1988.

b) 6...e6 7 ♙g2 ♙d7 8 ♗db5 (castling is simpler and probably better) 8...♜b8 9 a4 (9 ♙f4 ♗e5!, but not 9...e5?! because of 10 ♙g5, when Black has a very inferior, passive version of the Sveshnikov Sicilian – compare with Game 2, in Chapter 1) 9...♙e7 is solid for Black, who can follow up with ...0-0, ...♞d8, ...♙e8 and then play for ...d5 or sometimes ...a6 and ...b5.

c) 6...e5 (in my opinion this is less good than options 'a' and 'b', because although Black gains a tempo through attacking the knight on d4, the advance ...e7-e5 causes a permanent weakening of the d5-square) 7 ♗de2 ♙e7 8 ♙g2 0-0 9 0-0 ♙e6 10 h3 ♜c8 11 ♙e3 a6 12 ♜d2 ♜c7 13 ♞ac1 ♗b8 14 g4 ♗fd7 15 ♗d5 ♙xd5 16 exd5 b5 17 ♗g3 ♞fe8 18 ♞fd1 ♙f8 19 ♗e4 ♜b7 20 g5 b4 21 h4 a5 22 ♙h3! ♞c4 23 ♜d3 ♜c7 24 h5 (threatening 25 g6 fxg6 26 hxg6 with ♙e6+ and/or ♗g5 to follow) 24...g6 25 ♘g2 ♙e7 26 hxg6 hxg6 27 ♞h1 ♘g7 28 ♙g4 ♞cc8 occurred in Motwani-Rivera, Moscow OL 1994. Black's position was unenviable, but it would have been worse than that after 29 f4! (planning to gain more space by the further advance f5) 29...exf4 30 ♙d4+! ♗e5 (D)



31 ♖h7+! ♔xh7 32 ♕h3+ ♔g8  
 (32...♔g7 33 ♕h6+) 33 ♙xe5 dxe5  
 34 ♖h1 ♖xc2+ 35 ♔f3, when  
 Black's extra rook cannot help him  
 to prevent ♕h8#.

7 f3 ♙d7

After 7...♗xd4, instead of the  
 'obvious' capture 8 fxg4, a  
 stronger idea is 8 ♕xd4!, intending  
 8...♙xf3 9 ♙b5+ ♗d7 10 0-0 with  
 lots of open lines and a big lead in  
 development for White in return  
 for the sacrificed pawn.

8 ♙e3 ♗xd4?!

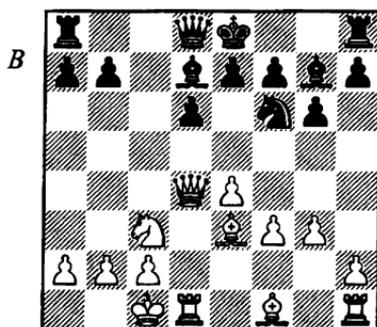
This allows White to centralise  
 his queen. 8...g6 looks better.

9 ♕xd4 g6

9...e5?! would gain a tempo, but  
 after the simple, calm retreat 10  
 ♕d2, the permanent damage to the  
 d5 and d6 points in Black's camp  
 is obvious. It is worth comparing  
 the similarity of the situation in  
 part 'c' of the notes to Black's sixth  
 move.

10 0-0-0 ♙g7

(See diagram top next column)



11 e5!

It is clear that this novelty takes  
 a much more direct approach than  
 11 g4 0-0 (threatening ...♗xg4)  
 12 ♕d2 ♕a5 with counterplay for  
 Black, but in this chapter we par-  
 ticularly want to know how to  
*find* a C.O.O.L. idea like 11 e5.  
 Well, when searching for bright  
 ideas, remember the mnemonic  
 S.H.I.N.E., which I described in  
 some detail a bit before this game.  
 The move 11 e5 clearly qualifies  
 for point (3) of S.H.I.N.E. be-  
 cause it attacks the knight on f6.  
 However, point (4) is also rele-  
 vant, since the d-file gets prised  
 open. That is especially useful  
 with a rook on d1 directed to-  
 wards the enemy queen on d8,  
 and with Black's king sitting be-  
 side her, not castled.

Of course, one must also calcu-  
 late some variations to check the  
 soundness of a logical idea ob-  
 tained through S.H.I.N.E. That is  
 one of the reasons why I have in-  
 cluded many puzzles in this book,

because otherwise we could lose our sharpness.

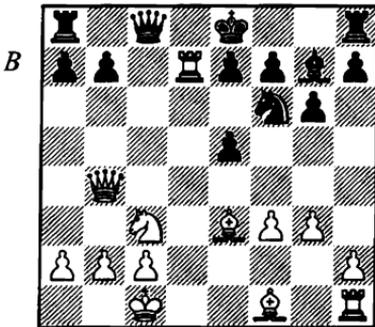
11 ... dxe5

11...♖h5 12 f4 ♕c6 13 ♖b5 threatens 14 g4, exploiting the grim position of the knight on the rim.

12 ♖b4! ♖c8

12...0-0 13 ♕b5! ♖c8 14 ♕xd7 ♖xd7 15 ♖d5 looks bright for White, and things get even better from his side of the board after 15...♕f6? 16 ♖xe7!!, intending 16...♕xe7 17 ♖xe7+ ♖g7 18 ♖xc8 ♖axc8 19 ♖xd7.

13 ♖xd7!! (D)



13 ... ♖xd7

I also calculated the following variations:

a) 13...♖xd7? 14 ♕b5, winning for White.

b) 13...♖xd7 14 ♕h3+ (14 ♕b5+ is also very convincing: 14...♖e6 15 ♖d1 followed by ♖b3+ and 14...♖c7 15 ♖xe7+ ♖b8 16 ♕c5 a6 17 ♖xe5+ ♖c7 18 ♕d6) 14...e6 15 ♖d1+ ♖e8 16 ♕f1 (or 16 ♖b5 ♕f8 17 ♖a4) 16...a6 17 ♕c5 and now:

b1) 17...♕f8 18 ♕xf8 ♖xf8 19 ♖b5! axb5 20 ♕xb5+ ♖d7 21 ♖d6 winning.

b2) 17...♖d7 18 ♖e4 is overwhelming too.

b3) 17...♖c6 18 ♖d6 ♖xf3 19 ♖a4+ b5 20 ♕xb5+ axb5 21 ♖xb5+ ♖e7 22 ♖d3# or 21...♖f8 22 ♖d8#.

Notice that Black's rooks hardly feature at all in those variations, which underlines how ineffective they are (in this game) compared to White's active minor pieces. When the harmony in your army is much greater than that of the opponent's forces, it is not always strictly necessary to calculate variations as far as in 'b3' for example. Sometimes your experience and intuition will flash an 'overwhelming position' signal in your mind well before the ultimate '#' endpoint is reached. However, if one practises calculating regularly, then the speed of those mental operations will increase, and so it becomes more feasible to be really thorough by calculating longer variations without getting into time-trouble. Personally, I still have a lot of scope for improvement in using time efficiently, but right now it's time for me to make my next move against Paul Lamford.

14 ♖d5 ♖d8

The alternatives are no better:

a) 14...♕f8 15 ♕b5 e6 16 ♖f6+ ♖d8 17 ♖d2 is a nightmare for Black's knight.

b) 14...♔f6 15 ♖b5 0-0 16 ♗xe7!! ♕xe7 17 ♜xe7+ ♔g7 18 ♜xc8 ♖axc8 19 ♕xd7, and White's material advantage of 2♖ vs. ♖ is decisive. An uncomplicated yet good way of understanding why that is so was expressed by Francky Deketelaere, a Belgian player to whom I showed this game recently. He stated simply 'Not counting the kings and pawns, White has three pieces against Black's two. A rook plus two bishops versus two rooks means that White is playing with an extra piece'.

Such a line of argument can break down if one starts suggesting that two bishops should outweigh a queen for example, but in the case referred to by Francky, his way of looking at the material situation on the board was perfectly viable.

15 ♕b5 e6

15...a6 16 ♕b6 or 15...0-0 16 ♜xe7+ ♔h8 17 ♜d1 offer even less hope to Black than the actual game continuation.

16 ♜d1! exd5

16...♕f8 17 ♕xd7+ ♗xd7 18 ♜f6+ ♔d8 19 ♜xd7+ ♔c8 20 ♗xb7#.

17 ♜xd5 ♖c8

17...♗e7 18 ♕xd7+ ♔f8 19 ♕c5 wins quickly for White, as does 17...b6 18 ♕d2! and now:

a) 18...♖c8 19 ♗d6 ♖c7 20 ♕b4 a5 21 ♜xe5+! ♕xe5 22 ♗xe5+ ♗e7 23 ♗xe7#.

b) 18...♗e7 19 ♜xd7 branches into:

b1) 19...♗xb4 20 ♕xb4, and Black is powerless against forthcoming discovered checks, especially 21 ♜d5# or 21 ♜xa7+.

b2) 19...♗xd7 20 ♕xd7+ ♔xd7 21 ♗c4 ♜hf8 22 ♕b4, when the effect of White's queen and bishop operating on adjacent diagonals is devastating.

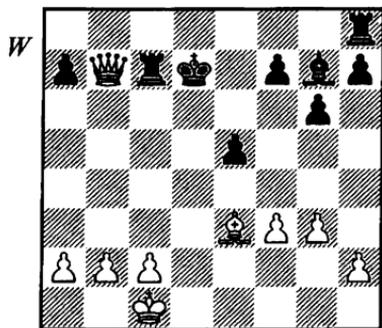
18 ♜xd7

This is a more clear-cut route to victory for White than 18 ♗d6 ♖c6! 19 ♕xc6 bxc6 20 ♗xc6 0-0! 21 ♗xd7 ♗f6 or 21 ♜xd7 ♗a5 22 ♜xa7?? ♗e1#.

18 ... ♗xd7

19 ♕xd7+ ♔xd7

20 ♗xb7+ ♖c7 (D)



21 ♗a6 ♜hc8

21...♜a8 fails because of 22 ♕b6!.

22 c3 ♔e8

23 ♕xa7

White's passed pawns on the queenside ensure victory.

23 ... ♜a8

24	♙b5+	♖d7
25	♕b8	♗xa2
26	♖b1	♗a8
27	♕xe5	♕xe5?

The '?' is given only because this move (played in time-trouble) loses instantly, but in the long-run Black's position was beyond saving anyway.

28	♙xe5+	♗e7
29	♙h8+	1-0

**Answer to Question** (posed before Black's sixth move)

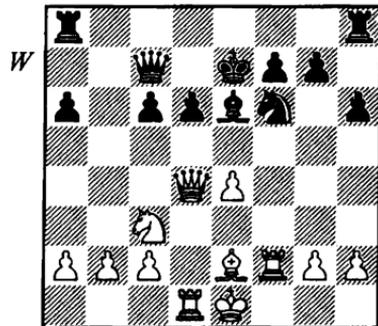
In 'normal everyday' temperatures, a temperature on the Celsius scale is equivalent to a higher number on the Fahrenheit scale. For instance, 0° C corresponds to 32° F; 36.9° C (normal body temperature) corresponds to about 98.4° F; 100° C (boiling point of water) corresponds to 212° F. However, -40° C is equivalent to the *same* number, -40° F, on the Fahrenheit scale. This can be verified using the equation  $C=5/9 (F-32)$  which connects the Celsius and Fahrenheit scales.

If you thought that temperature was chilly, how about a cool -67° C or -88.6° F!? Dr Alex Pauwels, my doctor in Belgium, went on a 'skidoo' (a snow-mobile that reaches speeds of around 140km/h on snow) near Quebec in 1993 during such icy conditions. His survival method is wrapped up in the statement 'Just like in chess, keep moving and you'll live'! He also witnessed gigantic blocks of ice

merging together as they travelled along the St Lawrence river, but now it's time for us to see another striking type of movement.

## e4-e5 strikes again!

I am not the only player with a special fondness for the move e4-e5, such as in Motwani-Lamford and Motwani-Liang Jinrong earlier in this chapter. On pages 22-3 of the book *Nigel Short: Chess Prodigy*, author David Short wrote "If Nigel has one 'favourite move' it has to be e4-e5." So let's see another instructive example in which White is about to play it and win (D):



This position arose in the game Nezhmetdinov-Seprievsky, USSR 1966. Given the chance, Black would strengthen his position with ...♖hd8 and then ...♙a7. Therefore White should strike quickly, and he did so with 1 e5!. Notice that points (3) and (4) of *S.H.I.N.E.* could also suggest e4-e5 to White because it *attacks* the knight on f6 while at the same time trying to *expose* Black's

king. The finish was 1...dxe5 2 ♖c5+ ♕e8 3 ♜xf6! 1-0, in view of 3...gxf6 4 ♘e4 ♗a7 5 ♘xf6# or 4...♗e7 5 ♗xc6+, winning the rook on a8. Instead of 1...dxe5, 1...♘e8 2 exd6+ ♘xd6 3 ♗xc7 (or the pinning move 3 ♗c5 followed by ♘e4) and 2...♗xd6 3 ♗h4+ g5 4 ♜xd6 gxh4 5 ♜xc6 also win easily for White.

GM Danny King, whom many people know for his entertaining commentaries on TV during World Championship matches, is also a fine player and an interesting writer. In that last category, I remember Danny creating the idea of a 'planet Shirov', perhaps prompted by the fact that many games involving 24-year-old Grandmaster Alexei Shirov seem to be out of this world. Shirov can often be seen looking upwards during play, as if his mind is calculating possibilities light years away. The following encounter with GM Judit Polgar at the first Fontys tournament in Holland contains numerous examples of Shirov's star moves.

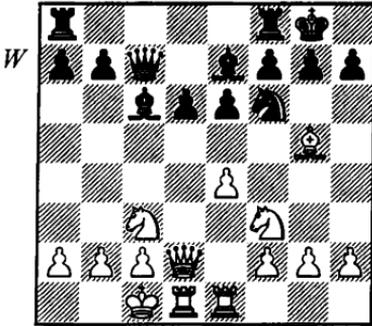
Game 19  
**A. Shirov – J. Polgar**  
*Tilburg 1996*  
 Sicilian Defence

1	e4	c5
2	♘f3	d6
3	d4	cxd4

4 ♘xd4

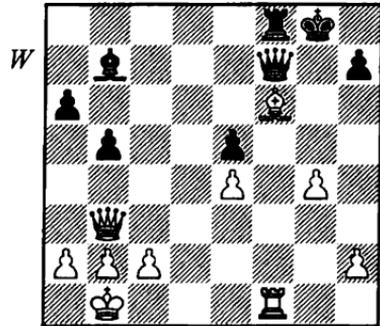
4 ♘xd4 is also logical since it centralises White's queen, and 4...♘c6 can be answered by 5 ♖b5. I was interested to see the top Lithuanian grandmaster, Eduard Rozentalis, employing this line recently as a change from 2 c3, which had been his previous sound but predictable system in almost every game as White against the Sicilian Defence. After 5 ♖b5, Rozentalis-Karason, Reykjavik 1996, continued 5...♖d7 6 ♖xc6 ♖xc6 7 ♘c3 ♘f6 8 ♖g5 e6 9 0-0-0 ♖e7 10 ♜he1 (one of the appealing features of the 4 ♘xd4 line is that White tends to get rapid development, and here we see that all of his pieces are already actively participating in the game) 10...0-0 11 ♗d2 (this standard idea, which prepares ♘d4 and then the advance of our favourite f-pawn, is much better than the greedy 11 ♖xf6? ♖xf6 12 ♗xd6 ♗a5, when Black would have fantastic compensation in return for one pawn, just as in the Harandi-Speelman miniature within the notes to White's sixth move in Game 18) 11...♗c7 (11...♗a5 12 ♖b1 {threatening 13 ♘d5! ♗xd2?? 14 ♘xe7+} 12...♗a6!/? {12...♗h8 was a bit passive for Black in Rozentalis-G.Meier, Liechtenstein 1996}) 13 ♘d4 b5 14 f3 ♜fc8 15 g4 ♗b7 16 h4 a5 17 ♘ce2 b4 18 ♘g3 ♜a6 19 ♘h5 ♘e8 20 ♖xe7 ♗xe7 21 g5 ♖b7 22 f4 ♗c7, intending 23 f5 e5

24 ♖f3 ♜c6, gave Black a reasonable position in Motwani-Paavilainen, Geel 1996) with this situation (D):



12 ♖d4 ♜fd8 13 f3 a6 14 g4 b5  
 15 ♖ce2 ♙b7 16 ♖g3 g6?! (an unnecessary weakening of the dark squares h6 and f6 near Black's king) 17 ♙b1 e5? (it often happens that one mistake is followed by another) 18 ♖df5! gxf5 19 ♖xf5 ♙c8 (19... ♙h8 20 ♖xf6+ ♙xf6 21 ♜h6 also wins quickly for White) 20 ♖xe7+ ♜xe7 21 ♙h4! (making way for White's queen to land on g5 or h6, with devastating effect for the poor knight whose protection was seriously weakened at move 16) 21... ♖xe4 22 ♜h6! (White plans to reap bigger material gain than the extra pawn he would have after 22 ♙xe7 ♖xd2+ 23 ♜xd2 ♜d7 24 ♙xd6 f6) 22... f6 (22... ♜e6 23 ♜xe6 ♙xe6 24 ♙xd8 and 22... ♜f8 23 ♜e3 ♖c5? 24 ♜g5+ or 24 ♙xd8 ♜xd8 25 ♜xc5! are even worse for Black than the actual game) 23 fxe4 ♜g7 24 ♜e3 (White again deliberately passes

by the chance to win a pawn {with 24 ♜xf6} because he wants to profit more from the exposed situation of Black's king, and that is more likely with queens still on the board) 24... ♙b7 (24... ♙xg4? would further expose Black's monarch, and after 25 ♜g1 ♙xd1 either 26 ♙xf6 or 26 ♜xg7+ ♙xg7 27 ♜g1+ would give Rozentalis a White Christmas with a sack full of his opponent's pieces and pawns – after all, the 22 letters in 'Santa uses a frozen sleigh' can be shuffled around to give 'guess he's a Rozentalis fan!') 25 ♜f1 ♜f8 26 ♜xd6 ♜ad8 27 ♜xd8 ♜xd8 28 ♙xf6 ♜f8 (after 28... ♜xf6 29 ♖xf6 ♜d1+, White has the vital resource 30 ♜c1) 29 ♜b3+ ♜f7 (D)



30 ♙e7! (an elegant conclusion, the point being that if 30... ♜xb3, then White wins a rook with the *zwischenzug* 31 ♜xf8+ before recapturing on b3) 1-0.

For the sake of completeness, I should also mention that after 1 e4 c5 2 ♖f3 d6 3 d4 cxd4 4 ♜xd4, Black can play 4...a6 to prevent 5

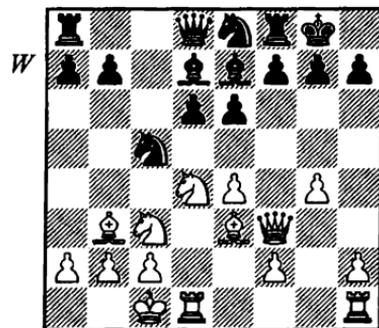
♙b5. Then, instead of 5 c4 ♘c6 6 ♖d2 followed by b3 and ♙b2, Rozentalis seems to like 5 ♙e3, eyeing the sensitive b6-square. However, in the clash Rozentalis-Ward, Copenhagen 1996, the man who was destined to become British Champion that year found a creative route with Black and obtained an excellent position after 5...♗f6 6 ♘c3 ♗g4! 7 ♙g5 ♘c6 8 ♖d2 h6 9 ♙h4 g5 10 ♙g3 ♙g7. GM Chris Ward's idea actually gives Black a superior version of the following line, which Kasparov favours in the Najdorf variation: 1 e4 c5 2 ♗f3 d6 3 d4 cxd4 4 ♘xd4 ♗f6 5 ♘c3 a6 6 ♙e3 ♗g4 7 ♙g5 h6 8 ♙h4 g5 9 ♙g3 ♙g7. The reason is that, in the Rozentalis-Ward game, Black has the extra move ...♘c6 whereas White has ♖d2 but his king's knight is passively placed on f3 instead of being centralised on d4. So I would play 5 c4 as White rather than Rozentalis's 5 ♙e3. If Black wants to deny White that possibility, then he should consider adopting the move-order 1 e4 c5 2 ♗f3 d6 3 d4 ♗f6 recommended by GM Mihai Suba. The point is that if White defends his e-pawn with 4 ♘c3, then 5 c4 is no longer possible, but of course there is nothing wrong for either player with 4...cxd4 5 ♘xd4.

Okay, back to planet Shirov now to see Black's fourth move.

4 ... ♗f6

5 ♘c3 a6

After 5...e6, Black must reckon with the dangerous Keres Attack 6 g4, which is considered in the notes to move six, but another aggressive option is 6 ♙c4. It does not seem fair to let White have all the fun, so I now call on a cool and instructive win by Gorik Cools with Black in the 1996 Belgian Inter-Clubs League against IM Mikhail Golubev, rated 2500 at the time. After 6 ♙c4, play continued 6...♙e7 7 ♙b3 (White avoids tactics based on ...♗xe4 and ...d5) 7...0-0 8 ♙e3 ♘a6!? 9 ♖f3?! (first f2-f4, and then ♖f3, carries more attacking power) 9...♘c5 10 0-0-0 ♙d7 11 g4 ♗e8! (D)



(in the post-mortem analysis later, it was obvious that this key move impressed Golubev a lot, and with good reason: Black not only gets away from the charging white g-pawn, but also prepares to attack on the opposite flank with ...♘c7 then ...b5) 12 ♖hg1 (12 h4 ♘c7 {opening the h-file with 12...♙xh4?? is suicidal, as 13 ♖h3

g5 14 ♖f3 would show} 13 g5 b5  
 14 g6? fxg6! simply nets Black a  
 pawn and easily repels White's at-  
 tacking gestures, especially be-  
 cause of the gain of time associated  
 with the f8-rook harassing the un-  
 fortunate lady on f3) 12...♗c7 13  
 g5 b5 14 ♖h5 g6 15 ♖h6 ♗e8 16  
 ♗g3 ♗f8 17 ♖h4 a5 18 ♗h3 h5 19  
 ♗ce2 (after 19 gxh6 ♖xh4 20  
 ♗xh4 a4 21 h7+ ♗h8, White's  
 kingside operations grind to a halt,  
 and to make matters worse he loses  
 his light-squared bishop trapped on  
 b3) 19...a4 20 ♗g3 axb3 21 ♗xh5  
 gxh5 (Black should not get carried  
 away with 21...bxa2?? 22 ♗f6+  
 ♖xf6 23 ♖h7#) 22 ♖xh5 ♗g7 23  
 g6 bxa2! ('Cool-headed' was  
 Gorik Cools' adjective for this  
 move, but he also realised that  
 23...fxg6? lands Black in hot water  
 due to 24 ♖h7+ and then 24...♗f8  
 25 ♗f3+ ♖f6 26 ♗xf6+ ♗xf6 27  
 ♗h6+ ♗g7 28 ♖xg7# or 24...♗f7  
 25 ♗f3+ ♖f6 26 ♗xf6+ ♗xf6 27  
 ♗g1! bxa2 28 ♗xg6+ ♗e7 29  
 ♗g5+! ♗f7 30 ♖xg7#) 24 ♗d2  
 (White's position was beyond sav-  
 ing, and time-trouble compounded  
 his problems, but Black wisely  
 continues to play calm, sensible,  
 strong moves without attempting  
 to blitz his opponent) 24...♗xe4+  
 25 ♗e2 f5 (25...♗f6 26 gxf7+ ♗f8  
 27 ♖g6 ♗e?? would allow White  
 to turn the tables with 28 ♗h8+!  
 ♗xh8 29 ♗h6+ ♗g7 30 ♗xg7# -  
 one should remain alert, and never  
 mentally count a game as 'won'

until the opponent actually resigns,  
 is checkmated or loses on time) 26  
 ♖h7+ ♗f8 27 ♗f3 (27 ♗h6 ♖f6  
 28 ♖h8+ ♗e7 29 ♖xg7+ ♖xg7 30  
 ♗xg7 a1♖ is also hopeless for  
 White) 27...♗f6 28 ♗h6 ♗xh7 29  
 gxh7 ♗f7 30 ♗xg7 ♗xg7 31 ♗g1+  
 0-1, and White resigned before  
 Black could play 31...♗h8. We  
 now return to the main game to see  
 Shirov's sixth move.

