

DUTCH DEFENSE

NEW AND FORGOTTEN IDEAS!



Nikolay Mineev & John Donaldson
International Masters

The DUTCH DEFENSE

202 INSTRUCTIVE SHORT STORIES

**All typical errors
all tactical tricks!
New and Forgotten Ideas!**

by

IM Nikolay Minev

and

IM John Donaldson

**Thinkers' Press, Inc.
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Dutch Defense: New and Forgotten Ideas

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Thinkers' Press, Inc.
Bob Long
PO Box 3037
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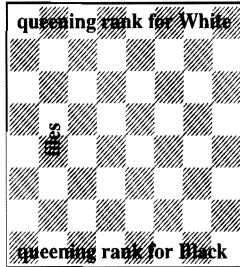
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Explanations of Files, Ranks, Symbols, and the Queening Square.

Black Side



White Side

Explanation of Symbols

- x = captures
- † = check
- +− = White has a winning advantage
- −+ = Black has a winning advantage
- ± = White has a definite advantage
- ∓ = Black has a definite advantage
- ±̄ = White has the better game
- ∓̄ = Black has the better game
- ∞ = Unclear
- Δ = with the idea
- N/f3 = Knight on f3 (for example)

Only some of these symbols may have been used in the current book.

Introduction

IM John Donaldson

My first knowledge of International Master Nikolay Minev came when I went to play in the Acropolis International in Athens in the summer of 1980. That spring, while attending the University of Washington, I had written letters to all the national chess federations in Europe, but only the Greeks had replied. Traveling from Seattle to Athens by plane, train and boat over several days, I arrived exhausted at the Hotel Hellenais. When I checked in I discovered I had a roommate, a young Greek player by the name of Socrates Ioakamidis. We immediately hit it off, and spent much of our free time analyzing variations. I was impressed with Socrates' knowledge of the game, but he modestly gave all the credit to the national trainer, one IM Minev of Bulgaria, who was on loan to the Greek Chess Federation.

Greek chess was not much to speak about until the late 1970s. There were a few weak IMs before, but nothing more. When the Balkaniads were held, featuring teams from Yugoslavia, Bulgaria, Romania, Albania, Turkey and Greece, the later two were always battling to stay out of the cellar. This of course, is no longer the case. Greece is now a chess power with over half a dozen GMs. Many of them like Skembris, Grivas and Kotronias all worked with Minev during his stay in Greece in the late 1970s and early 80s. His work has not been forgotten. Last year Turkish GM Suat Atalik, who was his country's top junior in the late 1970s, remarked wistfully to me that he wished he had the opportunity to study with Minev when he was coming up.

My first face to face meetings with Dr. Minev (he was a medical doctor as well as a chess player in Bulgaria) came in Norway in the winter of 1983 when we played twice over the board in Hamar and Gausdal, but I really only got to know him well later that year. One of the biggest shocks of my life was running into Dr. Minev and his wife Elena in the University District in Seattle in front of the Neptune movie theater in August of 1983. I must have walked by that corner hundreds of times as an undergraduate at the U of W, but on that hot summer day the fates conspired so that the Minevs and I crossed paths. They had defected from Bulgaria earlier that year, spent some time in Austria and then received permission to settle in the United States. It happened that a Bulgarian-American family in Seattle offered to sponsor them. I happened to be the one of the few Americans Nikolay knew, and yet despite the odds we had chanced to run into each other.

Nikolay quickly made himself at home in his new surroundings and immediately raised the chess culture of the Pacific Northwest as a teacher, writer and player. He didn't play a lot, but still managed to tie for first in an American Open and take home

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Washington and Oregon Open titles. Many Northwest masters, including Bobby Ferguson, Kent Pullen, Matt Edwards and Michael Franett benefited from his tutelage, but it was as a writer that Miney became best known to American chess players. First he appeared in *Northwest Chess*, later *Players Chess News* and for over a decade as a regular columnist for *Inside Chess*. Along the way he found time to write several chess books including a two-volume work on Akiba Rubinstein with this author and the best selling *French Defense: New and Forgotten Ideas* which has gone through several printings.

The book which you have in front of you is similar in style to the work on the French. It seeks to increase the student's knowledge of the ideas behind the opening and to acquaint them with the various tactical motifs characteristic of this aggressive defense. What makes Nikolay's work different from most books on the openings is that it seeks to impart this knowledge in a pleasurable fashion through the use of miniature games instead of dry theoretical lines. Through the use of games that conjure up the idea of crime and punishment the reader is able to develop a feel for the opening. Does this book cover every line of the Dutch? No, but such a work would be huge, and furthermore how many players below the master level are consistently in mainline theory game after game. Not many! This book can be read with benefit by those who play the Dutch, open 1. d4, want to improve their tactics and or just enjoy playing through short, snappy games that often feature a clever twist at the end.

While I was reading through this book I couldn't help but notice how many of the participants in the upcoming Imre Konig Memorial at the Mechanics' Institute had wins featured. Quick victories with white by GMs Browne, Ftacnik, Atalik and Fedorowicz are all to be found, but the only game by GM Yermolinsky is a win as Black. Yermo, who is the M.I.'s Grandmaster-in-Residence, has set this straight by kindly annotating game number 201 which points to the strength of 2. Nc3 as an anti-Dutch weapon. I have long been impressed by the strength of this Veresov-type setup against 1... f5 as it helped me win my first game against an IM while rated an expert. I have made brief annotations to it, which point out how easily players can get off the beaten path in this dynamic opening.

IM John Donaldson
Berkeley
April 2003

Yermolinsky, A—Kaugars, A

National Open 1999

Notes by Alex Yermolinsky

1. d4 f5 2. Nc3 d5 3. Bf4 Nf6 4. e3 c6 5. Bd3 g6 6. h4! Be6?

6... Bg7 7. h5 Nxh5 8. Rxh5 gxh5 9. Qxh5† Kf8 10. Bxf5 offers White a strong

attack.

7. Nf3 Nbd7?!

This is very awkward, but 7... Bg7 8. h5 Nxh5 9. Rxh5 gxh5 10. Ng5 Kd7 11. Qxh5 Qe8 12. Qh3 Qg6 13. Nxe6 Kxe6 14. f3 Na6 15. e4 gives White a strong initiative.

8. h5 Rg8

Accepting the gift loses on the spot:
 8... Nxb5 9. Rxh5 gxh5 10. Ng5 Bf7 11.
 Nxf7 Kxf7 12. Qxh5† Kf6 13. Bxf5 Qe8
 14. Be5†.

9. hxc6 hxc6
 10. Ng5 Bf7
 11. Qd2

Having secured complete domination
 on the kingside, White calmly finishes his
 development.

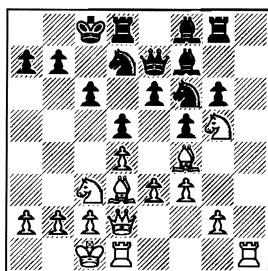
11. ... e6

Here 11... Ne4 12. Ncxe4 fxe4 13. Be2
 Nf6 14. 0-0-0 Bg7 15. f3 Qd7 may be a
 better choice.

12. f3

Preparing actions in the center.

12. ... Qe7
 13. 0-0-0 0-0-0?



Black had to try 13... Nh5, but White
 has 14. e4 Nxf4 15. Qxf4 Bg7 (15... 0-0-0
 16. cxd5 exd5 17. g4 Qf6 18. Nxf7 Qxf7
 19. gxf5 Bg7 20. Rdg1 gxf5 21. Ne2 Rdf8
 22. Ng3 with a big advantage) 16. exd5 e5
 17. d6! maintaining the initiative.

14. Nb5!

An unexpected shot.

14. ... e5

Played after long thought, but there
 was no way out. For example: 14... cxb5
 15. Qc3† Nc5 16. dxc5 (16. Qxc5† Qxc5
 17. dxc5 is simpler: 17... Rg7 18. Be5 Be7
 19. Bxb5 Bg8 20. c6) d4 17. exd4 Nd5
 18. Qd2 Nxf4 19. Qxf4 e5 20. dxe5 Bxa2

21. Bxb5.

15. dxe5

Another possibility was 15. Nxa7†
 Kb8 16. dxe5 Nh5 17. Rxh5, but the text
 does the job.

15. ... Nxe5

As 15... cxb5 is met by 16. exf6 Qxf6
 17. Qa5 Nb6 18. Qxa7.

16. Bxe5 Qxe5

17. Nxf7 Qe8

18. Nxd8 1-0

Donaldson, J—Formanek, E

Vancouver 1976

Notes by John Donaldson

1. d4 f5 2. Nc3 Nf6 3. Bg5 c5

This is a very rare answer to 2. Nc3
 and 3. Bg5. There is only one game in
ChessBase's MegaData Base 2001 with
 3... c5, and there White answered 4. d5.

4. Bxf6 exf6

5. d5 Bd6

IM Formanek introduces a novel
 scheme of development, aimed at acti-
 vating the f-Bishop, but 5... d6, planning
 ...g6 and ...Bh6 was safer.

6. Qd3 f4

7. Nf3

This may not be the most exact. 7. Nb5
 Be5 (7... Qb6 looks more reliable) 8. d6
 is awkward for Black.

7. ... 0-0

8. g3 a6

9. Bh3 Qe7

10. gxf4

A more positional way of playing is
 10. Nh4 g6 11. Ng2 fxg3 12. hxc3 with
 some advantage, but the direct text is
 more to the point.

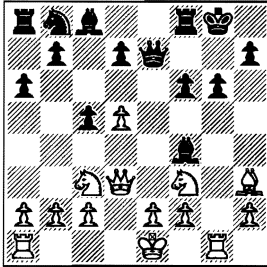
10. ... Bxf4

11. Rg1

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Even stronger was 11. Rd1!, with the point that 11... d6 (11... Bd6 was probably forced) 12. Bxc8 Rxc8 13. Qf5 wins a piece.

11. ... g6



Black had to play 11... Kh8 though after 12. Bf5 g6 (the horrible looking 12... g5 had to be played) White has 13. Bxg6 hxg6 14. Nh4 winning.

12. d6!

This opens the a2-g8 diagonal and overloads the black Queen which can't defend both the Bishop and the g6 square.

12. ... Qxd6

Or 12... Bxd6 13. Nd5 Qf7 (13... Qd8 14. Rxc6† hxg6 15. Qxc6† Kh8 16. Bf5) 14. Nb6 winning.

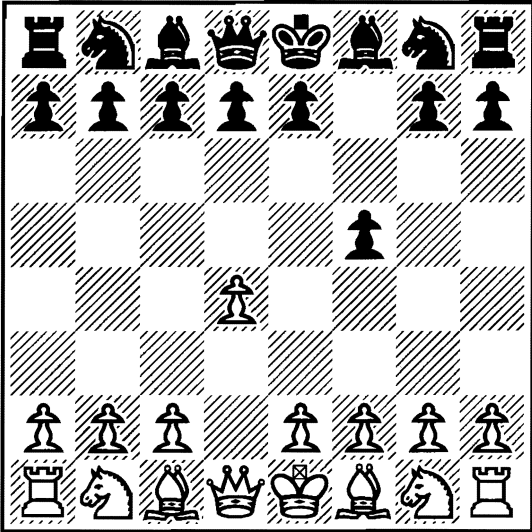
13. Qc4† Kg7
 14. Rd1 Qc7
 15. Nd5 Qa5†
 16. b4 cxb4
 17. Qxf4 b3†
 18. Qb4 Qxb4†
 19. Nxb4 a5
 20. Nd5 bxa2
 21. Ra1 a4
 22. c4 Ra5
 23. Rxa2

and I went on to win in 49 moves to collect my first IM scalp.

CHAPTERS

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A80



Unusual Lines

1. d4 f5 (without 2. g3, 2. e4, 2. c4)**Game**

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2. Nc3 g6.....	6-7
2. Nc3 d5 3. f3.....	8-10
2. Nc3 d5 3. Bf4.....	11-12
2. Nc3 d5 3. Bg5 (without 3... Nf6).....	13-15
2. Nc3 d5 3. e4 dxe4 4. f3	16-19
2. Nc3 d5 3. e4 dxe4 4. Bg5.....	20-21
2. Nc3 d5 3. e4 dxe4 4. Bf4	22-23
2. Nc3 Nf6 3. Bg5 Ne4 (3... h6).....	24
2. Nc3 Nf6 3. Bg5 d5	25-28
2. Bg5 h6.....	29
2. Bg5 g6.....	30-32
2. Bg5 d5.....	33
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2. Bg5 Nf6.....	38-40
2. Nf3 g6	41
2. Nf3 e6 3. Nc3	42
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2. Nf3 e6 3. d5.....	46-47
2. Nf3 Nf6 3. h3	48
2. Nf3 Nf6 3. Bg5 Ne4.....	49

[1]

Callinan—Saidy, A

USA 1968

1. d4 f5 2. g4!?

A gambit suggested by Lasker.

2. ... fxc4

3. e4 d5

Also possible is 3... d6 4. Nc3 (4. h3!?) Nf6 5. Bg5 c6 6. Qd2 Qa5 7. 0-0-0 Be6 8. d5 Bf7, *Hübner—Biskacek, Ybbs 1968*. According to *ECO*, White has compensation for the sacrificed pawn.

4. e5 Bf5

5. Nc3?!

Not mentioned in *ECO*, but it seems to be worse than 5. h3 gxh3 6. Nxh3. We believe this continuation offers sufficient compensation for the pawn.

5. ... c5

6. Bb5+?! Nc6

7. Bxc6+?

As we shall soon see, the exchange of the light-squared Bishop is strategically a very bad idea.

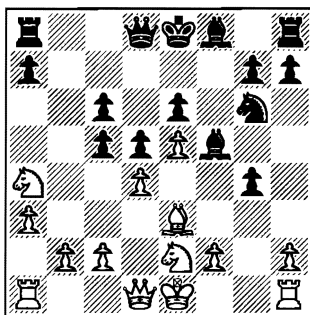
7. ... bxc6

8. Nge2 e6

9. Be3 Ne7!

10. a3 Ng6

11. Na4



11. ... Nh4

12. 0-0 Nf3†

13. Kh1 Be4

0-1.

[2]

Teske, H—Kristiansen, E

Voronezh 1987

1. d4 f5 2. g4 fxc4 3. h3

Not mentioned in *ECO*, but this is the original idea behind the gambit, used in some games in the past.

3. ... g3!?

Opening the h-file by 3... gxh3 4. Nxh3 gives too many tactical opportunities to White.

4. fxc3 Nf6

5. Nc3 d5

6. Bg2 c5

7. Nf3 Nc6

8. Bg5 cxd4

9. Nxd4 e5

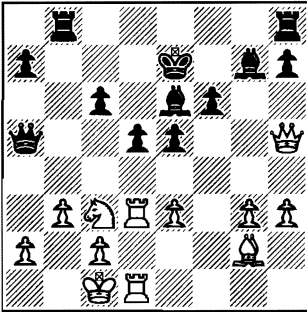
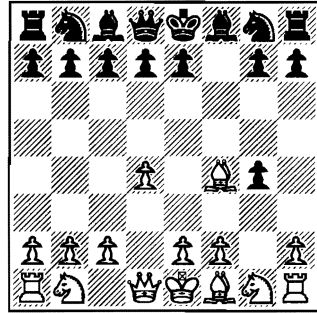
10. Bxf6 gxf6

11. Nxc6 bxc6

12. e3 Qb6?!

Better is 12... Be6 with unclear play.

- 13. Qh5† Ke7
- 14. 0-0-0 Be6
- 15. Rd3 Rb8
- 16. b3 Qa5
- 17. Rhd1 Bg7



- 18. Nxd5† cxd5
- 19. Bxd5 Bxd5

If 19... Rbd8 20. Bxe6 Kxe6
21. Qg4† Kf7 22. Rd7† and White wins.

- 20. Rxd5 Qa3†
- 21. Kb1 Rbd8
- 22. Qg4! 1-0.

Another continuation not mentioned in *ECO*, which is probably the most interesting in this gambit.

- 3. ... Nf6
- 4. h3 d5
- 5. Nc3 c5
- 6. e3 g3
- 7. Bxg3 e6
- 8. Nf3 Bd7?!

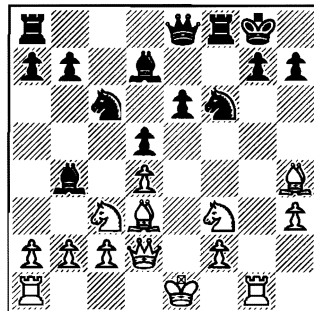
Better is 8... Be7, followed by 9... 0-0.

- 9. Qd2 cxd4
- 10. exd4 Bb4
- 11. Bd3 0-0
- 12. Rg1 Nc6
- 13. Bh4 Qe8??

[3]

Stefanova, A—Bratanov, J
Bulgaria 1993

1. d4 f5 2. g4 fxe4 3. Bf4!?



Losing. Black should play 13... Kh8, but after 14. 0-0-0 White still maintains good attacking chances.

- | | | |
|-----|--------------|-------------|
| 14. | Qh6! | Qf7 |
| 15. | Bxf6 | Qxf6 |
| 16. | Qxh7† | Kf7 |
| 17. | Rg6 | Qxf3 |
| 18. | Rxg7† | 1-0. |

If 18... Ke8, then 19. Bg6† and wins.

[4]

Gorbacheva—Gogiava,K
Tbilisi 1948

1. d4 f5 2. e3 Nf6 3. Nd2 e6 4. Bd3 d5 5. c3 Nbd7 6. f3

Deserving of attention is 6. f4!? followed by Nh3-Nf2 and 0-0.

- | | | |
|-----|-------------|-------------|
| 6. | ... | Bd6 |
| 7. | Nh3 | 0-0 |
| 8. | 0-0 | Qe8 |
| 9. | e4 | fxe4 |
| 10. | fxe4 | e5! |
| 11. | Ng5? | |

Critical is 11. Nf2!?, while 11. exd5 exd4 (11... e4?! 12. Re1!) seems to be in Black's favor. Now Black seizes the initiative.

- | | | |
|-----|-------------|-------------|
| 11. | ... | h6 |
| 12. | Ngf3 | exd4 |
| 13. | Nxd4 | Ne5! |
| 14. | Bc2 | Neg4 |
| 15. | N2f3 | Nxe4 |
| 16. | Ne2 | Qh5 |

17. **Ng3??**

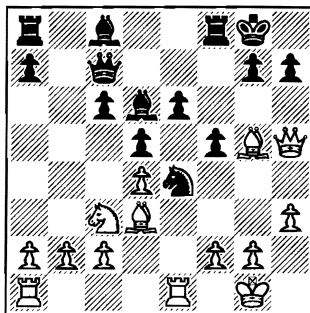
Losing immediately. Instead, 17. h3 still offered defensive chances.

17. ... **Bc5†**
0-1.

[5]

Scott,R—Anspach
London 1913

1. d4 e6 2. e3 f5 3. Bd3 Nf6 4. Nc3? d5! 5. Nf3 c5 6. 0-0 Nc6 7. Ne5 cxd4 8. Nxc6 bxc6 9. exd4 Bd6 10. Re1 0-0 11. h3 Qc7 12. Bg5 Ne4 13. Qh5



- | | | |
|-----|-------------|--------------|
| 13. | ... | Bh2†! |
| 14. | Kf1 | Bf4 |
| 15. | Nxe4 | |

No better is 15. Bxf4 Qxf4 16. Bxe4 (if 16. Qe2 or 16. Re2 Ng3†, or 16. Qf3 Nd2†) fxe4 17. Nd1 Qh2! 18. Ne3 Ba6† 19. c4 Rf5!, followed by 20... Raf8, and Black wins.

- | | | |
|-----|------------|-------------|
| 15. | ... | fxe4 |
| 16. | Be2 | g6 |

17. Qh6 Bxg5
 18. Qxg5 Qh2
 19. f3 exf3
 20. Bxf3 Rxf3†!
 0-1.

For if 21. gx f3 Ba6† and wins.

[6]

Steu dtmann,C—Casper,T
East Germany 1979

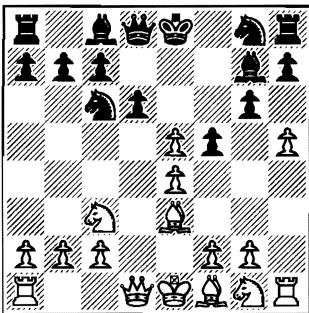
1. d4 f5 2. Nc3 g6?! 3. h4! Bg7

For 3... Nf6—see the next game.

4. h5 d6

Larsen's suggestion. Instead 4... Nc6 5. Nf3 d5 6. Bf4 a6 7. e3 offers better chances for White, as in *Debarnot—Larsen, Las Palmas 1976*.

5. e4 Nc6
 6. Be3 e5
 7. dxe5



7. ... dxe5?

Now Black loses material. He should have tried 7... Nxe5!?

8. Qxd8† Nxd8
 9. Nb5 Ne6
 10. hxg6 hxg6
 11. Rxh8 Bxh8
 12. Bc4 Ke7
 13. 0-0-0! c6
 14. Bxe6 Bxe6
 15. Nc7 Rc8
 16. Bc5† Kf6
 17. Nxe6 b6

Or 17... Kxe6 18. Rd6† Kf7 19. Rd7† and 20. Rxb7.

18. Rd6 bxc5
 19. Nxc5† Kg5
 20. Nf3† Kh5
 21. Rd1! fxe4
 22. Nxe4 Bf6
 23. Nxf6† 1-0.

[7]

Pribyl,M—Minich,P
Trnava 1990

1. d4 f5 2. Nc3 g6?! 3. h4! Nf6 4. h5! Bg7

After 4... Nxh5 5. Rxh5! gxh5 6. e4 White has excellent compensation for the sacrificed exchange.

5. hxg6!?

A new continuation, even better than 5. h6!? Bf8 6. Bg5 d5 7. Qd2 e6 8. 0-0-0 Bb4 9. f3 0-0 10. Nh3 c6 11. a3! (11. e4? Qa5!) Ba5 12. e4! with an advantage, *Mohring—Knezevic, Hradez Kralove 1977/78*. Deserving attention is 8...

Be7!?!—Mohring.

- | | | |
|----|-------|------|
| 5. | ... | hxg6 |
| 6. | Rxh8† | Bxh8 |
| 7. | Qd2! | Bg7 |
| 8. | Qg5 | Kf7 |
| 9. | Nf3 | Nh7 |

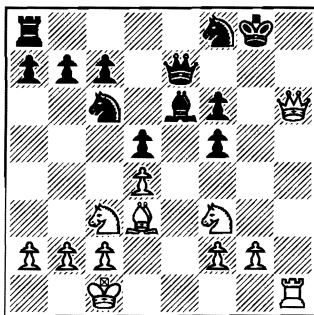
If 9... d6?, then 10. Nh4 is strong.

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| 10. | Qh4 | Kg8 |
| 11. | e4 | Bf6 |

On 11... d6?? White has 12.

Bc4† winning.

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|-----|-------|------|
| 12. | Qh6 | Nf8 |
| 13. | exf5 | gxf5 |
| 14. | Bg5 | d5 |
| 15. | 0-0-0 | Be6 |
| 16. | Bxf6 | exf6 |
| 17. | Bd3 | Nc6 |
| 18. | Rh1 | Qe7 |



- | | | |
|-----|-------|------|
| 19. | Bxf5! | Bxf5 |
| 20. | Nxd5 | Qd6 |

If 20... Qg7, then 21. Nxf6† Kf7
22. Ng5† and White wins.

- | | | |
|-----|-------|------|
| 21. | Nxf6† | Kf7 |
| 22. | Ng5† | Ke7 |
| 23. | Qg7† | 1-0. |

[8]

Kort—Van der Weide,P
Amsterdam 1971

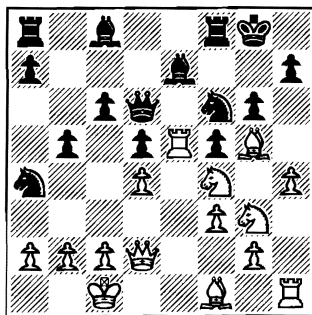
1. d4 f5 2. Nc3 d5 3. f3 Nf6 4. Bg5
e6?! 5. e4 Be7 6. exf5 exf5 7. Qd2
0-0 8. 0-0-0 c6 9. Re1 b5 10. Nh3
Nbd7 11. Ne2 Nb6 12. Ng3

In *ECO* this game is assessed at this point as slightly better for White.

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| 12. | ... | g6? |
|-----|-----|-----|

This is an unnecessary and probably decisive weakening of the King's wing. Better is 12... Nc4
13. Bxc4 bxc4 etc. or 12... a5.

- | | | |
|-----|-----|-----|
| 13. | Nf4 | Na4 |
| 14. | h4 | Qd6 |
| 15. | Re5 | |



- | | | |
|-----|-----|-------|
| 15. | ... | Nxb2? |
|-----|-----|-------|

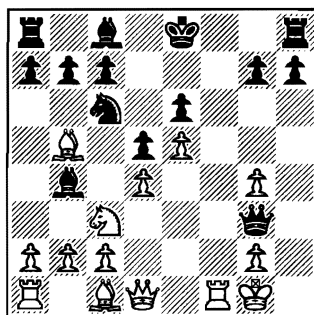
This is a faulty combination in an already difficult position.

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|-----|-------|--|
| 16. | Rxe7! | |
|-----|-------|--|

Stronger than 16. Kxb2 Qa3† 17. Kb1 Bb4 18. Qc1 Qa5, even if here it also seems that Black's initiative is not enough compensation for the

piece.

- | | | |
|-----|-------|------|
| 16. | ... | Qa3 |
| 17. | Qe3 | Qxa2 |
| 18. | Be2 | Ne4 |
| 19. | fxe4 | fxe4 |
| 20. | Qb3 | Qa1† |
| 21. | Kd2 | Nc4† |
| 22. | Qxc4! | 1-0. |



[9]

Shereshevsky, M—Kutuev
Tbilisi 1975

1. d4 f5 2. Nc3 d5 3. f3 Nc6?!

This is an original, but questionable continuation, not mentioned in *ECO*.

4. e4 e6

If 4... dxe4, then 5. d5 Ne5 6. fxe4 with better chances for White.

5. Bb5 Bb4

6. Nge2 fxe4

7. fxe4 Qh4†

8. Ng3 Nf6

9. 0-0! Ng4

Or 9... Bxc3 10. bxc3 dxe4 11. Rf4 is in White's favor.

10. h3 Qxg3

11. hxg4 Bd6?

If 11... Bxc3 White has 12. Rf3 with advantage. Relatively better is 11... Rf8.

12. e5 Bb4

13. Rf3 Qh4

14. g5!

Suddenly Black's Queen is trapped!

14. ... Kd8

Also losing is 14... g6 15. Rh3, or 14... Rf8 15. g3! Qh3 16. Bf1, or 14... Bxc3 15. bxc3 Rf8 16. g3 (16... Qh3 17. Bf1) Qe4 17. Rxf8† Kxf8 18. Bd3.

15. Rf4 1-0.

If 15... Qxg5 16. Rf8†, or 15... Qg3 16. Rg4, winning the Queen.

[10]

Pomar, A—Larsen, B
Barcelona 1975

1. d4 f5 2. Nc3 d5 3. f3 c5! 4. e4 e5!

Now considered Black's best.

5. Bb5†?

According to *ECO*, White's best is 5. dxe5 (5. Nxd5 cxd4 unclear) d4 6. Bc4 (6. Nce2!?) Nc6 (6... dxc3?? 7. Bf7† Ke7 8. Bg5†) 7. Nd5

Dutch Defense: New and Forgotten Ideas

Nxe5 8. Qe2 Nxc4 9. Qxc4 Bd6 10. Bf4 Ne7 11. Bg5 Be6 12. Ne2 with approximately equal chances, *Rossetto—Pelikan, Argentina 1959*. This critical continuation should be tested further in practice.

- | | | |
|-----|-------|------|
| 5. | ... | Bd7 |
| 6. | Bxd7† | Nxd7 |
| 7. | Nxd5 | cxd4 |
| 8. | Ne2 | fxe4 |
| 9. | fxe4 | Ngf6 |
| 10. | Bg5 | Qa5† |
| 11. | Bd2 | Qc5 |
| 12. | Nxf6† | Nxf6 |
| 13. | Ng3 | h5! |
| 14. | Qf3 | |

Maybe 14. h4 is more hopeful.

- | | | |
|-----|------|------|
| 14. | ... | h4 |
| 15. | Ne2 | Qxc2 |
| 16. | Qf5 | Qxe4 |
| 17. | Qe6† | Be7 |
| 18. | Bb4 | Nd5 |
| 19. | Bxe7 | Nf4! |
| 20. | Qc4 | Kxe7 |
| | 0-1. | |

[11]

Polgar,Zs—Salov,V
Madrid 1992

1. d4 f5 2. Nc3 d5 3. Bf4

This game shows that after 2. Nc3 White must play very actively, in gambit style. Positional plans are not appropriate.

3. ... Nf6

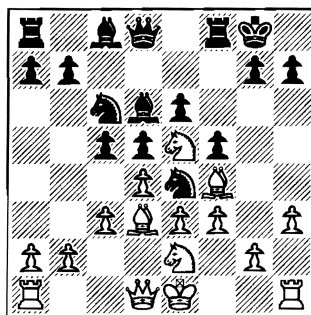
4. e3 e6

For 4... c6—see the next game.

5. Nf3 Be7!?

ECO gives only 5... Bd6 6. Bxd6 cxd6 with equal chances.

- | | | |
|-----|-------|-----|
| 6. | Bd3 | 0-0 |
| 7. | h3 | Ne4 |
| 8. | Ne2 | c5 |
| 9. | c3 | Nc6 |
| 10. | Ne5?! | Bd6 |
| 11. | f3?! | |



Probably 11. 0-0 keeps the balance.

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|-----|--------|-------|
| 11. | ... | cxd4! |
| 12. | Nxc6?? | |

A blunder. Mandatory was 12. exd4.

- | | | |
|-----|------|-------|
| 12. | ... | Qh4+! |
| 13. | g3 | Nxg3 |
| 14. | Bxg3 | Bxg3† |
| 15. | Kf1 | bxc6 |
| 16. | cxd4 | f4 |
| 17. | Nxg3 | Qxg3 |
| 18. | e4 | e5 |
| | 0-1. | |

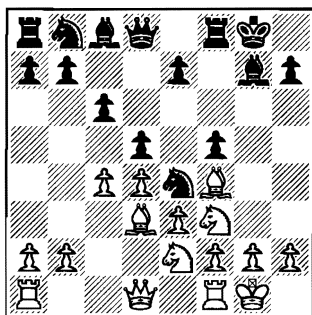
[12]

Khalifman, A—Topalov, V
Las Palmas 1993

1. d4 f5 2. Nc3 d5 3. Bf4 Nf6 4. e3 c6?!

This is not mentioned in *ECO*, but seems to be worse than 4... e6 as in the previous game.

5.	Nf3	g6
6.	Bd3	Bg7
7.	0-0	0-0
8.	Ne2	Ne4
9.	c4	



9. ... **Kh8?**

This is a waste of time. Better was 9... e6, with White still retaining an advantage after 10. Be5.

10.	Be5	e6
11.	b4!	Nd6
12.	Bxg7†	Kxg7
13.	Qb3	Nd7
14.	a4	Qf6
15.	cxd5	exd5
16.	b5	Ne4
17.	Rac1	Qd6

If 17... g5, then 18. Rfd1 g4 19.

Ne5! Nxe5 20. dxe5 Qxe5 21. bxc6 bxc6 22. Rxc6 with a clear advantage.—Khalifman.

18. **Qc2 Rf6**

Or 18... c5 19. Bxe4 fxe4 20. dxc5 Nxc5 21. Qxc5 etc.—Khalifman.

19.	Rfd1	a6
20.	Nf4	h6
21.	Qb2	Kh7
22.	Ne5	Nec5?
23.	Rxc5!	1-0.

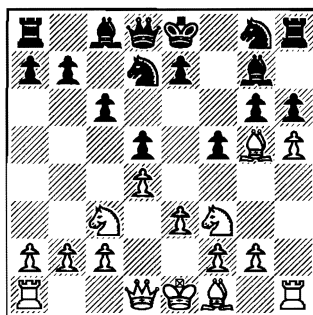
[13]

Ortega, R—Plesek, J
Telese Terme 1993

1. d4 f5 2. Nc3 d5 3. Bg5 g6 4. e3 Bg7 5. h4 c6 6. Nf3 Nd7?

A typical mistake. The correct order of moves is 6... h6 7. Bf4 Nd7 etc.

7. **h5! h6**



8.	hxg6!	hxg5
9.	Rxh8	Bxh8
10.	Nxg5	Qb6

There is no defense. If 10... Bg7 11. Ne6, or 10... Bf6 11. g7!, or 10... Ndf6 11. Nf7 etc.

11. g7! 1-0.

Because of 11... Bxg7 12. Qh5† Kd8 13. Ne6#.

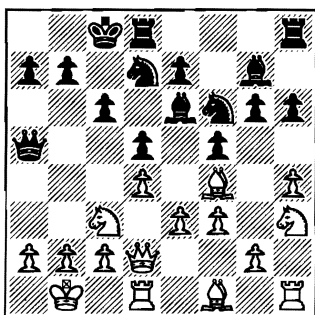
[14]

Solozhenkin,E—Norri,J
Finland 1993

1. d4 f5 2. Bg5 g6 3. Nc3 d5 4. Qd2 Bg7 5. h4 Be6?!

This is new, but hardly an example to follow.

6. Nh3 h6
7. Bf4 c6
8. e3 Nd7
9. f3 Ngf6
10. 0-0-0 Qa5
11. Kb1 0-0-0?



Overlooking a surprising tactical trick, which was also feasible if 11... 0-0 was played. Instead, 11... Kf7 eliminates the immediate threat, but White clearly keeps

the better chances, because the opening of the position by e3-e4 is unavoidable.

12. Nxd5! Qxd5

There is nothing else, because of 12... Qxd2 13. Nxe7#.

13. c4

Black's Queen is trapped in the center, a relatively rare tactical opportunity.

13. ... Ne4

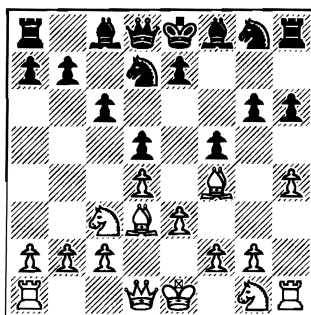
14. fxe4 1-0.

After 14... Qxe4 15. Bd3 the Queen is trapped again.

[15]

Guigonis,D—Denis,L
France (ch team) 1996

1. d4 f5 2. Nc3 d5 3. Bg5 c6 4. e3 g6 5. h4 h6 6. Bf4 Nd7 7. Bd3!?



7. Nf3 Ngf6 8. Ne5 Rg8 9. Bd3 Nxe5 10. Bxe5 Ng4 11. Bg3 e5 gave White slightly better chances in, *Polugaevsky—Vasiukov, USSR (ch) 1974.*

7. ... **Ngf6?**

Obligatory was 7... Bg7 or 7... e6. Now Black is lost!

8. **h5!** **gxh5**

If 8... Nxh5 9. Rxh5! gxh5 10. Qxh5#, or 8... g5 9. Bxf5!, threatening 10. Bg6#.

9. **Bxf5** **Rg8**

10. **Qd3** **e6**

11. **Bg6†**

Stronger than 11. Bxe6 Nc5 12. dxc5 Bxe6 etc.

11. ... **Ke7**

12. **Nf3** **b6**

13. **Nh4** **a5**

14. **e4** **Ba6**

15. **exd5!** **cxd5**

If 15... Bxd3 16. d6#.

16. **Qe3** **Nb8**

17. **0-0-0** **Kd7**

18. **Bf7** **Qe7**

19. **Bxg8** **Nxg8**

20. **Qf3** **1-0.**

[16]

Kampars—Uberti

Corr. 1961

1. **d4 f5** 2. **Nc3 d5** 3. **e4 dxe4**

Black can also reach the game continuation by 3... fxe4 4. f3 Nf6 5. fxe4 dxe4 etc.

4. **f3** **exf3?!**

The acceptance of the gambit pawn gives a strong initiative to White. Black's best is 4... e5!? 5.

dxe5 Qxd1† 6. Kxd1, and now 6... exf3 7. gxf3 c6 8. f4 (Kampars) seems to be favorable for White, but 6... Nc6 or 6... Be6 lead to unclear positions.

5. **Nxf3** **g6**

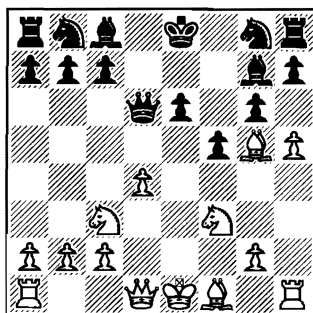
Or 5... Nf6 6. Bc4 e6 7. Qe2! etc.

6. **h4!** **Bg7**

If 6... h6? then 7. Ne5!

7. **h5** **e6**

8. **Bg5** **Qd6**



9. **Nb5**

Deserving attention is 9. Qd2 followed by 0-0-0.

9. ... **Qb6**

Kampars turns down 9... Qg3† because of 10. Ke2, threatening to win the Queen with 11. Rh3, but 10... Bd7 11. Qd3 a6 is not so clear.

10. **Bf4** **Na6**

11. **Ne5** **Bd7**

12. **a4** **Bxb5**

13. **axb5** **Nb8**

If 13... Nb4 14. c3 Nd5 15. Nc4 and wins—Kampars.

- | | | |
|-----|------|-----|
| 14. | c3 | c6 |
| 15. | Nc4 | Qd8 |
| 16. | Nd6† | Ke7 |
| 17. | Bc4 | Qd7 |
| 18. | Qe2 | Nf6 |
| 19. | h6 | Bf8 |
| 20. | Nxb7 | Nd5 |

Or 20... Qxb7 21. Qxe6† Kd8
22. Qxf6† Qe7† 23. Qxe7†, and 24.
b6 wins.