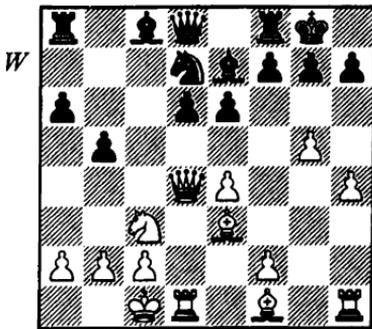
### 6 ♗e2

I have often played 6 ♗e3, but  
 without ever winning as quickly as  
 White did in Smirin-Huizer, Gron-  
 ingen 1996: 6...e5 7 ♗f3 ♗e7  
 (quite playable, but I would prefer  
 7...♖c7 to prevent the active devel-  
 opment ♗c4 which White gets in  
 the game) 8 ♗c4 0-0 9 0-0 b5??  
 (gaining space by ...b7-b5 is nor-  
 mally helpful for Black in the Na-  
 jdorf variation, but in this  
 particular instance it is bad for a  
 tactical reason, namely that it ex-  
 poses the a8-rook too soon) 10  
 ♗d5 ♗xd5 11 ♖xd5! (Black had  
 only reckoned on 11 ♗xd5, but  
 after White's queen landed on the  
 d5 outpost it was clear that she  
 would be staying for dinner at  
 Black's expense, so...) 1-0.

### 6 ... e6

6...e5 would firmly give the  
 opening the stamp 'Najdorf vari-  
 ation', but 6...e6 turns it back into  
 the 'Scheveningen system'. Black  
 could have entered that system ear-  
 lier with 5...e6, but perhaps she  
 decided to avoid 6 g4, the Keres

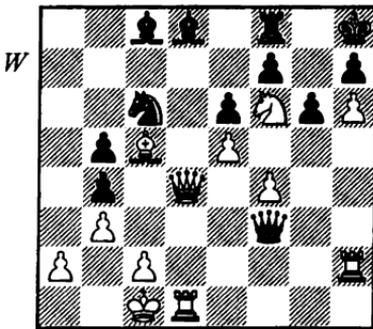
Attack (named after Paul Keres, an extremely strong Estonian grandmaster who lived from 1916-75). Kasparov also steered clear of the Keres Attack in his 1985 World Championship match against Karpov by employing the same move-order as Polgar with Black. To get a better idea of how dangerous the Keres Attack can be, let us pause to see the win with it which clinched my second GM norm. My opponent in that vital game at the 1988 Thessaloniki Olympiad was IM John Cooper of Wales, and as a bonus our encounter features an important novelty at move 13. After 6 g4, Motwani-Cooper continued 6...♙e7 (6...h6 7 h4, planning ♜g1 then g5, is the line in the Keres Attack of which I have the most experience) 7 g5 ♟fd7 8 h4 ♟c6 9 ♙e3 0-0 10 ♛d2 ♟xd4 11 ♛xd4 a6 12 0-0-0 b5 (D)



13 h5!? (I actually introduced this novelty in an earlier successful encounter in Scotland against my friend Donald Holmes, so I was already familiar with some key de-

tails, but the immediate point is that White threatens h6 and then ♛xg7# and does not spend valuable time by first protecting the g5-pawn) 13...♙xg5 14 h6 ♙f6 15 ♛xd6 g6 16 ♙g2! (White threatens 17 e5! ♙xe5 18 ♛xe5 ♟xe5 19 ♜xd8 ♜xd8 20 ♙xa8, and also saves precious time again by not moving the knight from c3, since after 16...♙xc3 17 bxc3 ♛a5 18 e5 ♜b8 19 ♛e7! ♛xc3 {19...♟xe5 20 ♛f6 or 19...♛d8 20 ♛xd8 ♜xd8 21 ♙a7} 20 ♜xd7 ♙xd7 21 ♛f6 ♛a3+ 22 ♟d1 it is clear that Black would like to have kept his dark-squared bishop to stop the imminent ♛g7#) 16...♜b8 (16...♟e5 17 ♛xd8 ♜xd8 18 f4 ♟c4 19 e5 ♜xd1+ 20 ♟xd1! costs Black dearly, but 16...♛a5 17 ♙d4 is also crushing for White after either 17...e5 18 ♙e3 b4 19 ♟d5 or 17...b4 18 ♙xf6 {18 ♟d5!} 18...♟xf6 19 ♟d5! ♟xd5 20 ♜xd5! ♛xa2 {after 20...exd5 21 ♛f6, not even GM Andras Adorjan would claim 'Black is O.K.!'}) 21 ♛e5 f6 22 ♛c7 ♜f7 23 ♜d8+ ♜f8 24 ♛g7#) 17 f4 b4 (17...♙xc3 18 bxc3 ♛a5 19 ♛e7 ♛xc3 20 ♜d3 ♛a1+ 21 ♟d2 ♛xa2 22 ♜xd7 ♙xd7 23 ♛f6 ♛a5+ 24 ♟e2 to be followed soon by ♛g7# is another case of 'Black death on the dark squares') 18 ♟a4 (the knight now enjoys an outpost or 'un carré fort' {French for 'a strong square'}, as one of my pupils named Javier Montupil would say, because none

of Black's pawns can attack it – a rare case of a knight on the rim that is not dim!) 18...♖a5 19 b3 ♜b5 (after 19...e5 20 ♙h3, the poor knight on d7 has no chance of surviving to protect the f6-bishop and b8-rook) 20 e5 ♙d8 21 ♙c6 ♙c7 22 ♜d4 ♜b8 23 ♙xb5 axb5 24 ♜c5 (White has a decisive material and positional advantage) 24...♜c6 25 ♜b2 ♜a7 26 ♙g1 ♜a8 27 ♜e4 ♜e7 (27...♜xe5 28 ♜f6+ ♜h8 29 ♙c5 also ends Black's resistance) 28 ♜f6+ ♜h8 29 ♙c5 ♙d8 30 ♜h2 (avoiding 30 ♜xd8? ♜xd8 31 ♙xe7?? ♜xh1#) 30...♜f3 31 ♜d4 ♜c6 (D)



32 ♙xf8 ♙xf6 (32...♜xd4 33 ♙g7# is a neat way to checkmate Black's imprisoned king) 33 exf6! ♜xd4 1-0. Black resigned in view of 34 ♙g7+ ♜g8 35 ♜xd4 ♜e3+ 36 ♜hd2, with ♜d8# being just around the corner.

7 0-0 ♙e7

8 f4

8 a4 ♜c6 9 ♙e3 0-0 10 f4 ♜c7 11 ♜h1 ♜e8 results in a position which occurred in 7 of the 18

games in the 1995 PCA World Championship match between Kasparov and Anand. Here are some observations about Shirov's different treatment of the opening:

1) It is not a mistake for White to play a2-a4, but on the other hand it is not strictly necessary to stop ...b7-b5 because that advance is normally too risky in view of the reply ♙f3, threatening e5 to attack Black's knight on f6 and rook on a8.

2) If White intends to advance on the kingside with g2-g4 as Shirov does on move ten, then it makes sense not to play ♜h1, since White's king could easily become exposed on the h1-a8 diagonal when there is no longer a pawn on g2 to shield it.

3) By not playing a4 or ♜h1, Shirov saves two valuable tempi which he instead invests in getting on with a kingside attack.

4) This particular game does not get anywhere near an endgame phase (because White's attack is too strong!), but if it had reached such a stage, then White's king on g1 rather than h1 would be nearer the centre of the board and ready to play an active role in the endgame.

8 ... 0-0

8...♜bd7?!, transposing to the game Van den Doel-Balcerak, Abihome 1996, is not to be recommended. It practically invites White to attack the knight on f6 by the advance g2-g4-g5 since the d7-

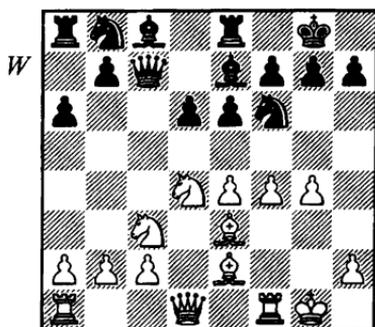
square is no longer available as a retreat square now that Black's other knight occupies it. IM Erik van den Doel continued in forceful fashion as follows: **9 g4! h6** (after  $9... \text{d}c5$  **10 e3**, White threatens to kick Black's unhappy knights with  $b4$  or  $g5$ ) **10 g5 hxg5 11 fxg5 d7** **12 dxe6!** ♖b6+ ( $12... \text{fxe}6$   $13 \text{e}h5+$   $g6$   $14 \text{e}xg6\#$ ) **13 d4 dxcg5 14 d5** (both of White's knights now enjoy strong central outposts) **14... ♖a7 15 e3 dxc5 16 dxe7 d3+** **17 e2 dxe7 18 b4!** 1-0, in view of  $18... \text{dxe}4$   $19 \text{d}f5+$   $\text{e}xf5$   $20 \text{e}xa7$ .

**9 e3 ♖c7**

**10 g4**

A much more aggressive and direct approach than  $10 \text{e}3 \text{d}c6$   $11 \text{d}2$  in Lengyel-Suba, (West) Berlin Open 1987, after which GM Mihai Suba recommends  $11... \text{d}a5!$ .

**10 ... ♞e8 (D)**



Judit Polgar attempts to improve on her encounter two rounds earlier with Emil Sutovsky, a highly-rated young Israeli GM. That game

went **10... dxc6** (two rounds further back,  $10... b5$  was played in Sutovsky-Van Wely, but Black only lasted until move 24, as you can see in the solutions to this chapter's 'Test Time') **11 g5 d7** ( $11... \text{d}xd4$   $12 \text{e}xd4 \text{d}d7$   $13 \text{e}d3$   $g6$   $14 \text{d}e1 b5$   $15 \text{d}h4 \text{d}e8$   $16 \text{d}ae1 b4$   $17 \text{d}d1 \text{e}b7$   $18 \text{d}e3!$   $\text{e}f8$  { $18... e5$   $19 \text{fxe}5 \text{dxe}5$   $20 \text{d}xf7!$  is a nightmare for Black's king:  $20... \text{d}f8$   $21 \text{e}c4!$  or  $20... \text{e}xf7$   $21 \text{d}xh7+$ })  $19 \text{d}g4 d5$   $20 \text{d}e3!$  {threatening  $21 \text{d}xh7+$ !  $\text{e}xh7$   $22 \text{d}h3+$   $\text{e}g8$   $23 \text{d}h8\#$ }  $20... h5$   $21 \text{g}xh6 \text{e}h7$   $22 \text{d}f6+$   $\text{d}xf6$   $23 \text{d}xf6 \text{e}xh6$   $24 \text{d}h3 e5$   $25 \text{d}g5!$  1-0 was Gallagher-Coleman, Hastings 1996/7) **12 f5 dde5 13 f6 e3** **14 e3** (just as in the aforementioned Gallagher-Coleman game, the bishop is now pointing towards Black's king and has cleared the way for White to play  $\text{d}h5$ , but in the meantime  $14... \text{d}xd3$   $15 \text{cxd3}$ ! would make a subsequent  $\text{d}c1$  an attractive option on the queenside)  $14... \text{d}xd4$  ( $14... g6$  is possible, but then Black would soon have to reckon with the manoeuvre  $\text{d}e1$ - $h4$ - $h6$  by her opponent) **15 e3** **16 f7** **17 e1** (now  $17... \text{e}xg5?$  loses to  $18 \text{g}g1$ , but White's king move was also genuinely useful here because of  $... \text{e}b6$  coming) **17... e3** **18 e3+**! (eliminating an important defender of the exposed pawn on f7) **18... dxe5 19 d5 e3** (this loses, but  $19... \text{e}d7$   $20 \text{d}f3 \text{e}e8$   $21 \text{d}af1$

leaves Black horribly tied up and facing the threat of 22 ♖d5! exd5 23 exd5 ♖h8 {23...f5 24 exf6+ ♖xf6 24 ♗xh7+} 24 ♖xf7+ ♙xf7 25 ♗xf7#} 20 ♖f3! ♙xg5 21 ♖g1 f6 22 h4 1-0. After typing this emphatic victory into the book today (25 November 1996), I heard that Sutovsky has just won the World Junior Championship in Colombia with the cool score of 10/13, topping a field of 58 players from 52 countries.

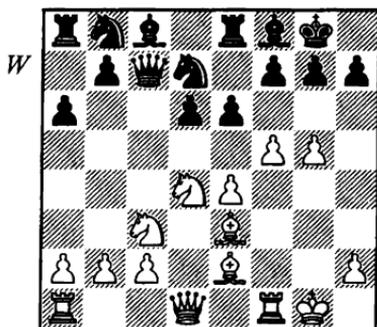
11 f5!

This example of 'f for forward' may be a novelty, but it is definitely a powerful case of the saying 'The threat is stronger than its execution'. 11 g5 has been played before, but Shirov's move threatens 12 g5 ♖fd7 13 fxe6.

11 ... ♙f8

It is difficult to find a worthwhile alternative, because 11...h6 seriously weakens Black's kingside, whereas 11...e5? 12 ♖b3 gives White the d5-square as a superb outpost and he still threatens g5.

12 g5 ♖fd7 (D)



13 ♖xe6!!

The number 13 turns out to be unlucky for Black as Shirov makes a stunning knight sacrifice, but keeps our favourite f-pawn to continue on a fantastic journey!

13 ... fxe6

14 ♙h5 g6

The alternatives are even more unpleasant for Black:

a) 14...♖d8 15 fxe6 ♖b6 (15...♖e5 16 ♖d5 ♗c4 17 e7 ♙xe7 18 ♖xe7+ ♗h8 19 ♗xd6! ♖xd6 20 ♖f8+ ♗g8 21 ♖xg8# exploits the weakness of Black's back rank) 16 ♙f7+ ♗h8 17 ♗h5 (threatening ♙g6) 17...g6 18 ♙xg6 ♙xe6 19 ♖f7! (an 'interference move', breaking the contact between Black's queen and the pawn she was defending on h7) 19...♙xf7 20 ♗xh7#.

b) 14...♖e7 15 fxe6 ♖b6 (15...♖xe6 16 ♙f7+ and 15...♖c5 16 ♖d5 ♗d8 17 ♙xc5 dxc5 18 ♖f6+ gxf6 19 ♙f7+ ♗h8 20 ♗xd8 plus 15...♖e5 16 ♖d5 and then 16...♗d8 17 ♙b6 or 16...♗c4 17 ♖xf8+! ♗xf8 18 ♗f1+ ♗xf1+ 19 ♖xf1+ ♗g8 20 ♖xe7+ ♗h8 21 ♖f8# again show the beautiful harmony amongst the pieces in White's army) 16 ♖xf8+ (one of many paths to victory, and completely sound, especially since most of Black's extra material is playing no part in the game due to being congested and dormant far away from the king on g8) 16...♗xf8 17 ♗f3+ ♗g8 18 ♖f1

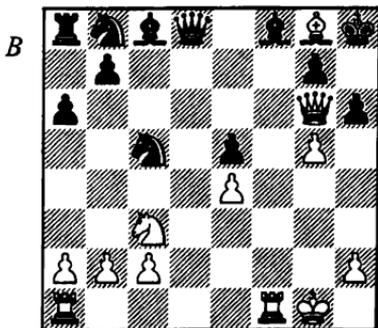
♖d8 19 ♕f7+ ♖h8 20 ♗h5 ♕xe6  
(20...g6 21 ♕d4#) 21 g6 h6 22  
♗xh6+! gxh6 23 ♕d4#.

c) 14...♗d8 15 fxe6! and now:

c1) 15...♗xe6? 16 ♕f7+.

c2) 15...♗e5 16 ♕f7+ ♖h8 17  
♕xe8 ♗xe8 18 ♗d5, with the  
deadly threats of ♗c7 or ♗b6.

c3) 15...♗c5 16 ♕f7+ ♖h8 17  
♗h5 ♗xe6 18 ♕d4 (threatening 19  
g6 h6 20 ♗xh6#) 18...♗e5 19  
♕xe5 dxe5 20 ♕g8!? h6  
(20...♖xg8 21 ♗f7+ ♖h8 22  
♗xf8+ ♗xf8 23 ♗xf8#) 21 ♗g6  
(D) branching into:



c31) 21...♗xg5+ 22 ♗xg5 hxg5  
23 ♗xf8 ♗bd7 24 ♗d8.

c32) 21...♖xg8 22 ♗f7+ ♖h8  
(22...♖h7 23 g6+) 23 ♗xf8+ ♗xf8  
24 ♗xf8+ ♖h7 25 ♗xc8.

c33) 21...♗d4+ 22 ♖h1 ♖xg8 23  
♗xf8+ ♖xf8 24 ♗f1+ ♖g8 (the  
king will not live for long after  
24...♖e7, one finish being 25  
♗d5+ ♖d8 26 ♗d6+ and then 27  
♗f8#) 25 ♗e8+ ♖h7 26 g6#.

Apart from the weakness of  
Black's back rank and the con-

gested nature of her pieces, which  
were recurring factors all the way  
through variations 'a' to 'c33', notice  
the following points about  
most of White's moves, because  
they show that the long variations  
are actually very logical and not  
some incomprehensible mass. The  
majority of White's moves fit into  
at least one of these six categories:

1) Checks.

2) Captures.

3) Moves which *attack or threaten* something.

4) Moves which open lines, especially to *expose the enemy king*.

5) The move ♗d5, seizing a powerful *outpost*.

6) The move ♕b6, for example, landing on a *sensitive square* in the enemy camp.

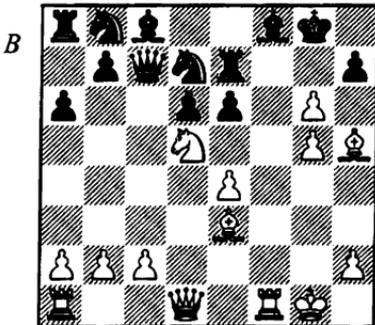
We already encountered earlier in the book that set of six tips which I call *S.H.I.N.E.*, but I find it such a useful aid in finding good moves in calculation (as well as for discovering novelties), that I decided to reiterate it here.

Incidentally, if you are a film-fan like myself, you might like to know that *Shine* is also the title of the drama (about the life of Australian concert pianist David Helfgott) which won the 1996 Aspen Film-fest Audience Award. However, let's keep in tune with the game and go now to see move 15, where a black pawn is about to vaporise on planet Shirov.

15 fxc6 ♗e7

15...hxg6 16 ♖xg6 ♜e7 17 ♛h5 (threatening ♖f7+) 17...♞e5 18 ♜xf8+ ♜xf8 19 ♛h8# is another pretty little line.

16 ♞d5!! (D)



The conventional idea that 'a knight=3 pawns' does not seem to apply on planet Shirov ... for the second time in this game White sacrifices a knight for one pawn!

16 ... exd5

From Black's point of view, 16...♛d8 (16...♛c6? 17 ♜xf8+ ♜xf8 18 ♛f3+) 17 ♞xe7+ ♛xe7 18 ♜f7 or 17...♞xe7 18 gxf7+ ♜h8 (18...♜xh7 19 ♖f7 with ♛h5+ to follow) 19 g6 is not something to write home to Earth about.

17 ♛xd5+ ♜h8

18 gxf7

Threatening 19 ♛g8#.

18 ... ♜xh7

18...♜xh7 19 ♜f7+ leads to:

a) 19...♜xf7 20 ♛xf7+ ♖g7 21 ♖d4 ♞e5 22 ♛xc7.

b) 19...♜h8 20 ♖d4+ and now:

b1) 20...♞e5 21 ♜xf8+ then 22 ♛g8#.

b2) 20...♞e5 21 g6 (threatening ♜h7#) 21...♖g7 22 ♜xg7! ♜xg7

(22...♜xd5 23 ♜h7++ ♖g8 24 ♜h8#) 23 ♛f7+ ♜h6 24 ♛h7+ ♖g5 25 ♞e3+ ♜f6 26 ♛f7# or 25...♜h4 26 ♖f3#.

19 ♖g6 ♖g7

To be thorough, we should again consider some alternatives:

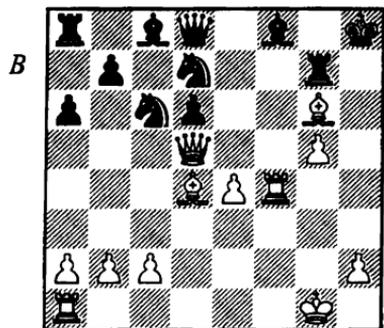
a) 19...♜h3 (19...♜h4 and 19...♛c6 lose in an almost identical manner) 20 ♜xf8+! ♞xf8 21 ♖d4+ ♛g7 22 ♖xg7+ ♜xg7 23 ♛f7+ ♜h8 24 ♛xf8#.

b) 19...♞e7 20 ♜f4! (threatening 21 ♜h4+ ♖g7 22 ♜h7+! ♜xg6 23 ♛f5#) 20...♖g7 21 ♜f7+! and now:

b1) 21...♜xg6 22 ♛f5+ ♜h5 23 ♛h3+ ♖g6 24 ♛h7#.

b2) 21...♜h8 22 ♖d4+ and then 22...♞e5 23 ♜h7# or 22...♞e5 23 ♜xf8+ ♖g7 24 ♛g8#.

c) 19...♖g7 20 ♖d4 ♞c6 (20...♛c6 21 ♜xf8+! ♞xf8 22 ♖xg7+ ♜xg7 23 ♛f7+ ♜h8 24 ♛xf8# is basically the same as variation 'a') 21 ♜f4! (D).



This echoes an idea from variation 'b', and the finish could be 21...♞xd4 22 ♜h4+ ♜h7 23 ♜xh7#

or 21...♖de5 22 ♜xf8+ ♜g8 23 ♜xg8#.

20 ♖xh7 ♜d8

**Question:** If 20...♜xh7, can you find how White forces checkmate in at most four more moves? The solution is given at the end of this cool game.

21 ♖f5

The dust is finally clearing after the incredible display of fireworks which Shirov began on move 13, and, in effect, he now has a material advantage of ♜+3♙ vs. 2♘. However, in reality Black's situation is even more desperate because her king is so exposed, and all but one of her pieces are far away from the monarch, which urgently needs protection.

21 ... ♘e5

22 ♜d1!

White's eagle-eyed lady immediately heads for the sensitive square at h5 that she has spotted.

22 ... ♖xf5

23 exf5 ♜e8

24 g6 ♘g4

24...♖xg6 25 ♜h5+ ♖g8 26 ♜ae1 calmly protects White's bishop, but meanwhile the pinned knight on g6 is doomed.

25 ♖d4 ♜e4

26 f6

I'm glad to see my Chapter 3 motto being used so much on planet Shirov too!

26 ... ♘c6

26...♖xf6 27 ♜h5+! leads to 27...♖xh5 28 ♜f8# or 27...♖g8 28

♖xf6 ♖xf6 29 ♜h7+ ♖f8 30 ♜f7#.

27 fxg7+ ♖g8

28 ♜f8+! ♜xf8

29 gxf8♜+ ♖xf8

30 ♜f1+ 1-0

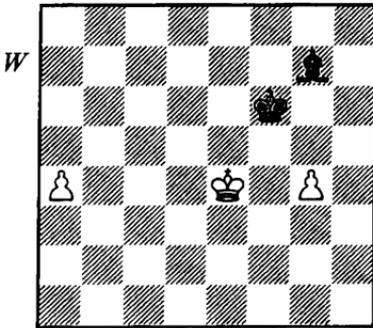
Most people would not have managed to hang on as long as Judit Polgar did against such a ferocious attack, but she finally bows out in the face of 30...♖g8 31 ♜f7#, with other king moves being met by 31 ♜e1. She consumed 117 minutes on her clock, whereas Alexei Shirov used only 71 minutes to play one of the most ice-cool ace games I have ever seen. To find any worthwhile improvements for Black, it is probably necessary to go at least as far back as move ten! Perhaps 10...♖fd7! is playable, in order to meet 11 f5 by 11...♖e5 or 11 g5 by 11...♜e8. In the latter case, 12 f5 ♖f8? 13 ♘xe6!! transposes to Shirov-Polgar, but 12...♖e5 13 f6 ♖f8 might attract a few 'bravehearts' to defend Black's position. However, let us return briefly to move 20 to get the answer to the question that I asked you there.

**Answer to question:** 21 g6+! ♖xg6 22 ♜f5# or 21...♖h8 22 ♜h5+ ♖h6 23 ♜xh6+ ♖g8 24 ♜h7#.

People in search of action might watch some episode of Batman and Robin with the screen full of 'words' like 'kapow!' as chins fall

when they come into contact with the 'Dynamic Duo'. Here is a quieter form of entertainment: a puzzle that appeared on BRTN teletext in Brussels on 21 November 1996.

## Dynamic Duo



White is to move, and can use his pawn duo in a dynamic way to force a win. The solution awaits you after Game 20.

Besides myself, one of Batsford's other new authors in 1996 was IM Ali Mortazavi, whose excellent book *Winning With the Kan* was of great interest to me. Naturally most of the work concentrates on lines after 1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 a6, but Ali gives 3 b3!? a special mention as it is one of White's ways of side-stepping the Kan, and so Black must be prepared to face it if necessary. 3...b6 4 ♙b2 ♙b7 5 ♘c3 a6 is one of several lines recommended for Black, but 6 ♚e2!? is a cool novelty which we are about to see in a game between two

Romanian IMs at the 1996 Coca Cola Pokal Open.

### Game 20

**A.Negulescu – D.Moldovan**

*Romania 1996*

Sicilian Defence

1 e4 c5  
2 ♘f3 e6  
3 b3

In my opinion this move is more logical here than it would be after 2...♘c6 or 2...d6, since in those cases Black is better placed to play ...e5 to reduce the scope of the white bishop that is about to be fianchettoed on b2.

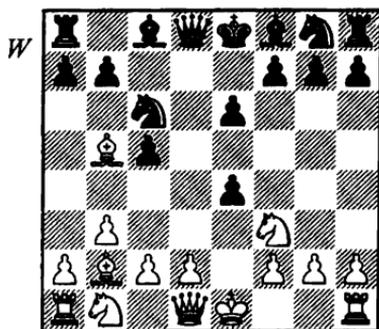
The surprise factor associated with 3 b3 is underlined by the fact that, in my own games as Black, I have only faced that rare move twice, whereas 3 d4 cxd4 4 ♘xd4 a6 netted numerous important wins for me *en route* to gaining the grandmaster title. Besides 'the Kan', this system with 4...a6 is often called 'the Paulsen', named after Louis Paulsen. It is extremely flexible, since Black has not yet declared where any of his pieces will go, and so far White's only information relates to Black's pawn configuration.

You may be interested to know that the name Louis means 'glorious warrior' in old German, and that the great musical composer Ludwig van Beethoven wrote the following: 'In his amazing fantasy,

Louis can build castles of dreams. He is creative and achieves much in life. He is a winner!'

3 ... b6

A. Ivanov-Khmel'nitsky, USA Ch (Parsippany) 1996 took a different path: 3...♘c6 4 ♖b2 d5 (4...♘f6 runs into 5 e5) 5 ♖b5! (a novelty, I think) 5...dxe4 (D)



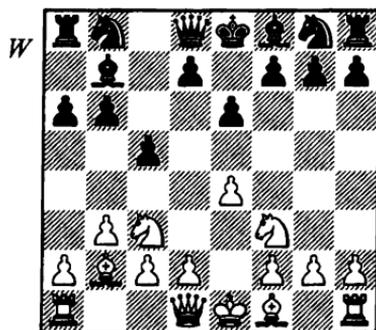
6 ♘e5 ♖g5? (6...♗d7 is more prudent, but 7 ♖xc6 ♖xc6 8 ♘xc6 bxc6 9 ♘c3 gives White a nice lead in development after 9...♘f6 10 ♖e2 or 9...f5 10 f3!, and Black's pawn structure is very weak) 7 0-0 ♗d7 8 ♘xd7 ♖xd7 9 d3 (instead of trying to win the e4-pawn, White is more than happy to exchange it for opening up the d-file in order to expose Black's king) 9...exd3 10 ♖xd3+ ♖c7 11 ♖xc6 ♖xc6 (11...bxc6 12 ♗d1 ♗d8 loses to 13 ♖e5+! ♖c8 14 ♖a6#) 12 ♗d1 ♖d5 13 ♖e2 ♖f5 14 ♘a3 a6 15 g4! ♖f4 (after 15...♖g6 16 ♖f3+ ♖b6 17 ♗d7 ♖b8 18 ♘c4+ ♖a7 19 ♖e5, I would not bet on Black!) 16 ♖e5 ♖b4 17 ♘c4

(threatening 18 ♖f3+ ♖b5 19 ♖xb7#) 17...♘f6 18 c3 ♖b5 19 a4 1-0, in view of 19...♖xb3 20 ♘a5+. The player of the black pieces is an IM who was rated 2485 at the time of the game!

4 ♖b2 ♖b7

5 ♘c3 a6 (D)

5...d6 6 d4 cxd4 occurred in Collinson-Mortazavi, Guildford 1992, but then, instead of 7 ♘xd4, Ali Mortazavi pointed out the really strong possibility 7 ♖b5+! ♘d7 8 ♖xd4 with a huge lead in development for White.



5...a6 is a prophylactic measure, which prevents ideas such as ♖b5+. Mortazavi gives it a '!'. However, there is one clear drawback to Black's move: it does not contribute much to his development, a fact that the opponent should try to exploit in an energetic way.

6 ♖e2!?

This novelty from IM Adrian Negulescu carries some sting, whereas 6 d4 cxd4 7 ♘xd4 ♖c7 8

♙d3 ♙b4 9 ♘e2 ♘f6 10 0-0 ♘g4!  
gave Black a great position in  
Velička-Fogarasi, Budapest 1993.

6 ... d6  
7 d4 cxd4  
8 ♘xd4 ♘f6

The move ...♙b4, which was a  
troublesome pin by Tibor Fogarasi  
in his aforementioned game, is not  
legal here – bishops are too heavy  
to jump over pawns, but knights  
keep fit with such exercises!

9 0-0-0 ♖c7

If 9...♙e7?, then 10 e5! prises  
open the position so that White's  
rook on d1 can get a look at Black's  
queen, and the phrase 'if looks  
could kill' applies after 10...dxe5  
11 ♘xe6.

10 g4!

In Game 19, the gravity of  
Black's position became clear  
soon after being hit by the G-force  
of 10 g4, and here the same thrust  
is about to kick back the knight  
from f6.

10 ... ♙e7

10...h6? 11 h4 ♙e7 12 ♙g2  
threatens 13 g5 hxg5 14 hxg5 ♖xh1  
15 ♖xh1 ♘fd7 16 g6 fxg6 17 ♘xe6  
or 17 ♖g4, with ♖h8+ ready and  
eager to be played whenever it will  
have most impact. That variation is  
clearly terrible for Black, but it il-  
lustrates forcefully some key  
points:

a) If your opponent is trying to  
attack you in a certain part of the  
board, then, in general, one should  
keep that part as closed as possible.

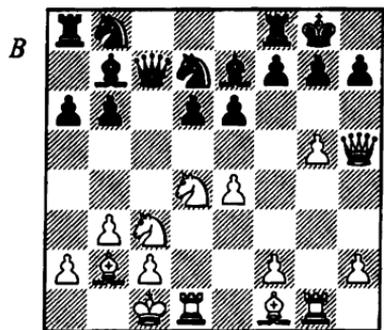
The move 10...h6? in the hypo-  
thetical variation gave White a tar-  
get to aim at and made it easy for  
him to open up lines on the king-  
side.

b) The move ...h6 also relin-  
quished some control of the g6-  
square, and that allowed White to  
later play g6 himself with cata-  
strophic effect for Black's frail f7-  
e6 pawn chain.

11 g5 ♘fd7  
12 ♖g1 0-0

You might say that Black is cas-  
tling into a direct attack by White.  
That is true, but his king is not safe  
on e8 either, with the queen on e2  
facing it. For example, 12...♘c6 13  
♘f5!? exf5 14 ♘d5 ♖d8 15 exf5  
0-0 16 f6, and, as usual, 'f for for-  
ward' does a lot of damage!

13 ♖h5 (D)



What this move lacks in subtlety  
it makes up for in effectiveness!  
The manoeuvre ♖d3-h3 is just one  
of several attractive follow-ups  
available to White.

13 ... ♖c8

13...g6 14 ♖h6 threatens 15 ♔d5! exd5 16 ♘f5, and ♖g7# will follow shortly. That line demonstrates a typical clearance sacrifice (15 ♔d5!) to open up the a1-h8 diagonal so that the bishop on b2 can 'see' the sensitive g7-square. Black could try 14...♞c8, but 15 ♙c4 ♙f8 16 ♘e6! leads to:

a) 16...♙xh6 17 ♘xc7 ♙xg5+ 18 ♞xg5 ♞xc7 19 ♞xd6, with an extra pawn and an overwhelming position for White.

b) 16...♞xc4 17 ♘xf8, winning quickly for White.

c) 16...fxe6 17 ♙xe6+ ♕h8 18 ♔d5+ ♔e5 19 ♘xc7 ♙xh6 20 ♙xc8, and not only is Black down on material, but most of his remaining pieces are *en prise*!

14 ♙c4!

This cool move acts as a shield in front of the sensitive pawn on c2 and also exerts pressure towards Black's monarch.

14 ... ♘f8

14...b5 15 ♘e6! fxe6 16 ♙xe6+ ♕h8 17 ♙f5 ♘f8 18 ♙xh7! ♙xg5+ (18...♘xh7? 19 g6) 19 ♞xg5 ♘xh7 20 ♞d1 (threatening 21 ♞xg7 ♞xg7 22 ♞xg7 ♕xg7 23 ♔d5+ ♕g8 24 ♞g6+ ♕f8 25 ♙g7+ ♕g8 26 ♔e7#) 20...♞g8 21 ♞xh7+! ♕xh7 22 ♞h5# is a pretty mate. Alternatively, 14...♔e5 15 ♘e6! fxe6 16 ♙xe6+ ♕h8 17 g6 h6 18 f4 (the motto strikes again!) 18...♔ed7 19 ♞xh6+! gxh6 20 g7+ ♕h7 21 g8♞+ ♞xg8 22 ♙xg8+ ♕h8 23 ♔d5+ wins Black's queen,

although White's position is so good he can afford not to take it!

Finally, notice that 14...g6 15 ♖h6 ♙f8 16 ♘e6! transposes to a line given already in the notes to Black's 13th move.

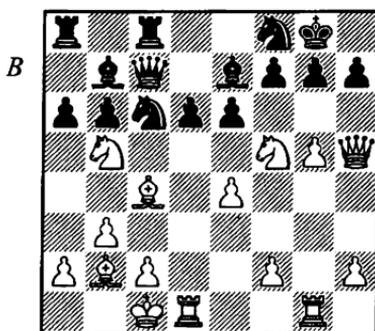
15 ♘f5!

In the Sicilian, the move ♘f5 crops up frequently as a sacrifice, but here the knight cannot even be touched in view of 15...exf5 16 ♞xf7+ ♕h8 17 ♞g8#.

15 ... ♘c6

15...b5 16 ♘xb5! axb5 17 ♖h6!! gxh6 18 ♘xh6# shows the bishop on b2 playing a star role again, even though it looks to be far away from Black's king.

16 ♘b5!! (D)



As in the previous note, 16...axb5 is met by the stunning queen sacrifice 17 ♖h6!! So...

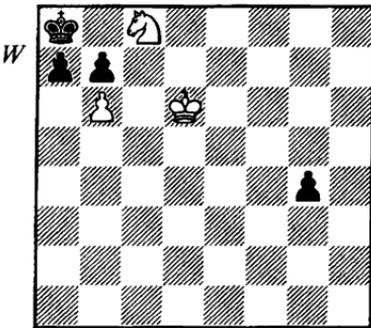
1-0

**Solution to puzzle** (posed before Game 20)

White wins with 1 a5 ♙f8 2 ♔d5 ♙h6 3 g5+!! ♙xg5 4 ♕e4 ♙h4 5 ♕f3, and the a-pawn will march

merrily on to a8, where a magic wand will turn it into a new queen. However, 1 g5+? would only draw because of 1...♔e6!.

### A knight more, but a nightmare!



It is White to move, but this beautiful study composed by V.Mihailov in 1954 demands some cool moves to get him a draw. The lovely solution is given after Game 21.

There is a strong connection between the Sicilian Defence and the English Opening, 1 c4. If Black plays an early ...e5, then, in effect, White has a Sicilian with colours reversed *and* an extra tempo, which he can try to utilise to generate some initiative. Is that situation bad for Black? Well, not necessarily. Grandmaster Mihai Suba once stated 'Black's information is always greater by one move'. In other words, because any move by Black is always preceded by a white move, Black can

respond according to what White does, whereas White must show his hand first. If Black can maintain a *flexible* position, then he will have plenty of options available to himself. That makes it more difficult for White, in choosing his own move, to predict which move Black will respond with.

In 1990, I wrote a *Trends* booklet on the topic of the English Opening with an early ...e5, because in my own games I have acquired a lot of experience of it as Black. Therefore on 1 December 1996 I was looking forward to my encounter that day in the Belgian Inter-Clubs League with IM Ekrem Cekro, who always opens with 1 c4. Cis Gysen, the captain of the 'O.S.K.' team that I play for, gave me a boost before the game by telling me that he had had a dream that I would win! I am happy that it came true, bringing my tally in 47 competitive games since April 1996 to 20 wins, 27 draws and no losses. As a bonus, there was a novelty at move nine.

#### Game 21

**E.Cekro – P.Motwani**

*Brussels 1996*

English Opening

1 c4 ♘f6

In response to 1 c4, Simon Kellett (a former secretary of the Scottish Chess Association) named 1...b5 'the Pig' when he was

at *The Pig in Paradise* pub in 1994 during the Hastings chess congress. After 2 cxb5, his intention is to continue with 2...a6 in the same vein as the Benko Gambit Accepted (1 d4 ♖f6 2 c4 c5 3 d5 b5 4 cxb5 a6). I must admit that 1...b5 would not be my idea of paradise, especially if playing Black against a strong opponent, but I am all in favour of the motto 'b for boldness'!

2 g3 e5  
3 ♗g2 c6

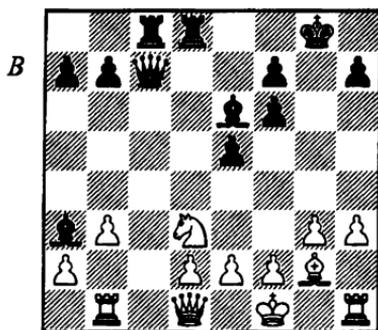
In playing this Keres system, I was, in a sense, almost injecting some originality into the game already, because I had only ever employed 3...c6 once before (in 1989 against GM Julian Hodgson). My opponent probably expected 3...d5.

4 ♖f3

There is a big note coming up, because I want to provide you with some ideas after 4 ♖c3 and 4 d4, the principal alternatives to the move chosen by Cekro.

a) I thank Neil Berry of Edinburgh for sending me the moves of the following superb game. Hodgson-Illescas, Wijk aan Zee 1993 went 4 ♖c3 d5 5 cxd5 cxd5 6 ♗b3 ♖c6! (also interesting is 6...d4!? 7 ♗xb7 ♗xb7 8 ♗xb7 ♖bd7 9 ♖b5 ♗b8 10 ♖c7+ ♗e7 11 ♗xa7 ♗c8 {11...♗d6!??} as in Hodgson-Motwani, London 1989) 7 ♖xd5 ♖d4 8 ♖xf6+ gxf6 9 ♗d1 ♗c7 (Black would not have this possibility if he

had played 8...♗xf6) 10 ♗f1 ♖c2 11 ♗b1 ♗e6 12 b3 ♗c8 13 ♗b2 ♗a3! 14 ♗c3 ♖b4! 15 ♗xb4 (15 ♗a1 ♖d5! would complete a nice manoeuvre ...♖d4-c2-b4-d5 {begun on move 7}, every part of which carried a direct threat to White) 15...♗xb4 (Black has a bishop pair plus control of the c-file as compensation for his deficit of one pawn, and in addition White's king has been forced to give up castling rights) 16 ♖f3 0-0 17 ♖e1 ♗fd8 18 ♖d3 ♗a3 19 h3 (D)

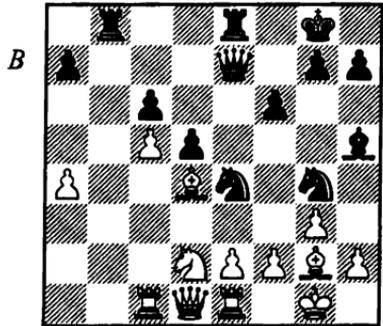


19...♗d4! (Black already had a beautiful, harmonious position, but he has found a way to strengthen it by threatening ...♗d6 followed by ...e4) 20 ♖e1 ♗a5 21 d3 ♗d7 22 ♗g1 ♗dc7 (threatening ...♗c1, winning White's cooped up queen) 23 b4 ♗xb4 24 ♗h2 ♗xa2 25 ♗a1 ♗c3 26 ♗c1 ♗xe1 27 ♗xc7 ♗xc7 28 ♗xe1 ♗b3! (not giving White time to create any counterchances with e3 and ♗g4+) 29 ♗b1 ♗c2 30 ♗c1 ♗g7! (this example of 'The threat is stronger than its exe-

cution' is even clearer for Black than 30...♙xd3 31 ♖d1 ♙g6 32 ♖d8+ ♗g7 33 ♚c1, although 33...♚c5 34 ♖xa5 ♚xa5 35 ♙xb7 is still grim for White) 31 ♚f1 ♙xd3 32 ♖d1 ♙c4 33 ♙f3 ♖c5 34 ♖b1 b5 (the top Spanish-born GM has gone from being one sacrificed pawn down to two passed pawns up, and now commences their advance towards promotion) 35 g4 a5 36 ♗g2 ♙d5 37 e4 ♙e6 38 h4 a4 39 g5 fxg5 40 hxg5 a3 41 ♚h1 ♚d7 42 ♖g1 ♚d2 43 ♗g3 a2 44 ♚h2 (44 ♖h2 ♖xf2+! 45 ♖xf2 ♚xf2 46 ♗xf2 b4 followed by ...b3-b2 shows the rolling passed pawns easily defeating White's rook) 44...♖d4 45 ♖h1 ♗g8 (an ultra-safe way to finish, since 46...a1♖ is coming, but in the meantime 46 ♚xh7 allows 46...♖xf2#, so...) 0-1. A wonderfully energetic, creative and controlled game by Miguel Illescas, and a serious dent for the 4 ♘c3 variation. Let's take a look at 4 d4 now.

b) Züger-Christiansen, Bern Chess Festival 1996, went 4 d4 exd4 5 ♖xd4 ♘a6! (an important novelty from GM Larry Christiansen, one of the 'cool stars' in Chapter 1, since GM Mihai Suba considers the main line 5...d5 6 ♘f3 ♙e7 7 0-0 0-0 8 cxd5 cxd5 9 ♘c3 ♘c6 10 ♖a4 ♖b6 11 ♖b5 to be 'preferable for White') 6 ♘f3 ♙c5 7 ♖d1 0-0 8 ♘c3 ♚e8 9 0-0 d6 10 ♘a4 (10 b3) 10...♙f5 11 a3

d5! 12 ♘xc5 ♘xc5 13 ♘d4 ♙g6 14 b4 ♘ce4 15 c5 b6 16 ♙b2 (16 ♘xc6 ♖c7) 16...bxc5 17 bxc5 ♚c8 18 ♚c1 ♖e7 19 a4 ♘g4! (19...♘xc5?? 20 ♙a3, but the move played works because of 20 f3?? ♘e3) 20 ♘f3 f6 21 ♙d4 ♙h5 22 ♚e1 ♚b8 23 ♘d2? (D)



23...♘exf2!! 24 ♙xf2 ♘xf2 25 ♗xf2 ♖e3+ 26 ♗f1 ♚b2 27 ♚c2 (27 ♘f3 ♙xf3 wins neatly for Black: 28 exf3 ♖f2# or 28 ♙xf3 ♚d2) 27...♚xc2 28 ♖xc2 ♙xe2+ 29 ♚xe2 ♖xe2+ 30 ♗g1 ♖e3+ 31 ♗h1 (31 ♗f1 ♖e1#) 31...♖f2! 0-1, since White cannot parry the dual threats of ...♚e1+ or ...♚e2 in a satisfactory way. 32 ♙f1 ♚e1 33 ♖d3 ♚d1 34 ♖a6 is his best try, hoping for perpetual check via 34...♙xd2? 35 ♖c8+ ♗f7 36 ♖d7+ ♗g6 37 ♖g4+ ♗h6 38 ♖h4+ or 34...♖xd2? 35 ♖c8+ ♗f7 36 ♖d7+ ♗g6 37 ♖g4+ ♗h6 (37...♖g5? 38 ♖xd1) 38 ♖h4+. However, 34...h6! 35 ♖c8+ ♗h7 wins easily for Black.

Okay, it's time for me to play my fourth move against Ceko.

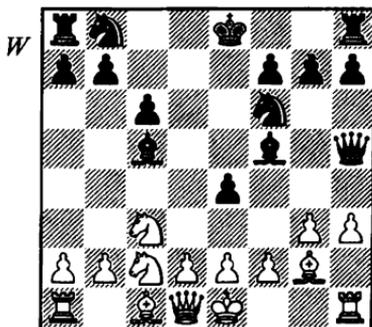
4 ... e4  
 5 ♖d4 d5  
 6 cxd5 ♗xd5  
 7 ♖c2

It is interesting to compare this situation to the position after 1 e4 c5 2 c3 ♖f6 3 d4 cxd4 4 ♗xd4. That line is no longer very fashionable for White because Black can maintain his knight in the centre and get a comfortable position with 4...e6, intending 5...♖c6. So why did Ceko not play 7 e3 to protect his knight on d4? The reason is that e3 in combination with the earlier move g3 leaves a horrible 'hole' at f3, not to mention the other one at d3. Later in the game (around move 20) we will see how serious that can be.

7 ... ♗h5  
 8 h3  
 8 ♖c3 ♗h3! 9 ♗xe4? ♖xe4 10 ♖xe4 ♗g2 wins for Black.

8 ... ♗c5  
 9 ♖c3  
 9 b4 ♗b6 is a reasonable alternative.

9 ... ♗f5! (D)



This is a novelty. It not only defends the e4-pawn, but also contributes to Black's development, something which 9...♗g6 would not do.

10 ♖a4

A key tactical point is that 10 g4 can be answered by 10...♗h4 (threatening ...♗xf2#) or 10...♗g6. The latter option threatens ...h5, since gxf5 is not a move White would want to play when Black can meet it with ...♗xg2.

10 ... ♗d6!

The bishop moves for the second time in the opening, but now White's knight on the wing is not doing a thing. It wouldn't have to stand and fiddle if it was somewhere near the middle!

11 ♖e3 ♗g6  
 12 ♗b3? b5

White thought that the c6-b5 pawn chain would turn out to be weak, but in reality the advance ...b7-b5 increases Black's initiative by gaining space and time for him.

13 ♖c3 0-0

14 ♖g4 ♖bd7

14...♖xg4? 15 hxg4 ♗xg4 16 ♗h4 spoils Black's nice position.

15 ♖xf6+ ♖xf6

16 e3

As explained in the notes to his seventh move, White does not wholeheartedly create holes at f3 and d3, but 16 0-0 b4 17 ♖a4 (17 g4? ♗e5 threatens ...♗h2#) 17...♗xe2 lets his e-pawn be eaten.

16 ... ♗ac8!

Played not merely to protect the c-pawn, but with active possibilities like ...b4 and ...c5-c4 in mind. I try, as far as possible, to make every move really count in a positive way and not to settle for something which only performs a prophylactic function. In other words, although prophylaxis is a powerful idea because it frustrates the opponent's plans, a move which also furthers your own plan is even better.

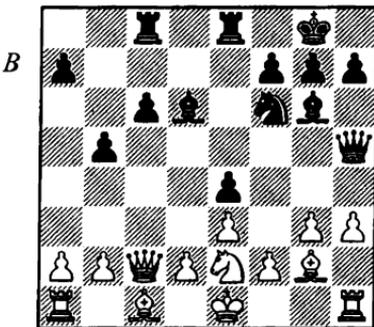
17 ♖c2

If this had been played before the move e2-e3, then Black would himself be playing ...e3, producing a discovered attack towards the lady at c2 from the bishop on g6.

17 ... ♜fe8

18 ♔e2 (D)

18 0-0 ♔f5!? 19 g4? loses to 19...♔xg4 20 hxg4 ♖h2#.



18 ... ♔d7!

Black's knight is heading for f3 or d3 via e5 if possible, but he'll settle for c5 too.

19 ♔f4 ♔xf4

20 gxf4 ♔c5

21 0-0

21 ♔f1 ♔d3+ (21...♖f3 also gives White terrible problems: 22 ♜g1 ♔d3+ 23 ♔xd3 exd3 24 ♖d1 ♖xh3 or 22 ♜h2 ♔h5! 23 b4 ♔d3+ 24 ♔xd3 exd3 25 ♖xd3 ♖d1#) 22 ♔xd3 exd3 23 ♖d1 ♖d5 24 ♜g1? (24 f3 is essential) 24...♔h5 25 ♖b3 ♖f3 26 ♖xd3 ♖d1# illustrates the sensitivity of the light squares around White's king, especially if his light-squared bishop vanishes.

21 ... ♔d3

Black threatens ...♔f5 and ...♜e6-g6/h6. This is a nightmare for White.

22 ♖d1 ♖xd1

23 ♜xd1 ♔h5

Winning at least 'the exchange' (that is, a rook for a bishop or knight), and the game.

24 ♜f1

24 f3 is worse, in view of 24...exf3 25 ♔f1 f2+ 26 ♖g2 ♔e1+! 27 ♖xf2 ♔c2, and White will lose a whole rook.

24 ... ♔e2

25 f3 ♜ed8!?

Black could also take a slower approach, in keeping with the wise principle 'Do not hurry'. However, my choice was influenced by two main factors:

1) I was getting short of time, with about 20 minutes left to make the remaining 15 moves until the time control at move 40.