- | | | |
|-----|------|------|
| 21. | Bxd5 | cxd5 |
| 22. | Nc5 | Qc8 |
| 23. | b6 | 1-0. |

[17]

Strobl—Struner,A
Graz 1957

1. d4 f5 2. Nc3 d5 3. e4 dxe4 4. f3
Nf6 5. fxe4 fxe4

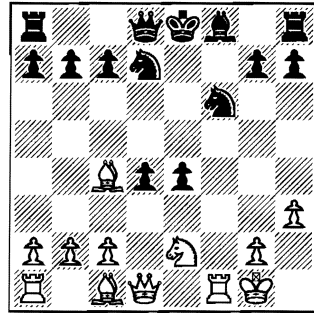
This variation also arises from the Staunton Gambit (see game 18), coded by *ECO* as A82, but we think that the correct place for it is here.

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|----|-----|-----|
| 6. | Bc4 | Bg4 |
|----|-----|-----|

ECO recommends 6... e5! 7. dxe5 (7. Nge2 exd4 8. Nxd4 Bg4!) Qxd1† 8. Nxd1 Ng4=. Another proposition in *ECO* is 7. Bg5 exd4 8. Nxe4 Qe7 unclear. If somebody wishes to examine this last variation, he should look first to 9. Bd3 Bf5. For 6... Nc6 7. Nge2 e5!? See the next game.

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| 7. | Nge2 | Nbd7 |
|----|------|------|

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|-----|------|------|
| 8. | h3 | Bxe2 |
| 9. | Nxe2 | e5 |
| 10. | 0-0 | exd4 |



- | | |
|-----|------|
| 11. | Nf4! |
|-----|------|

Wagering everything on the idea of keeping Black's King in the center, because after 11. Nxd4 Ne5 12. Bb3 Bc5 White's compensation is not so clear (13. Be3 Nc6!? or 13... Qd6!?).

- | | | |
|-----|-----|-----|
| 11. | ... | Ne5 |
| 12. | Ne6 | Qd7 |
| 13. | Bb3 | Nc6 |
| 14. | Bg5 | h5 |

This looks ugly, but maybe 14... Qe7 deserves attention.

- | | | |
|-----|-------|------|
| 15. | Bxf6 | gxf6 |
| 16. | Rxf6 | Bg7 |
| 17. | Rf5 | Rh6 |
| 18. | Nxg7† | Qxg7 |
| 19. | Bf7† | Kd7 |
| 20. | Bxh5 | Ne7? |

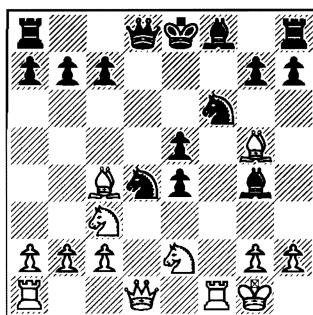
Probably 20... Rf6 was Black's last chance.

- | | | |
|-----|------|------|
| 21. | Rf7 | Qe5 |
| 22. | Bg4† | Kc6 |
| 23. | c3 | 1-0. |

If 23... d3, then 24. Qa4† b5 25. Qa6† and 26. Qxh6, or 23... Rd6 24. Qa4† b5 (or 24... Kb6) 25. cxd4 Rxd4 26. Rf6†! and wins.

[18]

Maroja,H—Padevski,N
Virovitica 1976



1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. f3 d5 5. fxe4 dxe4 6. Bc4 Nc6 7. Nge2 e5!? 8. Bg5?!

According to Kovacevic (*In-formant*), 8. d5, followed by Bg5, leads to advantage for White. R. Byrne and Mednis (*ECO*) counter with 8... Na5!=. It is hard to judge who is right without a practical test.

8. ... Nxd4?

Critical is 8... exd4! and now the following analysis by Kovacevic:

a) 9. Bxf6 Qxf6 10. Nxe4 Bb4† 11. c3 Qh4† 12. N2g3 dxc3 13. bxc3 Bxc3† with advantage for Black.

b) 9. Nxe4 Bb4†! 10. c3 (10. Kf1 Bf5!) dxc3 11. N4xc3 Qxd1† 12. Rxd1 Ne4 13. Bf4 Bg4 with advantage for Black.

9. 0-0 Bg4

10. Qe1! Bxe2

If 10... Nxc2 11. Bxf6! Qxf6 12. Qg3 Qb6† 13. Kh1 Bxe2 14. Qxe5† Be7 15. Bf7† Kd7 (15... Kd8 16. Qxg7) 16. Rad1† Bxd1 17. Rxd1 Bd6 (17... Kc8 18. Nd5!) 18. Be6† Ke8 19. Qxg7 and White wins—Kovacevic. Perhaps 11... gxf6 (instead of 11... Qxf6), and if 12. Qh4 f5 13. Qg3 Nxa1 14. Qxe5† Qe7!, deserves investigation.

11. Nxe2 Qd6

Here 11... Nxc2 12. Bxf6 gxf6 13. Qh4 Nxa1 14. Qh5† Kd7 is unclear.

12. Rd1 Qc5?!

Black should play 12... 0-0-0, according to Kovacevic, with only slightly better chances for White after 13. Nxd4 exd4 14. Bxf6 gxf6 15. Qxe4 Kb8 16. Rf5! etc.

13. Nxd4! Qxc4?!

If 13... exd4? 14. Bxf6 gxf6 15. Qxe4†. Deserving of attention 13... 0-0-0!?

14. Nf5 Rd8

Or 14... Bc5† 15. Kh1 0-0 16.

Qh4! with a strong attack.

15. Bxf6 gxf6
 16. Qh4 Rxd1
 17. Rxd1 Qf7
 18. Qxe4 Qg6?

This is the fatal mistake. After 18... c6 19. c4 Bc5† 20. Kh1 Qg6, intending 21... 0-0, Black retains defensive chances.

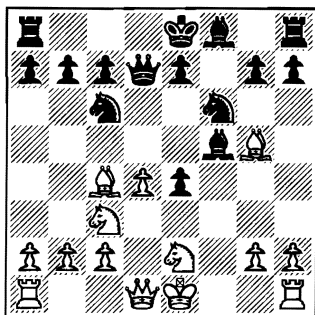
19. Qd3 Bc5†
 20. Kh1 Rg8

If 20... 0-0 21. Qc4†! Rf7 (21... Kh8 22. Qxc5) 22. Rd8† Bf8 23. Ne7† and wins.

21. Qd7† Kf8
 22. Qd8† 1-0.

[19]
 Codazza—Passelli
 Italy 1992

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. f3 d5 5. fxe4 dxe4 6. Bg5 Bf5 7. Bc4 Nc6 8. Nge2 Qd7



The main line, considered almost unanimously as Black's best

defense.

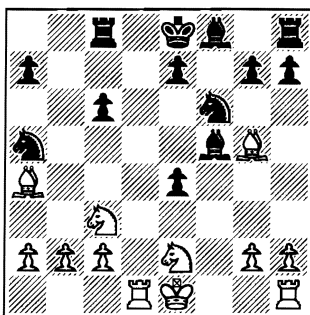
9. d5!?

This is a new idea. After the routine 9. 0-0 e6 10. Qe1 0-0-0 Black stands well.

9. ... Na5
 10. Bb5 c6
 11. dxc6 Qxd1†
 12. Rxd1 bxc6?!

After 12... Nxc6 13. Ng3 (or 13. Nd4) White will recapture the e4-pawn with only slightly better chances.

13. Ba4 Rc8??



A blunder. Black has overlooked a basic tactical element—double attack, here feasible with the help of the pin. Mandatory was 13... e6 or 13... Bd7 with a playable position.

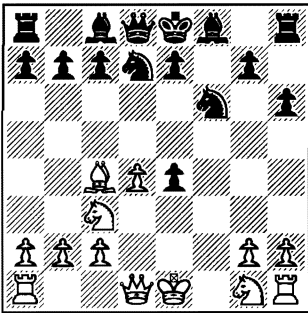
14. Bxf6 gxf6
 15. Rd5! 1-0.

[20]
Gedult—Tunski
Germany 1970

1. d4 d5 2. Nc3 f5 3. e4 dxe4 4. Bg5?! Nd7?

For the best try 4... g6—see the next game.

5. f3 Ngf6
 6. fxe4 fxe4
 7. Bc4 h6?



Black should try 7... c6, intending 8... Nb6.

8. Nxe4!? hxg5
 9. Nxg5 e6
 10. Bxe6 Qe7
 11. N1f3 Nb6
 12. 0-0 Bxe6
 13. Nxe6 Kf7?

After 13... Qxe6 14. Re1 Ne4 15. Ng5 Qd6 16. Rxe4† Be7 17. Qg4!? Qxh2† 18. Kf2 Rf8† 19. Ke2 White has a strong attack upon 19... Nd5 (19... Rd8? 20. Rxe7† Kxe7 21. Qe6#) 20. Re1 Nf6? 21. Rxe7†! Kxe7 22. Kd1† Kd8 23. Ne6† Kc8 24. Nxf8†!

Nxg4 25. Re8#. But, things are not completely clear if 21... Kd8! 22. Qf3 Kxe7 23. Kd1† Kd7 24. Qf5† Kd8 25. Ne6† Ke7 26. Nf4† Kd8 with a draw by perpetual.

14. Nfg5† Kg8
 15. Qd3 c6
 16. Rf3 Nbd5
 17. Raf1 Re8
 18. c4 Nb4
 19. Qb3 Na6

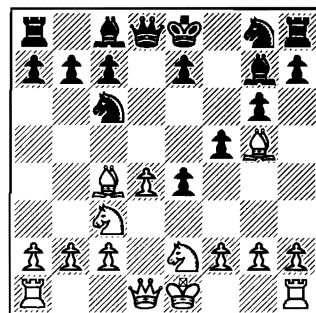
19... Rh5! saves.

20. c5 Rh4
 21. Nf4† Kh8
 22. Ng6# 1-0.

[21]
Farrand—Rumens
England (ch) 1977

1. d4 d5 2. Nc3 f5 3. e4 dxe4 4. Bg5?! g6! 5. Bc4 Bg7 6. Nge2 Nc6

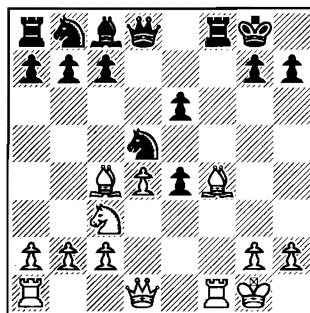
Black has the advantage—ECO.



7. d5 Ne5
 8. Bb5† c6

9. dxc6 Qxd1†
 10. Rxd1 bxc6
 11. Nd5? Kf7
 12. Nc7 Rb8
 13. Ba4 e6
 14. Nd4 Ne7
 15. Bxe7 Kxe7
 16. b3 Nd3†!
 17. Rxd3 exd3
 18. Nxc6† Kd6
 19. Nxe6 Kxe6
 20. Nxb8 Bb7
 21. Nd7 Bxg2
 22. Rg1 Bc3†
 0-1.

9. 0-0 Bxc3
 10. Nxc3 Nd5?



Overlooking White's tactical possibility. Black should play 10... c6, intending 11... Qe7 and 12... Nbd7.

11. Nxd5 exd5
 12. Bxc7! Qg5

Probably 12... Rxf1† 13. Qxf1 Qg5 offers more defensive chances.

13. Rxf8† Kxf8
 14. Qe2! Be6

If 14... dxc4 15. Rf1† Ke7 (15... Bf5 16. Qxe4 g6 17. Qxb7) 16. Qxe4† Be6 17. Qxb7 Qd5 (or 17... Bd5) 18. Bd8†! and wins.

15. Rf1† Kg8?

This is the decisive mistake. After 15... Ke7 16. Bb3 Black is clearly worse, but still alive.

16. Qxe4! 1-0.

[22]

Meszaros,G—Weteschnik,M
Kecskemet 1994

1. d4 f5 2. Nc3 d5 3. e4 dxe4 4. Bf4!?

This new continuation looks quite promising.

4. ... e6?!

For 4... g6 see the next game. In our opinion Black should try 4... Nf6, and if 5. f3 exf3 6. Nxf3 e6 7. Bc4 Bd6 8. Qd2 0-0 9. 0-0 c6, as in *Gelfand—P. Nikolic, Munich 1994*, or if 5. Bc4 c6, followed by Nbd7-Nb6.

5. f3!? Nf6
 6. fxe4 fxe4
 7. Bc4 Bb4
 8. Nge2 0-0

[23]

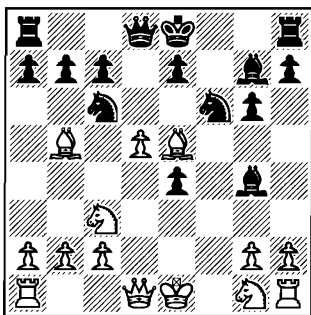
Meszaros,G—Kriszany,L

Bern (g/5) 1994

1. d4 f5 2. Nc3 d5 3. e4 dxe4 4. Bf4!?

g6 5. Be5 Nf6 6. f3 Nc6
A fatal mistake is 6... Nbd7??
7. Nb5! Nxe5 8. dxe5 Nd7 (8...
Nd5 9. Qxd5!) 9. e6 Ne5 10.
Qxd8† Kxd8 11. 0-0-0† 1-0, as in
Meszaros,G—Kriszany,L, Bern
(g/5) 1994.

7. Bb5 Bg7
8. fxe4 fxe4
9. d5 Bg4?



10. dxc6! Bxd1
11. cxb7† Kf8
12. Rxd1 Qb8
13. Bc6! 1-0.

[24]

Polugaevsky,L—Franco,Z

Havana (ol) 1966

1. d4 f5 2. Nc3 Nf6 3. Bg5 Ne4?

Another poor continuation is

3... h6? 4. Bxf6 exf6 5. e4 Qe7 6.
Qh5† Qf7 7. Qxf7† Kxf7 8. Bc4†
Kg6 9. exf5† Kh7 10. Bf7 g5 11.
fxg6† Kg7 12. Nge2 Bb4 13. Ng3
Bxc3† 14. bxc3 1-0, *Platonov—*
Schipers, 1976.

4. Nxe4 fxe4
5. f3! d5
6. e3 Bf5
7. fxe4 Bxe4
8. Ne2 h6?

Maybe 8... Qd6, but already
White stands much better.

9. Bf4 Nc6
10. Nc3 Bg6
11. Bd3 Bf7
12. 0-0 e5?
13. dxe5 Qd7
14. e6! Qxe6?

Loses, but also after 14... Bxe6
15. Qh5† Kd8 16. Rad1 Black's
position is hopeless.

15. Nb5! 1-0.

[25]

Mikenas,V—Alekseev,A

USSR 1972

1. d4 f5 2. Nc3 Nf6 3. Bg5 d5 4. e3
e6 5. Nf3 Be7 6. Bd3 Nbd7?!

Usual is 6... 0-0 7. 0-0 Ne4=.

7. Ne2 Ne4
8. Nf4!? Nxe5
9. Nxe5 Nf8

The variation 9... Bxe5 10.
Nxe6 Qe7 11. Nxc7† Kd8 12. Nxa8

seems to be in White's favor.

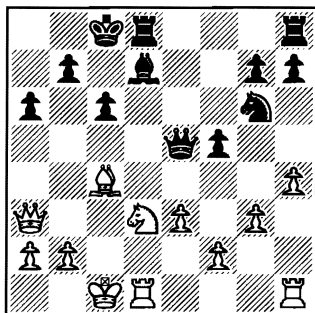
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|-----|-----|-----|
| 10. | Nf3 | Bd6 |
| 11. | h4 | c6 |
| 12. | Qe2 | Qc7 |

Worthy of attention is 12... Qe7, intending Nd7-Nf6.

- | | | |
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| 13. | g3 | e5? |
|-----|----|-----|

Black should keep the center closed, therefore 13... Bd7 and 14... 0-0-0 is to be preferred.

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|-----|-------|-------|
| 14. | dx e5 | Bxe5 |
| 15. | Nxe5 | Qxe5 |
| 16. | 0-0-0 | Bd7 |
| 17. | c4! | dx c4 |
| 18. | Bxc4 | 0-0-0 |
| 19. | Qd3 | Ng6 |
| 20. | Qa3 | a6 |
| 21. | Nd3 | 1-0. |



For if 21... Qe4 22. Bxa6 bxa6 23. Qxa6† Kc7 24. Nc5, or 21... Qc7 (21... Qe7) 22. Nc5 Ne5 (22... Qb6 23. Nxd7 Rxd7 24. Be6) 23. Bxa6 bxa6 24. Qxa6† Kb8 25. Rd4 and wins.

[26]

Bagirov, V—Danov
Moscow 1967

- | | | | | | | |
|----|-------|------------|-----------|----------|------------|----------|
| 1. | d4 f5 | 2. Nc3 Nf6 | 3. Bg5 d5 | 4. e3 e6 | 5. Nf3 Be7 | 6. Ne2!? |
|----|-------|------------|-----------|----------|------------|----------|

This is a forgotten strategic idea for control of the e5-square, which deserves serious attention.

- | | | |
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| 6. | ... | h6?! |
| 7. | Bxf6 | Bxf6 |
| 8. | Nf4 | 0-0 |
| 9. | c3 | b6 |

If 9... Qe8 10. h4! with advantage.

- | | | |
|-----|-------|-----|
| 10. | Ng6 | Re8 |
| 11. | Nfe5! | Bb7 |

Probably 11... Bxe5!? had to be tried.

- | | | |
|-----|------|------|
| 12. | f4 | a6 |
| 13. | Qh5 | Nd7 |
| 14. | g4! | Nf8 |
| 15. | g5 | Bxe5 |
| 16. | Nxe5 | hxg5 |
| 17. | fxg5 | g6 |

Resignation, but also after 17... Qe7 18. g6 Black is helpless against the threat Rg1-Rg3-Rh3.

- | | | |
|-----|-------|------|
| 18. | Nxg6 | Nxg6 |
| 19. | Qxg6† | Kf8 |
| 20. | Be2 | Qe7 |
| 21. | h4 | 1-0. |

[27]

Browne,W—Byrne,R

USA (ch) 1977

1. d4 f5 2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 Be6 6. Bd3 g6 7. Qf3 c6 8. Nge2 Nd7 9. h3! Qb6?

Ivkov and Sokolov (*ECO*) propose 9... h5!?, while R. Byrne and Mednis (*Informant*) consider it as dubious because of 10. g4! hxg4 11. hxg4 fxg4 12. Bxg6† Ke7 13. Qg2, intending Nf4, with the advantage. In case of 9... Bg7 10. g4 fxg4 11. hxg4 Bf7 White's position is to be preferred.

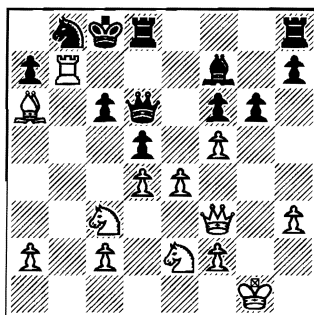
10. g4! Qxb2?

Byrne and Mednis recommend 10... fxg4 11. hxg4 Bf7 12. 0-0-0 0-0-0 13. Nf4 Bd6 14. Rh3, with only a slightly better game for White.

11. Rb1 Qa3
12. gxf5 Bf7
13. Rxb7 Bb4
14. 0-0! 0-0-0

If 14... Bxc3, then 15. Rb3 Qxa2 16. Rxc3 with advantage.

15. Rxb4! Qxb4
16. Ba6† Kc7
17. Rb1 Qd6
18. Rb7† Kc8
19. Rb3† Kc7
20. Rb7† Kc8
21. e4! Nb8



22. Nb5!! cxb5
23. Qc3† Nc6
If 23... Qc6 24. Rxf7†.
24. e5! Qc7
25. e6!! 1-0.

[28]

Kingpin—Dunne,A

Corr. 1993

1. d4 f5 2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 Be6 6. Bd3 Qd7!? 7. Nf3?

The wrong strategic plan. Black's King's wing must be immobilized by 7. Qf3! Nc6 8. Nge2 Bd6 (if 8... g5 9. h4! g4 10. Qg3 and Nf4) 9. Nf4 Bxf4 10. Qxf4 Nb4 11. 0-0-0 Nxd3† 12. Rxd3 0-0 13. h4 and White stands slightly better.

7. ... Nc6
8. 0-0?

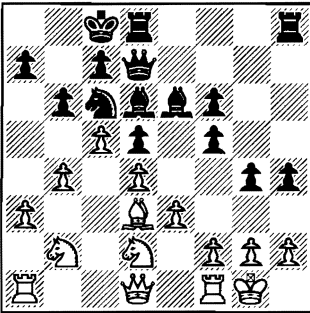
This is another strategic mistake. 8. Qe2, followed by 9. 0-0-0, was still playable. Now Black achieves

a very strong attack.

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| 8. | ... | g5! |
| 9. | a3 | h5 |
| 10. | b4 | Bd6 |
| 11. | Na4 | b6 |
| 12. | Nb2 | |

White desperately tries to organize some counterplay.

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|-----|------------|--------------|
| 12. | ... | h4 |
| 13. | c4 | g4 |
| 14. | Nd2 | 0-0-0 |
| 15. | c5 | |



- | | | |
|-----|-------------|---------------|
| 15. | ... | Bxh2†! |
| 16. | Kxh2 | g3† |
| 17. | Kg1 | |

If 17. fxg3 hxg3† 18. Kxg3 Rdg8† 19. Kf2 Rxxg2† 20. Kxg2 Qg7† and mate follows.

- | | | |
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| 17. | ... | Rdg8! |
| 18. | cxb6 | |

Resignation. White should try 18. Nf3 or 18. Qf3.

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| 18. | ... | h3 |
| 19. | bxa7 | Nxa7 |
| | 0-1. | |

For if 20. fxg3 Rxxg3 21. Rf2 hxg2 22. Rxxg2 Rxxg2† 23. Kxg2

Qg7† with an inevitable mate.

[29]

Teed—Delmar,E
New York 1893

1. d4 f5 2. Bg5

We call this variation “The Flying Dutch-Bishop.”

- | | | |
|----|------------|-----------|
| 2. | ... | h6 |
| 3. | Bf4 | |

Usual is 3. Bh4 g5 4. Bg3, the same position that occurs later in this historic game.

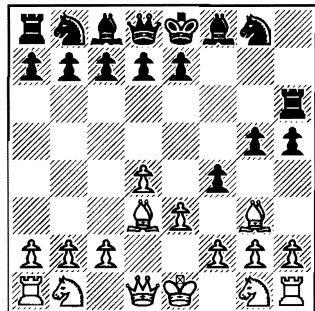
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| 3. | ... | g5 |
| 4. | Bg3 | f4? |

Instead 4... Bg7 or 4... d6!? leads to complicated and not so clear positions.

- | | | |
|----|------------|-----------|
| 5. | e3! | h5 |
| 6. | Bd3 | |

ECO gives only 6. exf4 h4 7. Bd3 d6 8. Bg6† Kd7 9. Nf3, threatening 10. Ne5†!, with advantage.

- | | | |
|----|-----|--------------|
| 6. | ... | Rh6?? |
|----|-----|--------------|



6... d6 7. exf4 h4 8. Bg6† Kd7 9.

Nf3 transposes into the *ECO* variation given above.

This famous position is given in many manuals for tactics.

7. **Qxh5†! Rxh5**
8. **Bg6# 1-0.**

[30]

From—Franco,Z
Varna (ol) 1962

1. d4 f5 2. Bg5 g6 3. Nc3 Bg7
4. e4 d6?! 5. exf5 Bxf5 6. Bd3
Qd7 7. Nf3 Nf6 8. 0-0 0-0 9. Re1
Bxd3 10. Qxd3 e6 11. Re2 Nc6
12. Rae1 Rae8 13. h3

White has the advantage—*ECO*.

13. ... Nh5

If 13... Nd8, then 14. Qc4!

14. d5 Ne5

Also 14... exd5 15. Nxd5 etc. is in White's favor.

15. Nxe5 Bxe5?

Black should try 15... dxe5.

16. dxe6 Rxe6??

The decisive blunder, while 16... Qxe6 is still not so clear.

17. Rxe5 1-0.

[31]

Bogolyubov,E—Kieninger,G
Munich 1941

1. d4 f5 2. Bg5 g6 3. Nc3 Bg7

3... d5 transposes into games 12-13.

4. e4 fxe4

5. Nxe4 Nf6?!

For *ECO*'s recommendation 5... d5 see the next game.

6. Ng3 Nc6

7. Nf3

Worthy of attention is 7. h4!?

7. ... e6?!

ECO's suggestion is 7... d5! and it's unclear.

8. c3 Ne7

9. Bd3 b6

10. h4! Bb7

11. h5

Black's position is already untenable.

11. ... Bxf3

12. Qxf3 0-0

13. hxg6 hxg6

14. Ne4 Nxe4

15. Qxe4 Qe8

16. Bxe7 Qxe7

17. Qxg6 Rf5

18. g4 1-0.

If 18... Rg5 (18... Rf6) 19. Rh8†!

[32]

Nalbandian,T—Topalov,V
Biel 1993

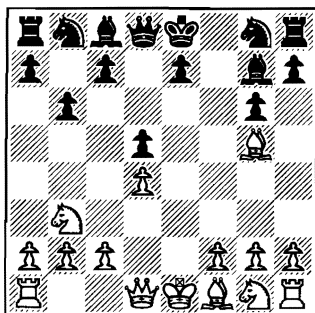
1. d4 f5 2. Bg5 g6 3. e4 fxe4 4. Nc3 Bg7 5. Nxe4 d5

Recommended as Black's best.

6. Nc5!?

ECO deals with 6. Nc3 Nf6 7. Bd3 Nc6 8. Nge2 0-0 9. 0-0 e5=. Interesting is 6. Ng3! and 7. h4.

6. ... b6
7. Nb3



7. ... Nh6!?

A new idea. The forgotten proposition by Kuzminykh is 7... Nf6 8. Nf3 0-0, for example: 9. Be2 Qd6 10. 0-0 Nbd7 11. Qc1 Ng4 12. h3 Rxf3 13. hxg4 Rf7 14. Qe3 Bb7!?, followed by 15... Rae8.

8. h4! Nf7
9. Nh3 Qd6
10. Qd2 e5
11. 0-0-0 Nxc5
12. hxg5 e4
13. Qf4 Bf8!
14. g3 c6?

Black should play 14... Be7!, and after 15. Kb1 White stands only slightly better—Nalbandian.

15. f3! Bxh3
16. Bxh3! Qxf4†
17. gxf4 Bd6
Or 17... exf3 18. f5! with ad-

vantage.

18. f5! Bf4†
19. Kb1 gxf5

If 19... 0-0 20. fxe4 dxe4 21. fxg6 hxg6 22. Bg2 Re8 23. Rde1 e3 24. d5! and wins—Nalbandian.

20. Bxf5 e3
21. Rdg1 Kf8?
22. g6 1-0.

[33]

Whitehead, J—Kobernat
Los Angeles 1983

1. d4 f5 2. Bg5 d5 3. c4

ECO shows only 3. e3 Qd6 4. c4 Qb4† 5. Qd2 Qxd2† 6. Nxd2 e6 etc. with a slightly better game for White.

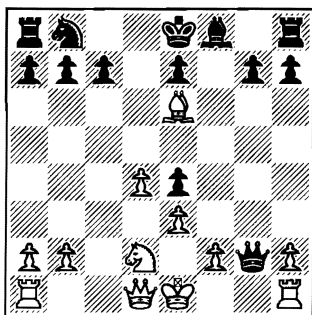
3. ... dxc4?

Giving up the center is almost always wrong in the Dutch. Black should play 3... c6, for example 4. e3 Qa5† 5. Nc3 e6.

4. e3 Be6
5. Nd2 Nf6
6. Ngf3 Ne4?

Probably 6... Bd5! is better.

7. Nxe4 fxe4
8. Nd2 Qd5
9. Bxc4! Qxg5
10. Bxe6 Qxg2



11. Qh5†! g6
12. Qd5

A symbolic sacrifice of the two Rooks. If now 12... Qxh1† 13. Ke2 Qxa1 14. Bf7#. The same situation will be repeated on the next move.

12. ... Bg7
13. Qxb7! 1-0.

[34]

Tal, M—Antoshin, V
Moscow (g/5) 1988

1. d4 f5 2. Bg5 c5?! 3. d5!?

ECO deals only with 3. dxc5, with advantage to White.

3. ... Qb6
4. Nc3 e5

Very dangerous is 4... Qxb2?!
5. Bd2 Qb6 6. e4 etc.

5. e4 d6
6. Bb5† Kf7
7. Nf3 h6
8. Be3 fxe4
9. Nd2 Nf6

10. 0-0 Be7
11. f3 Rf8
12. a4 exf3
13. Qxf3 Kg8
14. Qg3 Bg4?

This is a critical error in a position which perhaps is already untenable.

15. h3 Bd7
16. Bxh6 Nh5
17. Qg6 Rf6
18. Rxf6 Bxf6
19. Nde4! Qd8
20. Rf1 Qe8
21. Nxf6† 1-0.

[35]

Shakhzadov—Klyinin
Corr. 1985

1. d4 f5 2. Bg5 c6 3. Nc3 Qb6?!

Instead 3... d5 transposes into game 15.

4. e4! Qxb2
5. Nge2 fxe4

Maybe 5... d6 is playable.

6. Nxe4 Nf6
7. N4c3 Nd5?

Better choices are 7... Qb6 or 7... d6.

8. Nxd5 cxd5
9. Rb1 Qxa2?!
10. Nc3 Qa5
11. Bd2 g6

If 11... e6? 12. Qh5†, and Black must play 12... Kd8, because if

12... g6? 13. Qe5 Rg8 14. Nb5
and White wins.

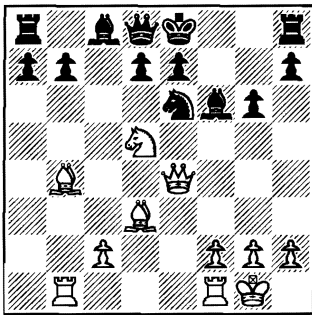
12. Bd3

Also promising are 12. h4 and
12. Bb5.

- | | | |
|-----|------|------|
| 12. | ... | Bg7 |
| 13. | Qf3! | Nc6 |
| 14. | Nxd5 | Qd8 |
| 15. | 0-0! | Nxd4 |
| 16. | Qe4 | Ne6 |

If 16... 0-0, then 17. Nxe7† Kh8
18. Nxc6† hxc6 19. Qxc6 Kg8 20.
Qh7† Kf7 21. Qh5† and wins.

- | | | |
|-----|-----|------|
| 17. | Bb4 | Bf6? |
|-----|-----|------|



Better, but also in White's favor
is 17... d6 18. Bb5† Kf8 19. Rfe1
etc.

- | | | |
|-----|-------|------|
| 18. | Nxf6† | exf6 |
| 19. | Qxc6† | 1-0. |

[36]

Komarov,D—Bany,J

Warsaw 1989

1. d4 f5 2. Bg5 c6 3. c4 Qb6?! 4.
Qd2 d6 5. Nc3 h6 6. Be3 Nf6 7.

- d5 Qb4? 8. Bd4! Qxc4 9. e4 Qb4
10. a3 Qa5 11. Bxf6 gxf6

Even worse is 11... exf6 12. exf5
Bxf5 13. Bd3 etc.

- | | | |
|-----|------|------|
| 12. | exf5 | Bxf5 |
| 13. | Bd3 | Bxd3 |
| 14. | Qxd3 | Nd7 |
| 15. | Nf3 | Ne5 |
| 16. | Nxe5 | fxe5 |
| 17. | 0-0 | Rc8 |

Or 17... 0-0-0 18. dxc6 bxc6
19. b4 and 20. b5 with a strong
attack.

- | | | |
|-----|------|------|
| 18. | f4 | Rg8 |
| 19. | Qf5! | Qc5† |
| 20. | Kh1 | cxd5 |
| 21. | fxe5 | Kd8 |
| 22. | Qe6 | 1-0. |

For if 22... Rh8 23. Nxd5 dxe5
24. Rad1 and wins.

[37]

Almasi,I – Berkvens,J

Budapest 2000

1. d4 f5 2. Bg5 c6 3. e3 d6

Here *ECO* recommends 3...
Qb6, and if 4. Qc1 d6 5. Nf3 Nd7 6.
Bd3 g6, intending e7-e5. However,
this variation is only a scheme and
hides opportunities for improve-
ments for both sides.

- | | | |
|----|-----|-----|
| 4. | Nd2 | g6 |
| 5. | h4 | Bg7 |
| 6. | Bd3 | h6 |
| 7. | Bf4 | Nd7 |

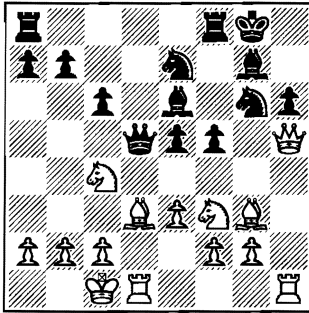
8. Bg3 e5
 9. h5! Nf8
 10. hxg6 Nxc6
 11. dxe5 dxe5
 12. Nc4 N8e7
 13. Qh5 0-0?

Better seems to be 13... Kf8!?

14. 0-0-0 Qd5

If 14... Qc7 15. Nf3 b5 16. Nxe5!

15. Nf3 Be6



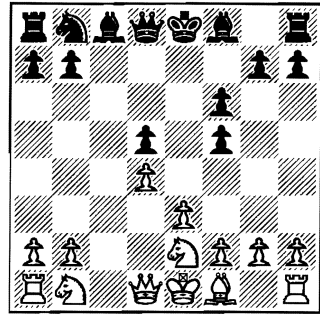
16. Nfxe5! Nxe5
 17. Bxe5 Bxe5
 18. Be2! Qxc4

Or 18... Qc5 19. Qxh6 and wins.

19. Bxc4 Bxc4
 20. Qh4! 1-0.

[38]

Gufeld, E—Gershman, S
 Kiev 1956



All this is given by *ECO* only as a proposition. This game shows that this continuation is worthy of attention, in our opinion even stronger than the book line 6. Nc3 Be6 7. cxd5 Bxd5=.

7. ... Bb4†
 8. Nbc3 0-0
 9. g3 Nd7
 10. Bg2 Nb6
 11. 0-0 a6
 12. Rc1

White stands clearly better.

12. ... Be6
 13. Qb3 Qd6
 14. Nf4 Bxc3
 15. Rxc3 Bf7
 16. Rfc1 Rfd8
 17. h4 Rd7
 18. a4! Rb8
 19. a5 Nc4
 20. Bxd5 1-0.

1. d4 f5 2. Bg5 Nf6?! 3. Bxf6 exf6
 4. e3 d5 5. c4 c6 6. cxd5!? cxd5
 7. Ne2

[39]

Quinteros, M—Boguszlavsky, J
Geneva 1986

1. d4 f5 2. Bg5 Nf6 3. Nd2 b6?!

This continuation has been forgotten, but seems to be a bad idea. Usual is 3... d5 4. Bxf6 exf6 5. e3 Be6 6. Bd3 Bd6 with approximately equal chances.

4. h4! g6

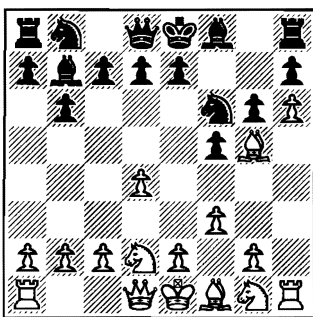
After 4... Bb7 5. h5 the King's wing of Black is paralyzed.

5. h5! Bg7

If 5... Nxf5? 6. Rxf5! gxh5 7. e4!

6. h6 Bf8

7. f3 Bb7



8. e4! fxe4
9. fxe4 Nxe4
10. Nxe4 Bxe4
11. Bd3 Bxd3
12. Qxd3 c6
13. Nh3 d6
14. 0-0 Qd7
15. Rae1 e5
16. Qf3 1-0.

[40]

Herzog, A—Schroll, G
Austria 1994

1. d4 f5 2. Bg5 Nf6 3. d5!?

An interesting idea, not mentioned in *ECO*.

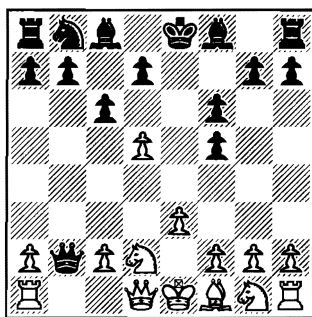
3. ... c6?!

The alternative 3... e6 4. dxe6 dxe6 5. Qxd8† Kxd8 6. Nc3, followed by 7. 0-0-0, is not attractive. Maybe 3... Ne4 deserves attention.

4. Bxf6 exf6

5. e3 Qb6

6. Nd2 Qxb2



An old story. As we already saw in many games, White's advantage in development is good compensation for the "poisoned" pawn not only in the Sicilian, but also in the Dutch. However, Black's suspicious-looking position is still not lost.

7. Bc4 b5

8. Bb3 c5

9. Rb1 Qa3?

This is perhaps the decisive mistake. The Queen is needed for the defense of the King, hence 9... Qe5 was preferable, even if it gives additional tempi to White.

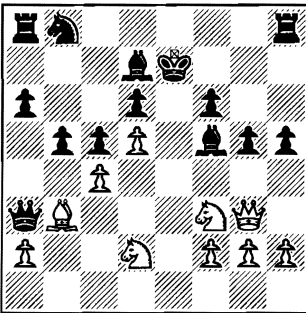
10. c4 a6
 11. Qh5† g6
 12. Qh4 Kf7?!

In case of 12... Bg7, White's plan of 13. Qf4 0-0 14. h4 maintains the initiative.

13. Ngf3 d6
 14. 0-0 h5
 15. e4 Be7
 16. Qg3! g5?

Black's last chance was 16... Qa5, but after 17. Bc2! White has a strong attacking position.

17. exf5 Bxf5?