2) I was keen to get a rook to d2, since from such a position on the

seventh rank it could start munching White's pawns on the queenside.

26 fxe4      ♙xf1  
27 ♙xf1      ♘xc1  
28 d4!

Black is still winning, but not as easily as after 28 ♙xc1 ♙xd2.

28 ...      c5  
29 d5

29 ♙xc1 cxd4 30 ♙xc8 ♙xc8 31 exd4 ♙c2 32 d5 (32 ♙xb5 ♙xb2 33 a4 ♙b4 34 d5 ♙xe4 is hopeless for White) 32...a6 33 d6 ♙d2 34 e5 ♙d4 35 f5 (35 ♙f2 ♙xf4+ 36 ♙e3 ♙xf1 37 d7 ♙d1 or 37 ♙e2 ♙f5 38 d7 ♙xe5+ and then 39...♙d5 mops up most of White's army!) 35...♙d5 (or 35...f6) 36 ♙g2 ♙xe5 37 d7 ♙e1+ 38 ♙f2 ♙d1 39 ♙c6 ♙f8 40 ♙e2 ♙d6 wins comfortably for Black.

29 ...      ♘xa2  
30 ♙xa2      c4  
31 ♙f2

Black will create a passed pawn very quickly by ...b4 then ...c3, so White's king does a sprint towards the queenside in an attempt to stop the black pawns in their tracks.

31 ...      b4  
32 ♙xa7      f5

Even in time-trouble I don't forget my Chapter 3 motto! This move is not strictly necessary, but it has two main underlying ideas:

- 1) To break up White's phalanx of central pawns.
- 2) To avoid any careless 'back rank' checkmates in time-trouble.

After 32...c3, White must play 33 bxc3 bxc3 34 ♙a1, intending 34...c2 35 ♙c1.

33 ♙g2      ♙a8  
34 ♙b7

After 34 ♙xa8 ♙xa8 35 exf5, 35...♙a2 wins quickly for Black, as does 35...c3 36 bxc3 ♙a2+ 37 ♙g3 ♙xg2+ 38 ♙xg2 bxc3 39 d6 ♙f7 followed by the advance of the c-pawn to promotion on c1.

34 ...      ♙db8  
35 ♙xb8+

35 ♙c7 c3 36 bxc3 b3! gives the b-pawn a turn to queen soon.

35 ...      ♙xb8  
36 ♙e2      c3  
37 ♙d3      cxb2  
38 ♙c2      fxe4  
39 ♙xb2      ♙f7  
40 ♙b3

After 40 ♙xe4 ♙e8, Black will win the e-pawn without having to let the b-pawn go.

40 ...      ♙f6

Black has reached the time-control with his winning position still intact. The players now had one further hour each to finish the game.

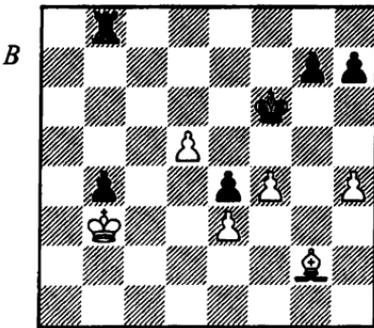
41 h4 (D)

41 ♙xe4 ♙e8 42 ♙xh7 ♙xe3+ 43 ♙xb4 ♙xh3 44 ♙g8 ♙h4 gives the same position as is obtained one move later in the actual game.

41 ...      ♙d8!  
42 ♙xe4

42 ♙c4 b3 branches into:

- a) 43 ♙xb3 ♙xd5 44 ♙xe4 ♙h5 followed by ...♙xh4, winning for Black.



b) 43 ♖xe4 ♜e8!, intending 44 ♔d4 ♜xe4+! 45 ♔xe4 b2, and the pawn that dreamed of becoming a queen will soon be one on b1!

42 ... ♜e8  
43 ♖xh7 ♜xe3+

Since this wins in a clear-cut manner, there was no need to delve into other lines after 43...g6.

44 ♔xb4 ♜h3  
45 ♖g8 ♜xh4  
46 d6 ♜xf4+  
47 ♔c3

47 ♔c5 ♔e5 48 d7 (48 ♔c6 ♜f6 pins and wins the d-pawn) 48...♜d4 leads to:

a) 49 ♔c6 ♔f6 50 ♔c7 ♔e7 51 ♖e6 ♔xe6 52 d8♙ ♜xd8 53 ♔xd8 g5, and the g-pawn feels great!

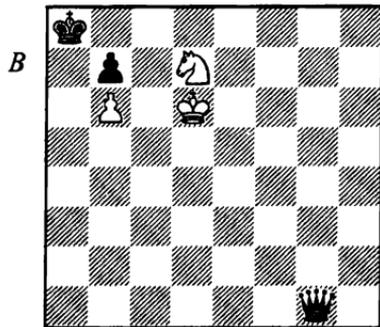
b) 49 ♖e6 ♜d2 (49...♔xe6?? 50 ♔xd4 ♔xd7 51 ♔e5 allows White to escape with a draw) 50 ♖g4 ♔f6 51 ♔c6 ♔e7 52 ♔c7 ♜c2+ 53 ♔b6 g5 wins easily for Black because his king keeps the d-pawn from 'queening', whereas White's monarch is cut off far away from the g-pawn, which will be shepherded to promotion by the rook.

48 ... g5  
49 d7 ♔e7  
50 ♖e6 g4  
0-1

White finally resigned, in view of 51 ♔d3 g3 52 ♖h3 (52 ♔e3 g2) 52...♜f2 53 ♔e3 ♜h2 54 ♖g4 ♜b2 55 ♖h3 g2 56 ♖xg2 ♜xg2. 'T.G.' said one of my team-mates. When I asked what he meant he explained 'Terrific game, but always remember to thank God too'.

**Solution to puzzle** (posed over 50 moves ago!)

White draws with 1 ♖xa7 g3 (1...♔b8 2 ♔b5 g3 3 ♔d4 g2 4 ♔f3 stops the g-pawn from making a successful 'touchdown') 2 ♔c6! g2 (2...bxc6?? 3 ♔c7 g2 4 b7+ ♔a7 5 b8♙+ ♔a6 6 ♙b6#) 3 ♔e5 g1♙ 4 ♔d7 (D)



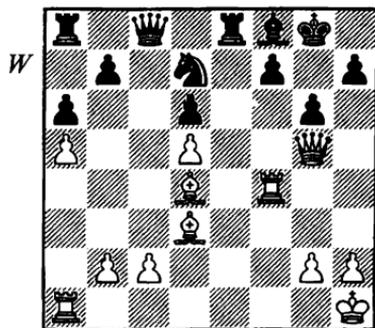
In spite of being well ahead on material, Black can make no progress using his lone queen because White's bright knight keeps the king on a8 and pawn on b7 boxed in with a little help from the infantryman it is protecting on b6.

Okay, as in the previous chapters, we have had an instructive quartet ('*je suis un quintette*' protests Chapter 4, in French!) of main battles packed with lots of other exciting complete games, and with numerous puzzles interspersed between the games to keep us alert and tactically sharp. However, there is still one of my favourite items to look forward to...

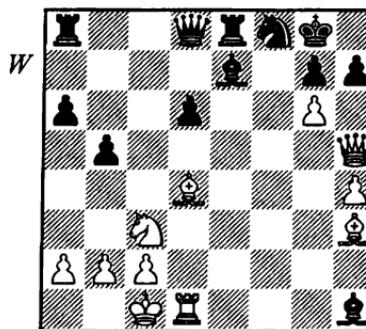
### Test Time!

Each position occurred in games involving the Sicilian Defence, except for the sixth diagram, which arose from an English Opening. It is not easy to recognise the precise opening variation which led to the fourth diagram, but it would already be an ice-cool ace feat if you can identify the lines that gave rise to the other ones. In every case it is White to play and win, and as usual the solutions are given near the end of the book.

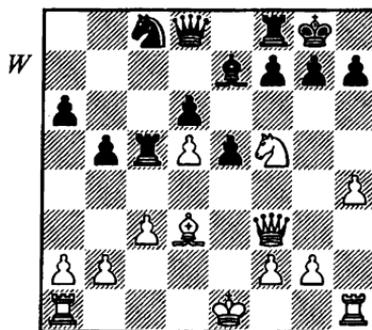
5.1



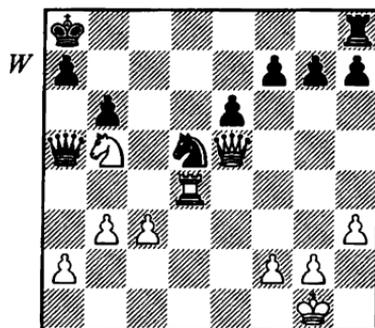
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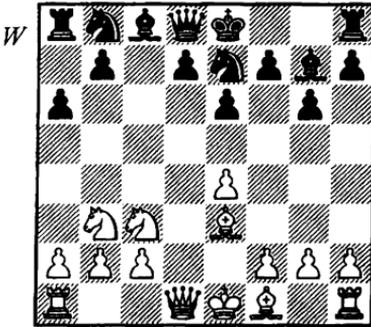
5.3



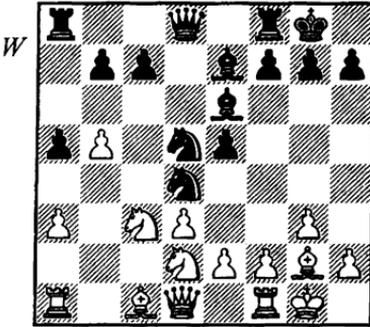
5.4



5.5



5.6



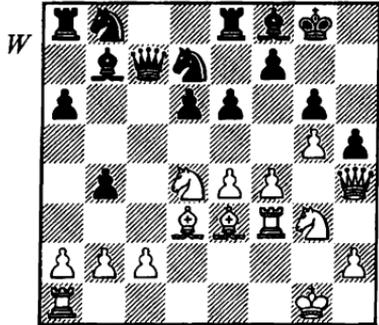
### Brainteaser no.5

Nicholas, Felix and Liza, three children whom I often coach at chess in Brussels, frequently talk about a delightful book involving an adventurous character called 'Dan the Pawn'. So I decided to feature my own little pawn piece. 'Dan the second' is a white pawn who starts off further away from his king than any of White's seven other pawns. His life is *never straightforward*: he changes direction with every move he makes. Finally he gets promoted after making a journey which could not

have been longer. 'Dan the second' then becomes a piece which must always travel an *equal distance* with each move it makes. Here is your brainteaser:

- On which square did 'Dan the second' start his life?
- On which square did he get promoted?
- What did he promote to?

### The deadliest line of the year!



This position with White to play occurred after 17 moves in the clash Sutovsky-Van Wely, Tilburg 1996, which was mentioned in the notes to Black's tenth move in Game 19. How did GM Emil Sutovsky break through the pawn barrier sheltering Black's king?

Before we commence Chapter 6, I want to ensure that all its moments will be memorable, so we need to get into a really cool mood. *Never a dull moment* is the title of a great book by my friend Ron Thompson, so I will follow Ron's daily example and cool off now with a refreshing lemon sorbet!

## 6 Attacking Variations Renewed

‘Whose games do you like to study?’ is one of the questions I asked Tony Miles, England’s first-ever grandmaster, during a chat in Cappelle la Grande on 24 February 1996. ‘I’m too busy to study other people’s games!’ was Tony’s reply. He went on to explain that he likes to study any interesting opening of his own choice *without initially referring to theoretical manuals*. After his stimulating search for ideas, Tony then consults various sources of information to see what ‘theory’ says about the moves he has just found. Often Tony’s ideas turn out to be new – no wonder he is one of the greatest exponents of C.O.O.L. chess.

Of course, a professional player of the calibre of Tony Miles does not go around with his eyes closed to other people’s games, but the point is that he makes use of his own special chess talent too, instead of digesting and regurgitating theory without making any personal contribution. After all, ‘theory’ is a vast, growing collection of ideas from a huge number of people, but since God made each of us unique, why should He not give *you* some special new ideas if you are willing to look for them?

Many people who play chess as a hobby for enjoyment want to be creative, but often feel that other commitments make it difficult to find time to study the game in depth. Well, as I said at the start of Chapter 5, newspaper columns, teletext and games one sees ‘live’ are excellent, quick sources of information which can stimulate you into generating fresh ideas of your own. Another personal favourite method is that, in my pre-driving years, I used to skim through chess books or magazines while travelling home on a bus, thereby gleaning lots of information and thinking about many ideas in a short space of time. Even waiting for the bus in a long line of people does not need to be fruitless or become tiresome if you have a small chess-set in your pocket, and sometimes I ended up playing a ‘friendly’ game with another person in the queue. So if one uses every moment well, then it is possible to accomplish a great deal.

In a real game, a simple way of injecting a bit of originality to surprise your opponent is the **P.A.U.L.** (*Play An Unexpected Line*) approach, but it is likely to be more effective if you have spent some time analysing it in advance,

preferably with a friend who can give his or her valuable opinion about the line too. In the words of a little bird 'It's amazing what Toucan do'! Sincerely though, I recommend the following four-stage method of study, playing and improvement. It is basically the same approach that GM Tony Miles uses, but I have written it down in a formal way using mnemonics which appeal to me (and, I hope, to you too).

**Stage One: S.W.I.F.T.** (*Study Without Interference From Theory*) **E.Y.E.S.** (*Enjoy Your Experimental Search*).

You study (preferably with a friend) a line that interests you, without initially referring to theoretical manuals. The search for ideas should be stimulating and enjoyable. Looking at masses of moves in books will then be more meaningful because you are already 'tuned in' to the lines concerned.

**Stage Two: A.C.T.** (*Afterwards Consult Theory*) **N.I.F.T.Y.** (*Note Ideas For Trying Yourself*).

Having found some ideas, check various sources of information to see what is already documented and what is new. Note down (in a jotter for instance) any ideas that you want to try out in a game.

**Stage Three: P.S.** (*Play Soon*) **A.A.A.A.** (*And Analyse Again Afterwards*).

Play some of your ideas in a game as soon as possible, and have

a detailed, instructive analysis session with your opponent afterwards.

**Stage Four: F.I.N.D.** (*Further Ideas Noted Down*).

Having reached some conclusions after your game and the discussion of it, make any relevant further notes that will help in a future encounter with someone. This final stage can often give an attacking variation the new life it needs to continue to be an effective weapon.

The 26 letters in '*Attacking variations renewed*', the title of this chapter, can be shuffled around to give '*it's a Caro-Kann targeted in view*'! So we are about to see a lovely win against the Caro-Kann Defence. I sometimes think of the winner as 'Johnny Mnemonic', but he is not the film character (played by actor Keanu Reeves) who could upload 160 gigabytes of information into his head. However, IM Jonathan Rowson loves quotations, and he knows a phenomenal number of them. So here are two cool ones especially for you, Jonathan.

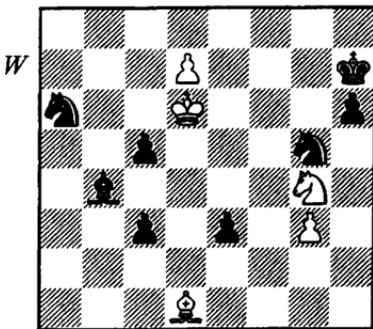
1) '*Chess is a sea in which a gnat may drink and an elephant may bathe*': Indian Proverb.

If that made you relaxed and sleepy (like it did to me!), then this should wake us up again...

2) '*Chess is a cold bath for the mind*': Andrew Bonar Law.

We already encountered some J.R. quotations in the notes to Game 16, but in Game 22 we will really see the man in action, and begin to appreciate the strength of his play which led to a 2690 rating performance when winning the 1996 Danish Open Junior Championship in Copenhagen with a score of 8/9. This Scottish J.R. has a knack of restricting his opponents until they have nothing constructive left to do, so perhaps 'Johnny Restrictor' is a suitable screen identity!

### A New Four Knights Game!



You have probably guessed that, besides chess, watching films is another of my favourite hobbies. I have to exercise some self-discipline though, especially living just a stone's throw from *Kinepolis*, a cinema with 29 screens! It's funny, because last night I saw the advert about *Johnnie Walker* Scotch whisky which at one point says: 'When your life flashes before you, make sure it's worth watching',

but, not being a whisky drinker myself, I was sitting thinking about putting a really cool puzzle in this book! Later, on arriving home, I checked BRTN teletext, hoping for a flash of inspiration. The beautiful study shown above with White to play and win was waiting for me. Can you solve it?

The solution, which involves restricting Black's king, comes after we have seen 'Johnny Restrictor' in action. He downs a FIDE master as if the letters FM stood for 'famous malt'!

#### Game 22

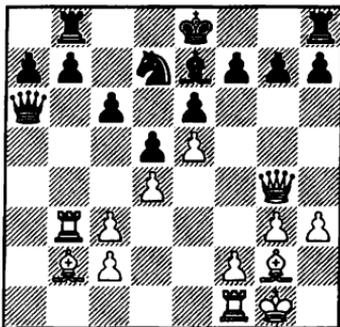
J.Rowson – T.Johansen  
Copenhagen 1996  
Caro-Kann Defence

1 e4 c6  
2 ♖e2!?

As Game 22 of *H.O.T. Chess* also showed, this knight move has more attacking punch than one might think at a first glance. 2 ♖c3 is seen a bit more often, but is still an interesting candidate for consideration. For example, Magem-Izeta, Spanish Cht (Oropesa) 1996, continued 2...d5 3 ♖f3 (I once tried 3 f4!?, giving a position akin to the Sicilian Grand Prix Attack with 1 e4 c5 2 f4 d5 3 ♖c3!?, {an old favourite of GM Mark Hebden}, but after 3...dxe4 4 ♖xe4 ♖f6!, Black's c-pawn is not *en prise* in the Caro-Kann case whereas it is in the Sicilian) 3...♗g4 (3...dxe4 4

♖xe4 ♙f5 5 ♜g3 ♙g6 would be fine for Black if White had played d2-d4 instead of ♜g1-f3 earlier, but in the current situation, 6 h4 h6 7 ♖e5! ♙h7 8 ♜h5! g6 9 ♙c4! is so horrible for Black that in his shoes I would be tempted to call it a day with 9...gxh5 10 ♙xf7#) 4 h3 ♙xf3 (4...♙h5 5 cxd5 cxd5 6 ♙b5+ ♖c6 7 g4 ♙g6 8 ♖e5 is a sharp alternative) 5 ♜xf3 e6 6 g3 ♖d7 7 ♙g2 ♖gf6 8 d4 ♙b4?! (8...♖xe4 9 ♖xe4 dxe4 10 ♜xe4 ♖f6 11 ♜d3 transposes to Alexander-Golombek, England 1951, and may be Black's relatively best course, but even then White enjoys having more space and a bishop pair) 9 e5 ♖e4 10 0-0 ♖xc3 11 bxc3 ♙e7 12 ♜b1 ♜b8 13 ♜e2 ♜a5 14 ♜b3! ♜xa2 15 ♙b2 (threatening 16 ♜a1) 15...♜a6 16 ♜g4 (D)

B



16...h5 (16...g6 loses immediately to 17 ♜a1 ♜c4 18 ♙f1, trapping Black's queen) 17 ♜xg7 ♜f8 18 ♙f3 (White prefers this to 18 ♜a1 ♜e2) 18...b5 19 ♙xh5 ♜b6 20 c4! dxc4 21 ♜f3 (the rook manoeuvre ♜a1-b1-b3-f3 was ele-

gant, and now Black's f-pawn will fall off the board) 21...♙d8 22 ♜xf7 ♜e8 23 ♙c1 ♜a5 (23...♜xd4 24 ♜d1 ♜c5 25 ♜xe7! ♜xe7 26 ♙g5 threatens 27 ♜f8+! and subjects Black to a most painful pair of pins) 24 ♙g5 ♜b4 25 ♜a1 1-0. GM Felix Izeta surrenders, not only due to being one pawn down and faced with the loss of another on a7, but principally because of the threat 26 ♜xe7 ♜xe7 27 c3!, when his queen will be forced to abandon the poor pinned rook.

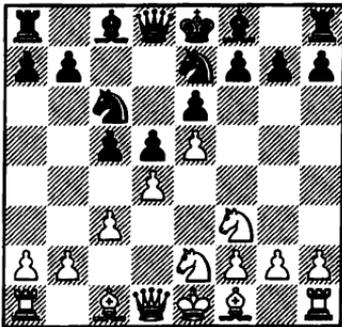
2 ... d5  
 3 e5 ♙f5

3...c5 4 d4 ♖c6 5 c3 can lead to:  
 a) 5...♙f5 6 dxc5! e6 (6...♖xe5 7 ♖d4 threatens ♖xf5 or ♙b5+) 7 b4 a5 8 ♖d4 axb4 9 cxb4!, as in the game Short-Gulko, Horgen 1995, which was given in its entirety on pages 87-8 of *H.O.T. Chess*.

b) 5...cxd4 6 cxd4 ♙f5 7 ♖bc3 e6 8 a3!? ♖ge7 9 ♖g3 ♙g6 (9...♜b6 10 ♙e3! ♜xb2? 11 ♖xf5 {11 ♖b5! is even stronger, but 11 ♖a4 is less so because of 11...♜c2} 11...♖xf5 {11...♜xc3+ 12 ♙d2 ♜b2 13 ♜b1 ♜xa3 14 ♖d6+ is horrible for Black} 12 ♖a4! ♖xe3? {12...♙b4+} 13 fx3 forces Black to sacrifice a piece with 13...♙b4+ to extricate his queen, so we see one point of the neat little move 8 a3) 10 h4 h6 11 h5 ♙h7 12 ♙e3 gave White a pleasant spatial advantage in Nezhmetdinov-Ilivitsky, USSR 1963.

c) 5...e6 6 ♖d2 ♖ge7 7 ♖f3 (D).

B



This is similar to the situation arising after 1 e4 e6 2 d4 d5 3 e5 c5 4 c3 ♘c6 5 ♗f3 ♘g7 6 ♗a3 in the French Defence, but with the advantage for White that in the Caro-Kann case he has a knight on e2 instead of a3, so his kingside attacking prospects are better. For example:

c1) 7...♗d7 8 h4 (8 dxc5 ♘g6) 8...cxd4 9 cxd4 ♗f5 10 a3 h5 11 g3 gave White more space and a solid grip on many dark squares in Short-Lein, Hastings 1979/80.

c2) 7...cxd4 8 cxd4 ♗f5 9 a3 ♖b6 10 g4 ♗fe7 11 ♗f4 was the approach that a 13-year-old Garry Kasparov adopted as White in a 1976 game against Kaiumov.

4 ♘g3

I have played 4 ♗d4!? as given in *H.O.T. Chess*, but J.R. goes his own way.

4 ... e6?!

4...♗g6 is better.

5 ♘xf5 exf5

6 d4

“It is quite conceivable that Black is lost already. ‘Lost’ is of course a very strong word, but I

would imagine that even the greatest of defenders like Andersson or (the late) Petrosian would not be able to hold such a position against Karpov or Kramnik, or indeed against themselves.” – J.R.

The point is that the defect in Black’s structure on the kingside makes it difficult for him to formulate a constructive plan, and J.R. quotes Grandmaster Neil McDonald: ‘A position without a plan contains the seeds of defeat’.

Incidentally, when I played Neil in the 1st Eksakt Masters tournament in Tilburg in June 1996, he already had three GM norms ... but didn’t know it! Neil wrote to me four months later to explain that he had received a new title by surprise! This was no joke, but Neil did have a go at a pun when he said “I hope your book is selling like ‘hot cakes’!”. Well I hope so too, but in the meantime, many congratulations Neil on becoming one of England’s newest grandmasters.

6 ... ♗d7

7 ♗d3 g6

8 ♘d2 ♗g7

9 ♘f3 ♗f8

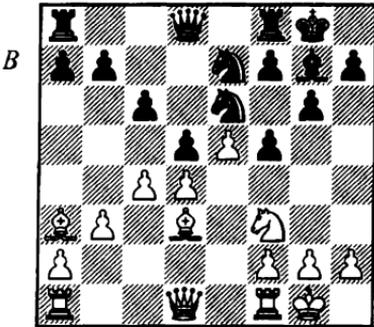
10 0-0

“Since White has more space and two long-range bishops, the long-term strategy is to apply intolerable pressure on both sides of the board, but *very slowly*.” – J.R.

As I said in the notes to Black’s 25th move in Game 21, the ‘Do not hurry’ principle is a simple but

very important concept. I know that Jonathan Rowson is a great believer in it too, and he also pointed out "White has no initiative at the moment, so it is appropriate to utilise long-term advantages instead."

- 10 ... ♖e6  
 11 b3 ♗e7  
 12 ♖a3 0-0  
 13 c4! (D)



White increases his spatial advantage by making use of the fact that after 13...dxc4 14 bxc4 ♗xd4? 15 ♗xd4, 15...♗xd4 16 ♖xe7 costs Black a piece, whereas 15...♖xe5 16 ♗f3 ♖xa1 17 ♗xa1 ♖e8 18 ♖b2 ♗xd3 19 ♖h8 followed shortly by ♗g7# illustrates the kind of disaster on the dark squares that can befall Black in the absence of his fianchettoed bishop that guarded those squares. It is worth mentioning my 'four S's' (Space, Structure, Scope, Safety) concept from *H.O.T. Chess* here, because White has a definite superiority in the first three of those S's at the moment.