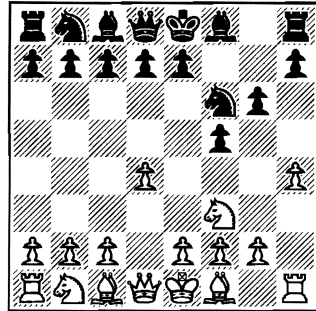


18. Bc2! Bxc2
 19. Nxc5† fxc5
 20. Qxa3 Bxb1
 21. Rxb1 1-0.

[41]

Vadas, L—Holzl, F
 Hungary—Austria 1974

1. Nf3 g6 2. d4 f5 3. h4!? Nf6?!

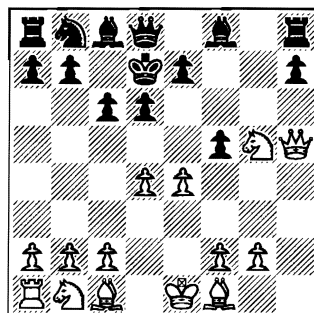


According to *ECO*, after 3... Bg7 (3... h6?? 5. Ne5!) 4. h5 d5 5. hxg6 hxg6 6. Rxh8 Bxh8 7. Bf4 White's position is to be preferred.

4. h5! Nxh5?
 5. Rxh5! gxh5
 6. e4! d6?

Not much better is 6... Bg7 7. Bc4 (7. Nh4!) d5 8. Ng5! dxc4 9. Qxh5† Kd7 10. Ne6! with advantage to White—Florian.

7. Ng5 c6
 8. Qxh5† Kd7



9. Ne6!

Stronger than 9. Nf7 Qe8. If after 9. Ne6 Kxe6?, then 10. Qxf5#.

9. ... Qb6

10. Nd2 Qa5

11. c3 Na6

This loses the Queen, as well as 11... Kxe6? 12. b4. In fact, Black is already totally lost.

12. Nc4 Qb5

13. Ne5† dxe5

14. Bxb5 cxb5

15. Qxf5 Ke8

16. Qxe5 Rg8

17. Qh5† Kd7

18. Qxb5† 1-0.

[42]

Lasker,Ed—Thomas,G

London (skittles game) 1912

The most famous game and combination in the Dutch Defense!

1. d4 e6 2. Nf3 f5 3. Nc3 Nf6?!

Correct is 3... d5!?

4. Bg5 Be7?

Here again Black should play 4... d5.

5. Bxf6! Bxf6

6. e4 fxe4

7. Nxe4 b6

8. Ne5!?

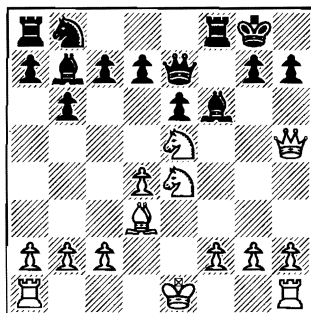
Also good is 8. c3 Bb7 9. Bd3 0-0 10. Qc2, followed by 0-0-0, (Barcza).

8. ... 0-0

9. Bd3 Bb7?

More defensive chances were offered by 9... Bxe5 10. dxe5 Qh4—K. Richter, or 9... Qe8.

10. Qh5 Qe7?



The decisive mistake. K. Richter suggests 10... Bxe5, and 11. Nf6† is not correct because of 11... Rxf6.

11. Qxh7†!! Kxh7

12. Nxf6† Kh6

If 12... Kh8 13. Ng6#.

13. Neg4† Kg5

14. h4†

A spectacular mate is feasible also by 14. f4† Kxf4 (14... Kh4 15. g3† Kh3 16. Bf1† Bg2 17. Nf2#) 15. g3† Kf3 (15... Kg5 16. h4#) 16. 0-0#.

14. ... Kf4

15. g3† Kf3

16. Be2† Kg2

17. Rh2† Kg1

18. Kd2# 1-0.

[43]
Barcza,G—O'Riordan
Lugano (ol) 1968

1. Nf3 e6 2. d4 f5 3. c3

Introduced by Barcza.

3. ... Be7

The idea behind the Barcza-variation is 3... Nf6 4. Bg5 Be7 5. Nbd2 0-0?! 6. Bxf6! Bxf6 6. e4 and White dominates in the center. Correct is 5... d5=.

4. Bf4

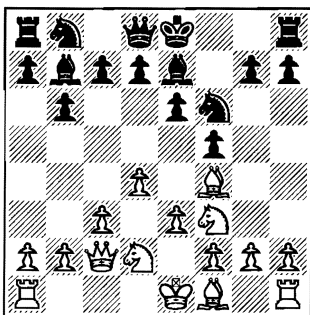
Or 4. Qc2 Nf6 5. Bg5 d5! = *Minev—Alster, Marianske Lazne 1959*, but not 5... 0-0?! 6. Bxf6 Bxf6 7. e4! with better chances for White, as in *Minev—Starck, Bulgaria-East Germany 1958*.

4. ... Nf6

5. Nbd2 b6

6. Qc2 Bb7

7. e3



7. ... 0-0?!

Barcza recommends 7... Ne4! =.

8. Bd3 a5

9. h3! Na6

10. g4 g6

11. gxf5 gxf5??

A blunder. Correct is 11... exf5, but White maintains a considerable advantage.

12. Bh6! Kh8

If 12... Re8 then 13. Rg1† Kh8 14. Ne5 winning.

13. Bxf8 Bxf8

14. 0-0-0 c5

15. Rhg1 cxd4

16. exd4 Rc8

17. Ne5 Qe7

18. Ndc4 Bh6†

19. Kb1 Rf8

20. Rg6! Bf4

21. Rdg1 Bxe5

22. Nxe5 1-0.

[44]

Meyer—Wachtel
USA 1963

1. Nf3 f5 2. d4 e6 3. Bf4!?

Not mentioned in *ECO*, but an idea very similar to the previous game.

3. ... b6

4. Nbd2 Bb7

5. e3 Be7

6. h3! Nf6

7. Bd3 d6

8. Qe2 Nc6?!

An alternative is 8... Ne4, but after 9. Rg1, followed by 0-0-0

Dutch Defense: New and Forgotten Ideas

and g4, White's position looks very promising.

9. e4 fxe4
 10. Nxe4 Qd7
 11. Nfg5!? Nxd4?

Maybe 11... Nd5!?

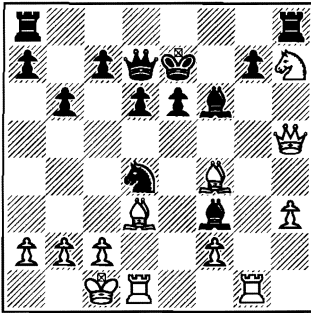
12. Nxf6† Bxf6
 13. Qh5† Kf8

Perhaps 13... Ke7 is possible, for example 14. Qf7† Kd8 15. c3 Nc6 16. Nxe6† Kc8.

14. Nxf7† Ke7
 15. 0-0-0 Bxg2?

Black is clearly in a big trouble, but opening new files is suicide.

16. Rhg1 Bf3



17. Rxc7†! 1-0.

For if 17... Bxc7 18. Bg5† Bf6 19. Bxf6#.

[45]

Radnoti, B—Farago, I
Budapest 1968

1. d4 e6 2. Nf3 f5 3. Bg5 Nf6

The book alternative is 3... Be7

4. Bxe7 Qxe7 5. e3 Nf6 6. Nbd2 b6=, but usually in practice Black does not like to exchange the dark squared Bishop.

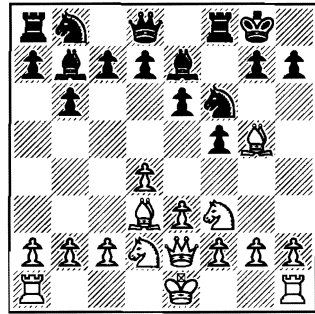
4. e3

Interesting is 4. Nbd2, with the idea if 4... Be7 then 5. Bxf6 Bxf6 6. e4 etc.

4. ... Be7
 5. Nbd2 0-0
 6. Bd3 b6?!

We think that 6... d5 is the appropriate answer.

7. Qe2 Bb7

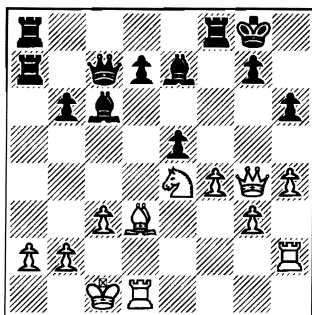


8. e4! fxe4
 9. Nxe4 c5

After 9... Nxe4 10. Bxe4 (10. Bxe7? Qxe7 11. Bxe4 Bxe4 12. Qxe4 Qb4†) Bxe4 11. Qxe4 Nc6 12. Bxe7, followed by 13. 0-0 (or 13. 0-0-0!?) White's position is to be preferred.

10. c3 cxd4
 11. Nxd4 Nd5
 12. h4! Nf4
 13. Bxf4 Rxf4
 14. g3 Rf8

15. 0-0-0 Nc6
 16. Nxc6 Bxc6
 17. f4 Qc7
 18. Rh2 h6
 19. Qg4 e5



20. Qg6! exf4
 21. Ng5! hxg5
 22. hxg5 1-0.

[46]

Sakaev K—Bany,J
 Dortmund 1991

1. d4 e6 2. Nf3 f5 3. d5 Nf6

ECO recommends 3... Bb4†! 4. c3 Bd6 5. dxe6 dxe6 6. Nbd2 Nf6 7. Nc4 Nc6 8. Bg5 0-0-0 9. g3 e5 unclear, as in *Zsu. Polgar—Romero, Madrid 1992*. Also interesting is the immediate 3... Bd6!? 4. dxe6 dxe6 5. e4 Nc6 6. Nc3 Nf6 7. Bc4 f4 8. Qe2 e5 9. Ng5 Rf8 10. Nxh7 Nd4 11. Nxf6† Qxf6 12. Qd3 Qg6 13. Rg1 Bg4 14. Kf1 0-0-0 15. f3? Nxf3 16. Bd5 Bc5 0-1 *Shanaz S—Thipsay,B, Udaipur (Asian*

Championship) 2000.

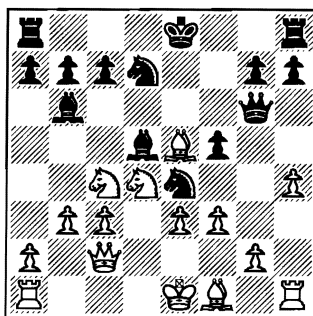
4. dxe6 Bc5

A gambit that, at least according to this game, seems to be unsatisfactory.

5. exd7† Nbx d7
 6. Bf4! Ne4
 7. e3 Qf6
 8. c3 Bb6
 9. Nbd2 Ndc5
 10. Nc4 Bd7
 11. Qc2 Ba4?

Maybe 11... 0-0-0 is more appropriate.

12. b3 Bc6
 13. Nd4 Bd5
 14. Be5! Qg5
 15. h4! Qg6
 16. f3 Nd7



17. h5!

The winning continuation.

17. ... Qh6

Or 17... Qg5 18. Bf4 and wins.

18. Nxf5 Qg5
 19. fxe4 1-0.

After 19... Bxc4 20. Bf4 White wins a piece.

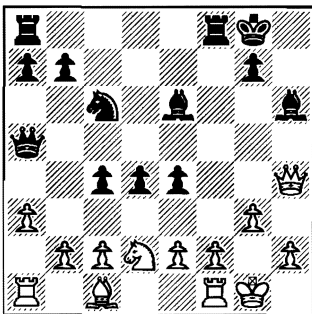
[47]

Vakin—Iliushin,A
St. Peterburg 1999

1. d4 e6 2. Nf3 f5 3. d5 Nf6 4.
Nc3?! Bb4 5. dxe6 d5!? 6. Qd3

If 6. Ng5, then 6... 0-0; but 6.
Nd4!? Ne4 7. Bd2 deserves further
examination.

- | | | |
|-----|------|-------|
| 6. | ... | 0-0 |
| 7. | a3?! | Bxc3† |
| 8. | Qxc3 | Ne4 |
| 9. | Qb3 | c5 |
| 10. | g3 | Nc6 |
| 11. | Bg2 | c4 |
| 12. | Qe3 | d4 |
| 13. | Qf4 | h6 |
| 14. | Qh4 | Qa5† |
| 15. | Nd2 | Bxe6 |
| 16. | Bxe4 | fxe4 |
| 17. | 0-0 | |



- | | | |
|-----|------|-----|
| 17. | ... | e3! |
| 18. | fxe3 | |

Or 18. Nf3 Rxf3! 19. exf3 e2 and
Black wins.

- | | | |
|-----|------|-------|
| 18. | ... | Rxf1† |
| 19. | Kxf1 | |

Or 19. Nxf1 Qe1 20. Qe4 Bh3
21. Qd5† Kh8 22. Qf3 Ne5 23. Qf2
Qxf2† 24. Kxf2 Rf8† and wins.

- | | | |
|-----|-----|------|
| 19. | ... | Rf8† |
| 20. | Nf3 | |

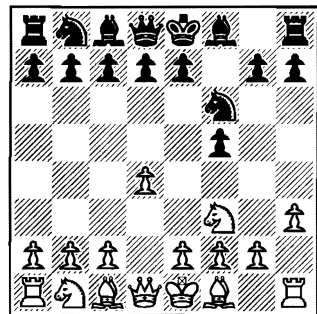
Also after 20. Kgl Qf5 21. Nf3
Qxc2 White is lost.

- | | | |
|-----|-----|------|
| 20. | ... | d3! |
| 21. | e4 | d2 |
| | | 0-1. |

[48]

Haik,A—Tseitlin,Mikhail
Sochi 1985

1. d4 f5 2. Nf3 Nf6 3. h3!?

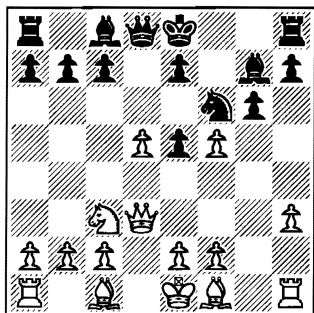


Aiming at the fashionable gam-
bit idea of “g2-g4” and, in com-
parison with games 1-3, avoiding
Black’s rejection of the gambit by
“g4-g3.”

- | | | |
|----|-----|------|
| 3. | ... | d6 |
| 4. | g4 | g6?! |

Unclear is 4... fxg4 5. hxg4 (5.
Ng5!? h6?! 6. hxg4) Bxg4 6. Ng5
or 6. Bg2.

5. Nc3 Bg7
 6. Qd3! Nc6
 7. d5 Ne5
 8. Nxe5 dxe5
 9. gxf5



9. ... e4?

After 9... gxf5 10. Rg1 White stands better.

10. Nxe4 Nxe4
 11. Qxe4 Bxf5
 12. Qc4 e6
 13. Bg2 0-0
 14. Be3!

Even stronger than 14. dxe6 Qe7.

14. ... Bxb2
 15. Rb1 Qf6
 16. 0-0 Rae8?
 17. Bc5 Rf7
 18. Qb5 1-0.

[49]

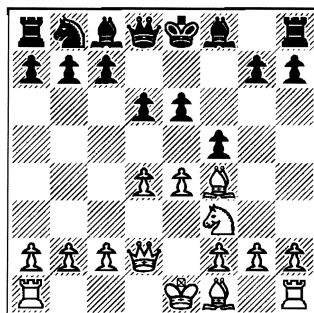
Atalik,S—Hoang Th. Trang
 Budapest 1998

1. d4 f5 2. Nf3 Nf6 3. Bg5 Ne4 4.

Bf4 d6

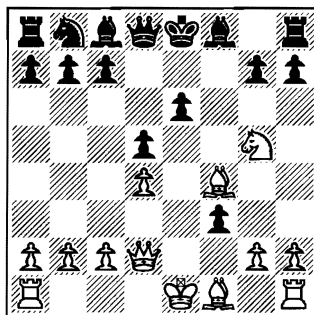
ECO recommends 4... c5 5. c3 Qb6 6. Qb3 Qxb3 7. axb3 d6=.

5. Nbd2 Nxd2
 6. Qxd2 e6
 7. e4!?



One of many typical gambit ideas used recently against the Dutch Defense.

7. ... fxe4
 8. Ng5 d5
 9. f3 exf3?



Black should try 9... h6!? 10. Nh3, and now 10... Bd6 11. fxe4 dxe4, or 10... c5!?

10. Bd3! fxe4
 11. Qxg2 Nc6

Dutch Defense: New and Forgotten Ideas

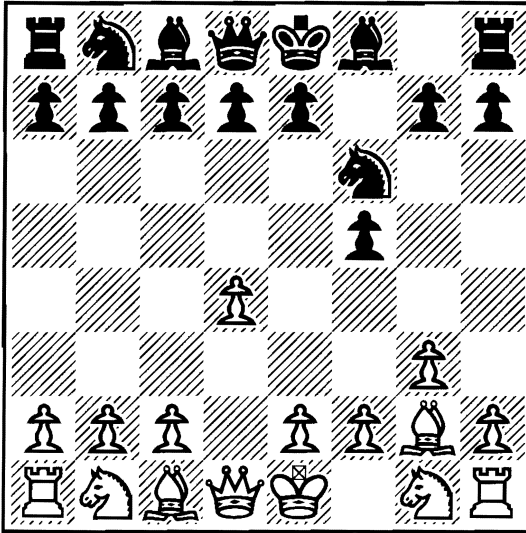
If 11... Bd6 12. 0-0 Qf6 13. Bxd6 Qxd4† 14. Kh1 cxd6 15. Nf7 g6 16. Nxd6†! Kd7 17. Qg3 Qb4 18. Rf7† Kc6 19. Ne8!

12. 0-0 Ne7

Or 12... Qe7 13. Nxe7 Nxd4 14. Qg6† Qf7 15. Bg5! Nf5 16. Bxf5 Bc5† 17. Kg2 exf5 18. Rael† and wins.

13. Nf7! 1-0.

A81



1. d4 f5 2. g3 Nf6 3. Bg2 (without c2-c4).

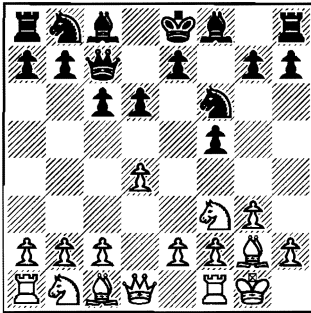
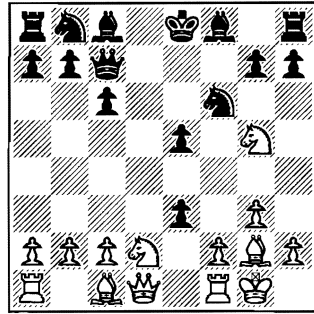
3... d6 4. Nf3 c6 5. 0-0 Qc7.....	50
3... e6 4. Nf3 d5.....	51
3... g6 4. b3 Bg7 5. Bb2 0-0 6. Nd2 d5.....	52
3... g6 4. c3.....	53
3... g6 4. Nc3 d6 5. e4.....	54
3... g6 4. Nf3 Bg7 5. 0-0 0-0.....	55-56

[50]

Kupka—Kohout
Czechoslovakia 1975

1. Nf3 f5 2. d4 Nf6 3. g3 d6 4. Bg2
c6 5. 0-0 Qc7

The so called “Czech variation”,
introduced into international practice
by Hort.



6. **Nbd2!**

Best. The sharp position after 6.
Nc3 e5 7. dxe5 dxe5 8. e4 Bb4!? 9.
exf5 0-0 10. Nh4 Na6 11. g4 Qe7
is unclear.

6. ... **e5?!**

Better is 6... g6 and 7... Bg7,
leaving e7-e5 as an option in the
middlegame.

7. **dxe5 dxe5**

8. **e4!?**

ECO recommends only 8. Nc4,
and if 8... Nbd7 9. Nfxe5! Nxe5 10.
Bf4 with advantage. However, 8...
e4 9. Bf4 Qf7 is not so clear.

8. ... **fxe4**

9. **Ng5 e3?**

Mandatory was 9... Be7, fol-
lowed by 10... 0-0.

10. **Nde4! Nxe4**

11. **Bxe4 exf2†**

12. **Rxf2 Bc5**

13. **Qh5† Ke7**

14. **Nxh7! Bxf2†**

15. **Kxf2 Qa5?**

This loses immediately. Prob-
ably 15... Be6 was a better defen-
sive try.

16. **Bg5† Kd6**

17. **Qg6† Kc5**

18. **Be3†**

Also 18. b4†! wins.

18. ... **Kc4**

19. **Bd3† Kd5**

20. **c4# 1-0.**

[51]

Lillenthal,A—Steiner,H
Stubianske Teplice 1930

1. Nf3 f5 2. d4 Nf6 3. g3 e6 4. Bg2
d5 5. Bg5 h6!?

Black hopes for immediate ac-

tion on the King's side, instead of the usual 5... Be7 6. c4 c6 etc.

6. Bxf6 Qxf6

7. Nc3

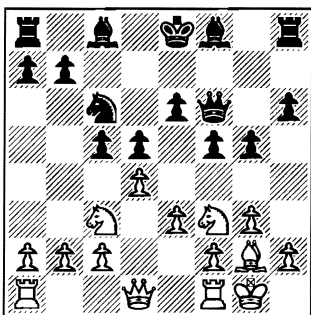
If 7. 0-0 Bd6 8. c4 c6 and Black stands well.

7. ... c5?

Strategically this is a mistake. If Black wants to attack on the kingside, he should keep the center stable. Hence, 7... c6 is more appropriate.

8. e3 Nc6

9. 0-0 g5



10. Nb5 Qf7

11. c4! dxc4

12. Ne5! Nxe5

13. dxe5 a6

14. Qa4! axb5

Or 14... Bd7 15. Nc7† Ke7 (15... Kd8 16. Qa5) 16. Qxc4 Rc8 17. Qxc5† Kd8 18. Qb6 Rxc7 19. Racl with a winning attack.

15. Qxa8 Qc7

16. Qa3 Qxe5

17. Qa5 Bd7

18. Qa8† Ke7

19. Qxb7 Ke8

20. Rad1 Bd6

21. Rxd6! 1-0.

For if 21... Qxd6 then 22. Qa8†.

[52]

Ftacnik,L—Videki,S

Vienna 1990

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4. b3 Bg7 5. Bb2 0-0 6. Nd2 d5?!

Usual is 6... d6 7. Ngf3 c6 8. 0-0 a5 9. a4 with slightly better chances for White.

7. Nh3! Ne4?!

Ftacnik recommends the immediate 7... c5!? 8. dxc5 Qa5.

8. f3 Nxd2

9. Qxd2 c5

If 9... Nc6, then 10. Nf4 with the idea of h2-h4-h5.

10. 0-0-0! e6

If 10... c4 11. e4, or 10... cxd4 11. Bxd4 Bxd4 (11... e5? 12. Bc5) 12. Qxd4 e6 13. e4 with advantage.

11. dxc5 Bxb2†

12. Kxb2 Nd7

13. e4 dxe4

14. fxe4 Qf6†

15. Kb1 Nxc5

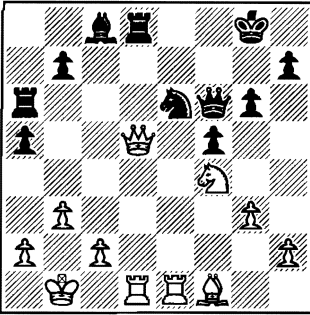
16. exf5 exf5

17. Qd5† Ne6

18. Nf4 a5

19. Rhe1 Ra6

20. Bf1! Rd8



21. Bxa6! Rxd5
 22. Nxd5 Qf8
 23. Bxb7! 1-0.

After 23... Bxb7 24. Rxe6 Bxd5
 25. Rxd5 Kf7 26. Ra6, White wins
 easily.

[53]

Kalinin, O—Skotorenko
 Corr. 1991/92

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4.
 c3!?

This is a relatively new idea, not
 mentioned in most books.

4. ... Bg7
 5. Qb3 c6
 6. Nd2 d6

If 6... d5 then 7. Nh3! with a
 better game.

7. e4 e5?!

If 7... fxe4 8. Nxe4 Nxe4 9. Bxe4
 d5 10. Bg2 0-0 11. Bf4 and 12. Nf3
 with slight advantage—Kalinin.
 Deserving attention is 8... d5!?

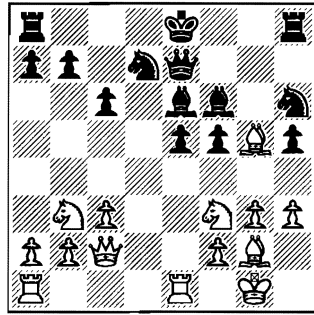
8. dxe5 dxe5
 9. Ngf3 Qe7
 10. exf5 gxf5
 11. 0-0 Be6
 12. Qc2 Nbd7
 13. Re1 Ng4?

Better is 13... Nd5 14. Nc4 e4
 —Kalinin.

14. Nb3 h5

If 14... 0-0-0 15. h3 Nh6 16.
 Bg5!

15. h3 Nh6
 16. Bg5 Bf6



17. Nxe5!! Bxb3

If 17... Bxg5, then 18. Ng6 Qf6
 19. Nd4, or 17... Nxe5 18. Rxe5
 Nf7 19. Bxf6 Qxf6 20. Re2 with a
 decisive advantage for White.

18. Nxd7! Bxc2
 19. Nxf6† Kf7
 20. Rxe7† Kxe7
 21. Ng8† Kf7
 22. Nxb6† Kg6
 23. Rc1! Ba4
 24. c4 c5
 25. b3 Be8
 26. Rd1! 1-0

For if 26... Kxg5 27. Rd6 Bg6
28. Nf7+! Bxf7 29. f4#.

[54]

Tukmakov, V—de la Riva, O
Malgrat de Mar 1993

1. d4 f5 2. g3 Nf6 3. Bg2 d6?!

The correct order of moves is
3... g6, and if 4. Nc3 then 4...d5.

4. Nc3 g6?!

We think that even here 4... d5
should be played.

5. e4 fxe4

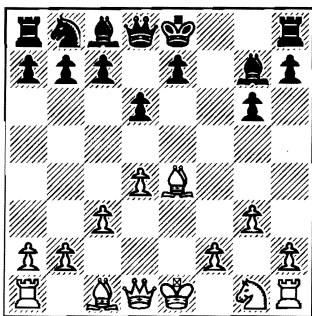
6. Nxe4 Nxe4?!

Probably 6... Bg7 is better.

7. Bxe4 Bg7

8. c3!?

This is an interesting new idea,
which is mentioned in only a few
books.



8. ... c6?!

Black already has serious prob-
lems. An opening trap is 8... 0-0?
because of 9. Bxb7! Bxb7 10. Qb3†
etc. Probably he should play 8...

Nd7, and if 9. h4 Nf6.

9. h4! e5

If now 9... Nd7 10. h5 Nf6 11.
h6! Bf8 12. Bg2 or 12. Bc2!? with
advantage—Tukmakov.

10. dxe5 Bxe5

11. Nf3 Bg4

12. Qd3 Bxf3

13. Qxf3 d5

14. Bc2 Nd7

15. 0-0 Qe7

If 15... Qf6 16. Qg4!

16. Bh6! 0-0-0

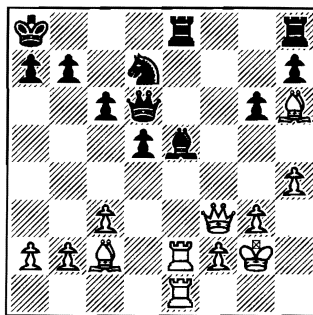
17. Rfe1 Qd6

18. Re2! Kb8

19. Rae1 Ka8

20. Kg2! Rde8?

This loses by force, but Black is
without any useful move.



21. Bg7 Rhg8

22. Qf7! 1-0

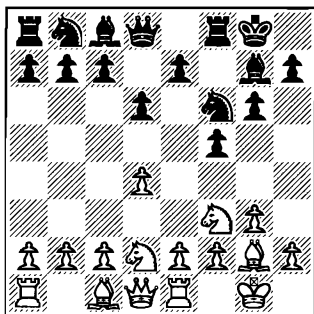
There is no defense against 23.
f4.

[55]

Dely,P—Engert

Luxembourg 1971

1. Nf3 f5 2. d4 Nf6 3. g3 g6 4. Bg2
Bg7 5. 0-0 0-0 6. Nbd2 d6 7. Re1

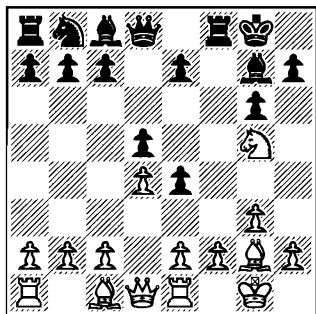


7. ... Ne4?

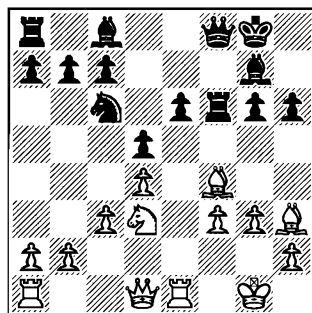
This continuation is rejected by theory because it is clearly worse than 7... Nc6 8. e4 fxe4 9. Nxe4 Nxe4 10. Rxe4 e5 11. dxe5 dxe5 12. Qe2 Bf5 and Black has active pieces. Now White achieves strong pressure along the e-file.

8. Nxe4 fxe4

9. Ng5 d5



10. f3! exf3
11. exf3 Nc6
12. c3 Rf6
13. Nh3 h6
14. Nf4 e6
15. Bh3 Qd6
16. Nd3 Qf8
17. Bf4



17. ... g5?
Falling into a trap.
18. Bxc7 Rxf3?
19. Nf4! 1-0.

[56]

Wirthensohn,H—Lin Ta

Novi Sad (ol) 1990

1. Nf3 f5 2. g3 Nf6 3. Bg2 d6 4. d4
g6 5. b3 Bg7 6. Bb2 0-0 7. 0-0 c6
8. Nbd2 Kh8?!

Theory recommends 8... a5 9. a4 Na6.

9. c4!?

This transposes into lines of A87, where ...Kh8 is waste of time. Also good is 9. Re1!? a5 10. a3, intend-

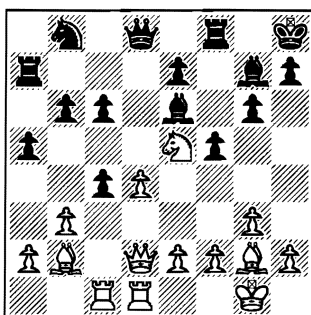
ing e4.

- | | | |
|-----|------|------|
| 9. | ... | Ne4 |
| 10. | Qc2 | d5 |
| 11. | Ne5 | Nxd2 |
| 12. | Qxd2 | Be6 |
| 13. | Qb4! | b6 |

If 13... Qc7 14. Rac1 with advantage.

- | | | |
|-----|------|------|
| 14. | Rfd1 | a5 |
| 15. | Qd2 | Ra7 |
| 16. | Rac1 | dx4? |

Black overlooks an elegant and quite hidden mating combination.

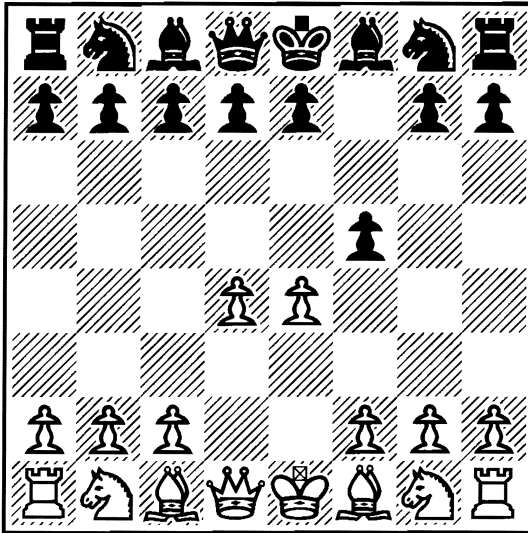


- | | | |
|-----|--------|------|
| 17. | d5! | cx45 |
| 18. | Nxg6†! | 1-0. |

Because of 18... hxg6 19. Qh6† and mate the next move.

Dutch Defense: New and Forgotten Ideas

A82



1. d4 f5 2. e4

2... e6.....	57
2... d6.....	58-61
2... fxe4 3. f3	62-63
2... fxe4 3. Nc3 Nf6 4. g4.....	64-67
2... fxe4 3. Nc3 Nf6 4. f3 c5 5. d5	68
2... fxe4 3. Nc3 Nf6 4. f3 exf3 5. Nxf3	69-73
2... fxe4 3. Nc3 Nf6 4. f3 Nc6.....	74-75
2... fxe4 3. Nc3 Nf6 4. f3 d5	76

[57]

Zherliukov—Averichev

USSR 1979

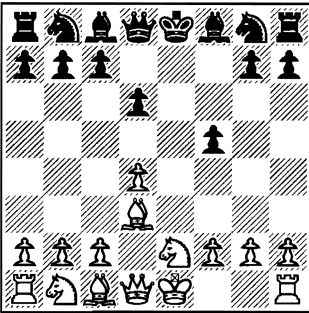
1. d4 f5 2. e4

White introduces the Staunton Gambit.

2. ... e6?
 3. exf5 exf5
 4. Bd3 d6

Instead 4... d5 transposes into an unsatisfactory variation of the French Defense: 1. e4 e6 2. d4 d5 3. Bd3 (3. Nd2) f5 or 3. exd5 exd5 4. Bd3 f5.

5. Ne2!?

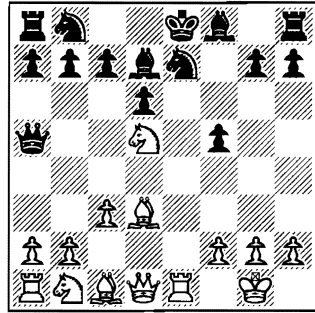


This is a forgotten idea. Theory recommends 5. Nf3 Nf6 6. 0-0 Be7 7. Re1 and according to Taimanov, White stands better.

5. ... Qf6
 6. 0-0 Ne7
 7. Re1 Bd7?
 8. Nf4! Qxd4?

Black had to play 8... Kd8 if he wanted to continue to live.

9. c3 Qb6
 10. Nd5 Qa5



11. Bc4! 1-0.

The deadly threat is 12. b4. If 11... c6, then 12. Nxe7 Bxe7 13. Bg5 or 11... Kd8 12. Bg5 Nbc6 12. b4, or 11... Qc5 12. Qe2 Nbc6 13. b4.

[58]

Duhrssen—Balogh, J

Corr. 1928

1. e4 d6 2. d4 f5

This is the stem game of the so-called "Balogh's Defense," another order of moves to enter the variation is 1. d4 f5 2. e4 d6.

3. Nc3 Nf6
 4. Bd3 Nc6
 5. exf5?!

White's best is 5. Nf3—see the next game.

5. ... Nxd4
 6. g4 h5
 7. f3 hxg4
 8. fxg4 Qd7!
 9. h3 Qc6

10. Rh2 Qc5
Black's Queen is tireless!

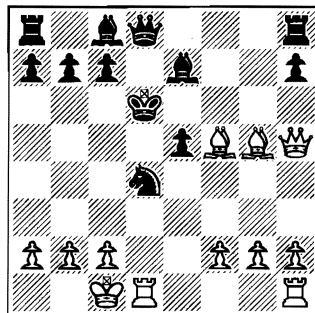
11. Bf4??

White should play 11. Kf1 or 11.

Rf2 – assessment unclear.

11. ... e5!
12. Bg5? Ne6!
0-1.

11. Bxg5 Be7
12. Bf5† Kd6
13. 0-0-0† Nd4



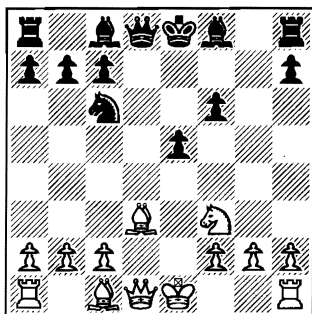
[59]

Leko, P—Tornyai, J
Kecskemet 1992

1. e4 d6 2. d4 f5 3. Nc3 Nf6 4. Bd3
Nc6 5. Nf3! fxe4

Known is 5... g6 6. exf5 gxf5 7.
Qe2 Bg7 8. Bc4! d5 9. Bb5 0-0 10.
0-0 with advantage for White.

6. Nxe4 e5
7. dxe5 dxe5
8. Nxf6† gxf6?



Mandatory was 8... Qxf6.

9. Ng5!

Initiating a decisive attack.

9. ... ffg5
10. Qh5† Kd7

14. Bf4! Kc6

No better is 14... c5, for example
15. Bxc8 exf4 16. Bxb7 Rb8? 17.
Rxd4†! cxd4 18. Qd5† Kc7 19.
Qc6#.

15. Be4† Kb6
16. Bxe5 c5
17. c3 Qg8
18. cxd4 Bg4
19. dxc5† Kb5
20. a4† Kxa4
21. Rd4† Ka5
22. b4† 1-0.

[60]

Horvath—Podhola
Budapest 1959

1. d4 f5 2. e4 d6 3. Nc3 g6 4.
Bd3

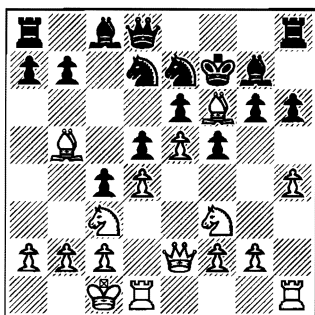
Probably even stronger is 4.
h4!—see game 6.

4. ... e6?

- | | | |
|----|-----|-----|
| 5. | Nf3 | Bg7 |
| 6. | Bg5 | Ne7 |
| 7. | e5 | d5 |
| 8. | Qe2 | Nd7 |

If 8... h6 9. Bf6!