- 13 ... ♖e8  
 14 ♖d6 ♗f4  
 15 ♖e1 ♗c8  
 16 c5 ♗xd3  
 17 ♗xd3 a6  
 18 a4 ♗d7  
 19 b4 ♗a7

It is natural to want to exchange pieces, but 19...♗d6 20 cxd6 grants White a powerful passed pawn. So instead Black adopts a policy of trying to prevent J.R. from achieving the kind of decisive breakthrough that 'strikes oil'. However, as Jonathan points out, 'Black can really only sit and wait'. Such a position might be tenable for a computer without emotions that would put up never-ending resistance, but in practice most human players will get worn down by constantly having to look at a position which offers no joy. The effect gets amplified if the 'strong side' (White in this particular game) *does not hurry*, because then the 'weak side' must live with his own unpleasant situation for a longer period. In other words, patience pays off (and not only in chess, but also in life generally).

**20 h4!**

White seizes even more space, and makes Black's headache worse by creating the extra possibility of a breakthrough on the kingside in addition to the pawn storm which has already been gathering on the opposite flank.

- 20 ... h6

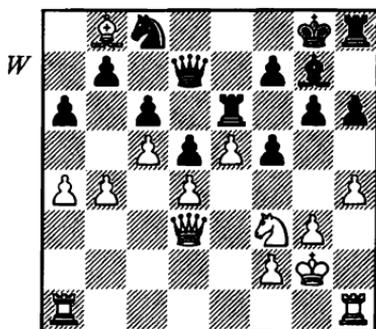
21 ♖d2      ♜e6  
 22 g3!      ♜ae8  
 23 ♔g2      ♔h7  
 24 ♜h1      ♜h8  
 25 ♖d3!

White will not necessarily advance h4-h5 soon, but he makes Black worry about it, especially since the reply ...g5 could now be answered by ♖xf5+. Remember the adage 'The threat is stronger than its execution'.

25 ...      ♔g8  
 26 ♖b8!

*Big Ben* could not have timed this better than Jonathan, since ...♜xb8 is now illegal (even in a leap year!).

26 ...      ♖c8 (D)



27 b5!

'b for breakthrough'!

27 ...      axb5

27...cxb5 28 axb5 ♖xb5 29 ♖xb5 axb5 30 ♜hb1 b6 31 ♜xb5 bxc5 (31...♔h7 32 ♜ab1 bxc5 33 ♜xc5 transposes to the main line of analysis) 32 ♜xc5 (32 dxc5, obtaining a passed c-pawn and planning ♖d4, is also good) 32...♔h7

33 ♜b1 (33 ♜xd5 ♖b6 34 ♜b5 ♜xb8 35 ♜ab1 followed by d5 is possible, but hardly White's best line) 33...♜d8 34 ♜bb5 ♖e7 35 ♖d6 ♖c8 36 ♜b8! ♜ee8 37 ♖c7 (37 ♜xd5 ♖f8!) 37...♜d7 38 ♖a5 ♖d6 39 ♜xe8 ♖xe8 40 ♜c8 branches into:

a) 40...♜e7 41 ♖b4 ♜e6 42 ♜d8 ♖c7 43 ♜d7 ♖a6 44 ♖a3, followed by ♜xd5, is hopeless for Black since he has no chance of later halting White's passed d-pawn, especially when his own pieces are so restricted.

b) 40...♜a7 41 ♖b6 ♜b7 42 ♖c5 ♖c7 43 ♜d8, threatening ♜d7, leaves Black horribly tied up.

In those lines, we travelled a long way from the starting point, but notice this logical feature permeating the variations: the initial move 27...cxb5 weakened the d5-pawn, and so White's subsequent play was based around winning that pawn while keeping Black's cramped army restricted by making simple, purposeful moves. There is no law that insists on a player winning by attacking for the entire game; sometimes simplifying down into a vastly superior endgame is the most efficient route to victory.

28 axb5      ♔h7

28...cxb5 29 ♜hb1 ♔h7 30 ♖xb5 ♖xb5 31 ♜xb5 b6 32 ♜ab1 transposes to a line already given in the previous note.

29 bxc6      ♜xc6

29...bxc6 30 ♖hb1, intending ♗a6 followed by ♖b7, subjects Black to unbearable pressure.

30 ♙d6!

Beautiful timing again by J.R. This move cuts off the line of contact between the rook on c6 and the kingside, the area where White will make his final, decisive invasion.

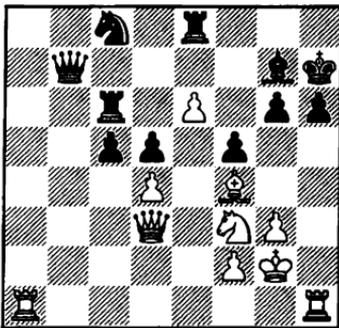
30 ... b6  
 31 h5 ♖e8  
 32 hxc6+ fxc6  
 33 e6! ♗b7

The e-pawn is more untouchable than an ice-block, since capturing it loses material to 34 ♘g5+.

34 ♙f4!

A cardinal rule is that, in general, one should not expect an attack to be decisive without making full use of all pieces, otherwise a tenacious opponent's defensive resources may succeed in 'holding the fort'. However, J.R.'s bishop has done so much work in this game that I'm thinking about asking Pope John Paul II to make it a cardinal!

34 ... bxc5 (D)



35 ♙xh6!!

What a cool piece!

35 ... ♙xh6  
 36 ♘g5+ ♗g7  
 37 ♖xh6 ♖h8

37...♙xh6 38 ♖h1+! ♙xg5 (38...♗g7 39 ♖h7+ followed by 40 ♖xb7 is equally hopeless for Black) 39 ♗e3+ ♗f6 40 ♗e5+ ♗g5 (40...♗e7 walks into the skewer ♖h7+ again) 41 f4+ ♗g4 42 ♖h4#.

38 ♖xh8 ♙xh8  
 39 dxc5 ♖c7  
 40 ♗d4+ ♗g8  
 41 ♖h1 ♖g7  
 42 ♘f7 1-0

42...♗f8 43 ♖h8+ ♖g8 44 ♖xg8+ ♗xg8 45 ♗h8# is another way to go. A very elegant and powerful game by a talented, hard-working young man whom I hope will soon join Dr Colin McNab and myself as one of Scotland's grandmasters. Jonathan Rowson's 4-2 win over GM Keith Arkell in their challenge match in Edinburgh from 14-19 December 1996 certainly gave Scottish hopes a great boost.

**Solution to puzzle** (posed before Game 22)

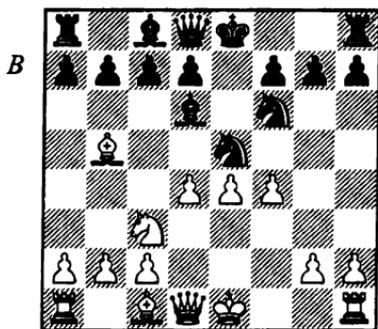
White wins with 1 ♘f6+! ♗g7 (1...♗g6? 2 ♙c2+ finishes Black off quickly: 2...♙xf6 3 d8♗+ or 2...♗g7 3 ♘h5+ and then 4 d8♗) 2 ♘h5+ ♗g6 (2...♙h7? 3 ♙c2+ ♗g8 4 d8♗+ ♗f7 5 ♗f6+ ♗e8 6 ♗e7#) 3 ♙c2+!! ♙xh5 4 d8♗! ♘f7+ 5 ♗e6! ♘xd8+ 6 ♗f5

(threatening 7  $\text{♙d1+ e2}$  8  $\text{♙xe2\#}$ ) 6...e2 7  $\text{♙e4 e1}$  (the only move to prevent 8  $\text{♙f3\#}$ ) 8  $\text{♙d5}$  (threatening  $\text{♙c4-e2}$ , with a quick checkmate) 8...c2 9  $\text{♙c4 c1}$  (Black gets a fourth knight!) 10  $\text{♙b5}$  (planning  $\text{♙e8+}$ ) 10...c7 11  $\text{♙a4}$ , and, in spite of being four knights and a pawn ahead, Black is defenceless against the threat of  $\text{♙d1+}$ . White's light-squared bishop deserves to join J.R.'s dark-squared one in the ranks of a cardinal!

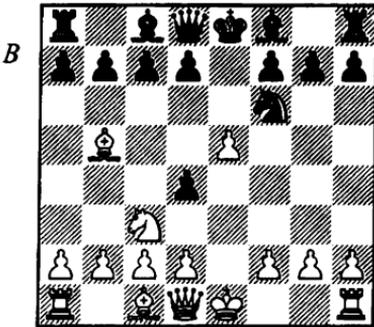
### Chess Supergirls!

While on the subject of 'four knights' games, I was amazed at the tactical ideas which seven-year-old Kathleen Rutherford was able to find in the Four Knights Game, 1 e4 e5 2  $\text{♘f3 ♘c6}$  3  $\text{♘c3 ♘f6}$ , during the dose of chess she wanted when my wife and I visited the Rutherford family in Edinburgh on 15 December 1996. It's just as well I didn't have to face her in a simultaneous display, because I heard that Dutch GM Loek van Wely's sole defeat in such an event in Holland on 9 November 1996 was against little Linda Ammerlaan ... another seven-year-old wonder-girl! Anyway, in response to Kathleen's 4  $\text{♙b5}$ , we looked at the Rubinstein variation, 4... $\text{♘d4}$ , avoiding the symmetry of 4... $\text{♙b4}$ . Note that 4... $\text{♙c5?!}$  5  $\text{♘xe5! ♘xe5}$  6 d4  $\text{♙d6}$  (6... $\text{♙b4}$  7 dxe5  $\text{♘xe4}$  8  $\text{♙d4 ♘xc3}$  9 bxc3  $\text{♙e7}$  10  $\text{♙g4 g6}$

{10...0-0? 11  $\text{♙h6}$ } 11  $\text{♙f3 0-0}$  12  $\text{♙h6 ♙e8}$  13 0-0 left Black cramped in the game Motwani-Hawksworth, British Ch 1986) 7 f4! (D)



(I like the motto behind this move!) 7... $\text{♘g6}$  8 e5  $\text{♙b4}$  9  $\text{exf6 ♙xf6}$  10 0-0 c6 11  $\text{♘e4! ♙f5}$  12  $\text{♙d3}$  (threatening  $\text{♘d6+}$ ) 12...0-0 13 c3  $\text{♙e7}$  14  $\text{♘g3 ♙a5}$  15 f5  $\text{♘h8}$  16 f6!!  $\text{♙xf6}$  17  $\text{♙xf6 gxf6}$  18  $\text{♘f5 d5}$  (18... $\text{♘g6}$  19  $\text{♙h5}$  {threatening to win Black's queen with  $\text{♘e7+}$ ,  $\text{♘h6+}$  or  $\text{♙h6}$ } 19... $\text{♘h8}$  20  $\text{♙h6 ♙g8}$  21  $\text{♘d6!! ♙xh5}$  22  $\text{♘xf7\#}$  is a pretty line) 19  $\text{♘e7+ ♘g7}$  20  $\text{♙h5 ♘g6}$  21  $\text{♙h6+ 1-0}$  (in view of 21... $\text{♘h8}$  22  $\text{♘xg6+ fxg6}$  23  $\text{♙xf8\#}$ ) occurred in De Mie-Vega, Menorca 1996. Clearly, Mariska de Mie is yet another excellent young female chess player, but now we return to the Rubinstein variation (after 4... $\text{♘d4}$ ). Kathleen and I decided to play 5  $\text{♘xd4}$  instead of 5  $\text{♙a4}$  (which featured on page 187 of *H.O.T. Chess*). Our analysis continued 5... $\text{exd4}$  6 e5! (D)



6...dxc3 (6...♖e7? 7 0-0! ♖xe5?? 8 ♜e1 is a disaster area for Black) 7 exf6. Now 7...♗xf6! 8 dxc3 ♙c5! (a novelty, instead of 8...♗e5+ 9 ♙e2 ♙c5 10 0-0-0 11 ♙d3 d5 12 ♗f3, threatening ♙f4, with some initiative for White in Imanaliev-Chiburdanidze, Frunze 1985) 9 0-0-0 10 ♗h5 ½-½ was Motwani-Adams, Hastings 1996/7, since 'Mickey' and I were both feeling well below par. He said that GM Mark Hebden had also used the same line of the Four Knights Game with White against him after previously finding it irritating to face as Black on several occasions against much lower-rated opponents. In fact, Black's position becomes critical if he grabs a hot pawn with 7...cxd2+? 8 ♙xd2 ♗xf6. I now asked Kathleen Rutherford to try to find a powerful way of utilising White's lead in development, and this is what she came up with: 9 0-0! ♙e7 (with the king sitting on a wide-open e-file, Black must attempt to get castled to safety soon) 10 ♙c3

♗b6 11 ♗g4!! ♗xb5 12 ♗xg7 ♜f8 13 ♜fe1 d6 (13...♙d8 14 ♗xf8+! ♙xf8 15 ♙f6+ ♙e7 16 ♙xe7+ ♙e8 17 ♙g5+ ♙f8 18 ♙h6+ ♙g8 19 ♜e8# would be fun for White to play) 14 ♙f6 ♙e6 15 ♜xe6! fxe6 16 ♗xe7#. Not bad for a seven-year-old, and, by the way, Willie and Beth Rutherford have four other wonderful children ... with another one due early in 1997! Congratulations on being such a special family.

Still on the subject of girls with a few chess tricks up the sleeve, I give you these:

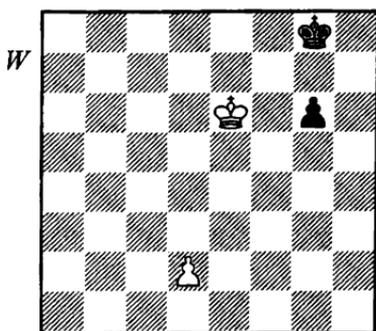
1) Sandra Verbrugge of Sas van Gent, Holland, never loses to any person ... because she only plays her father's chess computer! However, Sandra is no coward: she always sets her opponent on its highest level!

2) At Hastings 1996/7, GM Xie Jun, the former Women's World Chess Champion, was carrying some sneaky, hidden snowballs which she suddenly let loose on Ivo Timmermans and myself - inside Ivo's car! That's a novel way of keeping cool.

3) Stewart Reuben, the Director of the Hastings Premier Tournament, told me the following amusing true story about two Russian girls. Girl A bursts into tears, having just left her queen *en prise* against girl B, who feels sorry for her and goes to ask the coach what she should do. The coach quite

rightly says that he cannot give her advice; she must make up her own mind. B returns to the board, which is by now drenched in the tears of A, and finally decides to capture the queen. The sobbing immediately stops, and with a huge smile A plays the next move and announces 'Checkmate!'. It just goes to show that...

### Appearances can be deceptive!



This position looks deceptively simple and 'drawish', but the elegant way in which White, to play, can win is given after Game 23. Incidentally, when I saw the name A.M.Motor of the study composer, I could not help thinking about my car, which seemed fine on the way to Scotland recently, until it broke down suddenly because the clutch got worn through. Appearances can be deceptive. However, thanks to Mr Ian Chambers of Chambers Garage, Penrith, for towing the car and taking my wife Jenny and I up to Edinburgh.

Now we must motor on with a brilliant win by GM Miguel Illescas in the 1996 Spanish Team Championship. I always look for four qualities in a player, namely tenacity, objectivity, danger, and originality (T.O.D.O.), and it is particularly pleasing that Illescas possesses all of them because, in Spanish, the word 'todo' means 'all'. Even before the move number gets into double figures, Illescas seizes the initiative with Black, and sustains it with great energy and creativity, right to the end of the game. The Tarrasch Defence has always been regarded as a counter-attacking system against the Queen's Gambit, though perhaps not sufficient for full equality. However, Illescas's games have done a lot to renew interest in it.

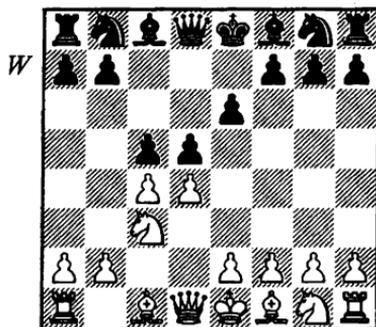
#### Game 23

**A.Vaïsser – M.Illescas**

*Oropesa 1996*

QGD Tarrasch

- |   |     |        |
|---|-----|--------|
| 1 | d4  | d5     |
| 2 | c4  | e6     |
| 3 | ♘c3 | c5 (D) |



4 e3

The lines 4 cxd5 cxd4!? and 4...exd5 5 e4!? were examined in Game 36 of *H.O.T. Chess*.

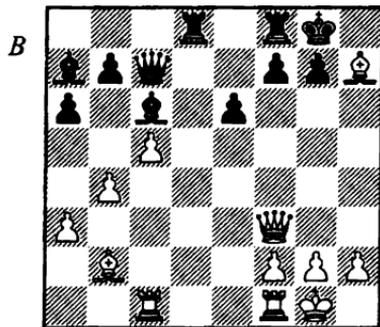
4 ... ♖f6

5 ♗f3 ♖c6

6 cxd5

6 dxc5 ♗xc5 7 a3, intending b2-b4, is a set-up which Tony Miles employed to score a quick knockout against GM Walter Browne in round 11 of the Lucerne Olympiad 1982. The clash continued 7...a6 (three rounds later, grandmaster Lajos Portisch concentrated more on rapid development by playing 7...0-0 against Miles, and after 8 b4 ♗b6 9 ♗b2 {9 c5 ♗c7 would leave White's queenside pawns over-extended, and Black could soon start a central advance with ...e5, since his d-pawn needs less protection than before because he no longer has to worry about cxd5 happening} 9...♗e7! 10 cxd5 ♗d8, Black had a good position) 8 b4 ♗a7 9 ♗b2 0-0 10 ♗c1 d4?! 11 exd4 ♗xd4 12 c5! ♗xf3+ 13 ♗xf3 (White's a3-b4-c5 pawn chain is far more unpleasant for Black here than in the note to the Miles-Portisch encounter, because Browne's dark-squared bishop is passively placed on a7 and there is no dynamic duo of central pawns on e5 and d5 to start rolling towards White) 13...♗d7 14 ♗d3! (the greedy 14 ♗xb7? not only leaves White seriously lagging behind in development, but also walks into a

barrage of deadly tactics on the b- and d-files: 14...♗xc5! 15 bxc5 ♗b8 16 ♗xa6 ♗xb2 17 ♗e2 ♗b5! {threatening ...♗d2+} 18 ♗d6 ♗xe2 19 ♗xd8 {19 ♗xe2 ♗a5+ is equally black for White} 19...♗xd8 20 ♗xe2 ♗dd2, and Black's rooks doubled on the seventh rank will munch a feast of white pawns for starters, or a tasty piece in the case of 21 0-0 ♗xe2 22 c6 ♗b8 23 c7 ♗c8 24 ♗fd1 {24 ♗b1 ♗c2!} 24...♗d5) 14...♗c6 15 ♗e4 ♗xe4 16 ♗xe4 ♗c7 (after 16...♗xe4 17 ♗xe4, White still has a large advantage, mainly due to the superiority of his bishop, pointing menacingly towards Black's kingside, in stark contrast with the black counterpart buried on a7) 17 0-0 ♗ad8? (Black's back was already against the ropes, but now White gets the chance to deliver a knockout blow with a thematic yet attractive double bishop sacrifice) 18 ♗xh7+!! (D)



18...♗xh7 19 ♗h5+ ♗g8 20 ♗xg7! ♗xg7 (after 20...f6 21

♖h8+ ♔f7 22 ♙xf8 ♜xf8, Black loses his queen to the skewer 23 ♖h7+ ♕e8 24 ♖xc7) 21 ♖g5+ ♔h8 22 ♖f6+! (this is like rolling a huge boulder in front of the pawn on f7, and, with 'f for forward' ruled out, Black has no chance of transferring his queen laterally to g7 or h7 to protect his king whose pawn cover has been blasted) 22...♙g8 23 ♜c4 1-0, since ♜g4+ or ♜h4-h8# were just around the corner. After that lovely miniature, it is time to zoom back to Spain for Illescas's sixth move.

6 ... exd5

This capture is very much in the spirit of the opening. Black normally ends up with an isolated queen's pawn (IQP) on d5, but in return he keeps a grip on the e4-square and acquires extra freedom for his pieces, since the light-squared bishop is now able to move further than it could after 6...♟xd5.

7 ♙b5 ♙d6

7...exd4 8 exd4 transposes to Game 15 of *H.O.T. Chess*. So the pawn structure became symmetrical in that encounter, yet White enjoyed a slight but enduring initiative due to always being half a move ahead of his opponent. By not capturing on d4, Illescas maintains more tension in the position.

8 ♟e5?!

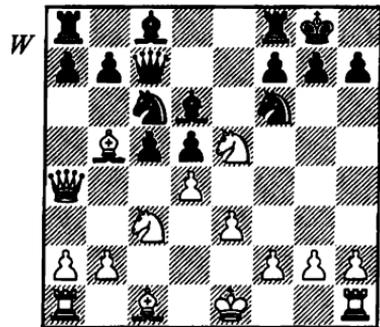
8 dxc5 ♙xc5 9 0-0 followed by b3 and ♙b2 would complete the mobilisation of all White's minor pieces. Instead, he tries to win ma-

terial, but at serious cost to his own development.

8 ... ♖c7

8...0-0 9 ♟xc6 bxc6 10 ♙xc6 ♜b8 led to a win for Black after some complications in Borik-Suba, Dortmund 1983, but Illescas's approach is highly convincing.

9 ♖a4 0-0! (D)



Black happily and confidently castles rather than bolstering the knight on c6, because he knows that White can scarcely afford to spend the precious tempi that he is about to use for grabbing material. This is particularly true with White's king still sitting on e1, rather than being safely tucked into a castled position away from the central files. An important difference between this game and the aforementioned Borik-Suba reference is that Vaissier's queen (as well as his king) is in an exposed situation, whereas Borik's queen was not.

10 ♟xc6

10 ♖xc6 bxc6 11 ♜xc6 (11 ♜xc6 runs into the deadly pin 11...♙d7) 11...♙xe5! 12 ♜xa8 cxd4 13 exd4 (13 ♜xd5 loses to 13...♜a5+) 13...♙xd4 14 0-0 ♙xc3 15 bxc3 ♙a6 16 ♜xf8+ ♜xf8 gives Black a decisive material advantage (in effect, it is ♜+♜ vs. 2♙).

10 ...           bxc6  
11 ♙xc6        cxd4!!  
12 ♜xd5

12 exd4 ♜b8, threatening ...♜b4, is clearly unpalatable for White, but after 12 ♙xa8 dxc3 13 ♙c6, is there a convincing follow-up for Black? The solution is provided by 13...♙e5!!, since 14 bxc3 ♙xc3+ bags the white rook on a1, and that piece finds no peace in 14 ♜b1 ♙f5 or 14 b4 c2.

12 ...           ♜xd5  
13 ♙xd5

In response to 13 ♙xa8, one of several winning lines for Black is 13...♜b6 14 ♜c6 ♜xa8 15 ♜xa8 ♙b4+ 16 ♙d2 (any king move could be answered with a check from Black's light-squared bishop, followed by ...♙xa8 and bye bye white queen) 16...♙xd2+ 17 ♜xd2 ♜a5+ 18 ♜c1 dxe3 19 fxe3 ♜c5+ 20 ♜d2 ♜d8+ 21 ♜e1 ♜xe3+ 22 ♜f1 ♙a6#.

13 ...           ♜b8  
14 ♜xd4

GM Anatoly Vaïsser must have been wishing that 14 0-0 could offer warm safety to his king, but the sad reality is that a cold blast

awaited it through 14...♜b4! and then:

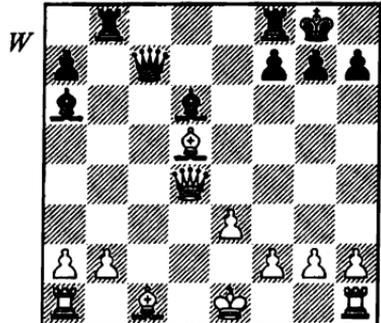
a) 15 ♜c6 ♙xh2+ 16 ♜h1 ♜e5, when the terrible threats include ...♜h5, ...♙b7 and ...♜b6.

b) 15 ♜d1 ♙xh2+ 16 ♜h1 dxe3 leading to:

b1) 17 ♙xe3 ♜h4, which threatens 18...♙g1+! 19 ♜xg1 ♜h2#.

b2) 17 g3 ♙xg3 18 fxc3 ♜xg3 19 ♙xf7+ ♜h8 (19...♜xf7?? 20 ♜d8+ ♜f8 21 ♜xf8#), and White's bare king has no chance of surviving the threats of 20...♜h4# and 20...♙b7+ 21 ♙d5 ♙xd5+ 22 ♜xd5 ♜xf1#.