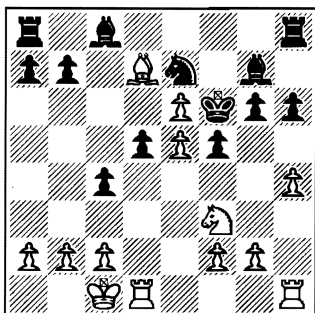
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|-----|-------|-----|
| 9. | 0-0-0 | c5 |
| 10. | Bb5 | c4 |
| 11. | h4 | h6 |
| 12. | Bf6 | Kf7 |



- | | | |
|-----|-------|------|
| 13. | Nxd5! | exd5 |
| 14. | e6† | Kxf6 |
| 15. | Bxd7 | Qc7? |

If 15... Bxd7 16. Qe5#. The only defense was 15... Nc6 16. Bxc6 Bxe6, but after 17. Rhe1! White has a winning position.

- | | | |
|-----|------|------|
| 16. | Qe5† | Qxe5 |
| 17. | dxe5 | 1-0. |



This is a very rare mating pattern.

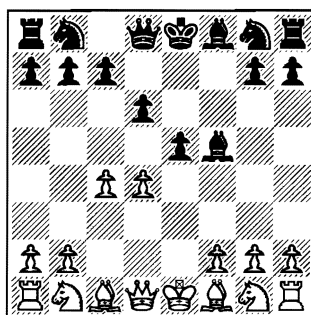
[61]

Bardos—Balogh, J
Corr. 1933

1. e4 d6 2. d4 f5 3. exf5 Bxf5 4. c4

Instead 4. Qf3 or 4. Bd3 are considered as leading to a better game for White.

4. ... e5



5. dxe5?!

Overlooking Black's strong replay. After 5. d5 or 5. Nf3 White stands well.

5. ... Nc6!

6. exd6?

After 6. Nf3 dxe5 Black has better chances, while now his advantage in development quickly decides.

- | | | |
|----|-----|-------|
| 6. | ... | Bxd6 |
| 7. | Nf3 | Qe7† |
| 8. | Be2 | 0-0-0 |

9. Nbd2 g5
 10. h3 Nf6
 11. Qb3 Rhe8
 12. Qe3 Qg7
 0-1.

14. Kd1 Bg6
 15. Bb5 0-0-0
 16. Be2 h5
 17. Nc3 Nxa1
 18. Bc4 Bd6
 19. Bh4 Nc2
 20. Bxd8 Rxd8
 0-1.

[62]

Elo,A—Powers,E
Milwaukee 1948

1. d4 f5 2. e4 fxe4 3. f3 e5!?

It's clear that 3... exf3 4. Nxf3 Nf6 5. Bd3 gives White good compensation for the pawn. For 3... d5—see the next game.

4. dxex5 Nc6

Deserving of attention is the untested 4... d5!?

5. Qd5 exf3

ECO assesses 5... Qe7 6. f4 d6 7. exd6 cxd6 8. Bb5 Bd7 9. Nc3 Nf6 as equal. We think that the position is unclear and needs further testing.

6. Nxf3 Nge7

7. Qe4 d5

8. exd6 Qxd6

9. Bf4 Bf5

According to *ECO* the position is equal. The rest of the game shows that Black's chances are in fact preferable.

10. Bxd6 Bxe4

11. Bxc7? Nd5!

12. Bg3 Ne3

13. Nfd2 Nxc2†

[63]

de Mey—O'Kelly,A
Belgium (ch) 1935

1. d4 f5 2. e4 fxe4 3. f3 d5 4. fxe4 dxex4 5. Be3?

Instead 5. Nc3 Nf6 6. Bg5 transposes into game 19.

5. ... Nf6

6. c4?! e5

7. Nc3 exd4

8. Qxd4 Qxd4

9. Bxd4 Be7

10. 0-0-0 Bf5

White has nothing to show for the sacrificed pawn.

11. Bxf6?

This is poor calculation in a lost position.

11. ... Bxf6

12. Nxe4? Bxe4

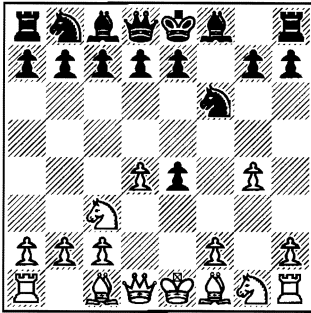
13. Re1 Bg5†

14. Kd1 0-0

0-1.

[64]
Tartakower,S—Mieses,J
Baden Baden 1925

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
 g4!?



The Bayonet attack.

4. ... d5

Theory considers 4... h6 as better—see game 66.

5. g5 Ng8

6. f3 exf3

7. Qxf3 e6?

Kuzminikh recommends 7... Nc6!? 8. Be3 e5.

8. Bd3 g6

9. Nge2

White has no direct threats, but he continues the mobilization of his forces at a very swift tempo—Tartakower.

9. ... Qe7

If 9... Bg7 then 10. 0-0! Qe7 11. Bf4 c6 12. Be5 as in the actual game.

10. Bf4 c6

11. Be5 Bg7

12. Qg3! Na6

13. 0-0 Bd7

14. Bd6 Qd8

15. Qf4 1-0.

[65]
Cherepkov,A—Livshits
USSR 1964

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
 g4!? d5 5. g5 Ng8 6. f3 e5 7. dxe5
 exf3?

7... Bb4 is to be preferred, but according to my (Minev) recommendation in *ECO*, after 8. fxe4! d4 9. a3 Ba5 10. b4 dxc3 11. Qxd8† Kxd8 12. bxa5 White retains slightly better chances.

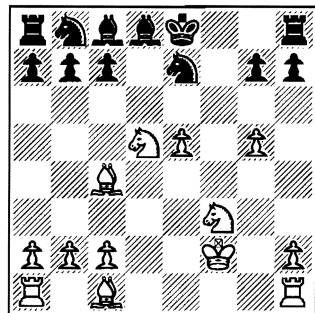
8. Qxd5 f2†

9. Kxf2 Be7

10. Bc4 Qxd5

11. Nxd5 Bd8

12. Nf3 Ne7



13. Nf6†! gxf6

Black's position seems to be hopeless in all variations, e. g. 13...

Kf8 14. Rd1 Nbc6 15. e6 etc.

14. gxf6 h6

15. f7† 1-0.

For if 15... Kf8 16. Rg1 and 17. Bxh6†!.

14. ... e5!

15. Bxe5 Nxe5

16. Qxe5 Qxb2

17. Kd2 Bb4

18. Qe3

[66]

Barta—Hasek

Podebrady II 1936

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. g4 h6

Considered as Black's best.

5. g5 hxg5 6. Bxg5 d5 7. f3

If 7. Qd2 Bf5 8. 0-0-0 c6 9. f3 Nbd7 and White's compensation for the pawn is very problematical.

7. ... exf3!?

Or 7... Bf5!? 8. Bg2 e3 and Black stands well.

8. Qxf3 c6

9. Bd3 Qb6

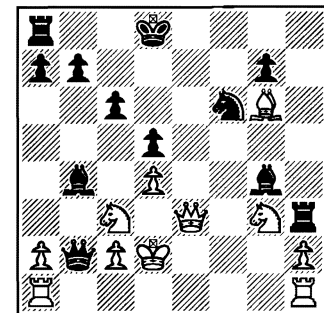
10. Bg6† Kd8

11. Nge2 Bg4

12. Qe3 Nbd7

13. Bf4 Rh3

14. Ng3



18. ... Rh6!!

The surprising point of the whole counterattack that began with 14... e5!. Now Black wins at least a piece.

19. Bf7

If 19. Bf5 then 19... Bxf5 20. Nxf5 Ne4† winning.

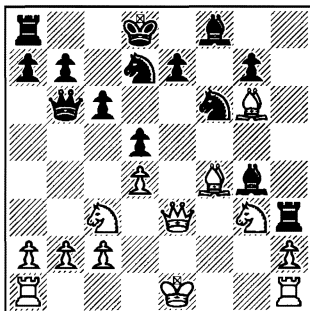
19. ... Qxc3†

20. Qxc3 Bxc3†

21. Kxc3 Ke7!

0-1.

White's Bishop is trapped!



[67]

Kish,E—Pabst,W

Corr. 1946

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. g4 h6 5. f4 d5

If 5... exf3? 6. Bd3.

6. **Be2** **g6**

7. **f5!?**

This is a forgotten idea. *ECO* deals only with 7. **Be3** **h5** 8. **g5** **Ng8** 9. **Qd2** **e6** etc., assessing the position in Black's favor.

7. ... **g5?**

Critical is 7... **gxf5** 8. **gxf5** **Bxf5** 9. **Bh5†** **Kd7**, and White's compensation is dubious.

8. **h4** **Rg8**

9. **Nh3** **Nh7**

10. **Be3** **e6**

11. **Qd2** **Be7**

12. **0-0-0** **Qd6**

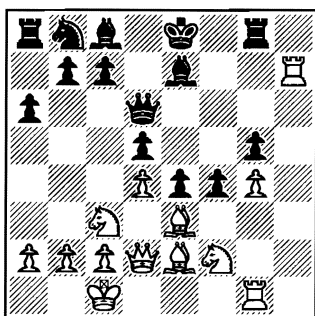
13. **Rdg1** **a6**

14. **hxg5** **hxg5**

15. **Nf2** **exf5**

Or 15... **Nf8** 16. **Nfxe4!** with a strong attack.

16. **Rxh7** **f4**



17. **Nfxe4!** **dxg4**

18. **Nxe4** **Qg6**

19. **Bd3!** **fxe3**

20. **Qxe3** **Kd8**

21. **Rxe7!** **Nc6**

If 21... **Kxe7** 22. **Nc5†** and

White wins.

22. **Nc5** **Qf6**

23. **Re4** **Nb4**

24. **Bc4** **1-0.**

[68]

Nemeth,G—Nagy,G

Corr. 1967

1. **d4** **f5** 2. **e4** **fxe4** 3. **Nc3** **Nf6** 4. **f3** **c5?! 5. d5** **Qa5** 6. **fxe4!?**

Another option is 6. **Bd2** **e3** 7. **Bxe3** **e6** 8. **Bc4??** (If 8. **dxg6** **d5!** unclear. Correct is 8. **Bd2!**) **b5** 9. **Bd3** **b4** 10. **Nce2** **Nxd5** 11. **Bd2** **Nc6** 12. **a3** **Qb6** 13. **f4** **g6** 14. **Be4** **Bg7** 15. **Rb1** **Ba6** 16. **Nh3** **Rb8** 17. **axb4** **Ndxb4** 18. **0-0** **Nd4** 19. **Bf3** **Nbxc2** 20. **Ng5** **Bd3** 21. **Kh1** **c4 0-1** *Bosz—Nagy,G. Corr. 1968.*

6. ... **Nxe4**

7. **Qh5†** **g6**

Or 7... **Kd8?! 8. Qf3** **Nxc3?** 9. **Bd2** with advantage for White.

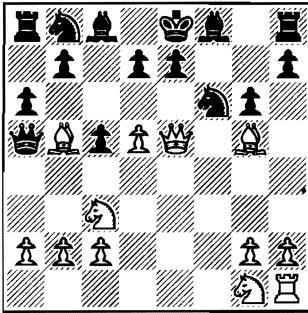
8. **Qe5** **Nf6**

9. **Bb5!**

This is an ingenious introduction to the following attack. If immediately 9. **Bg5** **d6!** or 9. **d6** **Nc6!**.

9. ... **a6**

10. **Bg5**



10. ... Bg7?

Loses. Still playable is 10... axb5 11. Bxf6 d6 12. Qe2 Rg8, and White cannot play 13. Qxb5? because of 13... Qxb5 14. Nxb5 Ra5!

11. d6 Qd8
 12. Nd5! Kf7
 13. dxe7 Qa5†
 14. c3 d6
 15. e8=Q† Nxe8
 16. Qe7† 1-0.

[69]

Denker, A—Robbins
 USA (Simul) 1934

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. f3 exf3? 5. Nxf3 e6

An interesting alternative is 5... g6, for example 6. Bf4 Bg7 7. Qd2 0-0 8. Bh6 d5 9. Bxg7 Kxg7 10. Bd3 Nc6 11. 0-0 and, according to Bronstein, White has enough compensation for the pawn. For 6. Bg5!? see games 79-80.

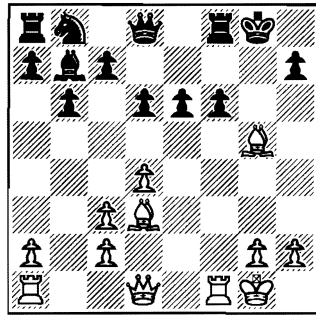
6. Bd3

For 6. Bg5 see games 90-91.

6. ... Bb4?
 7. 0-0 Bxc3?!
 8. bxc3 b6
 9. Bg5 Bb7
 10. Ne5 0-0
 11. Ng4!? d6?

More resistance is offered by 11... Qe7.

12. Nxf6† gxf6



13. Bxh7†!

This is more forcing than 13. Qh5, which also wins.

13. ... Kg7
 14. Qh5! fxe4
 15. Qg6† Kh8
 16. Bg8! 1-0.

Elegant! If 16... Rxe8 17. Qh6 “solo-mate!”

[70]

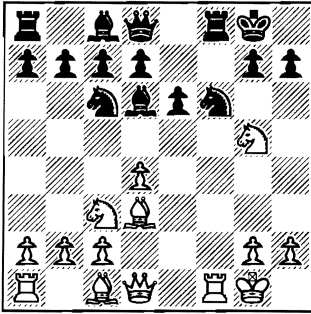
Woolford—Hart
 Hastings 1952/53

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. f3

exf3? 5. Nxf3 e6 6. Bd3 Bd6?

A bad extravaganza!

7. 0-0 Nc6
8. Ng5! 0-0



9. Nxf7! Nxf7
10. Bxf7† Kxf7
11. Qh5† Kg8
12. Bg5 Ne7

If 12... Qe8 13. Rxf8† Qxf8 14. Rf1, or 12... Be7 13. Rxf8† Qxf8 14. Rf1 Qd8 15. Ne4! and White wins.

13. Ne4 Qe8

Or 13... Rf5 14. Rxf5 exf5 15. Nxd6 cxd6 16. Re1 and wins.

14. Rxf8† Qxf8
15. Bxe7 Bxe7
16. Rf1 Bf6

If 16... Qd8 17. Qf7† Kh7 18. Rf3.

17. Rxf6! gxf6
18. Qg6† Kh8

If 18... Qg7 19. Nxf6† Kf8 20. Qe8# or 19... Kh8 20. Qh5† (20. Qe8†), and mate next move.

19. Nxf6 1-0.

[71]

Pokorny,A—Olexa

Brunn 1935

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. f3 exf3? 5. Nxf3 e6 6. Bd3 Be7 7. 0-0 b6

ECO recommends 7... 0-0, but after 8. Qe2 Nc6 9. a3 b6 10. Ne4 Qe8 11. c3 Bb7 12. Nfg5! White maintains good attacking chances as compensation for the pawn.

8. Qe2 0-0
9. Ng5! Bb7

In a position similar to the last game, White shows a different way to attack.

10. Rxf6! Rxf6

If 10... Bxf6 then 11. Bxh7† Kh8 12. Bg6! (12. Qh5?? Bxd4†) Bxd4† 13. Kh1 Kg8 14. Bd2! and White's attack should succeed—K. Richter.

11. Bxh7† Kf8
12. Bd3!

There is no adequate defense against the threats 13. Qh5 and 13. Nh7†.

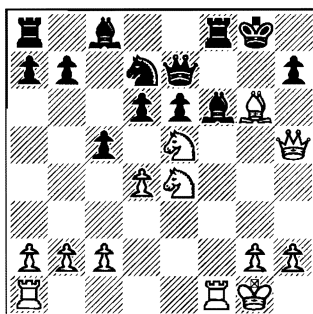
12. ... Rf5
13. Bxf5 Bxg5
14. Bxg5 Qxg5
15. Be4 Bxe4
16. Nxe4 Qg6
17. Rf1† Ke7

Better is 17... Kg8, but after 18. Rf3! Nc6 19. Nf6† Kf7 (19... gxf6 20. Rg3) 20. Nxd7† Ke7 21. Ne5

White should also win.

18. Qf2! 1-0.

For if 18... Nc6 (18... Qxe4 19. Qf8#) 19. Qh4† Ke8 20. Qh8† Ke7 21. Qxa8, or if 18... d6 19. Qf8† Kd7 20. Rf7† Kc6 21. Qe8† Kd5 (21... Kb7 22. Nxd6† Ka6 23. Qa4#) 22. Nc3† Kxd4 23. Rf4† and 24. Qxg6.



[72]

Hermann,L—Tagmann

Belgrade (Mitropa Cup) 1956

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. f3 exf3? 5. Nxf3 e6 6. Bd3 c5 7. 0-0 Be7

If 7... cxd4 8. Ne4!, threatening 9. Nxf6† Qxf6 10. Bg5 is the original note by Hermann, not Taimanov, as claimed by *ECO*.

8. Ne5 0-0

9. Bg5 d6?

Loses. Black must play 9... Qe8!?, still with good compensation for White after 10. dxc5 Bxc5† 11. Kh1 etc.

10. Bxf6 Bxf6

11. Qh5 g6

If 11... h6 12. Qg6 dxe5 13. Qh7† Kf7 14. Rxf6† and wins, or 12... Re8 13. Qh7† Kf8 14. Qh8† Ke7 15. Qxg7† Bxg7 16. Rf7#.

12. Bxg6 Qe7

13. Ne4 Nd7

14. Bxh7#!

But not 14. Nxd7?! Bxd4† 15. Kh1 Bxd7.

14. ... Qxh7

15. Qg4†! Qg7

If 15... Bg7 16. Qxe6† Kh8 17. Ng6†.

16. Qxe6† Kh8

17. Rf3 dxe5

18. Rh3† Qh7

19. Rxh7† Kxh7

20. Nxf6† Nxf6

21. Qe7† Kg8

22. dxe5 Ne4

23. e6! b6

24. Re1 Ba6

25. h3 1-0.

If 25... Rae8 26. Qxa7, or 25... Nf6 26. Re5 Nh7 27. Rh5 and wins.

[73]

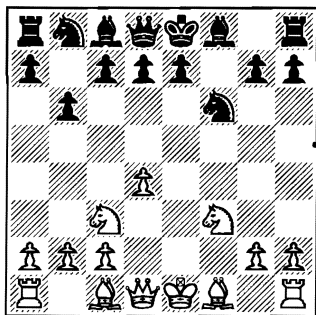
Trmal—Skokan

Brno 1961

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.

f3 exf3? 5. Nxf3 b6?

Black plays this move with the idea to exchange light squared Bishops. However, this maneuver wastes a substantial amount of time, which is so important in all gambit openings.



6. Ng5!

The trivial 6. Bd3 Ba6 7. 0-0 is also good, but the text is a direct refutation.

6. ... Ba6

If 6... h6? 7. Qd3!, or 6... Bb7 7. Bd3, threatening 8. Nxf7 or 8. Bxf7.

- | | | |
|-----|--------------|-------------|
| 7. | Qf3 | c6 |
| 8. | Bf4 | Qc8 |
| 9. | 0-0-0 | h6 |
| 10. | Nge4 | Kd8 |
| 11. | d5 | cxd5 |
| 12. | Nxd5 | Nxd5 |
| 13. | Rxd5 | Bb7 |
| 14. | Rf5! | g6 |
| 15. | Rf7 | Ke8 |
| 16. | Be5 | Bxe4 |
| 17. | Qxe4 | Qc6 |
| 18. | Qf4 | g5 |

19. Qf5 Qe6

Or 19... Rg8 20. Bxb8 (20. Bb5 Qxb5 21. Rf1 also wins) Rxb8 21. Bb5 Qc7 22. Rf1 and wins.

- | | | |
|-----|-------------|--------------|
| 20. | Qxe6 | dxex6 |
| 21. | Rf3 | Rg8 |
| 22. | Bb5† | Kd8 |
| 23. | Rd1† | Kc8 |
| 24. | Rc3† | 1-0. |

[74]

Simagin, V—Kopylov, N

USSR (ch) 1951

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. f3 Nc6 5. fxe4

This is considered more promising than 5. d5 Ne5 6. fxe4 d6 7. Nf3 Nxf3† 8. Qxf3 e5 with approximately equal chances.

5. ... e5

- | | | |
|----|--------------|-------------|
| 6. | dxex5 | Nxe5 |
| 7. | Nf3 | d6?! |

ECO recommends 7... Bd6 8. Bg5 h6 9. Bh4 Ng6 10. Bg3! Bxg3† 11. hxg3 Qe7 12. Qd4, with a small plus for White, *Grigorian—Tal, USSR 1972.*

8. Bf4 Nxf3†

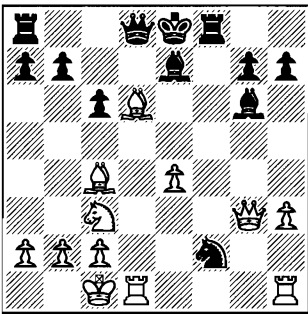
No better is 8... Ng6 9. Bg3 Nh5 10. Bf2 Nh4 11. Bd4 c6 12. Qd2 Qa5 13. Be3 Ne6 14. Bc4 with an advantage for White. For 8... Bg4—see the next game.

- | | | |
|-----|-------------|------------|
| 9. | Qxf3 | Bg4 |
| 10. | Qf2 | Be7 |

11. Bc4 c6
 12. h3 Bh5
 13. g4 Bg6
 14. 0-0-0 Rf8
 15. Qg3 Nxg4
 16. Bxd6

But not 16. hxg4 or 16. Qxg4,
 because of 16... Rxf4!

16. ... Nf2



17. Bxe7 Qxe7
 18. Nb5! cxb5

If 18... Nxd1 19. Nc7† Kd8
 20. Rxd1† Kc8 21. Be6† Kb8 22.
 Na6#.

19. Bxb5† Kf7
 20. Qb3†! Qe6

Or 20... Kf6 21. Qf3† with mate
 in a few moves.

21. Bc4 1-0.

[75]

Toran,R—Canal,E
 Venice 1953

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
 f3 Nc6 5. fxe4 e5 6. dxe5 Nxe5 7.

- Nf3 d6?! 8. Bf4 Bg4 9. Bxe5 dxe5
 10. Qxd8† Rxd8 11. Nxe5 Bb4
 12. Bd3 Bh5 13. 0-0 0-0 14. Rae1
 Rde8 15. Nf3 Ng4 16. Nd4??

According to *ECO*, White keeps
 the advantage by 16. Kh1.

16. ... Rxf1†
 17. Bxf1

If 17. Rxf1 Bc5 18. Nce2 Ne3,
 followed by 19... Bxe2, and Black
 wins.

17. ... Bc5
 18. Nce2 Rxe4
 19. c3 Ne5
 0-1.

If 20. Kh1 Bxd4 21. cxd4 Nd3
 22. Rd1 Bxe2 and Black wins.

[76]

Lelchuk,Z—Shafranska,A
 Tbilisi 1982

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
 f3 d5 5. Bg5!?

The position arising from the
 book line after 5. fxe4 dxe4 6.
 Bg5 Bf5 7. Bc4 Nc6 8. Nge2 Qd7
 is shown in game [19] Codazza—
 Passelli. White's idea to keep the
 tension in the center, promoted
 in this game, is omitted in most
 books.

5. ... Bf5
 6. Qd2 c6
 7. 0-0-0 Nbd7
 8. Nge2 exf3

Dutch Defense: New and Forgotten Ideas

Better is 8... Qa5, intending ...
0-0-0.

- | | | |
|------------|-------------|-------------|
| 9. | gxf3 | Nb6 |
| 10. | Ng3 | Bd7 |
| 11. | Re1! | Nc4? |

Maybe Black should try 11... e6,
and if 12. Nf5 g6 13. Nh6 Be7.

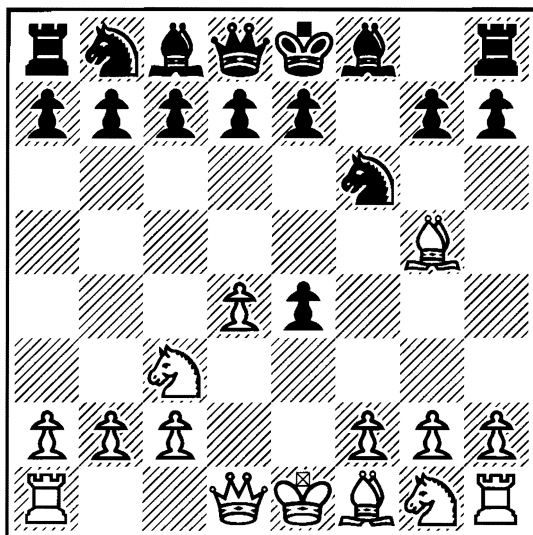
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|------------|-------------|--------------|
| 12. | Bxc4 | dxg4 |
| 13. | Nce4 | e6 |
| 14. | Nh5 | Nxe4 |
| 15. | fxe4 | c3 |
| 16. | Qf4 | cxb2† |
| 17. | Kb1 | Qb8 |
| 18. | e5 | h6 |

There is no adequate defense
against the mating threat Rhf1. If
18... Be7 19. Nxc7 Kd8 20. Bxe7†
Kxe7 21. Qf6#.

- | | | |
|------------|------------|-------------|
| 19. | Bh4 | g5 |
| 20. | Qf6 | 1-0. |

If 20... Rg8 or 20... Rh7, then
21. Rhf1 is decisive.

A83



1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5

4... b6.....	77-78
4... g6 5. f3	79-80
4... g6 5. h4.....	81-82
4... c6 5. Bxf6.....	83
4... c6 5. f3 d5	84
4... c6 5. f3 exf3	85-88
4... e6 5. Bxf6.....	89
4... e6 5. f3	90-91
4... e6 5. Nxe4 Be7.....	92-95
4... Nc6 5. d5.....	96-97
4... Nc6 5. Nh3.....	98

[77]

Sokolsky, A—Kofman
Ukrainian (ch) 1948

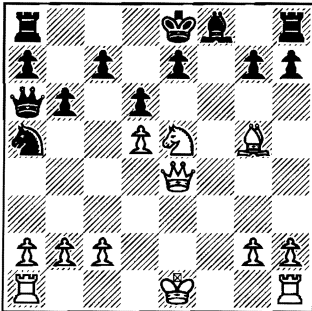
1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 b6 5. f3 Bb7?!

For another dubious continuation, 5... exf3 – see the next game. In our opinion Black's best reply is 5... e3.

6.	fxe4	Nxe4
7.	Nxe4	Bxe4
8.	Nf3	Qc8

If 8... g6 then 9. Ne5! Bg7 10. Bc4—Sokolsky.

9.	Bd3	Bxd3
10.	Qxd3	Qa6
11.	Qe4	Nc6
12.	d5	Na5
13.	Ne5	d6?



This loses. Black best is 13... Nb7, but after 14. c4 0-0-0 15. 0-0 White has the advantage.

14.	Nf7!	Kxf7
15.	Rf1†	Ke8
16.	Rxf8†	1-0.

[78]

Harris—Pollitt
Birmingham 1951

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 b6 5. f3 exf3?! 6. Nxf3 e6?

Theory shows 6... Bb7 7. d5! with better chances for White.

7.	Bd3	Bb7
8.	0-0	Na6

A weak move, but Black is already in trouble. If 8... Be7 9. Ne5 0-0 10. Bxf6 Bxf6 11. Qh5.

9.	Ne5	Be7
10.	Bxf6	Bxf6
11.	Qh5†	g6
12.	Bxg6†	Ke7
13.	Rxf6!	hxg6

Or 13... Kxf6 14. Rf1† Ke7 15. Rf7† Kd6 16. Nc4† Kc6 17. Qb5#.

14.	Rf7†	1-0.
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[79]

Réti, R—Euwe, M
Amsterdam (m-2) 1920

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 g6 5. f3 exf3 6. Nxf3 Bg7?!

Recent theory recommends 6... d5!?, avoiding 7. Bc4.

7.	Bd3
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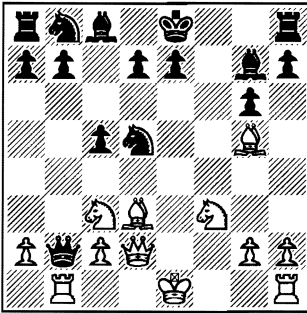
Perhaps 7. Bc4 is stronger—see the note above and the next game.

7.	...	c5?!
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The alternative is 7... 0-0 when

after 8. Qd2 d6 9. 0-0-0 Bg4 10. Rde1 Nc6 11. Bc4† Kh8 12. Be6 Bxe6 13. Rxe6 Qd7 14. Rhe1 Rhe8, White stands slightly better, *Karaklajic—Matulovic, Yugoslavia (ch) 1961*. Worthy of attention is 9. 0-0!?, followed by Rae1.

- | | | |
|-----|------|--------|
| 8. | d5 | Qb6 |
| 9. | Qd2! | Qxb2? |
| 10. | Rb1 | Nxd5!? |



This move has been condemned but in fact is probably Black's best try in the position. 10... Qa3 loses to 11. Nb5 Qxa2 12. 0-0 Na6 13. Ra1! winning.

- | | | |
|-----|-------|-------|
| 11. | Nxd5! | Qxb1† |
| 12. | Kf2 | Qxh1 |
| 13. | Bxe7 | |

With his poor development and Queen out of play, Black is helpless against the forthcoming attack.

- | | | |
|-----|-----|----|
| 13. | ... | d6 |
|-----|-----|----|

Or 13... Rf8 14. Bd6! Bd4† 15. Kg3 Rxf3† 16. Kxf3, and Black has no adequate defense against the mating threats 17. Qe2† and 17. Qh6. Books on Réti by Kalendo-

vsky and Golombek don't mention Bob Long's suggestion 13... Qa1 which seems to leave White with at best a draw.

- | | | |
|-----|------|------|
| 14. | Bxd6 | Nc6 |
| 15. | Bb5 | Bd7 |
| 16. | Bxc6 | bxc6 |

If 16... 0-0-0 17. Ne7#, or 16... Bxc6 17. Qe2† Kf7 18. Qe7† Kg8 19. Qe6#.

- | | | |
|-----|------|------|
| 17. | Qe2† | 1-0. |
|-----|------|------|

For if 17... Kd8 18. Be7† Kc8 19. Qa6† Kb8 20. Bd6#, or 17... Kf7 18. Qe7† Kg8 19. Qxd7 etc.

[80]

Shadurskis—Bonewille

Corr. 1978/79

- | | | | | | | | |
|----|---------|----|------------|----|----------|----|--------|
| 1. | d4 f5 | 2. | e4 fxe4 | 3. | Nc3 Nf6 | 4. | Bg5 g6 |
| 5. | f3 exf3 | 6. | Nxf3 Bg7?! | 7. | Bc4! c5? | | |

ECO shows 7... c6 8. Qd2 d5 9. Bd3 0-0 10. 0-0 Nbd7 11. Bh6 Nb6 12. Bxg7 Kxg7 13. Rae1, and White keeps his positional compensation for the sacrificed pawn.

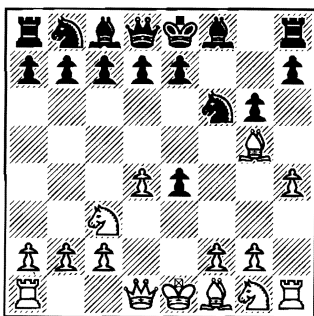
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|-----|-------|------|
| 8. | dx5! | Qa5 |
| 9. | Qe2 | Qxc5 |
| 10. | 0-0-0 | e6 |
| 11. | Nb5 | 0-0 |
| 12. | Be3 | Qc6 |
| 13. | Nfd4 | Qe4 |
| 14. | Bd3 | Qg4 |
| 15. | Nc7 | Qxe2 |
| 16. | Bxe2 | Nd5 |

17. **Nxd5** **exd5**
 18. **Bf3** **Nc6**
 19. **Bxd5†** **Kh8**
 20. **Nb5** **Be5**
 21. **Rhf1!** **1-0**

[81]

Lange, W—Schlender
Barmen 1936

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
 Bg5 g6 5. h4!?



5. ... **d6**

If 5... Bg7 6. h5! Nxf3? 7. Rxh5 gxh5 8. Qxh5† Kf8 9. Nd5 Nc6 10. Bc4 Qe8 11. Qxe8† Kxe8 12. Nxc7† Kd8 13. Nxa8 Bxd4 14. c3 Be5 15. 0-0-0 b6 16. Bd5 Bb7 17. Nxb6 axb6 18. Bxe4 with an advantage for White—analysis by Kastner. For *ECO*'s recommendation, 5... d5—see the next game.

6. **f3** **exf3**

7. **Nxf3** **Be6?**

Black should try 7... Bg7, and if 8. Bc4 c6, followed eventually

by ... d5.

8. **Qe2!** **Kf7**

If 8... Qd7?? 9. Bxf6 exf6 10. d5.

9. **0-0-0** **Bg7**
 10. **Re1** **Qd7**
 11. **Bd2** **Bf5**
 12. **Qf2** **Re8**
 13. **h5!** **Nc6**
 14. **hxg6†** **Bxg6**
 15. **Bc4†** **Kf8**
 16. **Be6** **Qd8**
 17. **d5** **Ne5**
 18. **Rxe5!** **dxex5**
 19. **Nxe5** **1-0.**

There is no defense against 20. Nd7†.

[82]

Corinthios, M—Echte, A
Corr. 1987

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
 Bg5 g6 5. h4!?

d5 6. h5! Bf5
 If 6... Bg4 7. Be2 gxh5, then 8. Nh3!, intending Nf4, White stands better—analysis by the author (Minev), adopted by *ECO*. In case of 6... Bg7 7. h6 Bf8 8. f3! Qd6 9. Nge2 exf3 10. gxf3 c6 11. Qd2, followed by 12. 0-0-0, White has good compensation for the sacrificed pawn.

7. **hxg6** **Bxg6**

8. **Qd2**

Here again 8. Nh3!?, intending

9. Nf4, is worthy of examination.

8. ... Nc6?!

Correct is 8... c6 or 8... Bg7.
with an unclear position.

9. Bb5 Qd7?

Perhaps 9... a6!? is better.

10. Na4 0-0-0

11. Qc3 Qg4

12. Bxc6 Qxg5

13. Bxb7! Kxb7

14. Nc5† 1-0.

For if 14... Ka8 15. Ne6 and wins.

[83]

Amateur—Steinitz,W

Hague 1873

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6
4. Bg5 c6 5. Bxf6? exf6 6. Nxe4
Qb6!?

This is a very interesting and completely forgotten continuation. *ECO* deals only with 6... d5 7. Ng3 Bd6 8. Bd3 0-0 9. Qf3 f5! and Black stands slightly better.

7. Qe2?!

The play in gambit style 7. Bd3!? Qxb2 8. Nf3 (8. Ne2) is probably more appropriate.

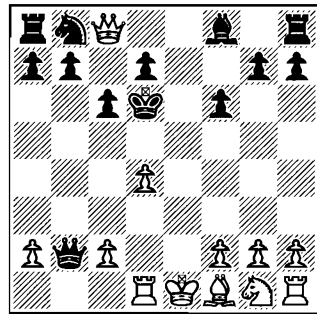
7. ... Qxb2!

8. Nd6† Kd8

9. Qe8† Kc7

10. Qxc8† Kxd6

11. Rd1



11. ... Na6!!

12. Qxa8 Kc7

13. Qxa7

If 13. c3 Bb4!!

13. ... Bb4†

14. Ke2 Qxc2†

15. Kf3 Qf5†

16. Kg3 Bd6†

17. Kh4

17. f4 prolongs the resistance, but does not save the game.

17. ... Qg5†

18. Kh3 Qh5#

0-1.

[84]

Probst,D—Luber,R

Switzerland 1993

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 d5 6. fxe4 dxe4 7. Bc4 Nbd7?!

The trivial continuation here is 7... Bg4 8. Qd2 e6. In this game Black has in mind something different.

8. Nge2 Qa5

ECO deals only with Taimanov's analysis: 8... Nb6 9. Bb3 Nbd5 10. 0-0, with advantage for White.

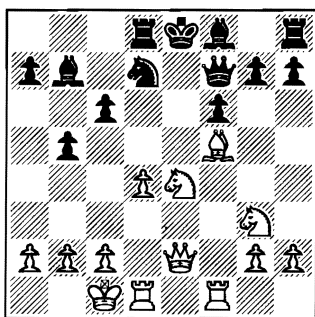
9. Qd2 Qf5

That's that. Obviously Black's idea is to support his e4-pawn with the Queen, but is this an appropriate task for the strongest piece?

10. Ng3 Qg6
 11. 0-0-0 b5
 12. Bb3 Bb7
 13. Be6 Rd8
 14. Rhf1 Nc5
 15. Bf5 Qf7
 16. Bxf6 exf6

No better is 16... gxf6 17. Qe2 Ne6 18. Nxb5 cxb5 19. Qxb5† Rd7 20. d5 etc.

17. Qe2 Nd7
 18. Ncxe4 1-0.



There is no more helpless position than this: 18... Qc4 19. Nd6† is a double check and mate, 18... Qe7 19. Nd6† is a simple mate, 18... Be7 19. Nd6† loses the Queen and 18... Ne5 prolongs resistance for only a

few moves.

[85]

Kuck—Heil

Corr. 1953

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 exf3 6. Nxf3 e6? 7. Bd3 Be7 8. Ne5 0-0 9. Bxf6 Bxf6

Better, but still inadequate, is 9... Rxf6 10. Qh5 g6 11. Nxc6! Qe8 12. Nxe7† Qxe7 13. 0-0-0 d5 and now 14. Rde1 with advantage for White, as in *Lasker—Pillsbury, Paris 1900*, or probably even stronger 14. Rhf1!? Nd7 15. Rf3.

10. Qh5 g6

Or 10... h6 11. Qg6 Bxe5 12. dxe5 with a winning attack, for example: 12... Qg5 (12... Rf7 13. Qh7† Kf8 14. Bg6) 13. Qh7† Kf7 14. 0-0† Ke7 15. Rxf8 Kxf8 16. Rf1† Ke7 17. Qh8.

11. Nxc6! Qe8

12. 0-0! d5

If 12... hxg6 13. Bxc6 Qe7 14. Rf4, followed by 15. Rg4.

13. Rf4 Nd7

14. Rg4 Bxd4†

15. Rxd4 Nf6

16. Qg5 1-0.

[86]

Capablanca, J R—Masiutin

Kiev (Simul) 1914

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 exf3 6. Nxf3 e6? 7. Bd3 d5 8. 0-0 Nbd7 9. Ne5 Be7 10. Bxf6 Bxf6?!

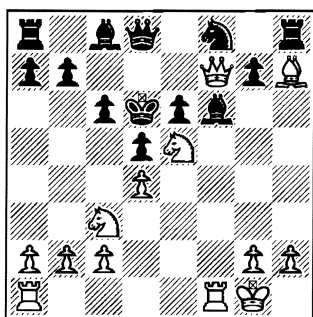
Probably 10... Nxf6 offers more defensive chances. For example: if 11. Rxf6 Bxf6 12. Qh5† g6 13. Bxg6† Ke7!?

11. Qh5† Ke7

12. Bxh7 Nf8?

This leads to forced mate. Maybe 12... Qe8!? should be played.

13. Qf7† Kd6



14. Nc4†! dxc4
 15. Ne4† Kd5
 16. Rf5†! Kxe4
 17. Re1† Kxd4
 18. c3† Kd3
 19. Rd5# 1-0.

[87]

Lalic,B—Kovacevic,VI
 Croatia (ch) 1995

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 exf3 6. Nxf3 d5 7.

Bd3 g6!?

After 7... Bg4 8. h3 Bxf3 9. Qxf3 Nbd7 10. 0-0-0 Qa5 11. Rhe1 0-0-0 12. Re6 or 12. Bf5! White has more than enough compensation for the pawn.

8. Ne5 Qb6?

To capture the pawn "b2" (the "poisoned pawn!") at the expense of many lost tempi is a bad idea. According to Lalic, Black should play 8... Bg7, and after 9. Qe2 Nbd7 10. Nf3 0-0 11. h4 White has compensation for the pawn.

9. Qe2! Qxb2

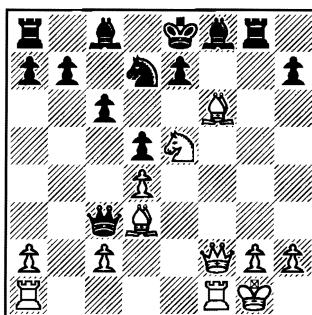
If 9... Qxd4?? 10. Bxf6 exf6 11. Nxc6† and wins.

10. 0-0! Qxc3

11. Bxf6 Rg8

After 11... 0-0 White plays 12. Rf4 and 13. Raf1 with a strong initiative.

12. Qf2! Nd7



If 12... exf6 13. Qxf6 Qxd4† 14. Kh1 and Black has no defense against the threats 15. Qf7† or 15. Rael—Lalic.

13. Bxe7! Kxe7

A better try for Black was 13... 0-0 though White emerges with a sizeable advantage in the ending after the near-forced sequence: 14. Nxd6 Nd5 15. Bxd8 Rxf1† 16. Bxf1 Nxe3 17. Rxe3 Rxd8 18. Nxb7 Rb8 19. Nxa5 Rxb2 20. Nxc6 exd4 21. Re4.

Or 13... Nxe5 14. Bxf8 Bf5 15. Bxf5 Rxf8 16. Rael gxf5 17. Rxe5† Kd7 18. Rxf5 and White wins—Lalic.

- | | | |
|-----|------|-------|
| 14. | Nxd7 | Kxd7 |
| 15. | Qf7† | Be7 |
| 16. | Qxg8 | Qxd4† |
| 17. | Kh1 | Qh4 |
| 18. | Rae1 | Kd6 |
| 19. | g3 | Qg5 |
| 20. | Qe8! | d4 |
| 21. | h4 | Qd5† |
| 22. | Kh2 | 1-0. |

[88]

·Benusiglio—Claverie

Corr. 1955

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 exf3 6. Nxf3 d6?! 7. Bd3 g6 8. Nh4 Bg7 9. Qe2 a5??

A fatal waste of time. Black should try 9... Qa5!?

- | | | |
|-----|-----|------|
| 10. | 0-0 | Bg4 |
| 11. | Qe3 | Nbd7 |

After 11... 0-0, then 12. Rf4 and 13. Raf1 with a strong initiative.

12. Rae1

Also winning was 12. h3 Bh5 13. g4 Bxg4 14. hxg4 Nxc4 15. Qf4 Nxf6 16. Rae1.

- | | | |
|-----|-----|-----|
| 12. | ... | e5 |
| 13. | Ne4 | Qe7 |

A better try was 13... 0-0 though White emerges with a sizeable advantage in the ending after the near-forced sequence 14. Nxd6 Nd5 15. Bxd8 Rxf1† 16. Bxf1 Nxe3 17. Rxe3 Rxd8 18. Nxb7 Rb8 19. Nxa5 Rxb2 20. Nxc6 exd4 21. Re4.

14. Nxd6†! 1-0.

For if 14... Qxd6 15. dxe5 Nxe5 16. Qxe5† Qxe5 17. Rxe5† Kf7 18. Bc4† and wins.

[89]

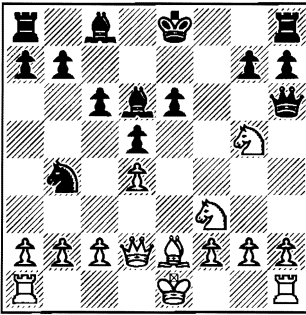
Laird,C—Finlayson,Sh

London 1982

1. d4 f5 2. Nc3 Nf6 3. Bg5 e6 4. e4 fxe4 5. Bxf6?! Qxf6 6. Nxe4 Qh6! 7. Nf3 d5 8. Neg5?!

ECO shows 8. Ng3 Bd6 9. Bd3 0-0 10. 0-0 Nc6 11. Re1 a6=.

- | | | |
|-----|------|-----|
| 8. | ... | Nc6 |
| 9. | Qd2 | Bd6 |
| 10. | Bd3 | Nb4 |
| 11. | Bb5† | c6 |
| 12. | Be2 | |



12. ... Qg6!
13. 0-0-0??

Loses immediately. White's only option is 13. Bd3 (13. Bd1? h6 14. Nh3 Qxg2) Nxd3† 14. Qxd3 Qxd3 15. cxd3 with a worse, but probably playable endgame

13. ... Bf4!
0-1.

[90]

Hartlaub—Feingold
Berlin 1913

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 e6 5. f3 exf3?!

As always, the acceptance of the gambit gives White good attacking chances. In our opinion, 5... e3 is to be preferred.

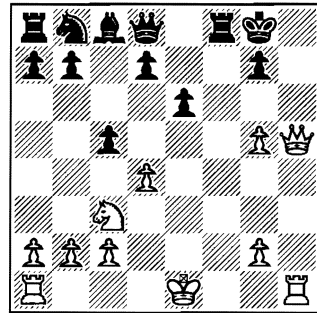
6. Nxf3 Be7
7. Bxf6 Bxf6
8. Bd3 0-0?

Black should play 8... Nc6 or 8... d6.

9. h4! c5?

10. Bxh7†! Kf7

If 10... Kxh7 11. Ng5† and White's attack is irresistible, for example: 11... Kg8 12. Qh5 Re8 13. Nce4, threatening 14. Nxf6†, or 11... Bxg5 12. hxg5† Kg8 13. Qh5.



11. Ne5†! Bxe5
12. Qh5†! Ke7
13. Nd5†!! Kd6
14. Qxe5† Kc6
15. Nb4†! cxb4
16. Qc5# 1-0.

[91]

Goldschmid—Preinhaelter
Prague 1916

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 e6 5. f3 exf3?! 6. Nxf3 Be7
7. Bd3 0-0?

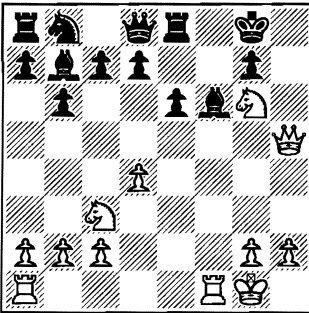
This is the same fundamental mistake as in the previous game. Black should try 7... Nc6 or 7... d6.

8. 0-0 b6?

Dutch Defense: New and Forgotten Ideas

9. Ne5 Bb7
 10. Bxf6 Bxf6
 11. Bxh7† Kxh7
 12. Qh5† Kg8
 13. Ng6 Re8?

Now White finishes the attack in a very attractive way. However, Black already is lost.



14. Qh8† Kf7
 15. Ne5† Ke7
 16. Qxg7†! Bxg7
 17. Rf7† Kd6
 18. Nb5† Kd5
 19. c4† Ke4
 20. Re1# 1-0.

[92]

Blackburne, J—Steinitz, W
 London (m-6) 1862

1. d4 f5 2. e4 fxe4 3. Nc3 e6 4. Nxe4 Nf6 5. Bg5 Be7 6. Bd3?

Recent theory considers 6. Bxf6 as stronger—see games 93-95.

6. ... Nxe4
 7. Bxe7 Qxe7

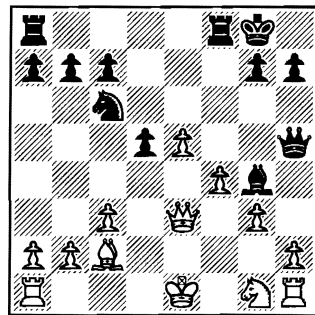
8. Bxe4 0-0
 9. Qe2 Nc6
 10. c3 d5
 11. Bc2 Qg5
 12. g3

If 12. Nh3, then not 12... Qxg2
 13. Bxh7† Kxh7 14. Qh5† Kg8 15. Ng5, but 12... Qh6 (12... Qh4!?)
 13. f4 e5! with the advantage.

12. ... e5!
 13. dxe5 Bg4
 14. Qe3

If 14. f3 Rae8!, while 14. f4 Qh5
 15. Qe3 leads to the position as in the game.

14. ... Qh5
 15. f4



15. ... Nxe5!
 16. fxe5 Rae8
 17. Bxh7†

Or 17. Qd4 Rxe5† 18. Kd2 Qg5†
 19. Kd3 Bf5† and Black wins.

17. ... Kxh7
 18. Qd4 Qg5!
 19. h4 Rxe5†
 0-1.

[93]

Fedorowicz, J—Leow, L
Philadelphia 1986

1. d4 f5 2. Nc3 Nf6 3. Bg5 e6 4. e4 fxe4 5. Nxe4 Be7 6. Bxf6 Bxf6 7. Qh5† g6 8. Qh6 Nc6?!

Naturally not 8... Bxd4? 9. 0-0-0 Bf6 10. h4!, and White's attack is decisive. Theoretically best is 8... Qe7 9. Nxf6† Qxf6 10. 0-0-0 Nc6 11. Nf3 d6=, while 8... b6!? is interesting and unclear – see the next game.

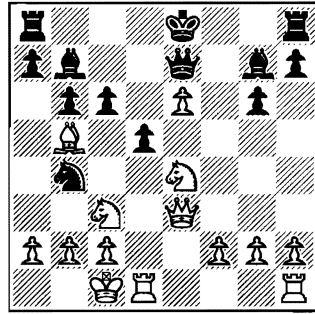
9. 0-0-0 b6
10. Ne2 Qe7
11. Qe3!

Threatening 12. d5 exd5 13. Nxf6†.

11. ... Bg7
12. N2c3 Bb7
13. d5! Nb4
14. dxe6 d5

If 14... Qxe6 15. Bc4! Qe7 16. a3 Na6 (16... Nc6 17. Nd5 Qe5 18. Ndf6†) 17. Bxa6 Bxa6 18. Nd5 and White wins. According to Fedorowicz, better but still inadequate is 14... 0-0-0 15. a3 Nc6 16. exd7† Rxd7 17. Be2, and Black doesn't have enough compensation for the pawn.

15. Bb5† c6



16. Rxd5! 0-0

Or 16... Nxd5 (16... cxb5 17. Rd7) 17. Nxd5 Qd8 18. Qf4! Bh6 19. Nef6† and wins—Fedorowicz.

17. Rd7 Qxe6
18. Rxb7 Nxa2†

If 18... cxb5 19. Rxg7†! Kxg7 20. Qd4† and 21. Qxb4.

19. Kb1 Nxc3†
20. Nxc3 1-0

For if 20... Qxe3 21. Bc4† Kh8 22. fxe3.

[94]

Cichocki, A—Kuczynski, R
Poland (ch) 1989

1. d4 f5 2. Nc3 Nf6 3. Bg5 e6 4. e4 fxe4 5. Nxe4 Be7 6. Bxf6 Bxf6 7. Qh5† g6 8. Qh6 b6 9. h4

ECO shows only 9. Nf3 Bb7 10. Bd3 Qe7 11. 0-0-0 Na6, followed by ...0-0-0, with an unclear position which needs further testing in practice.

9. ... Bb7

Dutch Defense: New and Forgotten Ideas

10. Nxf6† Qxf6
 11. h5 Rf8
 12. 0-0-0 Nc6
 13. Bd3?

After this White runs into serious troubles. He can maintain the balance by 13. Nf3 0-0-0 14. Be2.

13. ... 0-0-0
 14. Qxh7
 If 14. Nf3 Nxd4!
 14. ... gxf5!
 15. f3 Ne7!
 16. Qxh5

Or 16. Bc4 Nf5!

16. ... Rh8
 17. Bh7 Rdg8!
 18. d5 Bxd5
 19. c4 Rxf2
 0-1.

[95]

Fronczek—Ciejka
 Poland 1962

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 e6 5. Nxe4 Be7 6. Bxf6 Bxf6 7. Nf3 0-0?!

The plan for castling long seems to be more suitable. ECO's main line is 7... Qe7 8. Bd3 Nc6 9. c3 b6 10. Qe2 Bb7 11. 0-0-0 0-0-0 with equal chances.

8. Bd3 b6?

Instead after 8... Nc6 9. c3 d6 White stands only slightly better. May be 9... d5 also deserves at-

tention.

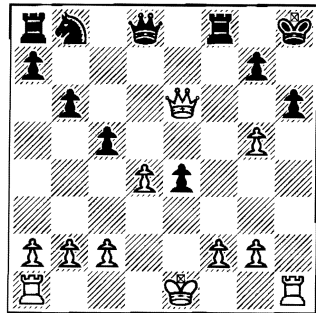
9. Qe2 Bb7
 10. h4! c5
 11. Nfg5 h6

If 11... Bxd4? 12. Qh5 h6 13. Qg6 Bxe4 14. Bxe4 hxg5 15. hxg5, threatening 16. Rh8†!

12. Qh5 Bxg5
 13. hxg5 Bxe4
 14. Bxe4 d5
 15. Qg6! dxe4

If 15... Qxg5 16. Qxe6† Kh8 17. Bxd5.

16. Qxe6† Kh8



17. Rxh6†! gxf6
 18. Qxh6† Kg8
 19. Qg6† Kh8
 20. 0-0-0 1-0.

[96]

Troeger—Tal, M
 West Germany—USSR
 Hamburg 1960

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 Nc6 5. d5 Ne5 6. Qd4 Nf7 7.

**Bxf6 exf6 8. Nxe4 Be7 9. 0-0-0
0-0 10. g4**

ECO shows 10. Nf3 d6 11. Kbl
c5=, or 10. Ng3 d6 11. Nh3 c5 12.
Qc3 g6 13. Nf4 Ne5 unclear.

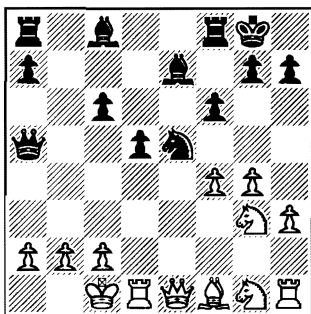
10. ... d6
11. h3 c5
12. dxc6?

Opening the position gives
Black strong attacking chances.
Preferable is 12. Qc3.

12. ... bxc6
13. Ng3 Qa5
14. Qe4?

The biggest "sin" in chess! White
wastes time in pursuit of material
when he is behind in development
and the opponent's attack is im-
minent. Indeed White's position
is much worse, but still the correct
continuation was 14. Kbl.

14. ... Ne5
15. f4? d5
16. Qe1



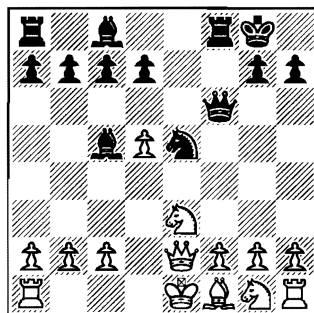
16. ... Qxa2!
17. fxe5 Qa1†
18. Kd2 Bb4†

19. Ke2 Qxb2
20. Rd2 Qxe5†
21. Kd1 Qa1†
0-1.

[97]

Zhekov, I—Panbukchian, V
Bulgaria (ch-open) 1994

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
Bg5 Nc6 5. d5 Ne5 6. Bxf6? exf6
7. Nxe4 f5 8. Ng3 Bc5! 9. Nxf5?
0-0 10. Ne3 Qf6 11. Qe2



There is no adequate defense. If
11. Qd2 Bxe3 12. Qxe3 Ng4, or 11.
Nf3 Nxf3† 12. gxf3 Qxb2.

11. ... Ng4!
12. Nf3

Or 12. Nxe4 Qxb2 13. Qd1 (13.
Rd1 Bb4† 14. Rd2 Qc1†) Qc3† 14.
Ke2 Re8† 15. Ne3 Rxe3†! 16. fxe3
Qxe3#.

12. ... Qxb2
13. Qd1

If 13. Rd1 Bb4† 14. Nd2 (14.
Rd2 Qc1†) Rxf2! 15. Qxe4 Rxd2

Dutch Defense: New and Forgotten Ideas

16. Rxd2 Qc1† 17. Qd1 Bxd2† 18.
Ke2 Bxe3 and wins.

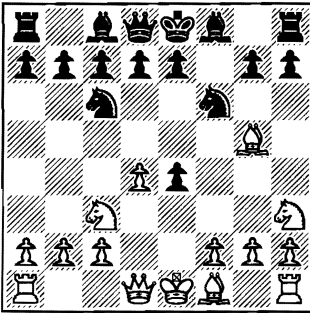
13. ... Qc3†
0-1.

14. Nxe4 Qe7
15. Rfe1 Kg7
16. Re3 Re8?
17. Nxf6! 1-0.

[98]

Shtyrov—Cheremisin
Moscow 1965

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4.
Bg5 Nc6 5. Nh3!?



This forgotten continuation is worthy of further examination. Usually White tries 5. d5 or 5. f3.

5. ... g6
6. Bc4 Bg7
7. 0-0 e6?

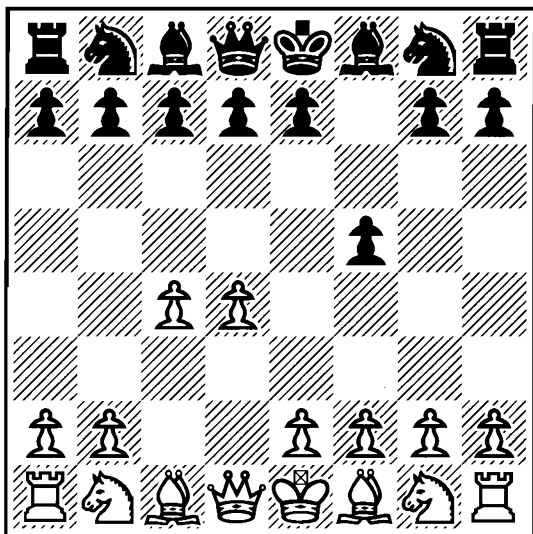
In our opinion 7... d5! is critical for the whole variation.

8. d5! Ne5
9. Bb3 exd5
10. Bxf6 Bxf6
11. Qxd5 c6
12. Qd6 Nf7

If 12... Qe7 13. Nxe4 etc.

13. Bxf7† Kxf7

A84



1. d4 f5 2. e4

2... d6 3. g4.....	99
2... d6 3. Nf3 g6 4. Nc3 Bg7 5. e4	100
2... e6 3. a3	101-104
2... e6 3. Nf3 c5.....	105
2... e6 3. Nf3 d5 4. e3 c6.....	106-107
2... e6 3. Nc3 d5 4. Nh3 (4. Bf4).....	108-109
2... e6 3. Nc3 d5 4. Nf3 c6 5. Bg5	110
2... e6 3. Nc3 d5 4. Nf3 c6 5. Qc2	111
2... e6 3. Nc3 Bb4 4. e4.....	112
2... e6 3. Nf3 Nf6 4. e3 b6 5. Bd3 Bb7 6. Nbd2 (6. 0-0)	113-114
2... e6 3. Nf3 Nf6 4. g3 b6 (without Nc3).....	115-116

[99]

Laco,G—Lanzani,M
Imperia 1991

1. c4 f5 2. g4!?! fxcg4 3. e4 d6 4. d4 Nf6 5. Nc3 g6

The English has now transposed into the Dutch, a variation that arises from the following order of moves: 1. d4 f5 2. c4 d6 3. g4 fxcg4 4. e4 Nf6 5. Nc3 g6. *ECO's* meager presentation concludes that Black stands better. Maybe, but practice does not convincingly support this opinion.

6. Be3

Here and the next move 6. h3 deserves attention.

6. ... Bg7

7. Qa4†!?! c6

If 7... Nbd7? 8. e5, or 7... Bd7 8. Qb3.

8. 0-0-0 0-0?!

9. h3! Na6

10. Be2 gxh3?!

11. Nxb3 Ng4

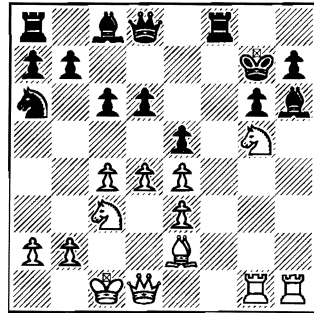
12. Rdg1 Nxe3

13. fxe3 Bh6?!

Counterattack by 13... e5 or 13... c5 is to be preferred.

14. Ng5 Kg7

15. Qd1 e5



16. Rxb6!?! Kxb6

17. Rh1† Kxg5??

Suicide. After 17... Kg7 18. Rxb7† Kg8 19. Qg1 White has a winning attack after 19... exd4 or 19... Qf6.

18. Rxb7 exd4

There is no help for Black's exposed King. If 18... Rh8 then 19. Qg1† Kf6 20. Qf2† Bf5 21. Qh4† g5 (21... Ke6 22. d5† and mate) 22. Qh6† Bg6 23. Qg7† Ke6 24. d5† cxd5 25. cxd5#.

19. Qh1 Kf6

20. exd4 Bf5

21. exf5 1-0.

[100]

Hochberg—Mercado
New York 1971

1. d4 d6 2. c4 g6 3. Nf3 f5 4. Nc3 Bg7?!

As this and the next game show, if Black allows the advance e2-e4, then almost as a rule White

achieves the better game. Therefore, 4... Nf6 is to be preferred.

5. e4 fxe4
6. Nxe4 Nh6
7. h4! Bg4
8. h5!?

Probably even stronger is 8. Be2!? as in *Broeder—Worch, East Germany 1982*: 8... c6 9. Nfg5 Bxe2 10. Qxe2 Qd7 11. d5 cxd5 12. cxd5 Nf5 13. Ne6 Be5 14. h5 Nd4 15. Nxd4 Bxd4 16. Bh6 1-0. Black's position is hopeless, for example: 16... Na6 17. Rd1 Be5 18. f4, or 16... Rg8 17. hxg6 Rxg6 18. Rd1 Bh8 19. Bg5!

8. ... Nf5

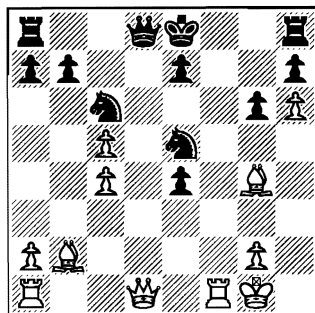
If 8... Bxh5 9. Rxh5! gxh5 10. Nfg5 with a strong attacking position, while after 8... gxh5 9. Ng3 or 9. Be2 White has compensation for the sacrificed pawn. After the text Black is in trouble.

9. Be2 Bxf3
10. Bxf3 Nxd4
11. Bg4! c6?!
11... c5!?
12. h6! Be5
13. f4 d5
14. fxe5 dxe4
15. 0-0 c5
16. b4 Nbc6

Weakening the diagonal "a1-h8" is fatal, but also 16... b6 17. bxc5 bxc5 18. Qa4† Nbc6 19. Ba3 is hopeless for Black.

17. bxc5 Nxe5

18. Bb2 Ndc6



19. Qd5! Rf8
20. Rxf8† 1-0

For if 20... Kxf8 21. Rf1† and wins.

[101]

Paulsen, L—Leffmann

Leipzig 1877

A historical game. After the mistake 8... Bb7 White skillfully organizes a winning attack.

1. c4 e6 2. d4 f5 3. a3 Nf6 4. Nc3 d6 5. Nf3 g6 6. e3 Bg7 7. Be2 b6 8. 0-0 Bb7? 9. Ng5! Qe7 10. Bf3 Bxf3 11. Qxf3 c6 12. d5! exd5 13. cxd5 c5 14. Ne6 a6 15. e4 fxe4 16. Nxe4 Nxe4 17. Qxe4 Be5 18. Bg5 1-0.

When Black's Queen retreats, White wins by 19. f4.

[102]

Friedrichsen—Payne

West Germany 1972

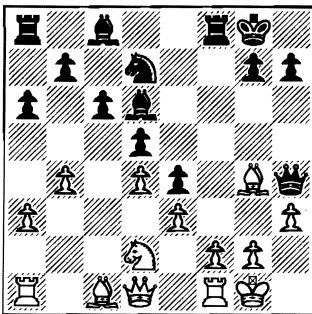
1. d4 f5 2. c4 e6 3. a3 d5 4. e3 Nf6
5. Nf3 c6 6. Nc3 Nbd7 7. cxd5?

This exchange is good after 7. Bd3 Bd6?! 8. cxd5!, and Black must play 8... cxd5. Here it makes Black's development easier.

7. ... exd5
8. b4 a6
9. Be2 Bd6
10. h3 0-0
11. 0-0 Ne4
12. Nxe4?

This is the decisive mistake. Now Black achieves an irresistible attack on the King's side. White should play 12. Bb2 or 12. Qc2, but his position is already worse.

12. ... fxe4
13. Nd2 Qh4
14. Bg4



14. ... h5!
15. Bxh5 Nf6
16. Be2 Bxh3

17. f4 exf3
18. Nxf3 Qg3
19. Rf2 Ng4
20. Qe1 Rf6
21. Bf1 Rxf3!
0-1.

[103]

Bagaturov,G—Krkops,M

Elista (ol) 1998

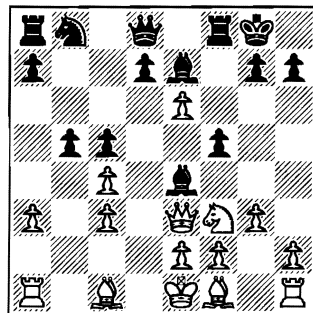
1. d4 e6 2. c4 b6 3. a3 Bb7 4. Nc3
f5 5. Nf3 Nf6 6. d5!?

For 6. e3—see next game.

6. ... Be7
7. Nd4?

White's most promising option is 7. g3!

7. ... c5
8. Nf3 Ne4
9. Qd3 Nxc3
10. bxc3 0-0
11. g3 b5!
12. dxe6 Be4
13. Qe3



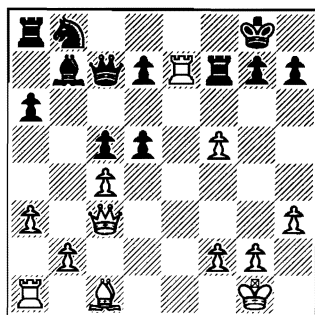
13. ... Nc6!

Black develops his initiative vigorously. If now 14. cxb5 Na5, with the terrible threat 15... Nc4.

14. Bb2 bxc4!

This is even stronger than 14... Na5 15. exd7 Nxc4 16. Qc1 Qxd7 etc. The opening of the b-file practically decides the game.

15. Bg2 Rb8
16. Bc1 dxe6
17. 0-0 Bf6
18. Ra2 Qe7
19. a4 Rb3
20. Ba3 Nb4
21. Raa1 Rxc3
0-1.



19. Re8† Rf8
20. Bh6! 1-0.

For if 20... gxh6 then 21. Rxf8† Kxf8 22. Qf6† Kg8 23. Re1, or 20... d6 21. Rae1, followed by 22. R1e7.

[104]

Kurajica,B—Zorman,V
Ljubljana 1999

1. d4 b6 2. Nf3 Bb7 3. e3 e6 4. c4 f5 5. a3 Nf6 6. Nc3 Bd6? 7. Bd3 0-0 8. Qc2 c5 9. d5 a6 10. 0-0 b5 11. e4! Qc7

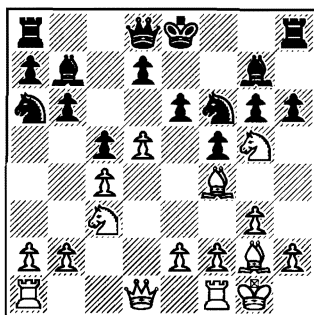
With his queenside frozen, Black is clearly in an inferior position. Perhaps he should try 11... b4.

12. Re1 Ng4
13. h3 Ne5
14. Nxe5 Bxe5
15. exf5 Bxc3
16. Qxc3 bxc4
17. Bxc4 exd5
18. Re7 Rf7

[105]

Moore—Horseman,D
Birmingham 1955

1. d4 e6 2. c4 f5 3. Nf3 c5?! 4. Nc3 Nf6 5. g3 b6 6. Bg2 Bb7 7. d5! g6 8. 0-0 Na6 9. Bf4 Bg7 10. Ng5! h6



Mandatory was 10... exd5, but

Dutch Defense: New and Forgotten Ideas

after 11. Nxd5 White has a clear advantage.

11. Nf7!

A typical trick in many openings!

- | | | |
|-----|--------|------|
| 11. | ... | Kxf7 |
| 12. | dxe6† | dxe6 |
| 13. | Bxb7 | Nb4 |
| 14. | a3! | Qxd1 |
| 15. | Raxd1 | Nc2 |
| 16. | Bxa8 | Rxa8 |
| 17. | e3 | Nh5 |
| 18. | Rd7† | Kg8 |
| 19. | Rxg7†! | 1-0. |

For if 19... Kxg7 20. Be5† and 21. Rcl.

Correct is 7... Nh6.

8. e4!

Opening the center in the Dutch Defense is almost always in White's favor.

- | | | |
|-----|------|------|
| 8. | ... | dxe4 |
| 9. | Bxe4 | e5? |
| 10. | dxe5 | Bxe5 |
| 11. | Bg5 | Qd6 |
| 12. | Nxe5 | Qxd1 |

If 12... Qxe5 13. Re1! fxe4 14. Nxe4 and wins.

- | | | |
|-----|-------|------|
| 13. | Raxd1 | fxe4 |
| 14. | Nxe4 | Nd7 |
| 15. | Nd6† | Kf8 |
| 16. | Bxe7† | Kxe7 |
| 17. | Nxc8† | 1-0. |

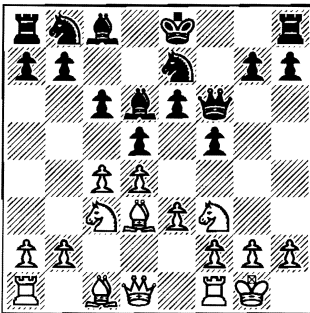
[106]

Lange—Diemer,E
Weidenau 1937

1. d4 f5 2. c4 e6 3. e3 d5 4. Nf3 c6
5. Bd3 Bd6 6. 0-0 Qf6

ECO shows only 6... Nd7, 6... Nf6 and 6... Nh6.

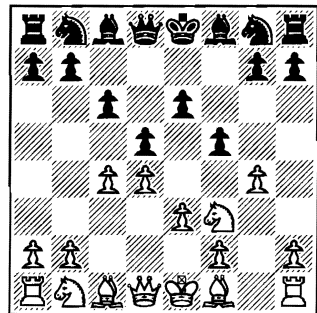
7. Nc3 Ne7?



[107]

Akhmilovskaia,E—Dahl,I
Thessaloniki (ol) 1988

1. d4 d5 2. c4 c6 3. Nf3 e6 4. e3 f5
5. g4!?



- | | | |
|----|-----|------|
| 5. | ... | fxg4 |
| 6. | Ne5 | Nf6 |

7. Nc3!?

All this is a proposition by Kouatly, who considers only 7. h3 g3 unclear. This game shows convincingly that the whole variation is worthy of further examination.

7. ... Nbd7
8. Nxg4 Nxg4?

After this Black has big difficulties. I think that in case of 8... Bd6 White's idea is 9. f4!?. Correct seems to be 8... Be7.

9. Qxg4 Nf6
10. Qg5! Bd7
11. Bd2 Qe7
12. 0-0-0 0-0-0
13. f3 c5
14. Be1 cxd4
15. exd4 h6
16. Qe5 Qd6
17. Bg3 Bc6
18. Bh3 dxc4??
19. Qa5 1-0.

[108]

Distler—Eriksen

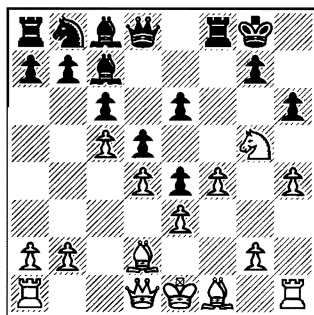
London 1949

This game does not require annotations. It can be a model how White should not play against the Dutch Defense.

1. d4 d5 2. c4 e6 3. Nc3 f5 4. Nh3 Nf6 5. f3?!

For the better 5. Bf4—see the next game.

5. ... c6
6. e3 Bd6
7. Bd2? 0-0
8. c5 Bc7
9. f4 Ne4
10. Nxe4 fxe4
11. Ng5? h6
12. h4



12. ... hxg5!
13. hxg5 Qxg5!
14. fxg5 Bg3†
15. Ke2 Rf2†
16. Ke1 Rxg2#
0-1.

[109]

Semkov,S—Radulski,Y

Bulgaria (ch) 1992

1. d4 d5 2. c4 e6 3. Nc3 f5 4. Bf4!?
Nf6 5. e3 Bd6 6. Nh3 0-0 7. Bd3
Nc6?

Black's idea to promote e6-e5 doesn't work. Usual is 7... Ne4, but White's position is clearly better.

- | | | |
|-----|-------|-------|
| 8. | a3 | dxc4 |
| 9. | Bxc4 | Kh8 |
| 10. | 0-0 | e5 |
| 11. | dxe5 | Nxe5 |
| 12. | Bxe5! | Bxe5 |
| 13. | Qxd8 | Rxd8 |
| 14. | Ng5 | Rf8 |
| 15. | Nf7† | Rxf7 |
| 16. | Bxf7 | Bd7 |
| 17. | Rfd1 | Bc6 |
| 18. | Rd3 | Bxh2† |
| 19. | Kxh2 | Ng4† |
| 20. | Kg1 | Ne5 |
| 21. | Rd5! | 1-0. |

[110]

Lebedev—Viakhirev
St. Petersburg 1909

1. d4 d5 2. c4 e6 3. Nc3 f5 4. Nf3 c6 5. Bg5 Be7 6. Bxe7 Nxe7 7. e3 Nd7 8. Be2 Nf6 9. Ne5 0-0

Deserving of attention is 9... Ng6!?

10. 0-0 g5?

It is too early for such attempt to seize the initiative. Better is 10... Bd7 or 10... Ng6.

11. f4 h6?

Good or bad, Black should play 11... g4.

- | | | |
|-----|------|------|
| 12. | Qe1 | Kh7 |
| 13. | fxg5 | hxg5 |
| 14. | Qg3 | Kh6 |

If 14... Rg8 then 15. Nf7 and 16. Nxg5†.

- | | | |
|-----|------|-------|
| 15. | Nf3 | Nh7 |
| 16. | Qh3† | Kg7 |
| 17. | Ne5 | Rf6 |
| 18. | Bd3 | Rh6?? |

A blunder. However, after 18... Qe8 19. g4! White maintains a strong attack.

19. Qxh6†! 1-0.

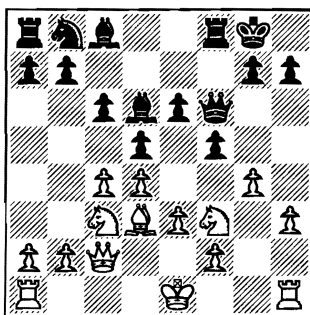
[111]

Piskov, Y—Kertesz, A
Bad Godesberg 1995

1. d4 d5 2. Nf3 c6 3. c4 e6 4. Nc3 f5 5. Qc2!?

With the idea if 5... dxc4 6. e4.

- | | | |
|-----|------|------|
| 5. | ... | Bd6 |
| 6. | Bg5 | Ne7 |
| 7. | e3 | 0-0 |
| 8. | Bd3 | Qe8 |
| 9. | Bxe7 | Qxe7 |
| 10. | h3 | Qf6 |
| 11. | g4!? | |



A brave sacrifice of a piece for an attack.

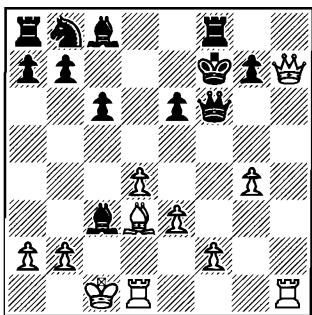
11. ... dxc4

In the alternative 11... g6 12. gxf5 gxf5 13. Rg1† Kh8 14. 0-0-0 Black's position does not look good.