14 ...           ♙a6! (D)



Black has sacrificed two pawns, but the fact that White's king is trapped in an open position and cannot now legally castle is of far greater significance.

15 ♙d2        ♙e5  
16 ♜a4        ♜d6!

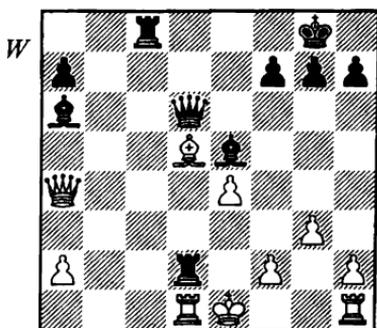
After 16...♙xb2? 17 ♜xa6! ♙xa1 18 0-0, Vaïsser's chances of saving the game would be vastly better than after Illescas's power-

ful move. Preventing White's king from castling is much more important than winning small amounts of material.

17 e4            ♖xb2  
18 ♖d1           ♖c8

The arrival of Black's last 'heavy' piece spells doom for White's king, especially with the h1-rook being virtually out of play.

19 g3            ♖xd2!! (D)



20 ♖xd2

If 20 ♖xd2, then 20...♗b6!? threatens 21...♗xf2# or 21...♖c3+ 22 ♖c1 ♗b2#, but ten-year-old Rafe Martyn (whom we saw in action in Game 7) spotted a guaranteed checkmate in at most four moves with 20...♗h6+ and now:

a) 21 ♖e1 ♖c3+ 22 ♖d2 ♗xd2#.

b) 21 f4 ♖xf4+ 22 gx f4 (22 ♖e1 ♖xg3+ 23 hxg3 ♗e3#) 22...♗xf4+ 23 ♖e1 ♗e3#.

20 ...            ♖c1+

21 ♗d1

21 ♖d1 ♖c3# is a pretty checkmate.

21 ...            ♗a3

There is no hurry yet to capture White's pinned queen.

22 ♖c4

White's hope of playing ♖d8+ is a bit like me wishing to win the lottery even once!

22 ...            ♖xd1+

23 ♖xd1        ♗f3+

24 ♖c2        ♗c3+

25 ♖d1        ♗a1+

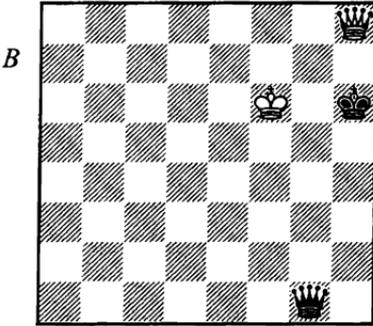
0-1

White finally throws in the towel, in view of 26 ♖c2 ♗b2+ 27 ♖d1 ♗b1+ 28 ♖e2 ♗xe4+, and the rook which never moved from h1 will be captured on the next move with check.

**Solution to puzzle** (posed before Game 23)

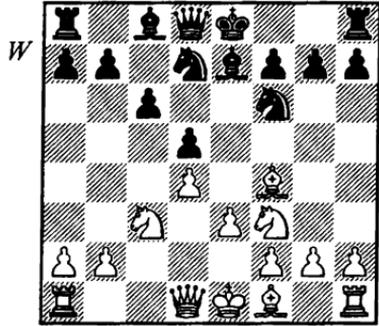
1 ♖f6! (1 d4? ♖f8 2 d5 ♖e8 or 2 ♖f6 ♖e8 3 ♖xg6 ♖d7 4 ♖f5 ♖d6 5 ♖e4 ♖e6 allows Black to reach a drawn ♖+♗ endgame) 1...♖h7 (1...♖f8 2 ♖xg6 ♖e7 3 ♖f5 ♖d6 4 ♖e4 ♖e6 5 d3! ♖d6 6 ♖d4! keeps 'the opposition' for White and wins easily with 6...♖e6 7 ♖c5 ♖d7 8 ♖d5 ♖e7 9 ♖c6 ♖d8 10 ♖d6 ♖e8 11 d4 ♖d8 12 d5 ♖e8 13 ♖c7 ♖e7 14 d6+ ♖e8 15 d7+ then 16 d8♗) 2 d3! (2 d4? g5 3 ♖xg5 ♖g7 4 ♖f5 ♖f7 5 ♖e5 ♖e7 lets Black escape with a draw, by himself keeping 'the opposition' of the two kings throughout: 6 ♖d5 ♖d7 or 6 d5 ♖d7 7 d6 ♖d8 8 ♖e6 ♖e8 9 d7+ ♖d8 10 ♖d6 stalemate) 2...♖h6 (we already saw in the note to 1...♖h7 that Black cannot

afford to jettison his pawn when White's pawn is not yet on d4) 3 d4 g5 4 d5 g4 5 d6 g3 6 d7 g2 7 d8 ♖g1 ♗8 ♘h8# (D)



### Fighting from start to finish!

The toughest game I ever lost was against GM Mihai Suba and lasted 100 moves, but I fought like a tiger from start to finish, which is quite appropriate since my birth year (1962) was a 'year of the tiger' according to the Chinese calendar. Mihai is a superb chess fighter, and on that long day in 1990 he was the stronger tiger. In our post-mortem discussion it became clear that Mihai is a very deep thinker whose mind is like a sea of secrets (again very fitting, because the words 'mi hai' can mean 'secret sea' in Mandarin!). Here, for example, is one of his many C.O.O.L. ideas. The initial moves were 1 d4 d5 2 c4 e6 3 ♖c3 ♗f6 4 ♗f3 ♗bd7 5 cxd5 exd5 6 ♖f4 c6 7 e3 ♖e7 (D).



Now instead of the 'normal' 8 ♖d3, Suba introduced the novelty 8 ♗c2! in a 1985 game. The neat point is that after the natural-looking moves 8...0-0 9 0-0-0 ♖e8, White has 10 ♗b5! and then:

a) 10...cxb5 11 ♖c7 wins Black's queen.

b) 10...♖f8 11 ♖c7! ♗e8 12 ♗d6 ♖xd6 13 ♖xd6 ensnares the rook incarcerated on f8.

Why do Mihai Suba's games contain so many original details? One obvious and true reason is that he is a chess genius, but another key factor is that he thinks for himself, and so injects freshness into his games rather than memorising a myriad of variations from external sources. He loves the challenge of having to make a personal effort to revitalise some of his own pet lines which, from time to time, go 'under a cloud' due to new theoretical developments. However, there are two reasons why he does not 'over-prepare':

1) He does not need to! This is because he places emphasis on *understanding* his C.O.O.L. systems

instead of memorising moves, and after a while one gets to know personal pet lines 'inside out' through experiences with them.

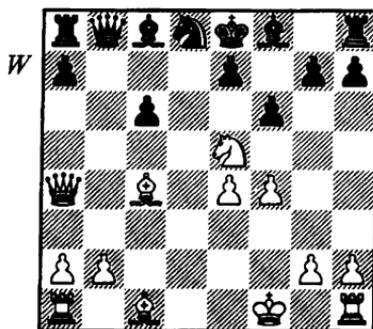
2) Mihai told me that one should keep as much *energy* as possible in reserve for the real game. Therefore, do not become exhausted through theoretical preparation even before the first move has been played on the board.

After a healthy, modest amount of pre-game preparation, one will be able to fight with alertness from start to finish, and find the wins for White late in the endgame in the following positions. Okay, no groaning! I like to solve problems in the early stages too, so the first of the forthcoming positions occurred after only 15 moves in one of Mihai Suba's games against another grandmaster; the second is a hypothetical situation (but can you identify the 12 opening moves that led to it?); the final five positions are endgame studies, yet comprising plausible situations to sharpen our tactical awareness in a practical setting. A brainteaser has been included at the end for some light relief! This means we have arrived at...

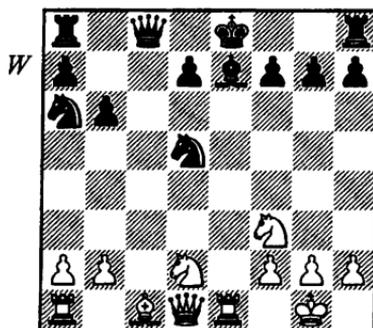
### Test Time!

In each case it is White to play and win, and, as usual, complete solutions are given near the end of the book.

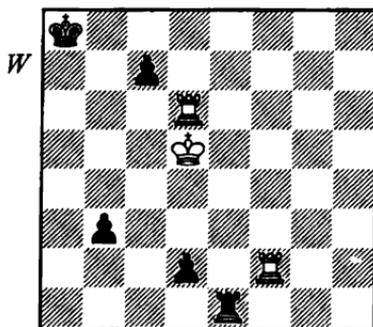
6.1



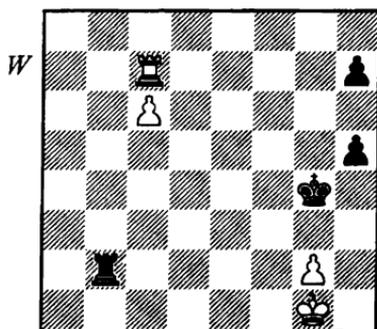
6.2



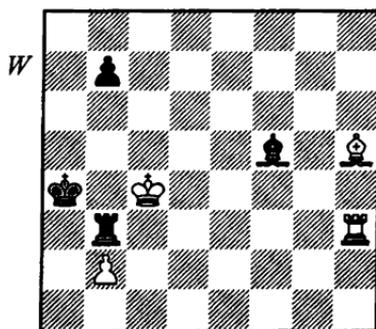
6.3



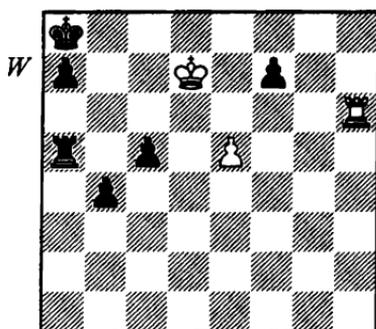
6.4



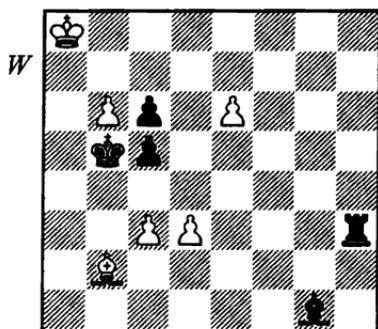
6.7



6.5



6.6



### Brinteaser no.6 (A Gem!)

Imagine that a chessboard is empty, apart from the usual squares on it and an invisible cool opal gem sitting somewhere not beyond the fourth rank on a little square other than a1. The gem will remain invisible until touched by a white **king** or **knight**. White is allowed to choose just one piece to **start on a1** and go from there in search of the invisible gem. He does so, but it turns out that, even by the shortest route, the chosen piece will take four times as many moves to reach the gem square as the other piece would take.

Your brinteaser is to find the gem square.

## 7 Staying Cooler!

We are nearing the finish of our cool journey together, and the long road on which we have travelled was full of 'traffic' in the form of a myriad of colourful chess moves. Many key explanatory words were the vital 'road signs' which gave structure to our journey and helped us to find our way through the moving traffic.

On a real road, the traffic changes constantly, but the signs are permanently there to help us. In a similar way, I believe that certain special words in this book will stay in our minds as permanent reminders of important ideas they represent, whereas fresh moves will keep appearing, especially if we are creative and play C.O.O.L. chess!

As a kind of summary of our journey, let us recall some of the special key words that will hopefully trigger many memorable ideas which, in turn, should encourage and help us to play cooler chess. However, why shouldn't we have a bit of fun at the same time! So the key words have been coded using numbers, making them more interesting, and also providing us with a little exercise in logic and deduction to actually find the words.

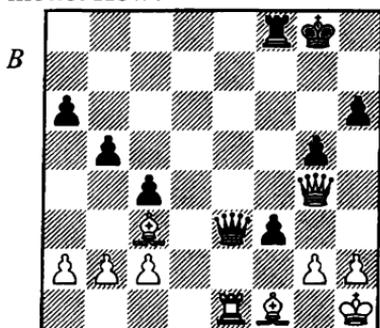
All the required information is contained in the fact that the code for **STAYING COOLER** is **1/2/3/4/5/6/7 8/9/9/10/11/12**. Sometimes an asterisk \* is used to stand for any letter, but the precise letters it represents can be deduced in every case.

Find the following key words, which are all coded at present. The solutions are given in the final section of the book.

- 1) 8/12/11/3/2/5/\*/11  
9/12/5/7/5/6/3/10  
9\*/11/6/5/6/7  
10/5/6/11/1
- 2) 5/\*/\*/12/5/1/9/6/11/\*  
\*/5/11/8/11/1
- 3) \*/12/11/11
- 4) \*/12/11/6/8/\* (\* is not w)
- 5) 5/8/11 8/9/9/10 3/8/11  
1/5/8/5/10/5/3/6  
10/5/6/11/1
- 6) 3/2/2/3/8/\*/5/6/7  
\*/3/12/5/3/2/5/9/6/1  
12/11/6/11/\*/11/\*
- 7) 1\*/5/6/11 (\* is not p or w)
- 8) 6/5/\*/2/4
- 9) 3/8/2/5\*/5/2/4
- 10) \*/3/2/5/11/6/8/11

In the following position (*D*), from Vodpianov-Kapstin, Rostov-on-Don 1974, Black was two pieces down, but stayed cooler

than his opponent and won the game with the help of a special motto. How?



### Brainteaser no.7

The following grid has five rows. Each row contains a three-letter word.

Y	I	N
L	?	B
V	?	T
A	?	R
?	M	?

'What is 'yin'?', you might ask. Well, in addition to being one of

the forces in Taoist cosmology, Billy Connolly (who did a 'world tour of Scotland'!) calls himself the 'big yin', and I thought of him because I might do a similar tour of Scottish places, including numerous simultaneous displays, when *C.O.O.L. Chess* is published in April 1997.

Your brainteaser is to use the five vowels (in the English alphabet) **once each** to replace the five question marks in the grid in such a way that each row becomes a proper three-letter word. Then use **all** the letters in the grid to make a proper 15-letter word that has significance in chess.

I feel like E.T. today ... over the moon! Why? Well, because I've completed this, my second Batsford book, and tomorrow (24 January 1997) my wife, Jenny, and I are going on a 'world tour of China' for three weeks! I hope to meet you again in the pages of my next book, and E.T. might show up too, since the title will be *S.T.A.R. Chess*...

# Solutions To Tests and Puzzles

1.1 1 ♖xf5 ♖xf5 2 h6! 1-0 Motwani-Speybroeck, Ostend 1996. Black's rook on g7 is forced to leave the g-file and then 3 ♜xf5 wins a piece for White.

1.2 In Motwani-J.de Wolf, Vlissingen 1996, White could have won quickly with 1 ♖c5! ♜xf4+ 2 ♖b1 bxc5 3 ♜xd8+! ♜xd8 4 ♜xe7+ ♔g8 5 ♜xd8+.

1.3 In Motwani-Malmstig, Timrå 1996, White could have won quickly with 1 ♜e8!! ♜xf6 2 ♜eb8 and 3 ♜2b7#.

1.4 In Motwani-F.Wuts, Tilburg 1996, White found a forced win with 1 b3! ♖b6 (1...♖xc3? 2 ♖d2) 2 a4 c5 (2...♖d7 3 b4 ♜b6 4 a5 shows just how short of breathing space Black's queen is) 3 b4! cxb4 4 cxb4 ♜xb4+ 5 ♖d2 ♜b2 (5...♜b3 6 ♖b5+ also costs Black his queen) 6 ♖c3 ♜b3 7 0-0, and Black resigned, having no satisfactory way to meet the threat of 8 ♜fb1.

1.5 This position stemmed from the Sveshnikov variation of the Sicilian Defence – compare it to situations arising in the notes to Black's 11th move in Game 2. The clash was T.Upton-A.Beveridge at the 1996 Scottish Championship in Oban. FIDE Master Tim Upton concluded the game with a stun-

ning queen sacrifice: 1 ♜xh7+!! ♖xh7 2 ♜h3+ ♖h6 3 ♜hxh6+ 1-0, in view of 3...♖g7 4 ♜d6#.

## Brainteaser no.1

The moves were 1 e4 e5 2 ♖f3 ♖c6 3 ♖b5 ♖f6 4 d3 ♖e7!? 5 ♖xe5? c6! and White resigned, because 6 ♖a4 or 6 ♖c4 would be answered by 6...♜a5+ and then 7...♜xe5.

6 ♖c4 (hoping to land 7 ♖d6#!) was worth a try. In fact, 6...d5?! 7 e5! would allow White to fight on. However, 6...d6! wins. For example:

- a) 7 ♖f4 ♖g6.
- b) 7 ♖a4 b5.

Note that 4...♖e7!? is not merely setting the trap which occurred in the game; it can be followed up with moves such as ...♖g6, ...c6 and ...d5, and Black will have a pleasant, harmonious position.

## Cool Stars

- 1) *Oleg Romanishin*
- 2) *Viktor Korchnoi*
- 3) *Anthony Miles*
- 4) *Mihai Suba*
- 5) *Jonathan Speelman*
- 6) *Larry Christiansen*
- 7) *David Bronstein*

Each member of this 'magnificent seven' features in at least one complete game in *C.O.O.L. Chess*.

**2.1** This position has arisen in practice from Owen's Defence after the moves 1 e4 b6 2 d4 ♖b7 3 ♙d3 f5?! (3...e6 is less risky) 4 exf5 ♙xg2 5 ♜h5+ g6 6 fxg6 ♜f6? (6...♙g7 is relatively best, but in my opinion it is still not good). White can sacrifice his queen and win nicely with 7 gxh7+! (freeing the g6-square for the bishop waiting at d3) 7...♜xh5 8 ♙g6#.

**2.2** This position arose from a Slav Defence after 17 moves in C.Ward-Summerscale, British Ch 1996. The rook on d4 would love to land safely on d8, so White's queen sacrificed herself to free the way: 18 ♜xf8+! 1-0.

Many congratulations to Chris Ward on going on to win the Championship, gaining his third GM norm in the process.

**2.3** This position is based on the encounter R.Martyn-T.Maerevoet, Geraardsbergen 1996. The game began 1 ♜c3 c5 2 e4 ♜c6 3 ♙b5!? e6 4 f4 d5 5 ♜e2 ♜f6 6 e5 ♜d7 7 ♜f3 f6?!. White did win later, but 8 ♜xd5!? might have speeded up the process. The idea behind the sacrifice is to open up the e-file for White's queen to attack Black's king - 8...exd5 9 exf6+ and now:

a) 9...♙f7? 10 ♜g5+ ♙g6 (10...♙xf6 11 ♜e6#) 11 ♙d3+ ♙h6 12 ♜f7#.

b) 9...♙e7 10 fxe7 ♜xe7 leaves White a sound pawn up.

c) 9...♜e7 leads to the given position. White can win quickly with 10 f7+! ♙xf7 11 ♜g5+ ♙e8 (11...♙g6 meets a fate similar to variation 'a') 12 ♜e6 ♜b6 13 ♜f7+ ♙d8 14 ♜e6+, and Black must give up his queen.

**2.4** This position, which appeared on teletext on 16 August 1996 on the BRTN TV channel, could arise from the Queen's Gambit Declined. 1 b4! wins at least the c-pawn for White, since if Black captures the b-pawn he allows too much freedom for some of White's other pieces:

a) 1...♜xb4 2 ♜b1.

b) 1...cxb4 2 ♙c7.

**2.5** This position arose from a QGD after 22 moves of the clash P.Schlosser-A.Petrosian in a 1996 match Germany vs. Armenia at Baden-Baden. White's queen would love to make the move ♜xg6+, so the rook on e1 sacrificed itself to deflect Black's queen: 23 ♜xe5! ♜xe5 24 ♜xg6+ ♜g7 25 ♜f5 ♙h8 26 ♜g1 ♜g8 (26...♜h7 27 ♜f6+ and 26...♜d4 27 ♙e4 planning ♜h7# lose faster for Black) 27 ♜xg7 and White soon won.

**2.6** This position arose from a QGD after 22 moves of the game Schandorff-Olesen, Copenhagen 1995 (see the notes to White's fifth move in Game 8 for more details). IM Lars Schandorff played 23

♖c1, to which Black can reply 23...♗d8. I think 23 ♖d6! (aiming to deflect Black's bishop so that White's pieces on b7 and b3 will have free paths to make a combined attack against f7) wins quickly. For example:

a) 23...♗d6 24 ♖xf7 (threatening ♖f8#) 24...♗h8 25 ♗g7+ ♗g8 26 ♖d7#.

b) 23...♖c7 24 ♖xc7 ♗xc7 25 ♗xf7+ ♗h8 26 ♖e8, with the dual threats of 27 ♖xc7 and 27 ♗g7#.

## Brainteaser no.2

a) The four moves leading to the given position were 1 ♖f3 d5 2 c4 dxc4 3 ♖a3 e5! (a C.O.O.L. idea which I have employed successfully several times) 4 ♖xe5 (4 ♖xc4? e4 forces 5 ♖g1 because 5 ♖fe5? loses simply to 5...f6) 4...♗xa3.

b) 5 bxa3 would lose quickly to 5...♗d4.

The tactical threat of ...e5 followed by ...♗xa3 and ...♗d4 cropped up in a slightly different setting very recently. The clash Salov-Piket, Amsterdam Donner Memorial 1996 opened 1 ♖f3 ♖f6 2 g3 d5 3 ♗g2 c6 4 c4 dxc4 5 0-0 ♗f5 6 ♖a3 e5! 7 ♖xc4 (7 ♖xe5? ♗xa3 8 bxa3 ♗d4) 7...e4 with an excellent position for Black, although the game was eventually drawn at move 41.

c) In two key games that I won about ten years ago, an English

player called Simon Roe and Scottish FM Craig Thomson played 5 ♗a4+, but 5...♖d7 gives Black a fine position. For example, 6 ♖xd7 ♗xd7 7 ♗xa3 ♖e7 (to make ...0-0 legal) 8 ♗c3 ♗e6! 9 ♗xg7 ♖g8 10 ♗xh7 puts White two pawns up, but look at the much greater development and freedom for the pieces which Black has after 10...♗d5 intending ...0-0-0. Personally, I would not go anywhere near the white side of that position!

## Pieces for Free!

Such a hilarious situation could only crop up in games of comics such as Belgian FM Günther Deleyn. In a match Thailand vs. Belgium at an Olympiad some years ago, Günther suddenly found himself a piece up when his opponent moved a piece to capture another piece ... of the **same colour**! Perhaps he was relatively new to chess and having some teething problems – many of Günther's opponents do ... he is a dentist by profession!

3.1 This position occurred in the game D.Will-A.Coull, Scottish Open 1996, after the following 12 moves: 1 e4 e6 2 f4 (a man with a motto!) 2...d5 3 ♖c3 ♖f6 (objectively, 3...dxe4 4 ♖xe4 ♖f6 5 ♖xf6+ ♗xf6 6 d4 c5! 7 ♖f3 ♖c6 8 ♗b5 ♗d7 is very comfortable for Black) 4 e5 d4 (4...♖fd7 5 d4 c5

would transpose to Game 4 of this book) 5 **exf6 dxc3** 6 **bxc3 ♖xf6** 7 **d4 ♜c6?!** (Black first needs to obtain more space and freedom with ...c5) 8 **♜f3 b6?** 9 **♙b5 ♙d7** (forced, since 9...♙b7? loses instantly to 10 ♜e5) 10 **0-0 ♜b8?** (Black was understandably afraid of the line 10...♙d6 11 ♜e5, but 10...a6 is better than making the retreat ...♜b8) 11 **♙d3 ♙c6** 12 **♜e5 ♙b7.**

Now White used the motto again, this time with decisive effect, by playing **13 f5!** Black is lagging so far behind in development that she cannot survive this opening up of the position. The game concluded **13...♙d6** 14 **fxe6 ♖xe6** 15 **♙b5+!** ♜f8 (15...c6 16 ♙c4) 16 **♜xf7 ♜g8** 17 **♙c4!! 1-0**, in view of 17...♖xc4 18 ♜h6+ gxh6 19 ♖g4#. A nice finish, based on deflecting Black's queen away from covering the g4-square.

**3.2** This position occurred in M. Popov-Schmutter, Hungary 1988. The finish was 1 f4! (threatening checkmate by 2 g4 or 2 ♙e2) 1...gxf5 2 ♙e2+ ♜h4 3 ♜h2! 1-0, since the dual threats of 4 g3# or 4 ♙h6# cannot both be parried. It is worth noting that, two moves before the starting position that I gave you, Black's king was on g7, White's knight on h4, and White also had a queen on c1. The beautiful continuation 1 ♖h6+!! ♜xh6 2 ♜f5+ ♜h5 then led to our starting position.