- | | | |
|-----|--------------|-------------|
| 12. | Bxc4 | fxg4 |
| 13. | hgx4 | Qxf3 |
| 14. | Qxh7† | Kf7 |
| 15. | Be2 | Qf6 |
| 16. | Bd3 | Bb4? |

Critical is 16... Ke7 17. f4 Nd7 18. Bg6 Rd8 19. Ne4 Bb4† 20. Ke2 Qf8 and White does not appear to have enough for the piece. The alternative 16... Qg5 is not as good: after 17. 0-0-0 Ke8 18. Ne4 Qe7 19. Qg6† Kd7 20. Rh7 and we like White's chances.

- | | | |
|-----|--------------|-------------|
| 17. | 0-0-0 | Bxc3 |
|-----|--------------|-------------|



- | | | |
|-----|-------------|--------------|
| 18. | g5!! | Bxb2† |
| 19. | Kb1 | Qxg5 |

If 19... Qe7 20. Bg6#, or 19... Qf3 20. Be4 Qe2 22. Bg6† Ke7 22. Qxg7† and wins.

- | | | |
|-----|-------------|-------------|
| 20. | Rdg1 | Qf6 |
| 21. | Rg6 | Bxd4 |

If 21... Qf3 22. Rxxg7† Ke8 23. Bg6† Kd8 24. Qh4† Qf6 25. Qxf6†

Rxf6 26. Rh8† and mate, or 21... Qxf2 22. Rf1 Qxf1† 23. Bxf1 and wins.

- | | | |
|-----|--------------|-------------|
| 22. | Rxf6† | Bxf6 |
| 23. | Qh5† | Ke7 |
| 24. | Qc5† | 1-0. |

For if 24... Kf7 25. Bg6†! Kxxg6 (25... Kg8 26. Rh8†!) 26. Qh5#.

[112]

Tenner,O—Hennig
Berlin 1919

1. **d4 e6** 2. **c4 f5** 3. **Nc3 Bb4** 4. **e4**

This is some sort of delayed Staunton Gambit, rarely used but worthy of deeper investigation.

- | | | |
|----|-------------|-------------|
| 4. | ... | fxe4 |
| 5. | f3!? | |

Theory shows only 5. Qg4 Nf6 (5... Qe7 6. Qxe4 =) 6. Qxg7 Rg8 7. Qh6 Rg6 8. Qh4 Nc6 9. Nge2 d5 10. Bg5 dxc4 11. 0-0-0 unclear, *Szabo—Grob, Vienna 1947.*

- | | | |
|----|------------|---------------|
| 5. | ... | exf3?! |
|----|------------|---------------|

Perhaps 5... d5 or 5... e3 deserve to be tested in practice.

- | | | |
|-----|--------------|---------------|
| 6. | Nxf3 | Nf6 |
| 7. | Bg5 | 0-0 |
| 8. | Bd3 | d6 |
| 9. | 0-0 | Bxc3 |
| 10. | bx c3 | Nbd7?! |

Maybe Black should try 10... c5 or 10... Nc6, intending e6-e5.

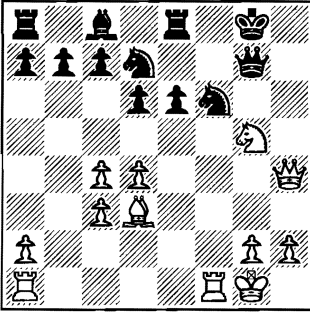
- | | | |
|-----|------------|-------------|
| 11. | Qe1 | Re8? |
|-----|------------|-------------|

Dutch Defense: New and Forgotten Ideas

11... Qe8!?, and if 12. Qh4 Qh5.

12. Qh4 Nf8

If 12... h6 13. Bxh6 gxh6 14. Qxh6 Qe7 15. Ng5 Qg7 16. Qh4, followed by Rf3.



13. Ne5! dxe5

14. Rxf6! 1-0

For if 14... gxf6 15. Bxf6 Qd7 16. Qg5† Ng6 17. Bxg6 and wins.

[113]

Huss,A—Schmittziel,E

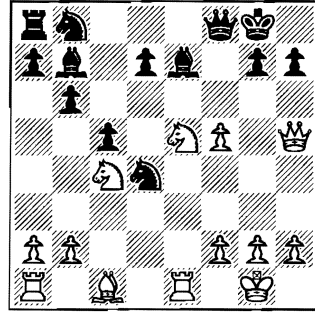
Bukfurdo (Mitropa Cup) 1995

1. d4 e6 2. c4 f5 3. Nf3 Nf6 4. e3 b6 5. Bd3 Bb7 6. Nbd2 c5?!

ECO recommends a very dubious variation: 6... Bd6 7. 0-0 0-0 8. Qc2 Nc6 9. a3 a5 unclear.

7. 0-0 Bd6
8. d5! exd5
9. Bxf5 Be7
10. cxd5 Nxd5
11. e4 Nf4
12. Nc4 Ne6

13. Nfe5 0-0
14. Qh5 Rxf
15. exf5 Nd4
16. Re1 Qf8



17. Ng6! 1-0.

[114]

Kahn—Blanco

Buenos Aires 1939

1. d4 f5 2. c4 e6 3. Nf3 Nf6 4. e3 b6 5. Bd3 Bb7 6. 0-0 Bd6 7. Ne5?

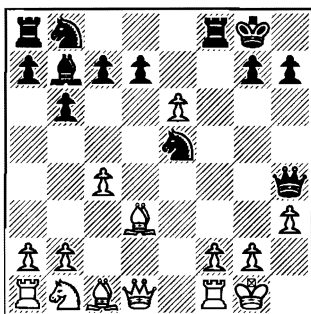
For 7. Nc3—see game #130

7. ... Bxe5
8. dxe5 Ng4
9. e4

If 9. f4 Qh4 10. h3 Qg3 and wins.

9. ... Qh4
10. h3 Nxe5
11. exf5 0-0
12. fxe6

Now Black accomplishes a typical attack.



12. ... Rf3!
 13. e7 Na6
 14. Be2 Rxh3
 15. gxh3 Qxh3
 16. f3 Qg3†
 17. Kh1 Ng4!
 0-1.

[115]

Konstantinopolsky, A—
 Krutkyhin
 USSR 1952

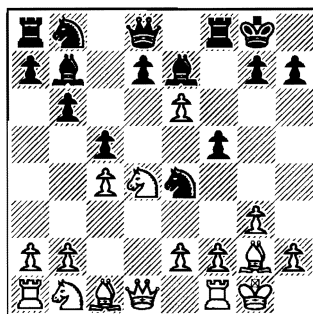
1. d4 e6 2. Nf3 f5 3. g3 b6 4. Bg2
 Bb7 5. 0-0 Nf6 6. c4 Be7 7. d5
 0-0

If 7... exd5 8. Nd4 g6 9. Nc3
 0-0 10. Nc2 with the better game
 for White

8. Nd4 Ne4?

According to ECO, Black should
 play 8... Qc8 9. Nc3 Na6 10. Bf4
 Nc5 with an unclear position.

9. dxe6 c5



10. Nxf5!

Black clearly overlooked this
 surprising sacrifice, which refutes
 his opening idea.

10. ... Rxf5
 11. Qc2 Re5
 12. f4 Rxe6
 13. f5 Re5
 14. Bf4 Qc7
 15. Nc3! Nxc3
 16. Bxe5 Qxe5
 17. Bxb7 Nxe2†
 18. Kh1 Nc6
 19. Bxa8 Ned4
 20. Qg2 1-0.

[116]

Watson, J—Maffeo
 San Francisco 1977

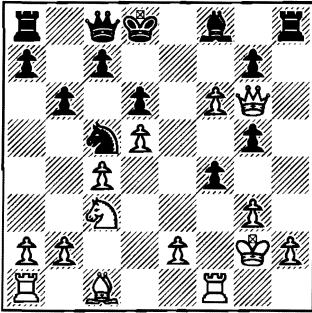
1. c4 e6 2. Nf3 f5 3. g3 b6 4. Bg2
 Bb7 5. 0-0 Nf6 6. d4 d6?

A very weak continuation, re-
 futed in this game in an instructive
 way. Correct is 6... Be7.

7. Ng5! Bxg2

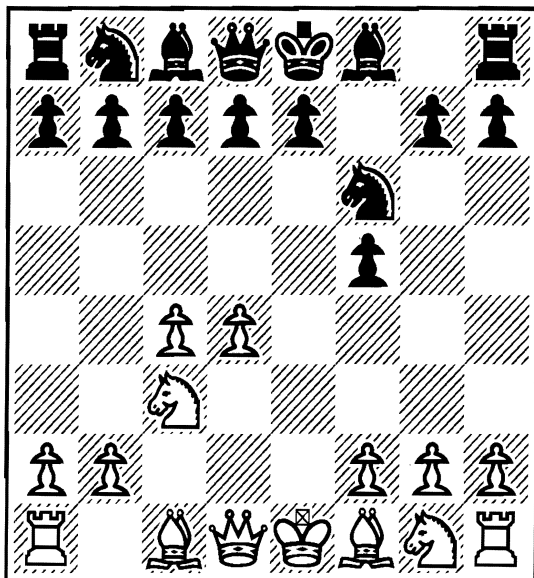
Dutch Defense: New and Forgotten Ideas

- | | | |
|-----|-------------|-------------|
| 8. | Kxg2 | Qc8 |
| 9. | d5! | e5 |
| 10. | Nc3 | Nbd7 |
| 11. | Qc2 | Nc5 |
| 12. | f4 | h6 |
| 13. | fxe5 | hxg5 |
| 14. | exf6 | f4 |
| 15. | Qg6† | Kd8 |



- | | | |
|-----|----------------|-------------|
| 16. | h4 | Rxh4 |
| 17. | Bxf4! | Qh3† |
| 18. | Kf2 | Rh6 |
| 19. | fxg7 | Rxg6 |
| 20. | gxf8=Q† | 1-0. |

A85



1. d4 f5 2. c4 Nf6 3. Nc3

3... g6 4. h4.....	117-118
3... g6 4. f3	119-120
3... g6 4. Nf3 Bg7 5. Bf4 d6 6. Qb3.....	121
3... g6 4. Bg5 Bg7 5. Nf3 (5. Qd2)	122-123
3... e6 4. f4	124
3... e6 4. Bg5.....	125
3... e6 4. a3 b6 5. Nf3 Bb7	126-127
3... e6 4. g3 Bb4.....	128-129
3... e6 4. e3 b6. 5. Bd3 Bb7.....	130-133
3... e6 4. e3 Be7 5. Bd3 b6 6. Nge2	134
3... e6 4. e3 d5 5. Bd3 c6 6. Nge2.....	135
3... e6 4. e3 d5 5. Bd3 c6 6. Nf3 Bd6.....	136
3... e6 4. Nf3 b6.....	137-138
3... e6 4. Nf3 d5 5. Bf4.....	139-142
3... e6 4. Nf3 Bb4.....	143-148

[117]

Flesch, J—Jansa, V
Stary Smokovec 1971

1. c4 f5 2. d4 Nf6 3. Nc3 g6 4. h4 Bg7

For ECO's recommendation 4... d6—see the next game.

5. e4 fxe4
 6. h5 gxh5
 7. Bg5?

This is the wrong idea. Instead 7. Rxh5!? or 7. Be2!? deserve to be tested.

7. ... 0-0
 8. Bxf6 Rxf6
 9. Nxe4 Re6
 10. Qc2 Nc6
 11. 0-0-0 Nb4!

Also possible is 11... Nxd4 but the text is even more convincing.

12. Qe2?

12. Qb1 also looks bad, but maintains some practical chances.

12. ... d5!
 13. Qxh5 Rh6
 0-1.

6. h5 Nxh5 7. g4 Nf6 8. g5 Nfd7 9. Nxe4 Bg7 with a sharp and unclear position.

5. ... Rg8?

This is a new, but hardly to be recommended, continuation. Most probably the critical variation is 5... Nxh5 6. Rxh5 gxh5 7. e4 fxe4 8. Qxh5† Kd7, which theory assesses as unclear.

6. hxg6 hxg6
 7. Nf3 Na6
 8. Bg5 c6
 9. Bxf6 exf6
 10. e3 Qe7
 11. Qa4 Bd7
 12. 0-0-0

White stands clearly better.

12. ... c5?

The opening of the center makes Black's position worse. More appropriate is 12... Nc7.

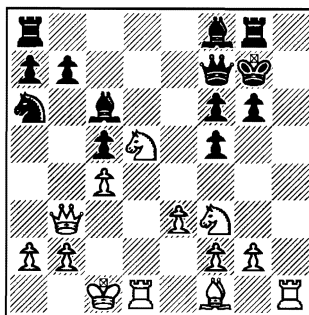
13. Nb5 Kf7
 14. Qb3 Kg7
 15. dxc5 dxc5
 16. Nc3 Bc6
 17. Nd5 Qf7

[118]

Socko, M—Kadziolka
Brzeg Dolny 2001

1. d4 f5 2. c4 Nf6 3. Nc3 g6 4. h4 d6 5. h5

This is similar to the previous example. Interesting is 5. e4!? fxe4



18. Ng5! 1-0.

For if 18... fxc5 19. Qc3†.

[119]

Berliner,H—Ault

Omaha (US open) 1959

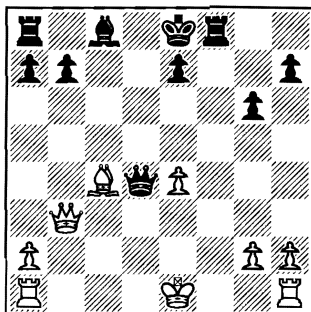
1. d4 f5 2. c4 Nf6 3. Nc3 g6 4. f3 d5?!

Today theory recommends 4... c5 5. d5 Bg7 6. Nh3 0-0 7. e3 e5 8. Be2 d6=, or 4... Nc6!? 5. e4 (5. d5 Ne5 6. e4 unclear) fxe4 6. fxe4 e5 7. d5 Nd4 8. Nf3 Bc5!

5.	cxd5	Nxd5
6.	e4	Nxc3
7.	bxc3	Bg7
8.	Bc4	c5
9.	Ne2	Nc6
10.	Be3	cxd4
11.	cxd4	fxe4
12.	fxe4	Rf8
13.	Qb3	Bxd4??

A blunder in an already very difficult position.

14.	Bxd4	Nxd4
15.	Nxd4	Qxd4



16. Qa4†! 1-0.

Black loses the Queen in all variations: 16... Bd7 17. Bf7†, or 16... Qd7 17. Bb5, or 16... Kd8 17. Rd1.

[120]

Sakaev,K—Kramnik,V

USSR 1989

Condensed notes by Sakaev

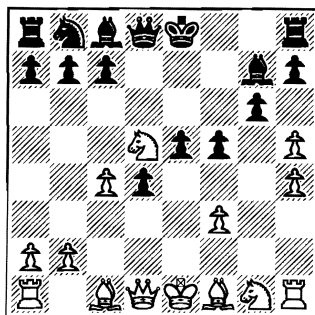
1. d4 f5 2. c4 Nf6 3. Nc3 g6 4. f3 d6?! 5. e4 Bg7 6. e5! Nh5

After 6... dxe5 7. dxe5 Qxd1† Kxd1 White stands slightly better.

7.	g4	dxe5
8.	gxh5	exd4
9.	Nd5	e5

Or 9... e6 10. h6 Be5 11. f4 exd5 (11... Qh4†? 12. Ke2 exd5 13. Nf3! with a winning position for White) 12. fxe5 Qh4† 13. Ke2! Qe4† 14. Kf2 Qxh1 15. Nf3 with an advantage for White.

10. h4!



10. ... h6

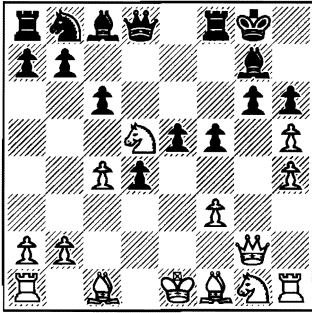
Only. If 10... c6 11. Bg5 Qd6 12.

Be7 Qd7 13. Nf6† and wins.

11. Qe2! 0-0

If 11... c6 12. Nf4!

12. Qg2 c6



13. Bxh6! Bxh6

Or 13... cxd5 14. Bxg7 Kxg7 15. Qxg6† Kh8 16. Qh6† Kg8 17. Nh3 with a winning attack.

14. Qxg6† Bg7

15. h6 Rf7

16. Nh3

Also after 16. h7† Kh8 (16... Kf8 17. Qh6!!) 17. Qxf7 cxd5 18. cxd5 White should win.

16. ... cxd5

17. Ng5 Re7

18. Rg1 Nc6

19. cxd5 Qa5†

20. Kd1 Qxd5

21. hxg7 1-0.

[121]

Muller,H—Wehrle
Switzerland 1995

1. d4 f5 2. c4 Nf6 3. Nc3 g6 4. Nf3

Bg7 5. Bf4 d6 6. Qb3

Also interesting is 6. h4!? Nh5 7. e3 0-0 8. c5 Nxf4 9. exf4 e6 10. h5 with a complicated and unclear game.

6. ... c6

7. e3 Na6

Routine is 7... 0-0 8. h3 Qe8 9. Be2 Nbd7.

8. Be2 Nc7

9. h3 0-0

10. c5† d5

11. Ne5 Ne6

12. Bh2 Nd7

13. Nd3 Qe8

14. f3 Kh8

15. g4 f4

16. Nxf4 Nxf4

17. Bxf4 Bxd4

18. Na4 Bg7

19. h4 d4?

Black should play 19... e5, and if the Bishop retreats, 20... Nf6.

20. h5! dxe3

21. hxg6 h6

22. Bxh6 Ne5

23. Qxe3 1-0.

[122]

Moskalenko,V—Avshalumov
Paris 1992

1. d4 f5 2. c4 Nf6 3. Nc3 g6 4. Bg5 Bg7 5. Nf3 d6

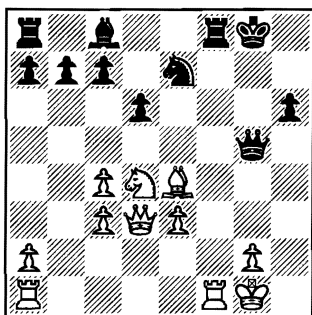
ECO recommends 5... 0-0, and if 6. Qd2 Ne4, but 6. Bxf6!? Bxf6

7. e4 seems to be stronger.

- | | | |
|-----|-------------|---------------|
| 6. | h4 | Ng4 |
| 7. | e4 | h6 |
| 8. | Be3 | Nc6 |
| 9. | h5 | e5 |
| 10. | dxе5 | Nxe3 |
| 11. | fxe3 | Nxe5 |
| 12. | hxg6 | Nxg6 |
| 13. | Bd3 | Bxc3†? |

After 13... 0-0 the position is still unclear.

- | | | |
|-----|-------------|-------------|
| 14. | bxс3 | Qf6 |
| 15. | 0-0 | fxe4 |
| 16. | Bxe4 | 0-0 |
| 17. | Qd3 | Ne7 |
| 18. | Nd4 | Qg5? |



- | | | |
|-----|--------------|-------------|
| 19. | Rxf8† | Kxf8 |
| 20. | Bxb7! | 1-0. |

For if 20... Bxb7 21. Ne6†, or 20... Rb8 21. Bxc8 and White wins.

[123]

Smyslov, V—Believsky, A
Sochi 1986

Condensed notes by Believsky

- 1. d4 f5 2. c4 Nf6 3. Nc3 g6 4. Bg5 Bg7 5. Qd2 c5! 6. dxc5**

Stronger is 6. d5 or 6. Nf3 with slightly better chances for White.

- | | | |
|----|--------------|------------|
| 6. | ... | Na6 |
| 7. | Bh6?! | |

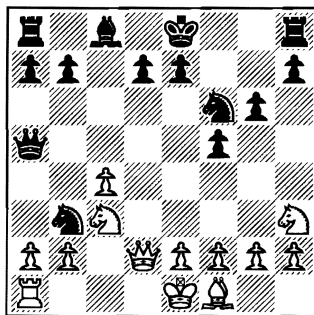
White still keeps slightly better chances by 7. Nh3 Nxc5 8. f3!? 0-0 9. e3 d6 10. Be2.

- | | | |
|----|--------------|-------------|
| 7. | ... | Bxh6 |
| 8. | Qxh6 | Nxc5 |
| 9. | Nh3?! | |

After 9. f3!? Qa5 10. 0-0-0 b5 11. cxb5 a6 12. e4! the situation is unclear.

- | | | |
|-----|--------------|------------|
| 9. | ... | Qa5 |
| 10. | 0-0-0 | |

But not 10. Qd2? Nb3!



- | | | |
|-----|-------------|------------|
| 10. | ... | b5! |
| 11. | Ng5? | |

Believsky, in *Uncompromising Chess*, says White should play 11. cxb5 a6 12. b6! Qxb6 13. f3 Rb8 14. Qf2 or 14. Rd2 with "roughly equal chances." We feel Black is better after 14. Qf2 e5 intending ...d5 and 14. Rd2 d5 intending

...e5. In both cases Beliavsky would have the center and Smyslov would be cramped.

11. ... Bb7

12. Qg7

If 12. cxb5 Nce4 13. Ncxe4 Bxe4 14. Nxe4 Nxe4 with advantage for Black.

12. ... Rf8

13. Nxb7

Or 13. e4 b4 14. e5 bxc3 15. exf6 Rxf6 16. Nxb7 0-0-0! 17. Nxf6 Qxa2 and Black wins.

13. ... Nxb7

14. Qxb7 b4

15. Nd5

If 15. Qxg6† Kd8 16. Nd5 Qxa2 and wins.

15. ... Bxd5

16. Rxd5 d6

17. Kb1 b3!

18. axb3 Rb8

19. Qxg6† Kd7

20. Rxf5 Qe1†

21. Kc2 Nxb3

0-1.

[124]

Philippe—Budowski

Lugano (ol) 1968

1. c4 f5 2. Nc3 Nf6 3. d4 e6 4. f4?! Bb4 5. Nf3 0-0 6. e3 b6 7. Bd3 Bb7

Taking control of the e4-square Black achieves a positional advan-

tage.

8. 0-0 Bxc3!

9. bxc3 d6

10. Qe1 Nbd7

11. Ng5 Qe8

12. Qh4 h6

13. d5? Nc5

14. Nxe6 Nxd3

15. Rf3 Qh5

0-1.

[125]

Czisar—Sollosy

Budapest 1958

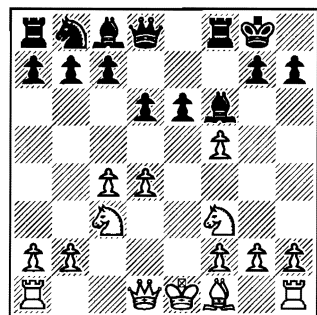
1. d4 f5 2. c4 Nf6 3. Nc3 e6 4. Bg5 Be7 5. Bxf6 Bxf6 6. Nf3

Worthy of consideration is the immediate 6. e4.

6. ... 0-0

7. e4 d6

8. exf5



8. ... Qe8!?

9. fxe6?

The acceptance of the sacrificed pawn gives Black a long lasting and

very dangerous attack. Better is 9. Be2.

- | | | |
|-----|------|-------|
| 9. | ... | Bxe6 |
| 10. | Kd2 | Qg6 |
| 11. | Nd5 | Nc6 |
| 12. | Kc3 | Bxd5 |
| 13. | cxd5 | Ne7 |
| 14. | Qb3 | Kh8 |
| 15. | Re1 | c5! |
| 16. | Re6 | cxd4† |
| 17. | Kd2 | Rac8 |
| 18. | h4 | Nxd5! |
| 19. | Qxd5 | Qc2† |
| 20. | Ke1 | Qc1† |
| 21. | Ke2 | Qxb2† |
- 0-1.

[126]

Say,F—Grefe,J
Berkeley 1991

1. c4 b6 2. d4 Bb7 3. Nc3 e6 4. a3?!
f5 5. Nf3 Nf6 6. d5 Bd6 7. Nd4 0-0!
8. dxe6?! Ng4! 9. e3

Or 9. exd7 Qh4 10. g3 Qh5 11. Nf3 Nxd7 and Black has more than enough compensation for the pawn.

- | | | |
|-----|------|------|
| 9. | ... | Qh4 |
| 10. | g3 | Qh5 |
| 11. | Nd5 | dxe6 |
| 12. | Nxe6 | Re8 |
| 13. | Bg2 | |

Perhaps 13. Nef4 offers more defensive chances.

- | | | |
|-----|-----|------|
| 13. | ... | Rxe6 |
|-----|-----|------|

14. Ne7†

Maybe 14. Nf6† or 14. Nf4 deserve to be investigated.

- | | | |
|-----|------|------|
| 14. | ... | Bxe7 |
| 15. | Bxb7 | c6 |
| 16. | Bxa8 | Qh3 |
| 17. | Qf3? | |

White's last chance was 17. Qe2 Qg2 18. Qf1.

- | | | |
|-----|-----|------|
| 17. | ... | Ne5 |
| 18. | Qe2 | Qg2 |
| 19. | Rf1 | Qe4! |
- 0-1.

Probably premature, but after 20. f3 Nd3† 21. Kd2 Qxc4 22. Qxd3 Rd6 23. Qxd6 Bxd6 White's position is in full disarray and Black should win, for example 24. Rf2 Na6 (24... Nd7!?), threatening 25... Nc5.

[127]

Floramonti—Khenkin,I
Geneva 1995

1. c4 b6 2. d4 e6 3. a3 Bb7 4. Nc3
f5 5. Nf3 Nf6 6. d5 g6 7. g3

After 7. dxe6 dxe6 8. Qxd8† Kxd8 Black is not worse. Also interesting is the gambit 7... Bg7!? 8. exd7† Nbxd7, gaining two tempi for the sacrificed pawn.

- | | | |
|-----|-----|-----|
| 7. | ... | Bg7 |
| 8. | Bg2 | 0-0 |
| 9. | 0-0 | Na6 |
| 10. | e4? | |

Opening the center here is in

Black's favor.

- | | | |
|-----|------|------|
| 10. | ... | Nxe4 |
| 11. | Nxe4 | fxe4 |
| 12. | Ng5 | exd5 |
| 13. | cxd5 | Nc5 |
| 14. | Nxe4 | Nxe4 |
| 15. | Bxe4 | Qf6 |
| 16. | Rb1 | Qd4! |
| 17. | Qc2 | |

If 17. Bg2 Rxf2!

- | | | |
|-----|-----|-------|
| 17. | ... | Rae8 |
| 18. | Bd3 | Bxd5 |
| 19. | Rd1 | Qg4 |
| 20. | Bf1 | Rxf2! |

Stronger than 20... Qf3 21. Rxd5 Qxd5, which also wins because White can't play 22. Bc4?? Re1 and mate comes.

21. Qd3

If 21. Kxf2 Qf3† 22. Kg1 Qh1† 23. Kf2 Qxh2† and mate next move, or 21. Qxf2 Qxd1 22. h4 Rf8 23. Qe2 Bd4† and wins.

- | | | |
|-----|------|--------|
| 21. | ... | Rxf1†! |
| 22. | Qxf1 | Bd4† |
| | 0-1. | |

[128]

Doroshkevich, K—Nei, I
Vilnius 1966

1. c4 f5 2. Nc3 Nf6 3. d4 e6 4. g3 Bb4 5. Qb3 a5?!

Better is 5... Qe7 or 5... c5!?—see the next game.

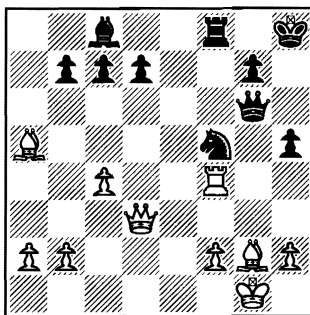
6. Bg2 0-0

- | | | |
|-----|------|------|
| 7. | Nf3 | Kh8 |
| 8. | 0-0 | Ne4 |
| 9. | Nxe4 | fxe4 |
| 10. | Bg5! | Qe8 |

If 10... Be7 11. Bxe7 Qxe7 12. Nd2 a4 13. Qe3 d5 16. f3 with advantage for White.

- | | | |
|-----|------|------|
| 11. | Nd2 | Nc6 |
| 12. | d5! | Bxd2 |
| 13. | Bxd2 | Nd4 |
| 14. | Qd1 | exd5 |
| 15. | Bc3 | Nf5 |
| 16. | Qxd5 | Ra6 |
| 17. | Qxe4 | Re6 |
| 18. | Qd3 | Rxe2 |
| 19. | Rae1 | Rxe1 |
| 20. | Rxe1 | Qh5 |
| 21. | Re4! | Nd6 |

The only defense which avoids an immediate loss was 21... Qg6 22. Rf4 h5, but after the simple 23. Bxa5 White also has a decisive advantage.



22. Rh4! 1-0.

If 22... Qf5, 23. Rf4! wins.

[129]

Lindh,B—Ekelund,K

Sweden (Corr) 1987/88

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2
Bb4† 5. Nc3

In this order of moves theory
prefers 5. Bd2.

5. ... 0-0
6. Qb3 c5!?
7. d5?!

The better response is 7. dxc5!

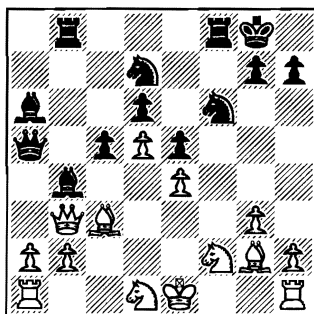
7. ... d6
8. Nh3

After 8. dxe6 Nc6, followed by
9... Bxe6, Black also has a good
game.

8. ... e5!
9. f3? b5!?
10. cxb5 a6
11. Bd2 axb5
12. Nxb5 Ba6!
13. Nc3

If 13. Bxb4 cxb4 14. Qxb4 Qb6
15. a4 Bxb5 16. Ra3 Rxa4 17. Rxa4
Nxd5 18. Qb3 Bxa4, and it does not
matter if White plays 19. Qxa4 or
19. Qxd5, because in both cases
Black maintains the advantage.

13. ... Nbd7
14. Nf2 Rb8
15. e4 fxe4
16. fxe4 Qb6
17. Ncd1 Qa5
18. Bc3



18. ... Ng4!!
19. Nxg4 Bxc3†
0-1.

After the forced 20. Qxc3 Black
nicely exploits the pinned Queen
by 20... Rxb2!, and the end will
be 21. Qxa5 Re2#, or 21. Bf1 Rxf1†
22. Rxf1 Re2#.

[130]

Tarrasch,S—Richter,B

Halle 1892

Condensed notes by Tarrasch

1. d4 f5 2. c4 e6 3. Nf3 Nf6 4. e3
b6 5. Bd3 Bb7 6. 0-0 Bd6 7. Nc3
Nc6?!

(Author's note: A better option is
7... 0-0 8. Qc2 Bb4 unclear, *Elis-
kases—Alekhine, Orebro 1935.*)

8. e4! fxe4
9. Nxe4 Be7

Now White has an excellent
game. But, instead of continuing
with development (for example
10. Be3), and slowly but steadily

increasing the advantage, White begins a premature attack, which finishes with disaster because of the opponent's cool defense.

10. **Ne5? Nxd4!**

Bad was 10... Nxe5 because of 11. Nxf6† Bxf6 12. dxe5, followed by 13. Qh5†.

11. **Nxf6†?**

This immediately leads to trouble but even the flashy 11. Ng5 0-0 12. Qh5 fails to 12... Nf5 13. Qh3 Qe8.

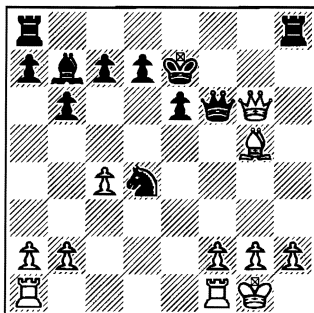
11. ... **Bxf6**
 12. **Qh5† g6**
 13. **Bxg6† hxg6**
 14. **Qxg6† Ke7**
 15. **Ng4**

Other moves also don't keep the attack.

15. ... **Qf8!**

This is a wonderful move, with which Black initiates a very elegant counterattack.

16. **Nxf6 Qxf6**
 17. **Bg5**



17. ... **Ne2†**

18. **Kh1 Rxb2†**
 19. **Kxh2 Rh8†**
 20. **Bh6 Qh4#**
 0-1.

[131]

Stark, B—Espig, L

East Germany (ch) 1967

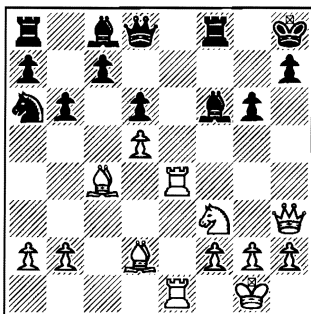
1. d4 e6 2. c4 f5 3. Nf3 Nf6 4. e3 Be7 5. Bd3 0-0 6. 0-0 b6 7. Nc3 Bb7 8. d5! exd5?!

Maybe 8... Na6 is better.

9. **cxd5 g6**
 10. **Bc4 Kg7?**

More defensive chances were offered by 10... Kh8.

11. **Re1 Na6**
 12. **e4 fxe4**
 13. **Nxe4 Nxe4**
 14. **Rxe4 Bf6**
 15. **Qd2 Kh8**
 16. **Qh6 Bg7**
 17. **Qh3 Bf6**
 18. **Bd2 d6**
 19. **Rae1 Bc8**



20. Qh6 Bg7

21. Bc3! 1-0.

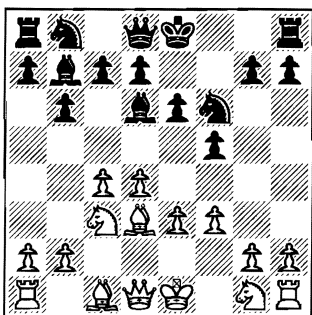
For if 21... Bxc3 22. Ng5 and wins.

[132]

Sigheim—Miller

London 1925

1. d4 f5 2. c4 Nf6 3. Nc3 e6 4. e3
b6 5. Bd3 Bb7 6. f3 Bd6!?



6... Nh5 7. Nh3 Qh4† 8. Nf2
Nc6 9. g3 Qe7 is unclear.

7. Nge2 Nc6

8. 0-0 0-0

9. e4? fxe4

10. fxe4 Ng4

11. e5 Qh4

12. h3 Ncx5!

13. dxe5 Bc5†

14. Kh1 Qxh3#

0-1.

[133]

Vareille,F—Bricard,E

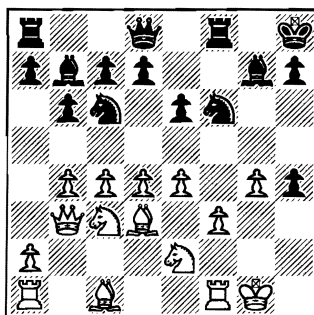
Paris 1994

1. d4 e6 2. c4 f5 3. Nc3 Nf6 4. e3
b6 5. Bd3 Bb7 6. f3 g6 7. Nge2
Bg7 8. 0-0 0-0 9. b4 Nc6 10. Qb3
Kh8 11. h3 g5 12. g4 Ne7 13. e4
f4 14. h4 gxh4 15. Nxf4?

After 15. Bxf4 Ng6 16. Bh2
White's game is preferable.

15. ... Nc6

16. Nfe2



16. ... Nxf4!

17. e5

If 17. fxg4 Nxd4 18. Nxd4 Bxd4†
19. Kh2 Rxf1 20. Bxf1 Qf6 and
Black wins.

17. ... h3!

18. Ne4

Or 18. fxg4 h2† and wins.

18. ... Qe8

19. Bg5 Qg6

20. fxg4 Nxd4

21. Nf6 Qxg5

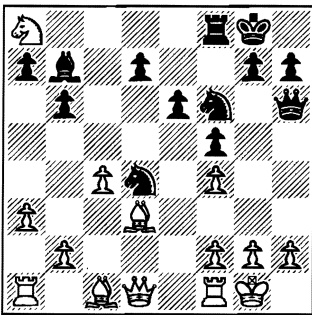
22. Nxd4 h2†!

0-1.

[134]

Malakhovskaia—Sokolovskaia
USSR 1976

1. d4 f5 2. c4 Nf6 3. Nc3 e6 4. e3 Be7 5. Bd3 0-0 6. Nge2 b6 7. 0-0 Bb7 8. Qc2 Nc6 9. a3 Qe8 10. Nb5? Qg6! 11. Nf4 Qh6 12. Nxc7 Bd6! 13. Nxa8 Bxf4 14. exf4 Nxd4 15. Qd1



15. ... Nf3†!
16. gxf3 Qh3
17. Be3
Or 17. Be2 Ng4 and wins.
17. ... Ng4
18. Re1 Nxh2
19. Be2 Rf6
20. Bf1 Nxf3†
21. Qxf3 Qxf3
0-1.

Nf6 5. Bd3 c6 6. Nge2 Bd6 7. Qc2?!

Shown in *ECO* only as a proposition, with the idea that if 7... 0-0, then 8. 0-0 Ne4 9. f3.

7. ... Nbd7
8. f3 0-0
9. Bd2 Kh8
10. 0-0 dxc4!
11. Bxc4 e5
12. Qxf5?

White overlooks Black's 18th move. However, in all other variations Black still stands better.

12. ... exd4
13. Nxd4 Ne5
14. Be6 c5!
15. Bxc8

If 15. Ndb5 or 15. Nde2, then 15... Nfg4 with advantage.

15. ... cxd4
16. exd4 Nc4
17. Be6 Nxd2
18. Rfd1 Nfe4!
19. Qh5 g6
20. Qd5 Qh4
21. Nxe4 Qxh2†
22. Kf2 Rxf3†
23. Ke1 Qxg2
0-1.

[135]

Khodos,G—Lapin
Rostov 1958

1. d4 d5 2. c4 e6 3. Nc3 f5 4. e3

[136]

Glucksberg—Najdorf,M
Warsaw 1935

"The Polish Immortal" game. Some

sources claim that this game is played some years earlier. We presented it as is published in "Wiener Schach Zeitung" 1935 with condensed annotations by Tartakower.

1. d4 f5 2. c4 Nf6 3. Nc3 e6 4. Nf3 d5 5. e3 c6 6. Bd3 Bd6 7. 0-0 0-0 8. Ne2 Nbd7 9. Ng5

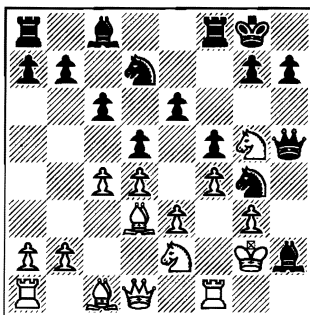
White probably believes that the attack against "e6" makes the following typical sacrifice impossible. If so, then many of Black's moves to come were surely big surprises for him.

9. ... Bxh2†
10. Kh1 Ng4

To answer 11. Nxe6 with 11... Qh4.

11. f4 Qe8
12. g3 Qh5
13. Kg2

The point of White's idea. He hopes that 14. Rh1, followed by Nf3, will allow him to capture the Bishop on h2, but his ingenious opponent finds new attacking resources.



13. ... Bg1!!
14. Nxf3 Qh2†
15. Kf3 e5!

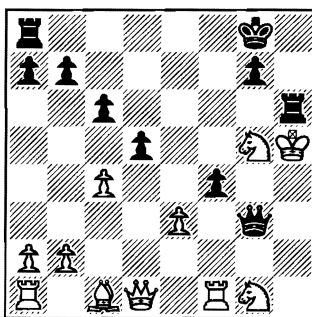
New forces come on the scene!

16. dxe5 Ndx5†!
17. fxe5 Nxe5†
18. Kf4 Ng6†
19. Kf3 f4!

Threatening not only 20... fxg3†, but also 20... Bg4†! 21. Kxg4 Ne5#.

20. exf4

If 20. Bxg6, then Black wins by another beautiful variation: 20... Bg4†! 21. Kxg4 Qxg3† 22. Kh5 hxg6† 23. Kxg6 Rf6 24. Kh5 Rh6#.



20. ... Bg4†!
21. Kxg4 Ne5†!

The seventh sacrifice! It should also be noted that Black has sacrificed all four of his minor pieces!

22. fxe5 h5#
0-1.

[137]

Abramovich,G—Botvinnik,M
St. Petersburg 1924

1. d4 f5 2. Nf3 Nf6 3. c4 e6 4. Nc3 b6 5. Bg5 Be7 6. e3 Bb7 7. Bd3 0-0 8. 0-0 Ne4!?

Theory shows 8... Qe8 9. Qe2, and now 9... Ne4 10. Bxe7 Nxc3 11. bxc3 Qxe7=, or Botvinnik's proposition 9... Qh5!? 10. e4 Nc6! unclear.

9. Bxe7 Qxe7

10. Rc1

Or 10. Nb5? Na6 11. Qb3 f4 12. exf4 Rxf4 13. Rfe1?? Rxf3! 14. gxf3 Qg5† 15. Kf1 Nd2† 16. Ke2 Bxf3# 0-1 *Vogt—Schaaf, Breslau 1937.*

10. ... Na6

11. a3 Rf6

12. Qa4?

This is the decisive mistake. White should play 12. Ne2 or 12. Bxe4.

12. ... Nxc3

13. Rxc3 Bxf3

14. Qxa6

Or 14. gxf3 Rg6† 15. Kh1 Qg5 and mate follows.

14. ... Rg6

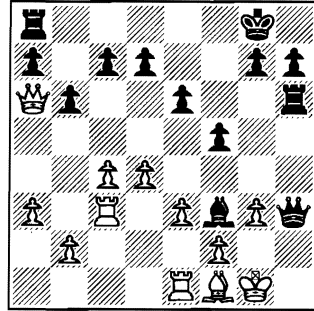
15. g3 Qg5

15... Qh4 wins immediately because of the inevitable 16... Qxh2†!

16. Re1 Qh5

17. e4

There is no defense. If 17. Bf1 Rh6 18. h3 (18. h4 g5) Qxh3! wins.



17. ... Qxh2†!
0-1

For if 18. Kxh2 Rh6† 19. Kgl Rh1—the typical “Classical Mate” with Rook and Bishop.

[138]

Granda Zuniga—Canda
Medina del Campo 1985

1. Nf3 e6 2. d4 f5 3. c4 Nf6 4. Nc3 b6 5. d5!? Bd6 6. Nd4 0-0 7. g3 Bb7 8. Bg2 a5 9. 0-0 Qe7 10. Ncb5 Na6 11. Nxd6 cxd6?

This loses without a fight. White would only be slightly better after 11... Qxd6 12. Bf4 Qc5 13. Rc1.

12. Qb3 Nc5

13. Qe3 g6

14. Rd1 Nce4

15. f3 Nc5

16. dxe6 dxe6

17. Qg5 Rf7

18. b3 Rd8
 19. Bb2 e5??
 20. Nxf5 1-0.

[139]

Kastner,W—Insam,H
 Austria (ch team) 1995

1. Nf3 f5 2. c4 Nf6 3. Nc3 e6 4. d4
 d5 5. Bf4 Bd6?!

The exchange of the dark-
 squared Bishops is strategically
 favorable for White.

6. e3! c6
 7. Bd3 0-0
 8. 0-0 b6
 9. Rc1 Qe7
 10. a3 Ne4
 11. Bxd6 Qxd6
 12. cxd5 exd5
 13. Ne5 Be6
 14. f4 Rc8
 15. Bxe4! dxe4
 Or 15... fxe4 16. f5!
 16. d5! cxd5
 17. Nxd5 Rd8

If 17... Rxc1 18. Nf6† and
 wins.

18. Nc7 Qxc7
 19. Rxc7 Rxd1
 20. Rxd1 1-0.

[140]

Stradalov—Charushin
 Corr. 1955

Condensed notes by Keres

1. d4 d5 2. c4 e6 3. Nc3 c6 4. Nf3
 f5 5. Bf4 Nf6 6. e3 Bb4?!

Better is 6... Be7.

7. Bd3 Nbd7?

Correct is 7... 0-0, because after
 the text move White can achieve
 an advantage by 8. cxd5! Nxd5 9.
 Qb3, or 8... cxd5 9. 0-0, threaten-
 ing Nb5.

8. 0-0 0-0
 9. Qb3 Be7
 10. Ne5

Here also 10. cxd5 is stronger.

10. ... Nxe5
 11. Bxe5 Ne4
 12. cxd5?!

Correct is 12. Rad1! with a bet-
 ter game.

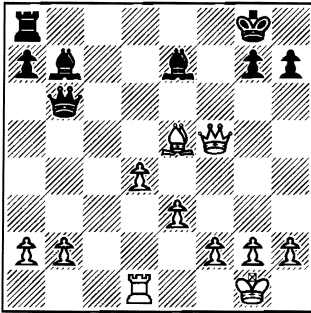
12. ... Nd2
 13. Qa4 Nxf1
 14. dxc6 Nd2
 15. Rd1 Ne4?

Correct is 15... Bd6! and now
 16. Rxd2 Bxe5 17. dxe5 Qb6 18.
 cxb7 Bxb7, or 16. Bxd6 Qxd6 17.
 cxb7 Bxb7. In both cases Black
 stands better.

16. Nxe4 fxe4
 17. Bxe4 Qb6
 18. Qc2 h6?

After 18... Bf6 19. Bxh7† Kh8
 20. Qg6 Bxe5 21. Qh5! Rd8 22.

Rc1! Bf6 23. c7! Bd7 24. cxd8=Q†
 Rxd8 25. g4 White should win.
 Relatively better is 18... Rf5! 19.
 cxb7 Bxb7 20. Bxf5 exf5 21. Qxf5
 with four pawns for the piece and
 the better position for White.



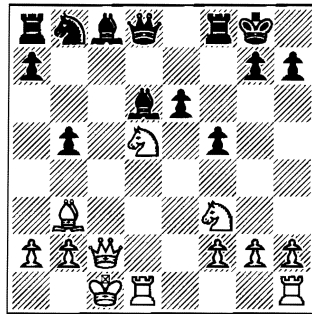
19. Bh7† Kh8
 20. Bxg7†! Kxg7
 21. Qg6† Kh8
 22. Bg8! 1-0.

[141]

Aagaard, J—Lauridsen, J
 Denmark 1992

1. d4 f5 2. c4 Nf6 3. Nc3 e6 4.
 Nf3 Be7 5. Qc2 d5 6. Bf4 dxc4?
 7. e3 Nd5 8. Bxc4 Nxf4 9. exf4
 c6 10. 0-0-0 b5 11. Bb3 Bd6 12.
 d5! b4?

A better defense is 12... cxd5
 and if 13. Nxd5 0-0.



13. dxe6! bxc3
 14. e7! Qc7
 15. Qxc3 Bxe7
 16. Qxg7 Rf8
 17. Rhe1 c5
 18. Ba4† 1-0.

[142]

Zeuner—Hahn
 Munich 1934

1. d4 e6 2. c4 d5 3. Nc3 f5 4. Bf4
 c6 5. e3 Nd7?! 6. Nf3 Be7 7. Bd3
 Ngf6 8. 0-0

As we already know, after 8.
 cxd5! White has the advantage.

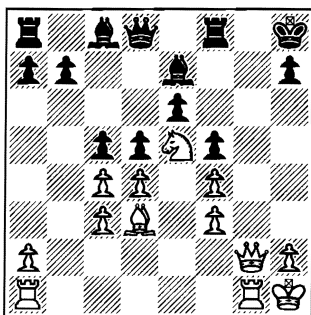
8. ... Ne4
 9. Ne5 Ndf6?!

Better is 9... Nxe5.

10. f3 Nxc3
 11. bxc3 0-0
 12. Qc2 Nh5
 13. g4 Nxf4
 14. exf4 g6
 15. Kh1 c5?
 16. gxf5 gxf5

After 16... exf5 17. cxd5 Black cannot play 17... Qxd5 because of 18. Bc4.

17. Rg1† Kh8
18. Qg2 1-0.



For if 18... Bf6 19. Qg8†! Rxcg8
20. Nf7#.

[143]

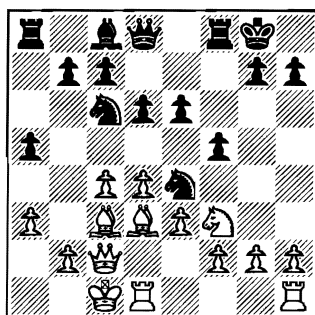
Navarovszky,L—Dely,P
Hungary (ch) 1965

1. d4 e6 2. Nf3 f5 3. c4 Nf6 4. Nc3
Bb4 5. Bd2 0-0 6. e3 d6 7. Qc2
Nc6 8. 0-0-0!?

After 8. a3 Bxc3 9. Bxc3 Ne4
10. Bd3 Nxc3 11. Qxc3 e5! Black
stands well.

8. ... a5
9. a3 Bxc3
10. Bxc3 Ne4
11. Bd3?

This allows a typical sacrifice.
White should play 11. Kb1.



11. ... Nb4!
12. Bxb4

12. axb4 axb4 looks even
worse.

12. ... axb4
13. Bxe4 fxe4
14. Qxe4 bxa3
15. bxa3 Rxa3
16. Kb2 Ra4
17. Kb3? d5!
18. Qh4 Qe8
19. Rc1 Rxc4
0-1.

Probably premature, but after
20. Rxc4 dxc4† 21. Kxc4 Qa4†
22. Kc3 (22. Kd3 Qb3† 23. Kd2
Qb2† 24. Kd3 b6) Qa3† 23. Kc2
b6, followed by 24... Ba6, Black's
position is practically untenable.

[144]

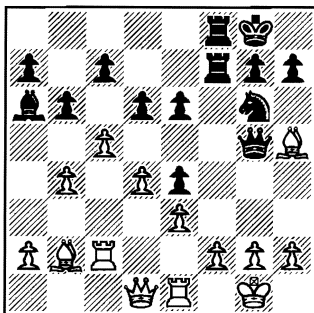
Nilsson,C—Wikstroem,L
Sweden 1980

1. d4 f5 2. c4 Nf6 3. Nf3 e6 4. Nc3
Bb4 5. Bd2 0-0 6. e3 b6 7. Bd3

Bb7 8. 0-0 Bxc3 9. Bxc3 Ne4 10. Rc1 d6 11. Nd2?

Now Black achieves a strong attack on the kingside. Maybe 11. Ne1 is better.

- | | | |
|-----|-------------|-------------|
| 11. | ... | Qg5 |
| 12. | Nxe4 | fxe4 |
| 13. | Be2 | Nd7 |
| 14. | b4 | Rf7 |
| 15. | Bb2 | Nf8 |
| 16. | c5 | Ng6 |
| 17. | Bh5 | Ba6! |
| 18. | Re1 | Raf8 |
| 19. | Rc2 | |



- | | | |
|-----|-------------|-------------|
| 19. | ... | Rf3! |
| 20. | Bxf3 | exf3 |
| 21. | g3 | Qg4 |
| 22. | Kh1 | Rf5 |
| | 0-1. | |

[145]

Ekstein—Laes
Tallinn 1956

1. d4 f5 2. c4 Nf6 3. Nc3 e6 4. Nf3 Bb4 5. Qc2 c5

This is a rarely used variation. Theory gives more credit to 5... 0-0, see the next game.

6. e3?!

White should try 6. g3 or Pachman's recommendation 6. dxc5!? Bxc5 7. g3.

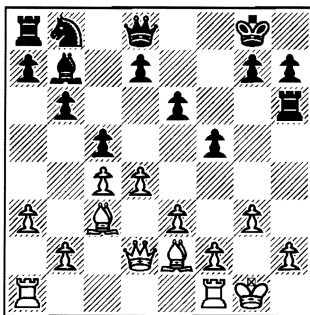
- | | | |
|-----|-------------|-------------|
| 6. | ... | b6 |
| 7. | Bd2 | Bb7 |
| 8. | Be2 | 0-0 |
| 9. | a3 | Bxc3 |
| 10. | Bxc3 | Ne4 |
| 11. | 0-0 | Rf6! |

This is a typical plan for attacking on the kingside—see also the next game.

12. Nd2?

A better defense is 12. g3 Rh6 13. Rfd1.

- | | | |
|-----|-------------|-------------|
| 12. | ... | Rh6 |
| 13. | g3 | Nxd2 |
| 14. | Qxd2 | |



- | | | |
|-----|-------------|-------------|
| 14. | ... | Qh4! |
| | 0-1. | |

For if 15. gxh4 Rg6† and mate next move.

[146]

Litvinov—Veresov,G

Minsk 1958

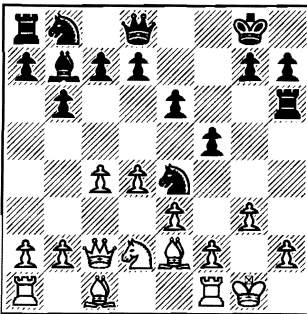
1. c4 f5 2. d4 Nf6 3. Nc3 e6 4. Nf3
Bb4 5. Qc2 0-0 6. e3?!

Theory recommends 6. g3 b6 7.
Bg2 Bb7 8. 0-0 Bxc3 9. Qxc3 Qe8
10. Rd1 d6 with approximately
equal chances.

6.	...	b6
7.	Be2	Bb7
8.	0-0	Bxc3
9.	Qxc3	

This gives an important tempo
to the upcoming Black's attack.
Better is 9. bxc3 Ne4 10. Ne1 Rf6
11. f3.

9.	...	Ne4
10.	Qc2	Rf6!
11.	Nd2?	Rh6
12.	g3	



This is almost an identical pat-
tern to the previous game and dia-
gram. As there, Black could win
by 12... Nxd2 13. Bxd2 Qh4! Here
Black demonstrates another, even

more attractive, winning idea.

12. ... Qh4!

13. Nf3

If 13. gxh4 Rg6† 14. Kh1
Nxf2#.

13.	...	Ng5!
		0-1.

If 14. Nxh4 Nh3#, or 14. gxh4
Nxf3† 15. Bxf3 (15. Kg2 Nxd4†
and 16... Nxc2) Rg6† 16. Bg2
Rxxg2† 17. Kh1 Rxf2† and wins.

[147]

Berndt—Vogt,W

Corr. 1953

1. Nf3 e6 2. c4 f5 3. Nc3 Nf6 4.
d4 Bb4 5. Qc2 0-0 6. a3 Bxc3† 7.
Qxc3 Ne4 8. Qc2 d6 9. g3 b6 10.
Bg2 Bb7 11. Nd2

After 11. 0-0 White stands
well.

11. ... Nc6

12. Nxe4?

Better is 12. e3, and if 12...
Nxd2 13. Qxd2.

12. ... fxe4

13. Bxe4?!

Correct is 13. Be3! Qf6 14.
Rd1.

13. ... Nxd4

14. Bxh7†?

The decisive mistake. White
should play 14. Qd3.

14. ... Kh8

15. Qg6 Rf5!

But not 15... Bxh1? 16. Qh5.

16. g4 Re5
 17. g5 Rxe2†
 18. Kf1 Qf8!
 0-1.

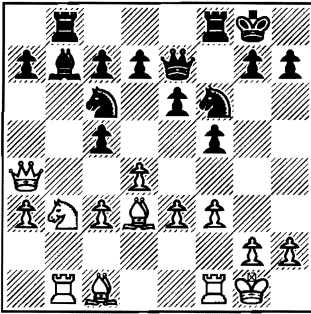
After 19. Be3 Rxe3 20. Qh5
 Black wins easily by 20... Qf3!

[148]

Zejan,S–Zaja,I

Croatia (ch), Pula 2000

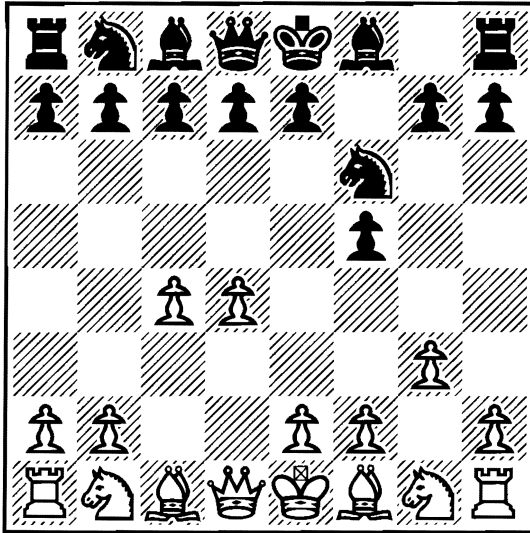
1. c4 e6 2. Nc3 b6 3. d4 Bb4 4.
 Nf3 Bb7 5. e3 f5 6. Bd3 Nf6 7.
 0-0 0-0 8. Nd2 Nc6 9. a3 Bxc3
 10. bxc3 Na5 11. f3 Qe7 12. c5?
 bxc5 13. Qa4 Nc6 14. Rb1 Rab8
 15. Nb3??



15. ... Nd5
 16. Qc4 Nb6!
 0-1.

Because of 17. Qxc5 d6 18. Qb5
 a6 winning the Queen.

A86



1. d4 f5 2. c4 Nf6 3. g3

- 3... d6 4. Bg2 c6 5. Nf3 Qc7 6. Nc3 e5 7. dxe5 149-150
 3... g6 4. Bg2 Bg7 5. Nc3 0-0 6. e3 d6 7. Nge2 e5 151
 3... g6 4. Bg2 Bg7 5. Nh3 152-155

[149]

Seleznev—Antoshin, V
USSR 1960

1. c4 f5 2. Nf3 Nf6 3. g3 d6 4. d4
c6 5. Bg2 Qc7 6. Nc3 e5 7. dxe5

Theory recommends 7. 0-0, but
the game continuation is of the
same value.

7. ... dxe5
8. 0-0?!

For the better 8. e4!—see the
next game.

8. ... Bb4!
9. Qb3 Na6
10. e4? fxe4
11. Ng5 Bxc3
12. Qxc3 Bf5
13. Re1 Nc5
14. b4 Nd3
15. Re2 0-0
16. Nxe4 Nxe4
17. Bxe4 Bxe4
18. Rxe4 Nxf2
19. Rxe5 Rad8
20. c5 Qf7
21. Bg5 Rd3
0-1.

Because of 22... Qf3.

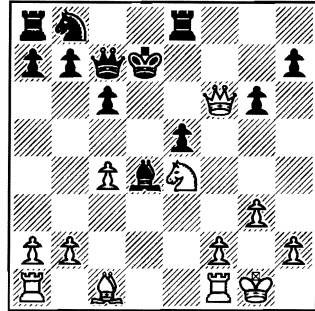
dxe5 8. e4! fxe4?

After 8... Bb4 9. exf5 Bxf5 10.
Qb3 Na6 11. 0-0 White stands
slightly better.

9. Ng5 Bf5
10. 0-0 Bc5
11. Ncxe4 Nxe4
12. Bxe4 Bxe4
13. Nxe4 Bd4
14. Qh5† g6
15. Nf6† Kf7?

Correct is 15... Kd8 with a
worse, but still playable position.

16. Qf3 Ke6
17. Ne4 Re8
18. Qf6† Kd7



19. Bg5! 1-0.

There is no defense against the
threat 20. Qf7†.

[150]

Karasev, V—Nikolaev
USSR 1980

1. g3 f5 2. Bg2 Nf6 3. d4 d6 4. Nf3
c6 5. c4 Qc7 6. Nc3 e5 7. dxe5

[151]

Frumkin, E—Yermolinsky, A
US Open, Reno 1999

1. c4 e5 2. g3 d6 3. Bg2 f5 4. Nc3
Nf6 5. e3?! g6 6. Nge2 Bg7 7. d4

0-0 8. 0-0 e4! 9. f3?

White should begin active play on the queenside by 9. b4.

9. ... exf3
 10. Bxf3 Re8
 11. Qd3 Na6
 12. a3 c6
 13. Bd2 Nc7
 14. e4 Qe7!
 15. e5 dxe5
 16. dxe5 Nd7!
 17. Qd6 Nxe5
 18. Qxe7 Rxe7
 19. Bg5 Re8
 20. b3?? Nxf3†
 21. Rxf3 Rxe2
 0-1.

[152]

Shashin,A—Feldman
St. Petersburg 1970

1. d4 f5 2. g3 Nf6 3. Bg2 d6 4. d5 g6 5. c4 Bg7 6. Nh3 0-0 7. 0-0 Nbd7?!

After the superior 7... c6 8. Nf4 e5 9. dxe6 Qe7 White stands slightly better.

8. Nc3 Ne5
 9. b3 c6
 10. Bb2 cxd5
 11. cxd5 Bd7
 12. Nf4 Rc8
 13. e3 Qa5
 14. Nce2 g5
 15. Ne6 Bxe6

16. dxe6 Ne4
 17. Nd4

Threatening 18. Nxf5!

17. ... Nd2
 18. Re1 f4
 19. gxf4 gxf4
 20. Re2 fxe3
 21. fxe3 Nef3†
 22. Bxf3 Bxd4

If 22... Nxf3† 23. Nxf3 Rxf3 24. Rg2 and White wins.

23. Rg2†! 1-0.

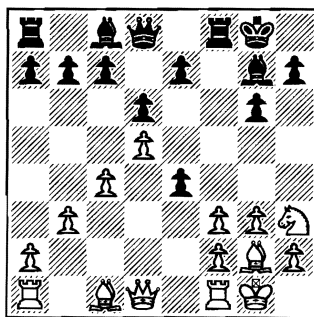
[153]

Portisch,L—Menvielle,A
Las Palmas 1972
Condensed notes by Portisch

1. c4 f5 2. g3 Nf6 3. Bg2 g6 4. d4 Bg7 5. Nc3 0-0 6. Nh3 Nc6 7. 0-0 d6 8. d5 Ne5 9. b3 Ne4? 10. Nxe4 Nf3+?

After 10... fxe4 11. Rb1 White stands better.

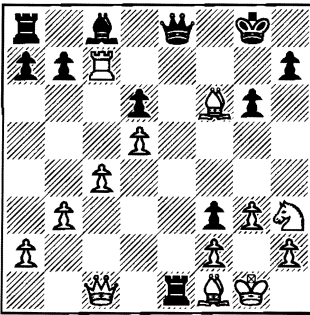
11. exf3 fxe4



12. Bg5! Bxa1

Interesting is 12... exf3!? 13. Re1 fxg2, and now 14. Bxe7 Bxh3 15. Bxd8 Raxd8 16. Re4! is not so clear, but after the stronger 14. Nf4!? White has the advantage.

13. Qxa1 exf3
 14. Re1 Rf7
 15. Bf1 Qf8
 16. Qc1 Rf5
 If 16... Bd7 17. Bh6!
 17. Rxe7 Re5
 18. Rxc7 Qe8
 19. Bf6 Re1



20. Ng5! Qe2

If 20... Rxc1 21. Rg7† and mate next move.

21. Qxe1! Qxe1
 22. Rxh7 1-0.

[154]

Spassky, B—Santo Roman, M
 France (ch) 1991

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4. Nh3 Bg7 5. c4 0-0 6. Nc3 d6 7. d5 Na6 8. Nf4 e5 9. dxe6 c6 10. h4

White's best move is 10. 0-0 with a slightly better game.

10. ... Nc5
 11. h5 gxh5
 12. Nxb5 Nxb5
 13. Rxb5 Bxe6
 14. Bh6?!

White should try 14. Bf4, and if 14... Be5 15. Rh4, intending Qd2 and 0-0-0.

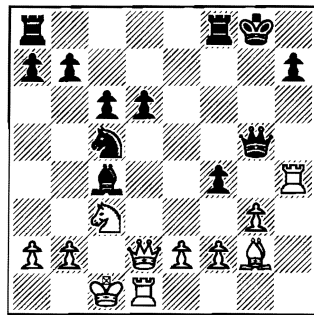
14. ... Bxh6
 15. Rxb6 Qg5
 16. Rh4 f4

ECO considers this position as unclear.

17. Qd2?

Spassky missed his last chance with 17. Qxd6 meeting 17... Rad8 with 18. Ne4.

17. ... Bxc4
 18. 0-0-0



18. ... Bxa2!
 19. Qxd6 fxg3†
 20. f4 Qxh4
 21. Qxc5 Bb3
 22. Rf1 Rxf4
 23. Rh1 Qf6

24. Ne4 Rxe4
 25. Bxe4 Qf4†
 0-1.

[155]

Ehlvest, J– Schnabel, R

Reykjavik 2000

16. Rxh8†! Kxh8
 17. Qd2 Kg7
 18. Qh6† Kf6
 19. g7† Ke5
 20. gxf8=Q Qxf8
 21. Qe3! 1-0.

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4.
 Nh3 Bg7 5. Nd2!? c6 6. c4 d6 7.
 d5! 0-0?!

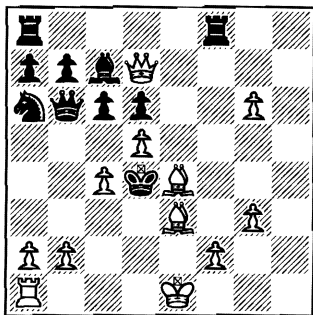
Perhaps Black should try 7...
 e5.

8. Nf4 Bd7
 9. h4 Bh8
 10. e4 fxe4
 11. Nxe4 Nxe4
 12. Bxe4 Na6
 13. h5 g5

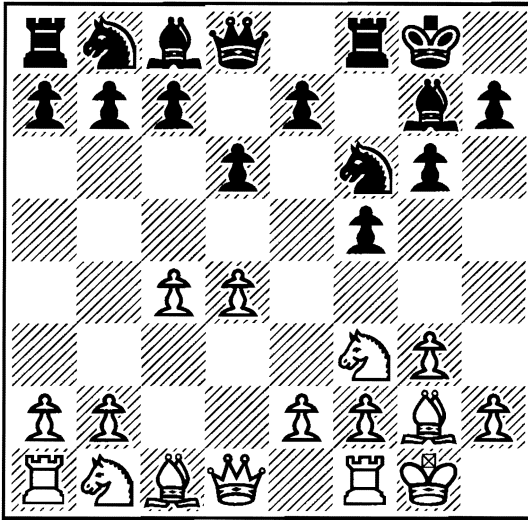
Or 13...Nc5 14. hxg6 Nxe4 15.
 Qh5 and wins.

14. Ng6! hxg6
 15. hxg6 g4

If 15... Qb6 16. Rxh8†! Kxh8
 17. Qh5† Kg7 18. Qh7† Kf6 19.
 Bxg5†! Ke5 20. Qxe7† Kd4 21.
 Be3† and White wins.



A87



1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3 0-0 6. 0-0 d6

7. b3.....	156
7. d5.....	157
7. Nc3 Qe8.....	158-161

[156]

Robatsch, K—Jansa, V

Sochi 1974

1. c4 f5 2. Nf3 Nf6 3. g3 g6 4. b3
Bg7 5. Bb2 0-0 6. Bg2 d6 7. d4 c6
8. 0-0 Kh8 9. d5!?

After 9. Nbd2 d5 White stands
only slightly better.

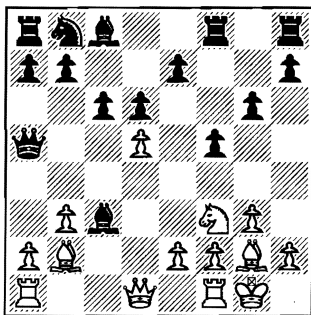
9. ... Qa5?!

Usual is 9... Na6, followed even-
tually by e7-e5.

10. Nc3! Nxd5?

Falling into a clever trap. Black
should play 10... cxd5 or 10...
Na6, but White's position is to be
preferred.

11. cxd5 Bxc3



12. Qd2!! Qxd5

13. Qxc3† e5

14. Nxe5! 1-0.

For if 14... Qxe5 15. Qc2.

[157]

Minev, N—Ioakimidis, G

Sofia 1979

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4. Nf3
Bg7 5. 0-0 0-0 6. c4 d6 7. d5 c6

The other options for Black: 7...
Na6, 7... c5, 7... e5 and 7... Qe8
are of approximately the same
value.

8. Nd4 Qb6

9. Nb3

This is a forgotten novelty, but
probably no better than the book
line 9. e3 Bd7 10. Nc3 Na6 11. Rb1
with a slight edge for White.

9. ... Bd7

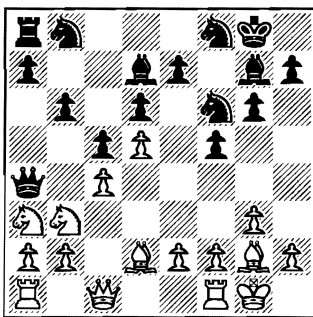
10. Be3 c5

11. Qc1 Qa6?

After 11... a5! 12. Nc3 a4 13.
Nd2 Na6 Black stands well.

12. Na3 Qa4

13. Bd2 b6??



14. Na5! 1-0.

For if 14... bxa5 15. b3, or 14...
Bc8 15. Nb5, or 14... Be8 15. Nb5
Bxb5 16. b3, and Black's Queen is
trapped. A rare occasion where the
player resigns when all pieces and
pawns are still on the board.

[158]

Magerramov, E—Malaniuk, V
Warsaw 1989

1. d4 f5 2. c4 d6 3. Nf3 Nf6 4. g3
g6 5. Bg2 Bg7 6. Nc3 0-0 7. 0-0
Qe8 8. b3 e5 9. dxe5 dxe5 10. e4
Nc6 11. Nd5 Qd7 12. Ba3

After 12. exf5!? e4 13. Ng5 gxf5
14. Be3 Nxd5 15. cxd5 Bxa1 16.
Qxa1 Qxd5 17. Rd1 Qe5 18. Qc1 it
is not clear how much compensa-
tion White has for the sacrificed
material.

12. ... Re8?

Correct is 12... Rd8!, and if 13.
exf5 e4 14. Ng5 gxf5 15. Ne3 Qe8
16. Qe1 Ne5 with a good game for
Black. Also deserving of attention
is 12... Nxe4!? 13. Bxf8 Kxf8, as
proposed by Magerramov.

13. exf5 e4

Also after 13... gxf5 14. Nh4!
Nd4 (14... e4? 15. Ne3!) 15. Bc5!
White is clearly in command—
Pinter.

14. Ng5 gxf5

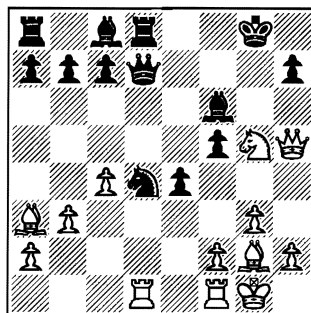
15. Nxf6† Bxf6

16. Qh5! Rd8?

This loses immediately, but
Black's position is already unten-
able. For example: 16... Bxa1
(16... Nd4 17. Nxf7!) 17. Rxa1
Rd8 18. Bb2 Qe7 19. Re1 Nd4
(19... Bd7 20. Rxe4!! or 19... Be6
20. Qh6!) 20. Bxe4! fxe4 21. Rxe4
Nf3† 22. Kg2 Bh3† 23. Kxf3!

1-0 Pinter—Karolyi jr., Budapest
1989.

17. Rad1 Nd4



18. Rxd4!! 1-0.

For if 18... Bxd4 19. Rd1 c5
(19... Qg7 20. Rxd4!) 20. Bxc5
Bxc5 21. Rxd7 Rxd7 22. Ne6! and
White wins—Magerramov.

[159]

Matveeva, S—Strutinskaia, G
USSR (ch women) 1987

1. Nf3 f5 2. c4 Nf6 3. g3 d6 4. d4
g6 5. Bg2 Bg7 6. 0-0 0-0 7. Nc3
Qe8 8. b4

This is a forgotten continuation,
but probably no better than the
usual 8. b3 or 8. d5.

8. ... c6

Perhaps 8... c5!?

9. Qb3 e5

10. dxe5 dxe5

11. e4 Ng4

Threatening 12... f4.

12. exf5?!

Stronger is 12. h3!

12. ... **Bxf5!**

13. **Ng5**

Here again White could play

13. h3.

13. ... **Bd3**

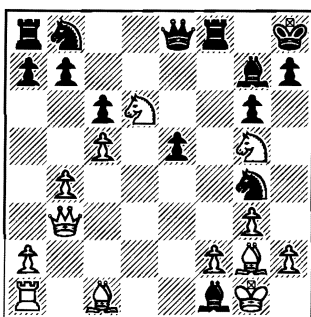
14. **c5†** **Kh8**

15. **Nce4**

White sacrifices the Exchange counting on piece activity to compensate. Attempts to avoid giving up material don't fare as well: (a) 15. Re1 Nxf2 16. Ne6 Rd7 17. Nd8 can be met by 17... Re7; (b) 15. Rd1 Nxf2 16. Rd2 e4 17. Ne6 e3.

15. ... **Bxf1**

16. **Nd6**



Also possible was 16. Bxf1 Qe7 with equal chances.

16. ... **Bxg2**

17. **Ngf7†**

It seems that 17. Nxe8 Bd5 18. Qd1 Nxf2 19. Qf1 is unclear.

17. ... **Rxf7**

18. **Nxf7†** **Kg8**

19. **Nd6†?**

19. Nh6† Kh8 (19... Kf8? 20.

Qg8† Ke7 21. Qxg7† and 22. Kxg2) 20. Nf7†=.

19. ... **Bd5**

20. **Nxe8** **Bxb3**

21. **Nc7** **e4!**

0-1.

After 22. Rb1 Bxa2 Black has an extra piece in all variations.

[160]

Krasnov,S—Piskov,Y

Moscow 1989

1. Nf3 f5 2. d4 Nf6 3. g3 g6 4. Bg2 Bg7 5. 0-0 0-0 6. c4 d6 7. Nc3 Qe8 8. d5 a5 9. Re1?!

Instead of 9. Rb1, 9. Nd4, 9. Be3 or 9. Ne1, continuations which all are considered theoretically equal. White's idea for "e4" is not suitable for this variation.

9. ... **Na6**

10. **e4** **fxe4**

11. **Nxe4** **Nxe4**

12. **Rxe4** **Nc5**

13. **Rh4**

If 13. Re1, then 13... a4 or 13... Qf7!?, and the position looks unpleasant for White.

13. ... **a4!**

14. **Nd4** **Bf6**

15. **Rh6** **Qf7**

16. **Be3** **Bd7**

17. **Qd2** **Qg7**

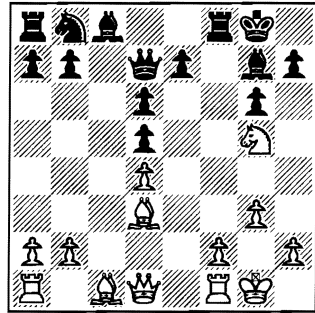
18. **h4** **Qh8!**

19. **h5** **g5**

20. Nf3 Qg7!
 21. Bxg5 Ne4
 22. Qe3 Nxc5
 0-1.

[161]

Kustur,S—Markus,R
Paks 2001



1. Nf3 f5 2. g3 Nf6 3. Bg2 g6 4. d4 Bg7 5. c4 d6 6. Nc3 0-0 7. 0-0 Qe8 8. Nd5

This move has gone in and out of fashion. As a result of this game it is back in the doghouse.

8. ... Nxd5
 9. cxd5 Qb5
 10. Ng5 c6
 11. e4

After 11. Ne6 Bxe6 12. dxe6 d5 Black stands better.

11. ... fxe4
 12. Bxe4 cxd5!

In *Sherbakov—Kosteniuk, Isle of Man 2000*, White was successful after 12... Bf5 13. a4 Qc4 14. Bxf5 Rxf5 15. Qe1 cxd5 16. Qe6† Kh8 17. Nf7† Rxf7 18. Qxf7, but the text is quite an improvement for Black.

13. Bd3 Qd7!

14. Nxc5

This is the tactical point of White's idea, initiated by 11. e4. Unfortunately, Black has enough defensive resources against the upcoming attack—in particular ...Qh3.

14. ... Kxh7
 15. Qh5† Kg8
 16. Bxg6 Qh3
 17. Qxd5† Be6!
 18. Qxb7 Nd7

All this was later repeated in the game *Sanchez Guirado—Teran Alvarez, Cala Galdana 2001*.