**3.3** This position can easily occur in practice after the following nine moves: 1 c4 g6 2 d4 ♙g7 3 ♜c3 d6 4 e4 e5 (4...♜d7 happened in Game 1 of this book) 5 ♜f3 (5 dxe5 dxe5 6 ♖xd8+ ♜xd8 7 f4 has for a long time been generally regarded as slightly better for White, but 7...♜c6!? 8 ♜f3 ♜d4 9 ♜f2 exf4 10 ♙xf4 ♜e6! 11 ♙d2 ♜f6 12 h3 ♜d7 13 ♙d3 ♜e5 14 ♙e2 c6 was very comfortable for Black in Petursson-Ehlvest, Erevan OL 1996) 5...exd4 6 ♜xd4 ♜c6 7 ♙e3 ♜ge7 8 ♙e2 f5!? 9 ♖d2?? (9 exf5 is best).

Now Black wins with 9...f4!. For example:

a) 10 ♙xf4 ♜xd4, and Black is a piece up.

b) 10 ♜xc6 fxe3 11 ♜xd8 exd2+ 12 ♜xd2 ♜xd8, and again Black can open the champagne!

**3.4** Black wins with 1...f6+!! 2 ♖xf6 h6+ 3 ♖xh6 (3 ♜xh6 ♖xh4+ 4 ♜xg6 b5 is also hopeless for White) 3...♖g3#!

Note that if White had no f-pawn, then 1...h6+ 2 ♖xh6 ♖e3+ would win even more easily for Black. However, with the pawn on f3, 1...h6+? is bad because of 2 ♖xh6 f6+ 3 ♜xg6.

**3.5** Black wins with 1...f3 and now:

a) 2 ♜g1? ♜e1 followed by ...f2+.

b) 2 ♙d5 f2 3 ♙g2 ♙b7! 4 ♜h2 ♙xg2 5 ♜xg2 ♜e2 and 6...f1♖+.

c) 2 ♖b3+ ♔e1 3 g7 f2 4 g8♖  
f1♖+ 5 ♗h2 ♖f2+ 6 ♗h1 (6 ♗h3  
♙f1#) 6...♙b7+ 7 ♙d5 ♗f1! 8  
♙xb7 ♖gl#.

d) 2 g7 f2 3 g8♖ f1♖+ 4 ♗h2  
♖f2+ 5 ♗h1 ♙b7+ 6 ♙d5 ♖a2!!  
7 ♖d8 ♙xd5+ 8 ♗g1 ♖g2# (based  
on a study by Alexei Troitsky).

### In search of the missing piece

Put a black rook on g2. Then  
1...f2! wins, since any rook move  
by White loses to 2...♖g1+  
whereas 2 ♗xg2 allows 2...fxe1♖.

### Brainteaser no.3

The moves were 1 e4 e5 2 f4  
(White's first two moves are in-  
terchangeable) 2...♗c6 3 ♗f3  
(not 3 fxe5?? ♖h4+) 3...f5!? (a  
very interesting but little-known  
response to the King's Gambit,  
although friends 'down under'  
tell me that it has recently been  
named as the 'Adelaide Counter-  
Gambit') 4 ♗xe5? (4 exf5 e4 is  
the critical line) 4...♗xe5 and  
White resigned, in view of 5 fxe5  
♖h4+ 6 ♗e2 (6 g3 ♖xe4+, and  
the rook on h1 goes) 6...♖xe4+ 7  
♗f2 ♙c5+ winning easily for  
Black. That is precisely what hap-  
pened when I was Black in a 5-  
minute game in 1996 against a  
certain FIDE master (identity  
withheld because he is a good  
friend!).

### The knight that allowed 'f for forward' and survived!

Incredibly, White draws with 1  
♗g7! as follows:

a) 1...g3 2 ♗xf5 g2 3 ♗e3+ and  
then 4 ♗xg2.

b) 1...f4 2 ♗h5! f3 3 ♗f6! g3  
(3...f2 4 ♗xg4 f1♖ 5 ♗e3+ then 6  
♗xf1) 4 ♗e4 g2 5 ♗d2+ with 6  
♗xf3 to follow.

That stunning example was shown  
to me by a friend eight years ago.

4.1 The position arose after the  
following ten moves of the clash  
Tal-Vaganian, Dubna 1973: 1 e4  
e6 2 d4 d5 3 ♗d2 ♗c6 (the Gui-  
nard variation) 4 ♗gf3 ♗f6 5 e5  
♗fd7 6 ♗b3 f6 7 ♙b5 fxe5?! 8  
dxe5 ♗c5 9 ♗g5! ♙d7? 10 ♙xc6!  
bxc6. Then the 'Magician from  
Riga' (as the late GM Mikhail Tal  
was called) finished off nicely with  
11 ♖h5+! g6 12 ♖f3 1-0, in view  
of 12...♖e7 13 ♗xc5 ♖xc5 14  
♖f7+ ♗d8 15 ♖f6+ then 16 ♖xh8.

4.2 Negele-Borngässer, Wittlich  
1980, concluded with 1...♙b5+ 2  
♗e2 ♖xe2+ 3 ♗g1 ♖f1+! 0-1, be-  
cause of 4 ♖xf1 ♗e2#, a neat  
'smothered mate'.

4.3 Cobo-Arteaga - Ivkov, Ha-  
vana 1983, ended abruptly with  
1...♙b5! 2 ♖g2 (2 ♖xb5 ♖d2#)  
2...♖e3+ 0-1, in view of 3 ♗d1  
♗f2+ or 3 ♙e2 ♖d2+ 4 ♗f1 ♗e3+  
5 ♗g1 ♗xg2 6 ♙xb5 ♗xh4 7 ♙f1  
♖e3# or 7...♗f3#.

4.4 This position can be reached after the following eight moves for example: 1 e4 e6 2 d4 d5 3 ♖c3 ♙b4 (the Winawer variation, which also led to the positions in 4.2 and 4.3) 4 e5 c5 5 ♗g4 ♜e7 6 ♜f3 ♜bc6 7 dxc5? (7 a3 is one of the better alternatives) 7...d4 8 a3. Black now wins with 8...♗a5! (much clearer than 8...♙a5 9 b4) 9 ♚b1 (9 axb4 ♗xa1 is also hopeless for White) 9...dxc3 10 axb4 ♗a2!.

4.5 This position, which occurred in the encounter Lewitsky-Marshall, Breslau 1912, led to one of the most beautiful conclusions ever: 1...♗g3!! 0-1, because of:

- 2 hxg3 ♜e2#.
- 2 fxg3 ♜e2+ 3 ♜h1 ♚xf1#.
- 2 ♗xg3 ♜e2+ 3 ♜h1 ♜xg3+ 4 ♜g1 ♜xf1 (4...♜e2+ also wins easily) 5 gxh3 ♜d2, with a decisive material advantage for Black.

### Brainteaser no.4

^, !, =, ?, \*, #, ~, + represent the letters e, t, a, o, s, r, c, f respectively. Therefore my 'French Heroes' poem reads:

*1...e6 is as sound as a trench,  
Yet tricks abound in 'the French'.  
A zero score to those they catch,  
For the hero a more rosy match.*

### Another 'Famous Five' Mystery

The moves are 1 e4 e6 2 d4 d5 3 ♜d2 (the order of the moves so far

could be changed and still result in this Tarrasch variation) 3...c5 4 dxc5 ♙xc5 5 ♜e2?? ♗b6! (threatening 6...♙xf2#) 0-1, since 6 ♜c4 or 6 ♜d4 put a knight *en prise*, while other knight moves allow 6...♙xf2+ 7 ♜d2/7 ♜e2 ♗e3#.

### Warm Handshakes!

This puzzle can be solved with the aid of simultaneous equations, but using a little bit of trial and error plus a small dose of logic will also do the job. Imagine, for example, that the woman grandmaster played 100 people simultaneously and scored 75% without losing any games. How many wins and draws must she have had in order to get 75 points out of 100 games? It is quite easy to spot that 50 wins and 50 draws does the trick (assuming we are using the normal scoring of 1 point for a win and ½ point for a draw). If we experiment with different numbers of players, we will quickly find that, in every case, *the number of wins must always equal the number of draws* for the grandmaster to score 75% without losing. Suppose  $n$  represents the number of wins or draws. The grandmaster does 2 handshakes with each of the people against whom she wins, and 3 handshakes with each person who draws. That makes  $2 \times n + 3 \times n = 5 \times n$  handshakes altogether. Therefore *the total number of handshakes must be a*

*multiple of five.* The only suitable number between 61 and 68 is **65 handshakes**. So  $5 \times n = 65$ , which shows  $n = 13$ , i.e. there were **13 wins and 13 draws** against 26 opponents.

**5.1** This position arose from the Scheveningen variation (see also Game 19) in the game Palac-M.Jukić, Croatia 1996. The finish was 1 ♖xf7! ♜d8 (1...♙xf7 2 ♜f1+ ♙g8 3 ♖xg6 hxg6 4 ♜xg6+ ♖g7 5 ♜xg7#) 2 ♜f4 ♚e7 3 ♜f1 ♜e8 4 ♖xg6! hxg6 5 ♜h4 1-0, since Black had no satisfactory way to parry the dual threats of ♜h7# and ♜h8#.

**5.2** This position arose from the Keres Attack after 18 moves of the clash Lusić-Cebalo, Croatia 1996. For your interest, I will give those moves, but with very light comments here: 1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 e6 6 g4 (the Keres Attack) 6...♘c6 7 g5 ♘d7 8 ♖e3 ♖e7 9 h4 0-0 10 ♜h5 (10 ♜d2 would transpose to the game Motwani-J.Cooper given within the notes to Black's sixth move in Game 19) 10...♘xd4 11 ♖xd4 a6 12 0-0-0 b5 13 f4 ♖b7 14 ♖h3 ♜e8 (14...b4 15 ♘d5! exd5 16 ♖xg7! ♙xg7 17 ♜h6+ ♙g8 18 ♖f5 ♜e8 19 ♜xh7+ ♙f8 20 ♜h8# is a pretty sacrificial line) 15 f5 exf5 16 exf5! ♖xh1 17 g6 fxg6 18 fxg6 ♘f8 (18...hxg6 19 ♖e6+ ♙f8 20 ♜h8#).

White now concluded the game crisply with 19 gxh7+ ♘xh7

(19...♙h8 20 ♖xg7+ ♙xg7 21 h8♜#) 20 ♖e6+ ♙h8 21 ♖f5 ♖g5+ 22 ♙b1! 1-0, in view of 22...♖h6 23 ♜xh6.

**5.3** This position arose from the Sveshnikov variation (see also Game 2) in the encounter Bronstein-Ligterink, Haifa OL 1976. The game ended 1 ♘h6+! 1-0, because of 1...♙h8 2 ♘xf7+ or 1...gxh6 2 ♜f5 e4 (2...♙g7 3 ♜xh7+ ♙f6 4 ♜xh6#) 3 ♖xe4 ♙g7 4 ♜xh7+ ♙f6 5 ♜h3, and Black's exposed king will soon be checkmated, by 6 ♜f3+ ♙e5 7 ♜f5# for example.

**5.4** This position came out of a c3 Sicilian in the game Sveshnikov-A.Sokolov, Russian Ch (Elista) 1996. The finish demonstrates how well a queen and knight can combine their different powers to produce an awesome force: 1 ♜xd5! (much stronger than capturing on g7) 1...exd5 2 ♜xd5+ ♙b8 3 ♜d6+ ♙b7 (3...♙a8 4 ♜c6+ reaches the same position as occurs one move later in the actual game) 4 ♜c7+ ♙a8 (4...♙a6 5 a4 ♜a8 6 ♜c6 ♜d8 7 ♘c7#) 5 ♜c6+ ♙b8 6 ♘d6 ♜a6 7 b4! 1-0, due to the threat of 8 b5 and the fact that 7...♜c8 8 ♜xc8+ ♜xc8 9 ♘xc8 ♙xc8 leaves Black with a hopeless ♙+♠ endgame.

**5.5** This position occurred in Hector-Vidarsson, Reykjavik 1996, after only seven moves as follows: 1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 a6 (the Kan variation) 5

$\text{c}3 \text{ g}6 \text{ 6 } \text{e}3 \text{ g}7 \text{ 7 } \text{b}3 \text{ e}7?$   
(7... $\text{c}6$  is better). GM Jonny Hector had probably spotted long ago the sensitivity of the  $\text{b}6$ -square in Black's camp, and he now homed in on it with  $8 \text{ a}4!$ , threatening  $\text{b}6$ . However, there was another threat, as  $8... \text{bc}6 \text{ 9 } \text{b}6 \text{ 1-0}$  showed!

5.6 This position can arise after the moves  $1 \text{ c}4 \text{ e}5 \text{ 2 } \text{g}3 \text{ f}6 \text{ 3 } \text{g}2 \text{ d}5$  (see Game 21 for  $3... \text{c}6$ )  $4 \text{ cxd}5 \text{ dxd}5 \text{ 5 } \text{c}3 \text{ b}6 \text{ 6 } \text{f}3 \text{ c}6 \text{ 7 0-0 } \text{e}7 \text{ 8 a}3 \text{ e}6 \text{ 9 d}3 \text{ 0-0 } \text{10 b}4 \text{ a}5 \text{ 11 b}5 \text{ d}4 \text{ 12 d}2$  (12  $\text{xe}5?$   $\text{f}6 \text{ 13 f}4 \text{ b}3$ , threatening ... $\text{xa}1$  and ... $\text{d}4+$ )  $12... \text{d}5?$ . White now wins with  $13 \text{ xd}5!$   $\text{xd}5 \text{ 14 e}3!$   $\text{e}6 \text{ 15 e}4$ , trapping Black's bishop on  $\text{d}5$ . However, note that  $12... \text{d}5!$ ? was a successful novelty in Mednis-Motwani, Luxembourg 1990, which continued  $13 \text{ xd}5 \text{ dxd}5$  (threatening ... $\text{c}3$ )  $14 \text{ xd}5 \text{ xd}5$  with an excellent position for Black.

### Brainteaser no.5

- 'Dan the second' started on  $\text{a}2$ .
- He never moved straight forward, and changed direction with every move, so his route to promotion must have been the zigzag path  $\text{a}2\text{-b}3\text{-a}4\text{-b}5\text{-a}6\text{-b}7\text{-a}8$ , with a capture of a black piece or pawn at each stage.
- 'Dan the second' promoted to a knight, the only piece which always moves the same distance. In-

identally, if we assume that a knight always moves from the centre of one little square (with sides 1 unit long) to the centre of another, then according to Pythagoras' Theorem the distance moved is  $\sqrt{(2^2+1^2)} = \sqrt{5}$  units.

### The deadliest line of the year!

That is my opinion about the move  $10 \text{ g}4$  which occurred in Game 19 (Shirov-J.Polgar) and in two supplementary games within the notes to Polgar's tenth move. So it is worth seeing it again:  $1 \text{ e}4 \text{ c}5 \text{ 2 } \text{f}3 \text{ d}6 \text{ 3 } \text{d}4 \text{ cxd}4 \text{ 4 } \text{xd}4 \text{ f}6 \text{ 5 } \text{c}3 \text{ a}6 \text{ 6 } \text{e}2 \text{ e}6 \text{ 7 f}4 \text{ e}7 \text{ 8 } \text{e}3 \text{ 0-0 } \text{9 0-0 } \text{c}7 \text{ 10 g}4!$ . We witnessed the massacre of both  $10... \text{e}8$  and  $10... \text{c}6$  before, and now it's time to take a look at  $10... \text{b}5$ . Sutovsky-Van Wely, Tilburg 1996, continued  $11 \text{ g}5 \text{ fd}7 \text{ 12 } \text{d}3 \text{ e}8 \text{ 13 } \text{h}5$  (threatening  $14 \text{ xe}6 \text{ fxe}6 \text{ 15 } \text{xe}8+$ )  $13... \text{g}6 \text{ 14 } \text{h}4 \text{ b}4 \text{ 15 } \text{ce}2 \text{ b}7 \text{ 16 } \text{f}3 \text{ h}5 \text{ 17 } \text{g}3 \text{ f}8$ , arriving at the position you were given at the end of Chapter 5. So many of White's forces are gathered on the kingside that a sacrifice is crying out to be made. Sutovsky was quick to respond with  $18 \text{ xh}5!$   $\text{gxh}5 \text{ 19 } \text{hxh}5 \text{ g}7 \text{ 20 f}5 \text{ exf}5 \text{ 21 } \text{xf}5 \text{ f}8$  (21... $\text{e}5 \text{ 22 } \text{h}3 \text{ f}8 \text{ 23 } \text{h}8+ \text{ xh}8 \text{ 24 } \text{hxh}8\#$  gives a small illustration of how overwhelming White's attack is)  $22$

♖xg7 ♗xg7 23 ♙d4+ ♚e5 24 ♜af1 1-0, in view of 24...♗g6 25 ♜xf7+ ♞xf7 26 ♜xf7+ ♗xf7 27 ♞h7+, and White is spoilt for choice of black pieces to capture next.

**6.1** This position occurred after the following 15 moves of the game Suba-Sax, Hastings 1983/4: 1 c4 c5 2 ♗f3 ♗f6 3 ♖c3 d5 4 cxd5 ♗xd5 5 e4 ♗b4 6 ♙c4 (6 d4? cxd4 7 ♗xd4 ♞xd4! 8 ♞xd4 ♗c2+ followed by 9...♗xd4 is a well-known tactical trick) 6...♗d3+ 7 ♗e2 ♗f4+ 8 ♗f1 (White has a lead in development in return for losing the right to castle) 8...♗e6 (designed to restrain White from playing d2-d4, but 9 b4!? cxb4 10 ♗e2 g6 11 ♙b2 ♙g7 12 ♙xe6! ♙xb2 13 ♙xf7+! ♗xf7 14 ♞b3+ is very unpleasant for Black, so he should consider making a gambit himself by 9...g6!? 10 bxc5 ♙g7) 9 ♗e5 (9 h4!? g6? 10 h5 is strong for White, but 9...♗c6 is sensible) 9...♞d6?! (out in the open, Black's queen soon becomes a target) 10 f4! ('f for forward!') 10...♗c6 11 ♞a4 ♗d8 12 d4!! cxd4 (12...♞xd4? 13 ♗b5 ♞xe4 14 ♗c7#) 13 ♗b5 ♞b8 14 ♗xd4 f6 15 ♗dxc6 bxc6. Now, instead of automatically winning a pawn by ♗xc6, Mihai Suba played the much stronger 16 ♙f7+!, and Black resigned in view of 16...♗xf7 17 ♞xc6+ ♗d8 18 ♗xf7#.

**6.2** This position can arise after the following twelve moves, for

example: 1 e4 c5 2 c3 b6 3 d4 ♙b7 4 ♗d2 cxd4 5 cxd4 ♗f6 6 ♙d3 ♙a6!? 7 ♙xa6 ♗xa6 8 ♗gf3 e6 9 0-0 ♞c8?! (9...♙e7 10 ♞e2 ♞c8?! 11 d5! 0-0 12 d6! ♙xd6? 13 e5 is a pitfall for Black, and 11...exd5 12 e5 also favoured White in Motwani-Cools, Geel 1997, but GM Tony Miles has found 10...♗c7 11 d5 d6 12 dxe6 ♗xe6 to be playable for Black) 10 d5! exd5 (10...♙e7 11 d6! ♙xd6? 12 e5 is a recurring tactical idea) 11 exd5 ♗xd5 12 ♚e1+ ♙e7. Now White must strike quickly before Black can castle. The finish could be 13 ♗e4! ♞c6 (13...♞b7? 14 ♗d6+) 14 ♗e5 ♞b7 15 ♞f3 0-0 (Black gets castled, but the price is too high) 16 ♗c3 ♗ac7 17 ♚d1 1-0, since Black loses material because of his knight pinned on d5.

**6.3** White wins with 1 ♚d8+ ♗a7 2 ♚xd2 b2 3 ♚xb2 ♚d1+ 4 ♗c6 ♚xd8 5 ♗xc7, carrying the dual threats of 6 ♗xd8 or 6 ♚a2# (a 1983 study composed by F.Manca).

**6.4** It is much more important for White's rook to guide the c-pawn to promotion than it is to capture the pawn on h7. White has a clear win with 1 ♚c8! ♚c2 (1...♗g3? 2 ♚g8+ ♗f4 3 c7) 2 c7 ♗h4 (Black's king must not let White deliver a rook check followed by c8♞) 3 ♗h1!! (3 ♗h2? h6 4 ♚g8 ♚xg2+! 5 ♗xg2 gives Black a draw by stalemate) and now:

a) 3...h6 4 ♗h2 ♚c3 5 g3+! (5 ♚g8? allows 5...♚h3+! 6 ♗g1

♖h1+, and Black's rook follows White's king until he captures it and stalemates the black monarch) 5...♖xg3 6 ♜d8 ends Black's resistance.

b) 3...♜c1+ 4 ♔h2 ♜c2 5 ♜g8 ♜xc7 (5...♜xg2+ 6 ♔xg2 h6 7 ♔f3 {to avoid carelessly stale mating Black} 7...♔h3 8 c8♖+ ♔h2 9 ♜g2+ ♔h1 10 ♖h3#) 6 g3# is a pretty checkmate (a 1963 study by A.Koranyi).

**6.5** Once again, White can profit from the restricted position of Black's king. The main winning line is 1 e6! fxe6 2 ♔c6! and now:

a) 2...♜a6+ 3 ♔c7 ♜b6 (note that the earlier e6 move ruled out problems with ...♜xb6) 4 ♜h8+ ♜b8 5 ♜xb8#.

b) 2...a6 3 ♜h8+! (after 3 ♔b6? ♜b5+ 4 ♔xa6 ♜b8 there is no win for White) 3...♔a7 4 ♜h7+ ♔a8 5 ♔b6 ♜b5+ 6 ♔xa6 ♜b8 (6...b3 7 ♔xb5 b2 8 ♜h1 is also hopeless for Black) 7 ♜a7# (a 1947 study by A.I.Herbstman).

**6.6** White's winning line involves an 'interference move' at move four in the sequence. I remember feeling very pleased when I played such a move at age 14 *en route* to winning the 1976 Perth Major tournament with a friend named Robert Inglis. I treasured the moment even more because my move was spotted by Alan Scrimgeour, who was playing in the top Open section of the weekend congress. It was nice to be noticed,

and I recall that Alan pulled IM Craig Pritchett (an early hero of mine) over to witness my interference move. Well, it's about time we actually saw an example of one, so here is the solution to the 1928 study by E.I.Umnov: 1 b7 ♕h2 (1...♜h8+ 2 b8♖+ ♜xb8+ 3 ♔xb8 ♕h2+ 4 ♔c8 ♕d6 5 ♔d7 ♕f8 6 c4+ ♔b4 7 ♕g7! ♕xg7 8 e7 then 9 e8♖ wins very easily for White) 2 c4+ ♔b6 3 e7 ♜e3 (3...♜h8+? 4 ♕xh8) and now comes the cool interference move 4 ♕e5!!, which simultaneously interrupts the two lines connecting Black's rook and bishop with the 'queening' squares e8 and b8 respectively. Therefore, at least one of the two white pawns on the seventh rank will make a successful 'touchdown', and end Black's chances of survival.

**6.7** The solution to this stunning study by A.Hildebrand is 1 ♕e8+!! b5+ 2 ♕xb5+ and now:

a) 2...♜xb5 3 ♜a3#.

b) 2...♔a5 3 ♜xb3 (3 ♔xb3? ♕xh3 is a very easy draw for Black in spite of being a pawn down) 3...♕e6+ 4 ♔d4!! ♕xb3 5 ♔c5, when any move is answered by 6 b4#. Very pretty!

Note, however, that 1 ♜xb3? ♕e6+ 2 ♔c3 ♕xb3 3 ♕e8+ b5 4 ♕xb5+ ♔a5! 5 ♔xb3 ♔xb5 allows Black to draw by maintaining the opposition of the two kings. It is well-worth studying again an earlier puzzle solution given after Game 23, because it also contained

important nuances concerning 'the opposition' in positions which some people might mistakenly assume are trivial.

## Brain teaser no.6

We know that to get from a1 to the gem square by the shortest route, the king would take **four** times as many moves as the knight *or vice-versa*. So the number of moves that the two pieces would take can be represented, say, by (1,4) or (2,8) or (3,12) and so on. However, it is easily verified that the king can get from a1 to any other square on the entire board in not more than seven moves, whereas the knight needs at most six moves. Therefore we are definitely talking about numbers less than 8, and so the (2,8) and (3,12) pairs can be rejected. So (1,4) is the only possibility, but which piece takes one move and which one takes four moves? Well, suppose the knight takes one move to get from a1 to the gem square. Then the gem would have to be on b3 or c2, but then the king could reach them in two moves, and certainly would not need four. So the truth is the opposite: the king takes one move, and the knight takes four. The king can get from a1 to either b1 or a2 or b2 in one move. In the cases of b1 or a2, the knight can reach them in three moves (not four). This means that **b2 is the**

**gem square**. The knight gets to it in four moves by ♘c2-a3-c4-b2, for example, and picks up a beautiful, cool opal gem (visible at last!) as his reward.

## Chapter Seven Solutions

In the code, 1=S; 2=T; 3=A; 4=Y; 5=I; 6=N; 7=G; 8=C; 9=O; 10=L; 11=E; 12=R. Therefore these are the answers to the coded words:

1) **Creative Original Opening Lines.**

2) **Imprisoned** (the three asterisks had to be m, p and d) **Pieces** (this word could not have been 'Nieces', because then 6 would have been used as the code for N instead of the \* given).

3) **Free** (the word could not have been 'Tree', because then 2 would have been used as the code for T instead of the \* given).

4) **French** (due to the same reasoning as for the previous word, the answer cannot be 'Trench').

5) **Ice Cool Ace Sicilian Lines.**

6) **Attacking Variations Renewed.**

7) **SHINE.**

8) **NIFTY.**

9) **Activity.**

10) **Patience.**

In the given position, White resigned after 1... ♖g1+!!, in view of 2 ♜xg1 f2+ ('f for forward!') 3 ♜h1 fxel ♖4 ♜xel ♜xf1#.

**Brainteaser no.7**

Y	I	N
L	O	B
V	A	T
A	I	R
E	M	U

The special 15-letter word is **manoeuvrability**.

*'Au revoir'... until the next book!*

# Appendix: The C.O.O.L. Pool

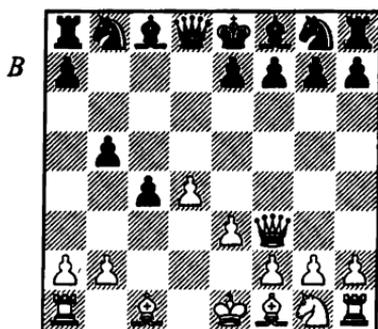
As an extra source of fresh (or at least rarely trodden) paths that cross many different openings, the 'C.O.O.L. Pool' is a handy tool. I decided it would be interesting to give a pool of cool ideas for dipping into whenever you feel like it. For instance, such ideas can often provide exactly what one needs to revitalise a variation 'in trouble'. So if you want to change or strengthen certain areas of your opening repertoire, the C.O.O.L. Pool may contain the answers or indicate a promising direction to investigate.

As in most other parts of the book, you will find several complete games (all from 1996/7) in this section too. However, with some of the ideas in the C.O.O.L. Pool I did not supply an entire illustrative game. There were two main reasons for adopting that approach here:

1) I could mention a wide range of openings in the limited space available.

2) I am encouraging you and your friends to investigate more deeply into the lines, beyond the points where I have stopped. So there is to be no 'quick get-away' (Q.G.A.!) - but perhaps I spoke too soon...

**Queen's Gambit Accepted:** A neat trap is 1 d4 d5 2 c4 dxc4 3 ♘c3 c6 4 e3 b5 5 ♘xb5? cxb5 6 ♙f3 (D)



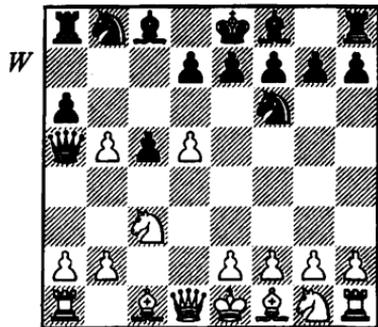
6...♙c7! 7 ♙xa8 ♖b7 8 ♙xa7 e5! (threatening to embarrass White's queen by ...♘c6) 9 ♖xc4 bxc4, and Black won easily in Bazant-Haba, Turnov 1996.

**Sicilian 2 ♘f3 e6:** Game 20 featured 3 b3, but 3 c4!? is another interesting way to avoid or delay advancing d2-d4 until White really wants to play it. Kramnik once used this line to surprise and defeat Kasparov, but we will look at the more recent encounter Oratovsky-Sulava, Biel 1996. The continuation was 3...b6 4 ♘c3 ♖b7 5 d4 cxd4 6 ♘xd4 a6 (this is a prophylactic measure against ♘db5, but it does not contribute to Black's development) 7 ♖e2 ♙c7 8 f4 ♖b4

**9 0-0 ♖xc3 10 bxc3 d6** (White also obtains a very powerful initiative after 10...♖xe4 11 ♖a3) **11 ♖h5! g6 12 f5!!** (a particularly energetic case of 'f for forward' by IM Michael Oratovsky) **12...exf5 13 ♖xf5! gxf5 14 ♖xf5 ♖d8 15 ♗d4 f6 16 ♖xf6! ♖xf6 17 ♗xf6+**, and IM Nenad Sulava soon had to throw in the towel as Black. The sensitive dark squares in his position after playing ...g6 reminded me strongly of the line 1 e4 c5 2 ♖f3 e6 3 d4 cxd4 4 ♖xd4 a6 5 ♖d3 g6, when 6 b3!? ♖g7 7 ♖b2 with ideas of playing ♖xe6 was also successful for White in a rapid game Ivanchuk-Shirov, Monaco 1996.

**Benko Gambit.** The game Liardet-Wang, Switzerland 1997, went **1 d4 ♖f6 2 c4 c5 3 d5** After 3 dxc5, Black can choose between the moves 3...e6, 3...♖a6 and 3...♗a5+, intending to capture the white pawn on c5 by 4...♖xc5, 4...♖xc5 or 4...♗xc5 respectively. **3...b5** This bold move by Black's b-pawn characterises the Benko Gambit. **4 cxb5 a6 5 ♖c3** White can, of course, accept Black's gambit by playing 5 bxa6, but Black will recapture ...♖xa6 at his leisure and then, in return for a deficit of just one pawn, obtain lots of active possibilities on the open sections of the a- and b-files. Instead, 5 b6 was my choice against IM Plinio Pazos at the Erevan Olympiad 1996. Af-

ter 5...d6 6 ♖c3 ♗xb6 7 e4 g6 8 ♖f3 ♖g7 9 ♖e2 0-0 10 0-0 a5?!, White obtained a nice position through 11 e5! dxe5 12 ♖xe5. I followed up with ♖e1 and ♖f3, when Black began to look very vulnerable, particularly on the a8-, c6-, c4- and e7-squares. **5...♗a5!?** (D) 5...axb5 is much more common, when 6 e4 b4 7 ♖b5 ♖xe4? 8 ♗e2! ♖f6 9 ♖d6# is a pitfall that Black should avoid by playing 7...d6.



**6 ♖d2 6 b6 ♗xb6?! 7 e4 d6** leaves Black a tempo behind compared to the Motwani-Pazos game. However, **6...♖b7! 7 ♖d2 ♗xb6 8 e4 e6! (8...♗xb2?? 9 ♖b1)**, intending **9 ♖c4 ♖xe4! 10 ♖xe4 exd5**, illustrates a typical, neat fork trick. **6...axb5 7 e4 b4 8 e5 8 ♖b5 ♖a6 9 a4 ♖xe4 10 ♗e2** looks vaguely like the situation that arose in the notes to Black's fifth move, but this time **10...♖xb5** is a complete answer and keeps Black a sound pawn up without any worries. **8...bxc3 9 ♖xc3 ♗a4 10 ♗xa4 ♖xa4 11 exf6 gxf6** I prefer Black's

position because of the more compact pawn structure: it comprises one large group or 'pawn island' stretching from the c- to the f-file, plus an isolated h-pawn; whereas White's pawns are divided into three separate groups across the board. 12 ♖f3?! 12 ♖b5 ♖a7 13 ♖e2 looks safer, but 13...♗a6 was still pleasant for Black in Breutigam-Hertneck, Bundesliga 1991. 12...♗b7! Attacking the isolated and weakest pawn in White's camp. 13 0-0-0 ♖xa2 14 ♖b1 ♖a8 15 ♖b5 ♖g8 16 ♖h4? 16 g3 followed by ♖he1 offered White his best chances of organising some counterplay. After the move played, the saying 'A knight on the rim is dim' comes to mind. 16...♖g5! 17 d6 c4!! Now the bishop on b5 is attacked laterally by the rook on g5, and Black also threatens ...♗e4+ without allowing ♖b5-d3 as a response. 18 ♖xc4 ♖g4 Black's rooks have been very nimble in this game, and this latest move creates a deadly double attack against two white pieces. 19 dxe7 ♖xe7 20 ♖d4 ♖xd4 0-1, in view of 21 ♖xd4 ♖e4+ 22 ♖c1 ♖a1+ 23 ♖d2 ♖xh1. An impressive win by the Chinese grandmaster.

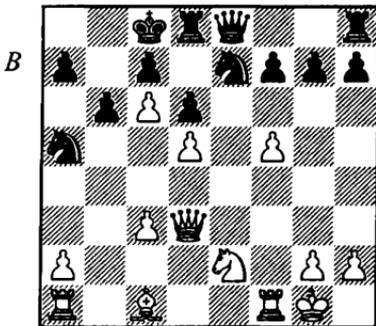
**More bold b-pawns!:** I can almost hear you thinking 'There's no official opening with that name', and you are right! However, it is a convenient collective title here for

systems in which either player advances a b-pawn early in the game. For instance, 1 b3 pops up quite often, but an interesting counter to it is 1...e5 2 ♖b2 ♖c6 3 e3 ♖f6 4 ♖b5 ♖d6!?, intending ...♖e7, ...c6, ...♖c7 and then ...d5 with a harmonious position. The move 4...♖d6!? occurred in an 1859 game Suhle-Anderssen, but also (slightly!) more recently in a grandmaster clash Sakaev-Sveshnikov, Gausdal 1992. After 5 ♖a3 ♖a5 (in this special case, the black knight moves to the rim in order to exchange off the white counterpart that is heading for the c4-square) 6 ♖e2 a6 7 ♖c4 ♖xc4 8 bxc4 (intending 9 c5) 8...♗e7! 9 a4 0-0 10 ♖h3 ♖c5 11 f4? (the threat of ...d6 followed by ...♖xh3 made White's knight on the rim feel uncomfortable, but unfortunately even our favourite Chapter 3 motto cannot help here) 11...♖xe3!., GM Konstantin Sakaev soon resigned, since 12 dxe3 ♗b4+ leaves White's position in ruins, as does 12 fxe5 ♖e4.

1 b4 is bolder than 1 b3, and in M.Vokac-Bazant, Turnov 1996 it unsettled the same player rated 2295 who fell into the aforementioned QGA trap: 1...d5 2 ♖b2 ♖d7 3 ♖f3 ♖gf6 4 e3 g6 5 c4 dxc4 6 ♖xc4 ♖g7? 7 ♖xf7+! 1-0, in view of 7...♖xf7 8 ♖g5+ ♖g8 9 ♗b3+ or 8...♖e8 9 ♖e6.

In general, I feel that advancing the b-pawn one square is 'solid',

whereas jumping two squares is often rather 'loose', but in my opinion 1  $\text{d}f3$   $\text{d}f6$  2  $g3$   $b5!$ ? is one of the few perfectly good 'two-square' cases, because if White plays 3  $e3$  (threatening  $\text{a}xb5$ ) then his  $f3$ -square becomes very sensitive and weak due to having already played  $g3$ . However, let us turn now to look at the GM encounter Hodgson-Bischoff, Linares 1996: 1  $c4$   $b6$  2  $d4$   $e6$  3  $e4$  (3  $a3$   $g6!$ ? 4  $\text{d}c3$   $\text{a}g7$  5  $\text{d}f3$   $\text{d}e7$  6  $e4$   $\text{a}b7$  7  $\text{a}e2$  0-0 8 0-0  $f5$  9  $e5$   $h6$ , intending ... $g5$ , showed typically creative by Black in Hellsten-Miles, Malmö 1996) 3... $\text{a}b7$  4  $\text{d}c3$   $\text{a}b4$  5  $f3$   $\text{d}e7$  6  $\text{a}d3$   $\text{d}c6$  7  $\text{d}e2$   $\text{a}xc3+$ ! 8  $bxc3$  (now Black has a superior pawn structure, but 8  $\text{d}xc3$  would simply have lost a pawn to 8... $\text{d}xd4$ ) 8... $d6$  9 0-0  $\text{w}d7$  10  $f4$   $\text{d}a5$  11  $f5$   $exf5$  12  $exf5$  0-0-0 13  $d5$   $\text{a}a6!$  14  $c5$   $\text{a}xd3$  15  $c6$   $\text{w}e8$  16  $\text{w}xd3$  (D)

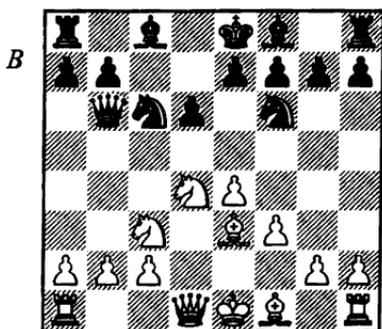


(White's position looks menacing, but GM Klaus Bischoff keeps cool and calmly starts to pick off his opponent's weak pawns)

16... $\text{d}xd5!$  17  $\text{w}xd5$   $\text{w}xe2$  18  $\text{w}xf7$   $\text{h}h8!$  19  $\text{w}d5$  (19  $\text{w}xg7???$   $\text{g}g8$ ) 19... $\text{d}de8$  20  $\text{a}f4$   $\text{w}e4$  21  $\text{w}xe4$   $\text{h}xe4$  22  $g4$   $\text{d}xc6$ , and Black soon converted his extra pawn into a win.

*The b-pawn is 'poisoned' too!:*

Whenever I hear or read the words 'poisoned pawn', I picture a situation in which Black's queen unwisely captures a pawn on  $b2$  and is soon faced with paying a heavy price. The following game between Graeme Nolan and James Parkin (two of Scotland's best young players) is a perfect illustration of what I have in mind. The encounter in Glasgow on 31 August 1996 took place in one of many fine training events organised by John Glendinning, the President of the Scottish Chess Association, to develop the talents of Scotland's most promising young players. 1  $e4$   $c5$  2  $\text{d}f3$   $d6$  3  $d4$   $cxd4$  4  $\text{d}xd4$   $\text{d}f6$  5  $\text{d}c3$   $\text{d}c6$  6  $f3!$ ? (6  $\text{a}e3$  allows 6... $\text{d}g4$ , although 7  $\text{a}b5$   $\text{d}xe3$  8  $fxe3$   $\text{a}d7$  9 0-0  $e6$  10  $\text{a}xc6$   $bxc6$  11  $e5!$  intending 11... $dxe5$  12  $\text{w}h5$  is a line with which White has done well in many games) 6... $\text{w}b6?!$  (6... $g6$  7  $\text{a}e3$  transposes to the Yugoslav Attack in the Dragon Variation; 6... $e5$  7  $\text{d}b3$   $\text{a}e6$  intending ... $d5$  is recommended in *Batsford Chess Openings* {BCO}; 6... $e6$  is also a sound approach by Black) 7  $\text{a}e3!$  (D)



7...e5 (7...♞xb2? 8 ♖db5 {8 ♖cb5 is also strong} threatens 9 ♖c7+ and 9 ♜b1, trapping Black's wandering queen) 8 ♖f5 ♞xb2 9 ♖b5 ♙xf5 10 ♜b1! (after Black's forced reply, the a-file will also be open, and, as we will see, White can utilise it later to attack Black's king) 10...♞xa2 11 ♖c7+! (White could force a draw by repetition with 11 ♜a1 ♞b2 {11...♞e6? 12 ♖c7+} 12 ♜b1 and so on, but he bravely and correctly plays for more) 11...♙d8 12 ♖xa8 ♙c8 13 ♙b5! (13 ♜a1 ♞b2 14 ♙xa7 is risky for White in view of either 14...♖xa7 15 ♜xa7 d5 threatening ...♙b4+ or ...♙c5; or 14...♞c3+ 15 ♙e2 {15 ♙f2? ♖xa7 16 ♜xa7 ♞c5+}, and White's king is unhappily placed) 13...♖d4 14 0-0 ♖xb5 15 ♜xb5 ♞a6 16 ♜b1! (retreating moves are often difficult to think of, but this one carries a lovely tactical point: 16...b6 17 ♜a1 ♞b7 18 ♜xa7! ♞xa7 19 ♙xb6+ winning Black's queen) 16...♞c6 17 ♜a1 a6 18 ♖b6 ♙e6 19 ♞d2 ♙e8 20 ♜fd1 ♙e7 21 ♜ab1 ♖d7 22 ♖d5 b5 23 ♙h1 (23 ♜a1! threatens

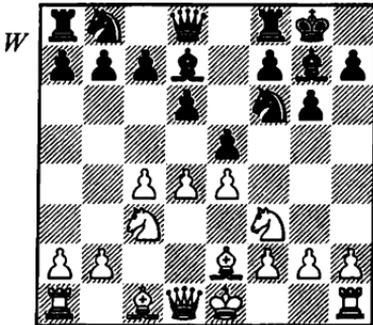
24 ♖b4 and 24 ♜xa6!) 23...f6 24 f4 ♖c5 25 ♙xc5 (note also 25 ♞c3!?, which threatens 26 ♖xe7 ♙xe7 27 fxe5 fxe5 28 ♜xd6! ♙xd6 29 ♜d1+ ♙c7 30 ♞xe5+ ♙c8 31 ♜d6, with an enduring attack) 25...♞xc5 26 f5 ♙c8 27 ♞e2? (27 ♜b3! intending ♜c3 is decisive) 27...♙d8 28 ♞h5+ ♙f8 29 ♜a1 a5 30 ♜a3?? ♞xa3 0-1. Graeme Nolan must have been in terrible time-trouble near the finish, because until then he had played some of the finest moves of the entire event.

### *Beyond the longest diagonals:*

In the vast majority of cases where a b- or g-pawn is advanced one square early in the game, it indicates the intention to fianchetto a white or black bishop on b2, g2, b7 or g7. The bishop concerned can then enjoy being on one of the long diagonals, a1-h8 or h1-a8. However, a little advance such as g2-g3 may be disguising bigger attacking plans, as the GM clash Yusupov-Hickl, Nussloch 1996 showed: 1 d4 d6 2 g3!? e5 3 dxe5 dxe5 4 ♞xd8+ ♙xd8 5 ♖c3 ♖c6 (5...c6 6 f4! is awkward for Black, since if 6...exf4 then 7 ♙xf4, and 0-0-0+ is coming, yet his king cannot sit snugly on c7) 6 ♙g5+ f6 7 0-0-0+ ♙d7 8 ♙h3! (there is no rule that insists the bishop must stop on g2 to be fianchettoed, so it keeps on going!) 8...♙d6 9 ♙e3 ♙xh3 10 ♖xh3 ♙e7 11 f4! (White's lead in development and the precarious lo-

cation of Black's monarch gives Yusupov a definite initiative, despite the absence of queens from the board) 11...exf4 12 ♖xf4 ♕f7 13 ♖b5 ♜d8 14 ♖d5 ♖ge7 (14...♜d7 15 ♖dxc7!) 15 ♖bxc7, and White converted his extra pawn into a win 23 moves later.

**New K.I.D. in town:** Consider the situation which arises from the moves 1 d4 ♖f6 2 ♖f3 g6 3 c4 d6 4 ♖c3. Black normally continues with the 'automatic' 4...♗g7, and after 5 e4 we have a standard King's Indian Defence (K.I.D.). However, in the super-GM clash Khalifman-I.Sokolov, Pärnu 1996, 4...♗f5!? was designed to prevent or at least slow down e2-e4. There followed 5 ♖h4 ♗d7 6 e4 ♗g7 7 ♗e2 0-0 8 ♖f3 e5 (D)



Notice that, compared to the normal main line 1 d4 ♖f6 2 ♖f3 g6 3 c4 d6 4 ♖c3 ♗g7 5 e4 0-0 6 ♗e2 e5, Black has the extra move ...♗d7. This means that after 9 dxe5 dxe5, White is denied the possibility to exchange queens on d8. Also, after 10 ♖xe5 ♖xe4, nei-

ther 11 ♖xd7? ♖xc3 nor 11 ♖xe4 ♗xe5 worries Black.

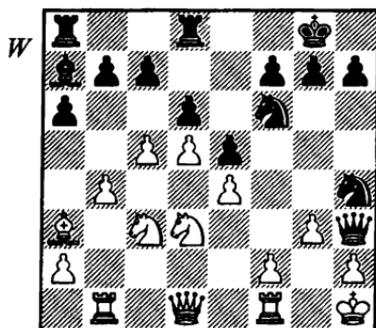
The black bishop on d7 reminds me of an idea of the extremely creative Latvian grandmaster Zigurds Lanka in another variation of the K.I.D.: 1 d4 ♖f6 2 ♖f3 g6 3 c4 d6 4 g3 ♗g7 5 ♗g2 ♗d7!? (for variations with 5...0-0, I refer you to *The Fianchetto King's Indian* by my friend GM Dr Colin McNab) 6 ♖c3 ♖c6 7 d5 ♖a5 8 ♖d2 (the bishop on d7 rules out any possibility of ♗a4 happening, unless White is feeling ultra-generous!) 8...c6!? (Black intends to follow up with ...cxd5 and/or ...♗c8, and we are about to witness another neat tactical point of Lanka's move-order) 9 b4? ♖xd5 10 cxd5 ♗xc3 11 ♗b1 ♖c4. The knight on d2 is pinned, so Black stays a pawn up instead of losing his own knight.

**Grünfeld Defence:** The main line 1 d4 ♖f6 2 c4 g6 3 ♖c3 d5 4 cxd5 ♖xd5 5 e4 ♖xc3 6 bxc3 occurred in game 21 of *H.O.T. Chess*, but Graham Burgess recently told me about the cool idea 5 ♖a4!?. It inhibits the opponent's standard freeing move ...c5, and also prepares to attack the knight on d5 by playing e2-e4, without allowing Black to make the usual exchange of pieces on the c3-square.

1...♖c6: I found the instructive games chosen by GM Raymond Keene and IM Byron Jacobs for

their 1996 Batsford book *A Complete Defence for Black* (based on 1...♘c6) to be very enjoyable too. Consequently, I have been on the look-out for other interesting clashes featuring 1...♘c6, and here is a recent miniature involving two Swiss IMs. Pelletier-Ekström, Arosa 1996 went 1 d4 ♘c6 2 c4 e5 3 d5 ♘ce7 4 ♘c3 ♘g6 5 g3 ♙c5 6 ♙g2 d6 7 ♘f3 a6 (Black wants to be able to preserve his dark-squared bishop with ...♙a7 if it gets attacked by ♘a4 later) 8 0-0 ♘f6 9 ♚c2 0-0 10 ♚b1 ♙a7 11 b4 ♙d7 12 ♙a3 ♚c8 13 c5 ♙f5! 14 e4 ♙h3 (one reason for playing this after first inserting ...♙f5 is that the advance e2-e4 has left the f3-square in White's camp more sensitive and vulnerable, so Black now threatens 15...♘f4!: 16 gxf4 ♙xg2 17 ♘xg2 ♚g4+ or 16 ♙xh3 ♚xh3 17 ♘e1 ♘g4 18 f3 when Black can choose between 18...♘e3 and 18...♚xf1+) 15 ♘e1 ♚d8 16 ♘d3 ♙xg2 17 ♘xg2 ♘h4+!? 18 ♘h1 (Black gets at least a draw in the case of 18 gxf4 ♚g4+ 19 ♘h1 ♚f3+ since White's king cannot escape perpetual check) 18...♘f3 19 ♚d1 ♚g4 20 ♘g2 ♘h4+ 21 ♘h1?? (perhaps White expected Black to repeat the position by 21...♘f3 22 ♘g2 ♘h4+ and so on, but because there is a sudden forced win, 21 ♘g1 was necessary, intending 21...♚h3? {21...♘f3+ is sensible} 22 gxf4 ♘g4 23 ♚e1 and then 23...♚xh2+

24 ♘f1 or 23...♘xh2 24 ♚e3) 21...♚h3 (D)



0-1, since 22 ♚g1 and 22 gxf4 are both answered decisively by 22...♘g4.

*The Soul of Chess*: During the 18th century, the great French player François-André Danican Philidor stated 'Pawns are the soul of chess', therefore it is not surprising that Philidor's Defence 1 e4 e5 2 ♘f3 d6 initially involves only pawn moves by Black. GM Tony Kosten wrote an excellent book *Winning with the Philidor*, but there is one particular line that I consider to be practically winning for White due to a tactical discovery of mine. After 3 d4, I regret to say that I cannot recommend the 'f for forward' move 3...f5 here because of simple strong development by White with 4 ♘c3. Then 4...fxe4 5 ♘xe4 d5 6 ♘eg5! h6 (6...e4 7 ♘e5 leaves Black facing the terrible threats of ♘gf7 and ♚h5+) is met by the bombshell 7 ♘f7!., intending 7...♘xf7 8 ♘xe5+ with a crushing attack for White.

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