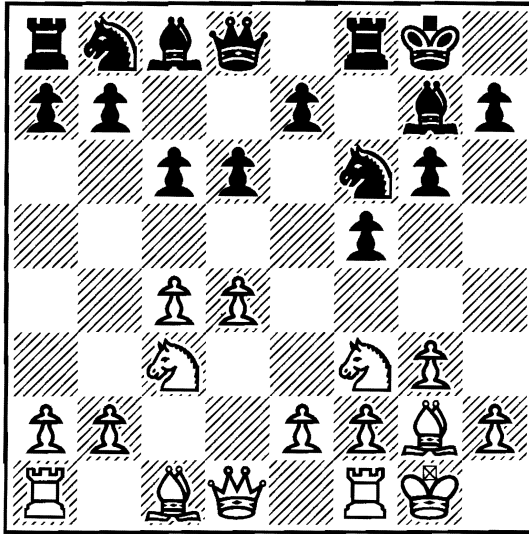
19. Bg5 Rab8
 20. Qe4 Rb5!
 21. Qh4

If 21. Bxe7 Bd5!

21. ... Qxh4
 22. Bxh4 Rxb2
 0-1.

For if 23. Bxe7 Rxf2! 24. Rxf2 Bxd4 25. Raf1 Bh3! and Black wins.

A88



1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3 0-0 6. 0-0 d6 7. Nc3 c6

8. b3..... 162-164

8. d5..... 165-167

8. Qb3..... 168

[162]

Lysenko,A—Malaniuk,V
Sverdlovsk 1989

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4. Nf3 Bg7 5. 0-0 0-0 6. c4 d6 7. Nc3 c6 8. b3 Qa5 9. Bd2

Theory recommends 9. Bb2 as stronger.

9. ... Qc7

10. Qc1!?

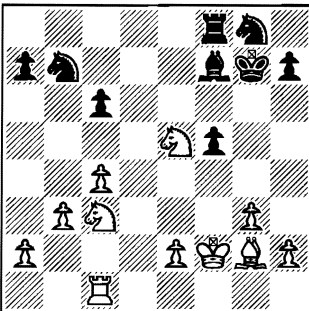
ECO deals only with 10. d5, which leads to position with equal chances.

10. ... e5
11. dxe5 dxe5
12. Bh6 Na6
13. Rd1 Be6
14. Bxg7 Kxg7
15. Qa3 Rad8??

Correct is 15... Bg8 with equal play.

16. Rxd8! Rxd8

Or 16... Qxd8 17. Nxe5 Qd4 18. Qe7† Bf7 19. Rc1 Ng8 20. Qxb7 Nc5 21. Nf3! Qxf2† 22. Kxf2 Nxb7 23. Ne5 and White wins—Lysenko.



17. Nxe5! g5

If 17... Qxe5 18. Qe7† Kh6 19. Qxd8 Qxc3 20. Qf8† Kh5 (20... Kg5 21. f4† Kh5 22. Bf3† Ng4 23. Rf1, followed by h3) 21. Bf3† Ng4 22. Rf1, followed by 23. h3, and wins.

18. Nxc6! 1-0.

[163]

Nesis,G—Bialkowski
Corr. 1971/72

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4. Nf3 Bg7 5. 0-0 0-0 6. c4 d6 7. Nc3 c6 8. b3 Na6 9. Bb2 Bd7?

Correct is 9... Qe8, intending e7-e5, and if 10. d5 Bd7 11. Nd4 Nc7.

10. Re1! Qa5
11. e4 fxe4
12. Nxe4 Rae8
13. Nfd2 Nc7?!
14. Nxf6† exf6?
15. Ne4 d5
16. Bc3 Qb6
17. Nc5 Bc8
18. Qd2 1-0.

No defense against 19. Ba5.

[164]

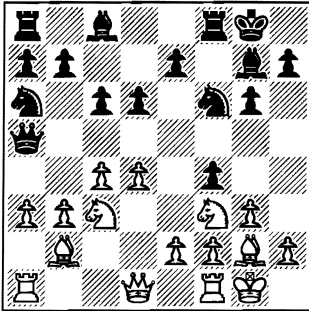
O'Connell,K—Danner,G
Batumi (Europe ch team) 1999

1. d4 f5 2. Nf3 g6 3. g3 Bg7 4. Bg2

Nf6 5. c4 0-0 6. 0-0 c6 7. b3 d6 8. Bb2 Na6 9. Nc3 Qa5 10. a3

10. Qd2, followed by 11. Rad1, is considered stronger.

10. ... f4!?



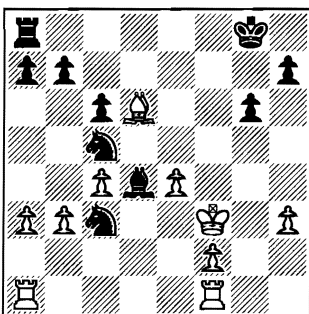
This is an idea of IM Bhend.

11. gxf4 Qh5
12. e4 Bh3
13. Ng5?

Probably White should play 13. Bxh3!? Qxh3 14. Ng5.

13. ... Bxg2
14. Kxg2 Ng4!
15. Nh3

If 15. h3 Rxf4! 16. Bc1 Qxg5 17. Bxf4 Ne3† 18. Kf3 Nxd1 19. Bxg5 Nxc3 20. Bxe7 Bxd4 21. Bxd6 Nc5 with advantage for Black.



15. ... Rxf4!!

16. Bc1

If 16. Nxf4 Qxh2† 17. Kf3 Rf8! 18. Nce2 Qh3† 19. Ng3 Nh2† 20. Ke3 Rxf4! and wins.

16. ... Rxf2†!

17. Nxf2

Or 17. Rxf2 Qxh3†! 18. Kxh3 Nxf2† 19. Kg2 Nxd1 20. Nxd1 Bxd4 21. Ra2 c5 with a winning position.

17. ... Qxh2†

18. Kf3 Rf8†

19. Ke2

Or 19. Kxg4 Qg2† 20. Kh4 Bf6† 21. Bg5 Bxg5#.

19. ... Rxf2†

20. Rxf2 Qxf2†

0-1.

For if 21. Kd3, then 21... Ne5† 22. dxe5 Nc5#, or 21... Nc5† 22. dxc5 Ne5#.

[165]

Magerramov, E—Renner, Ch
Bad Worishofen 1993

1. d4 f5 2. c4 Nf6 3. Nc3 d6 4. g3 g6 5. Bg2 Bg7 6. Nf3 0-0 7. 0-0 c6 8. d5 e5 9. e4!? cxd5 10. cxd5 Na6 11. exf5 Bxf5 12. Ng5 Nc5

Also deserving of attention is 12... Qe7, followed by ...Rac8 and ...Nc5, and counterplay along the c-file.

13. b4 Nd3

14. Ne6 Bxe6?!

According to Magerramov, after 14... Qb6!? the position is unclear.

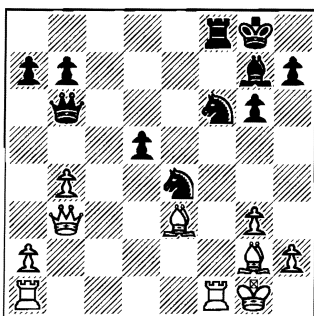
15. dxe6 e4

In case of 15... Nxc1 16. Rxc1 White stands better.

16. Bg5 d5

17. Qb3 Kh8

If 17... Qb6 18. e7 Nxf2 19. exf8=Q† Rxf8 20. Nxe4!! N2xe4† 21. Be3 with advantage for White—Magerramov.



18. Nxd5! Qxd5

19. Bxf6 Qf5

20. Bxg7† Kxg7

21. Qc4! 1-0.

[166]

Adorjan, A—Kallai, G

Hungary (ch) 1993

1. c4 f5 2. g3 Nf6 3. d4 g6 4. Bg2 Bg7 5. Nc3 0-0 6. Nf3 d6 7. 0-0 c6 8. d5 e5 9. dxe6 Qe7?! 10. Bf4 Rd8 11. Nd4

With the idea of 12. e4.

11. ... Bxe6

12. Nxe6 Qxe6

13. Qb3! Qf7

If 13... Rd7 14. Bxd6!., or 13... Qe7 14. Rad1 Ne8 15. c5† d5 16. Nxd5! cxd5 17. Rxd5 winning—Adorjan.

14. Rad1 Bf8

Or 14... Ne8 15. e4 Na6 16. exf5 Nc5 17. Qc2 with advantage for White—Adorjan.

15. e4 Nxe4?

Relatively better was 15... fxe4 16. Nxe4 Nxe4 17. Bxe4 Na6 18. Qc2 Nc5 19. Bg2 and White retains his advantage—Adorjan.

16. Bxe4! fxe4

17. Nxe4 b5

18. Bxd6 Nd7

19. Ng5 1-0.

For if 19... Qxc4 20. Qxc4† bxc4 21. Bc7 and wins.

[167]

Bergstrom—Gravaeus

Sweden (ch) 1981

1. c4 f5 2. Nc3 Nf6 3. Nf3 d6 4. d4 g6 5. g3 Bg7 6. Bg2 0-0 7. 0-0 c6 8. d5 e5 9. dxe6 Bxe6 10. Qd3

The main line.

10. ... Na6

11. Bf4 Qa5

According to ECO, 11... Ne8 12. b3 Qf6 13. Rac1 d5! 14. cxd5 Nb4

15. Qd2 Nxd5 leads to equality.

12. Ng5

Possible is 12. Bxd6 Rfd8 13. Rfd1 and White stands slightly better.

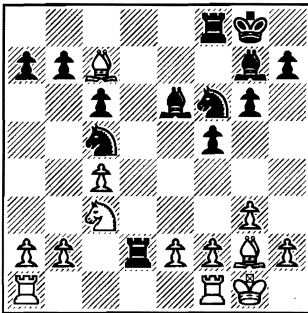
12. ... Nc5

13. Qxd6?!

Maric recommends 13. Qc2, and if 13... Rad8 14. a3, or 13... Bxc4 14. Bxd6 Rfe8 15. b4! Qxb4 16. Rab1 Qa5 17. Bxc5 Qxc5 18. Na4 Qd4 19. Rfd1 Qg4 20. Bf3 Qxg5 21. Qxc4† Kh8 22. Rxb7 with advantage for White.

13. ... Bxc4?

After 13... Rad8 14. Qc7 Qxc7 15. Bxc7 Rd2 the position is unclear –Maric.



14. Qd4! Bf7

Or 14... Ba6 15. b4 Nfe4 16. Qxg7† Kxg7 17. Ncxe4 Qxb4 18. Nxc5 and White should win.

15. b4 Qa3

If 15... Nfe4 16. Qxg7† Kxg7 17. bxa5 Nxc3 18. Be5† and wins.

16. Qxc5 Nd7

17. Qe7 Bxc3

18. Qxd7 Bxa1
 19. Rxa1 Qxb4
 20. Rd1 Qb2
 21. e4 fxe4
 22. Bh3 e3
 23. Bxe3 1-0.

[168]

Korchnoi, V–Dolmatov, S

Las Vegas 1999

1. c4 f5 2. Nf3 Nf6 3. g3 d6 4. d4 g6 5. Bg2 Bg7 6. 0-0 0-0 7. Nc3 c6 8. Qb3!? Kh8 9. Rd1 Na6 10. Qa3

A new idea. Usually 10. d5 is played.

10. ... Qe8

According to Korchnoi deserving of attention is 10... Ne4!? 11. Nxe4 fxe4 12. Ng5 d5, even if after 13. cxd5 cxd5 14. h4 White stands slightly better.

11. b4 Nc7

12. Bb2 e5?!

Two continuations are more promising for Black: 12... Be6 and 12... b5!? –Korchnoi.

13. dxe5 dxe5

14. Qa5 Na6

15. b5

If 15. Nxe5? b6; 15. Qxe5 was also possible. After 15... Ne4 16. Qxe8 Rxe8 17. Nxe4 Bxb2 18. Nd6 Rxe2 19. Re1 Re6 20. Rad1 and White is better but the game

Dutch Defense: New and Forgotten Ideas

continuation is cleaner.

- | | | |
|------------|-------------|-------------|
| 15. | ... | b6 |
| 16. | Qa3 | Nc5 |
| 17. | bxc6 | e4 |
| 18. | Nd4 | Qf7 |
| 19. | Rac1 | Be6? |

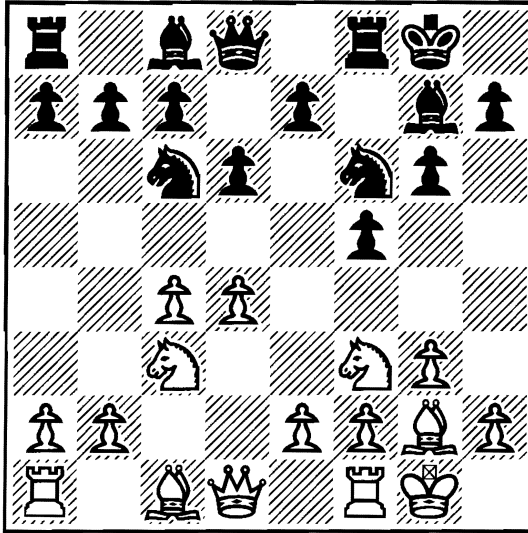
Black should try a counter-attack
by 19... g5!? –Korchnoi.

- | | | |
|------------|--------------|------------|
| 20. | Ncb5! | a6 |
| 21. | Nd6 | Qc7 |

Or 21... Qe7 22. Nb7! with clear
advantage for White.

- | | | |
|------------|-------------|-------------|
| 22. | Nb7! | 1-0. |
|------------|-------------|-------------|

A89



1. c4 f5 2. Nf3 Nf6 3. g3 g6 4. Bg2 Bg7 5. 0-0 0-0 6. Nc3 d6 7. d4 Nc6

8. Bg5.....	169
8. b3.....	170
8. d5.....	171

[169]

Tassi,O—Cescia

Italy (ch) 1981

1. c4 f5 2. Nf3 Nf6 3. g3 g6 4. Bg2 Bg7 5. 0-0 0-0 6. Nc3 d6 7. d4 Nc6 8. Bg5?!

This continuation is not mentioned in *ECO* and seems to be of dubious value.

8.	...	Ne4
9.	d5	Nxc3
10.	bx3	Ne5
11.	Nxe5	Bxe5
12.	Qd2?	Qe8
13.	e4	Qa4
14.	f4	Bg7
15.	Qd3	e5!
16.	Rf2	h6
17.	Bh4	Qa3
18.	exf5	Bxf5
19.	Be4	Bxe4
20.	Qxe4	g5!
0-1.		

For if 21. f3g5 Rxf2 22. gxh6 (22. Kxf2 Qb2†) Qb2 23. hxg7 (23. Rb1 Rg2†!) Re2 24. Rb1 Qxa2 and wins.

[170]

Bukal,V—Mozes,Z

Budapest 1994

1. c4 f5 2. Nf3 Nf6 3. g3 d6 4. d4 g6 5. Bg2 Bg7 6. Nc3 0-0 7. 0-0 Nc6 8. b3 e5 9. dxe5

A strategical mistake is 9. d5? Ne7 10. Bb2 h6 11. Nd2 g5 12. e4 f4 13. f3 h5 14. b4 Ng6 15. Ne2 g4 16. Qe1 gxf3 17. Rxf3 Bg4 18. Rc3 h4 19. Nc1 hxg3 20. hxg3 Nh5 0-1, *Hawes, J—Raphael, J, Thessaloniki (ol) 1984.*

9.	...	dx5
10.	Ba3	Re8

Interesting is 10... e4 11. Bxf8 Qxf8 12. Nd4 Nxd4 13. Qxd4 Be6 14. Qd2 Rd8 15. Qc1 c6 16. Rb1 h5 and Black has the two Bishops and attacking chances as compensation for the Exchange.

11. e4?!

This is a new, but dubious continuation. Instead 11. Qc2 e4 12. Rad1 Nd7 13. Ne1 Nd4 14. Qc1 c6 leads to approximately equal chances.

11.	...	Nd4
12.	Re1	c6
13.	exf5	Bxf5
14.	Nxd4	exd4
15.	Rxe8†	Qxe8
16.	Nb1	Ng4
17.	Nd2	Nxf2!
18.	Qf3	

If 18. Kxf2 Qe3† 19. Kf1 Bd3†.

18.	...	d3
19.	Rb1	Bd4
20.	Qf4	Nh3†
0-1.		

[171]

Farago, I—Poutiainen

Budapest 1975

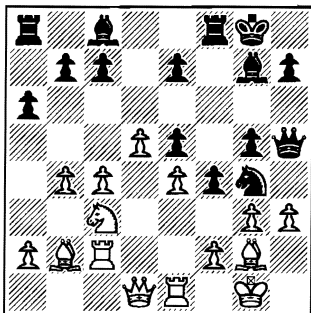
1. d4 g6 2. c4 f5 3. g3 Nf6 4. Bg2
Bg7 5. Nf3 0-0 6. Nc3 d6 7. 0-0
Nc6 8. d5 Ne5 9. Nxe5 dxe5 10.
e4 f4 11. b4

Or 11. gxf4 Nh5! 12. fxe5 (12.
f5 Nf4 unclear) Bxe5 13. Ne2 Qd6
14. f4 Nxf4 15. Nxf4 Bxf4 16. Bxf4
Rxf4 17. Rxf4 Qxf4 18. Qd4 Bg4
19. Rf1 Qg5 20. Qf2 Bh3 with
equal chances, analysis by Avsh-
alumov.

11. ... g5
12. Re1 a6
13. Bb2 Qe8
14. Rc1 Ng4
15. Rc2?

Correct is 15. f3 Ne3 16. Rxe3!
fxe3 17. g4, with positional com-
pensation for the Exchange—Bot-
vinnik.

15. ... Qh5
16. h3



16. ... f3!

17. Bxf3

If 17. Bf1 Nh6 18. Kh2 Bxh3!
and wins.

17. ... Qxh3

18. Qd3 Nxf2!

19. Rxf2

Or 19. Kxf2 Qh2† 20. Ke3
Rxf3†! 21. Kxf3 g4† 22. Ke3
Bh6#.

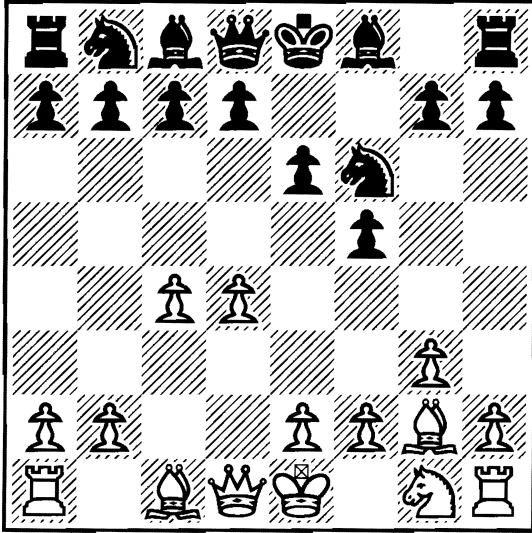
19. ... Qxg3†

20. Kf1 Bh3†

21. Ke2 g4

0-1.

A90



1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 (without 4...Be7)

4... c5.....	172
4... c6 5. Nh3.....	173
4... Bb4†.....	174
4... d5 5. Nh3 c6 6. 0-0 Bd6.....	175
4... d5 5. Nf3 c6 6. 0-0 Bd6.....	176-178

[172]

Nimzovich,A—Colle,E

Liege 1930

1. c4 f5 2. d4 Nf6 3. g3 e6 4. Bg2 c5?!

This is not mentioned in *ECO* and can't be recommended.

5.	Nf3	Nc6
6.	d5	exd5
7.	cxd5	Nb4
8.	Nc3	d6
9.	Nd2	Be7
10.	Nc4	0-0
11.	0-0	Rb8
12.	a3	Na6
13.	b4!	cxb4
14.	axb4	Nxb4??

A blunder. Better is 14... Bd7, and if 15. b5 Nc5 16. Rxa7 Nfe4.

15.	Qb3	Na6
16.	Rxa6	Ra8
17.	Ra3	Nd7
18.	Be3	1-0.

[173]

Skembris,S—Bany,J

*Istanbul 1988**Condensed notes by Skembris*

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 c6 5. Nh3!? d6

Usual is 5... d5.

6.	Nc3	Qc7
7.	0-0	e5
8.	e4!	Be7

After 8... fxe4 9. Nxe4 Bxh3 (9... Nxe4 10. Bxe4 Bxh3 11. Qh5†) 10. Nxf6† gxf6 11. Bxh3 White has the advantage.

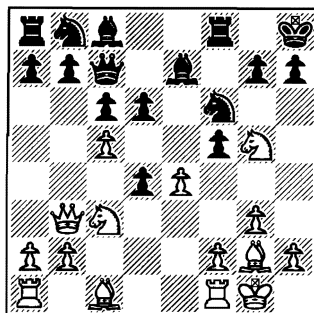
9. c5!?

By 9. Qd3!? White retains the better game.

9. ... 0-0

If 9... dxc5 10. dxe5! or 9... exd4 10. Bf4!?

10.	Qb3†	Kh8
11.	Ng5	exd4



12. Bf4!! dxc3?

Black should play 12... h6 13. Nf7† Rxf7 14. Qxf7 dxc3! unclear.

13. Rad1! Nd5!

Only! If 13... c2 14. cxd6 cxd1=Q† 15. Rxd1 Qd8 16. dxe7 Qxe7 17. Bd6 Qe8 18. Bxf8 Qxf8 19. Rd8! Ne8 20. Nf7† Kg8 21. Nd6† and White wins.

14.	exd5	Bxg5
15.	Bxg5	cxd5
16.	cxd6	Qxd6
17.	Rxd5	Qg6

Relatively better was 17... Qe6.

18. Be7 Rg8?

This loses, but also after 18... Re8 19. Rd6 White maintains his advantage.

19. Rd6 Qe8

If 19... Qh5 20. Qxg8† Kxg8 21. Bd5† and wins.

20. Rd8 Qxd8

21. Bxd8 Rxd8

22. Rd1! 1-0.

[174]

Laisaari—Elfving

Finland 1990

1. d4 f5 2. g3 Nf6 3. Bg2 e6 4. c4 Bb4† 5. Bd2 Qe7

Theoretically of the same value as the more frequently played 5... Be7.

6. Nf3 0-0

7. 0-0 Bxd2

8. Nbx d2 d6

9. Qb3

Instead 9. Re1!? e5 10. e4 f4!? (10... Nc6!?) 11. gxf4 Nh5. *Christiansen—Short, Hastings 1979/80*, is sharp and unclear.

9. ... Kh8

10. Rae1 Nbd7?

Good or bad, Black should play 10... e5.

11. e4 f4

12. e5!

But not 12. gxf4 Nh5! and Black has good counterplay.

12. ... Ng4

13. Bh3! h5

14. Nh4 Qe8

15. Bxg4 hxg4

16. Qd3 Kg8

17. exd6 g5

If 17... cxd6 18. Nf5! with a decisive advantage.

18. Qg6† Qxg6

19. Nxg6 Rf6

20. Ne7† 1-0.

For if 20... Kg7 21. Ne4!, or 20... Kf7 21. Nxc8 Rxc8 22. Ne4 and wins.

[175]

Przepiorka, D—Gottesdiener

Warsaw 1924

1. d4 f5 2. g3 e6 3. Bg2 Nf6 4. Nh3 d5 5. 0-0 Bd6 6. c4 c6 7. Qd3 0-0 8. Nc3 Kh8 9. Bf4 Bxf4?

Theory recommends 9... Be7.

10. Nxf4 Qe7

11. f3! Nbd7

12. cxd5 exd5

13. e4 fxe4

14. fxe4 Nb6

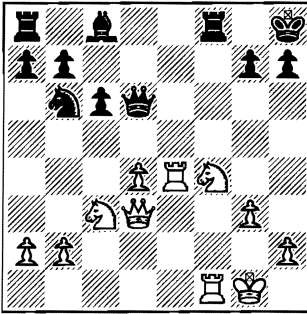
15. Rae1?!

This isn't bad but 15. exd5 was stronger and 15. e5 leads to a winning position after 15... Ng4 16. Ng6† hxg6 17. Rxf8 Bf5 18. Rxf5 gxf5 19. Qxf5.

15. ... dxe4

16. Bxe4! Nxe4

17. Rxe4 Qd6



18. Re5! Nd7

If 18... Bd7 19. Rh5, or 18... g6
19. Nxg6† hxg6 20. Rxf8† Qxf8
21. Qxg6 and White wins.

19. Rh5 Nf6

20. Ne4! 1-0.

Because of 20... Nxe4 21.
Ng6†!

[176]

Collins-Hearst

New York 1949

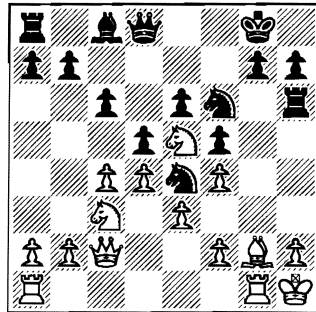
1. d4 d5 2. Nf3 e6 3. c4 f5 4. Nc3
Nf6 5. g3 c6 6. Bg2 Bd6 7. Bf4
0-0

Theory claims that after 7...
Bxf4 8. gxf4 0-0 9. e3 Nbd7 10.
Qe2 White's position is slightly
better. This assessment is ques-
tionable.

8. 0-0?!

Stronger seems to be 8. Bxd6 or
8. Qb3, in both cases with better
prospects.

8. ... Ne4
9. Qc2 Bxf4
10. gxf4 Nd7
11. Kh1 Rf6!
12. e3 Rh6
13. Rg1 Ndf6
14. Ne5?



This leads to serious trouble.
White should have either traded
Knights or gone for 14. Bf1 Ne4
15. Rg2, in both cases with equal
chances.

14. ... Ng4!

15. Nxg4 fxg4

White is already lost.

16. Bxe4 Rxh2†!

17. Kxh2 Qh4†

18. Kg2 Qh3#

0-1.

[177]

Grünfeld,E-Torre,C

Baden Baden 1925

1. d4 e6 2. Nf3 f5 3. g3 Nf6 4. Bg2
d5 5. 0-0 Bd6 6. c4 c6 7. Qc2 0-0

8. b3

White's best plan is 8. Nc3 Ne4
9. Rb1, intending b2-b4.

8. ... Ne4

Better is 8... Qe7.

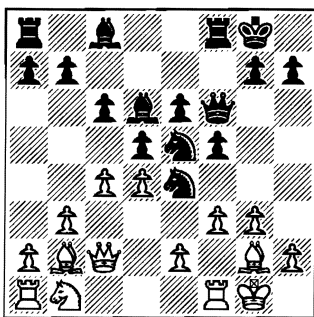
9. Bb2

Here 9. Ba3!? deserves attention.

9. ... Nd7

10. Ne5 Qf6

11. f3 Nxe5



12. dxe5??

The worst blunder in Grünfeld's life. White should play 12. fxe4 or 12. c5!? with unclear consequences.

12. ... Bc5†

13. Kh1 Nxe3†

0-1.

[178]

Birkholz,H—Harzer,P

Schkopau 1954

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 d5 5. Nf3 c6 6. 0-0 Bd6 7. b3

Nbd7 8. Bb2

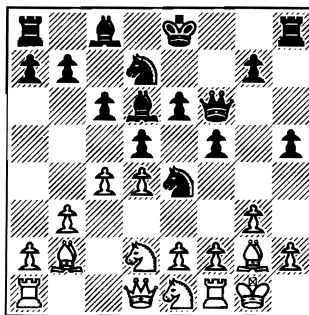
Theory recommends 8. Ba3.

8. ... Ne4

An often used and not bad plan is 8... b6, but Black has another interesting idea in mind.

9. Nbd2 Qf6

10. Ne1 h5!?



This is a very rare idea in the Dutch Defense. Black attacks early with the h-pawn.

11. Ndf3?

If 11. f3 Nxd2 12. Qxd2 h4 or 12... f4!? with good attacking chances.

11. ... h4!

12. Nxe4 g5

13. Nhf3 g4

14. Nh4 Rxh4

15. gxe4 Qxe4

16. f4 Ndf6

17. Nd3 Bd7

18. Qe1 Qh5

19. h4? g3?

20. Bxe4 Qxe4

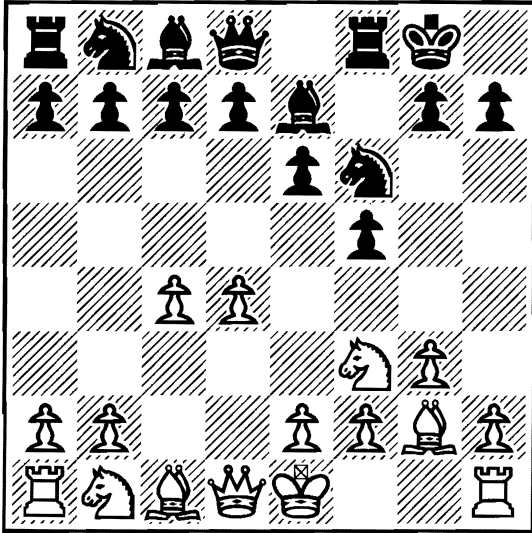
21. Kg2 Qh2†

22. Kf3 g2

23. Rg1 Qh3†
0-1.

24. Qg3 dxe4† 25. Kf2 Ng4† and
wins.

A92



1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 0-0

6. d5.....	179
6. 0-0 Ne4.....	180
6. 0-0 d5 7. Qc2 c6 8. Ne5	181-182

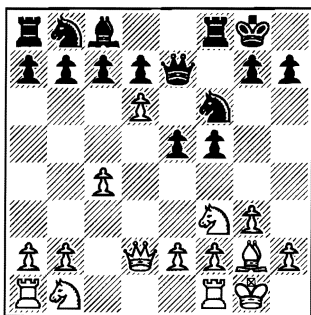
[179]

Robatsch, K–Jamieson, R
Buenos Aires (ol) 1978

1. c4 f5 2. Nf3 Nf6 3. g3 e6 4. Bg2
 Be7 5. d4 0-0 6. d5 Bb4†

It seems that 6... Ne4 7. 0-0
 Bf6 is the better option—see the
 next game.

7. Bd2 Qe7
 8. 0-0 Bxd2
 9. Qxd2 e5
 10. d6!



10. ... cxd6?

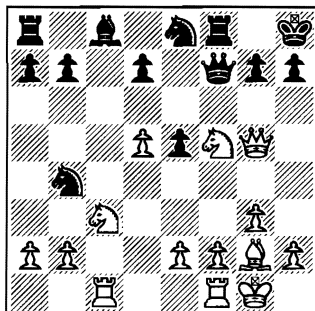
After 10... Qxd6 11. Qxd6 cxd6
 12. Nc3 Nc6 13. Rad1 Ne8 14. e4
 f4 15. Nb5 Rf6 16. gxf4 Rxf4 17.
 Nxd6 Nxd6 18. Rxd6 Rxe4 19.
 Ng5 Rg4 20. f4 White has a slight
 advantage.

11. Nc3 Na6
 12. Qg5! d5

If 12... g6 13. Nh4 Kh8 14.
 Qxg6!—Robatsch.

13. Nh4 Kh8
 14. Nxf5 Qf7
 15. cxd5 Nb4

16. Rac1 Ne8



17. f4!! Qf6

If 17... Qxf5? 18. fxe5! and
 White wins.

18. Qxf6 gxf6
 19. fxe5 fxe5
 20. a3 Na6
 21. Nb5 Nf6
 22. Nfd6 Kg7
 23. b4 b6
 24. Rf5 1-0.

[180]

Haugli, P–Gausel, E
Gausdal 1990

1. d4 f5 2. Nf3 Nf6 3. c4 e6 4. g3
 Be7 5. Bg2 0-0 6. 0-0 Ne4

This is an idea of Alekhine.

7. d5

Another critical continuation is
 7. Qc2 Bf6 8. Nc3 Nxc3 9. bxc3 d6
 10. e4, which seems to give a slight
 edge for White.

7. ... Bf6
 8. Nfd2 Nxd2

9. Nxd2 e5

Interesting, but probably no better is 9... exd5 10. cxd5 d6 11. Qc2 a5 *Nikolic—Short, Tilburg 1990.*

10. Rb1?!

This is a waste of time. According to Short, White's best is 10. e4!

- | | | |
|------------|-------------|-------------|
| 10. | ... | d6 |
| 11. | Qc2 | a5 |
| 12. | b3 | e4 |
| 13. | Rd1? | Nd7 |
| 14. | Nf1 | Nc5 |
| 15. | Bb2 | Bxb2 |
| 16. | Qxb2 | f4 |

Threatening 17... f3.

- | | | |
|------------|--------------|--------------|
| 17. | gxf4 | Rxf4 |
| 18. | Qd4 | Qh4 |
| 19. | Rbc1? | Bg4 |
| 20. | f3? | Bxf3! |
- 0-1.**

[181]

Geller,E—Muller,P
Helsinki (ol) 1952

- 1. d4 e6 2. Nf3 f5 3. g3 Nf6 4. Bg2 Be7 5. 0-0 0-0 6. c4 d5 7. Qc2 c6 8. Ne5! Nbd7**

Interesting is 8... b6!? For 8... Nfd7—see the next game.

9. Nd3 Qe8

Here 9... b5!? deserves attention.

10. Nd2 Kh8

Or 10... Bd6 11. Nf3 Qh5 12.

Nf4 Bxf4 13. Bxf4 Ne4 14. b4 g5 15. Bcl Rf6 16. b5 Nf8 17. Ne5 Rh6? 18. h4 Rf6 19. Bxe4 fxe4 20. Bxg5 1-0, *Keller Hermann—Lloyd, Hastings 1954/55.*

11. Nf3 Qh5??

Black should try 11... b6.

- | | | |
|------------|-------------|-------------|
| 12. | Nf4 | Qe8 |
| 13. | Nxe6 | Bd6 |
| 14. | Nxf8 | Nxf8 |
| 15. | cxd5 | Nxd5 |
| 16. | Bd2 | f4 |
| 17. | Rae1 | Qh5 |
| 18. | e4 | fxe3 |
| 19. | fxe3 | 1-0. |

[182]

Benko,P—Dreyer,K
Dublin (zonal) 1957

- 1. d4 f5 2. Nf3 Nf6 3. g3 e6 4. Bg2 Be7 5. c4 c6 6. 0-0 0-0 7. Qc2 d5 8. Ne5! Nfd7 9. Nd3 b5?**

In comparison with the previous game this continuation is a grave mistake.

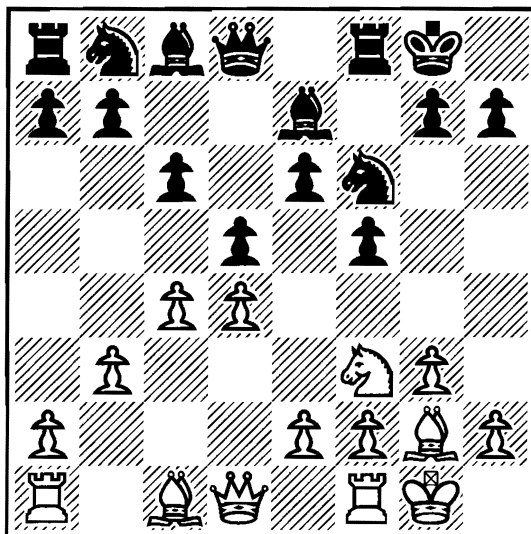
- | | | |
|------------|-------------|-------------|
| 10. | cxb5 | cxb5 |
| 11. | Nc3 | Bb7 |

If 11... a6 or 11... b4, then 12. Nxd5! and White wins.

- | | | |
|------------|-------------|-------------|
| 12. | Nf4! | Qc8 |
| 13. | Nxe6 | b4 |
| 14. | Nxf8 | Nf6 |
| 15. | Ne6 | Qxe6 |
| 16. | Na4 | Nbd7 |
| 17. | Bg5 | Bd6 |

18. Bxf6 1-0.

A93-95



1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 0-0 6. 0-0 d5 7. b3 c6

7. b3 c6 8. Bb2 Ne4	183
7. b3 c6 8. Ba3	184
7. Nc3 c6	185

[183]

Henderson, J-Krays, A

Tel Aviv 1994

1. d4 e6 2. Nf3 f5 3. g3 Nf6 4. Bg2
d5 5. 0-0 Be7 6. b3 Ne4 7. c4 c6
8. Bb2 Nd7 9. Nbd2?

Theory recommends 9. Nfd2.

9. ... h5!?

A new continuation! Compare
with game #178.

10. Ne5

If 9. Nfd2 were played, then in
case of 9... h5 White will have 10.
Nxe4 fxe4 11. f3! Nf6 12. Nc3 with
a powerful counterattack.

10. ... Nxe5

11. dxe5 h4

12. Qc2 hxg3

13. hxg3 Ng5

14. Nf3 Bf8

15. cxd5 exd5

16. Nd4 Ne4

17. Nxc6?! Qg5

18. Nd4 Qh5

19. Nf3?! Bc5

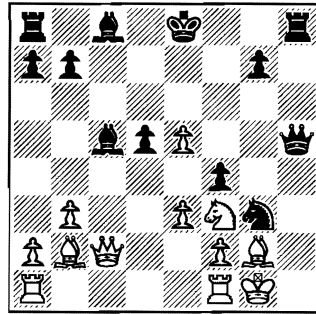
20. Nh4?!

His last defensive chance was
20. e3 though even here 20... f4!
continues the attack. The plausible
looking 20. Qf3 is met by the nice
tactical shot 20... Nxg3! with ...f4
to follow.

20. ... Nxg3

21. Nf3 f4

22. e3



22. ... Qh1†
0-1.

For if 23. Bxh1, then 23...
Rxxh1† 24. Kg2 Bh3#.

[184]

Starck-Moehring, G

East Germany (ch) 1968

1. d4 e6 2. c4 f5 3. Nf3 Nf6 4. g3
Be7 5. Bg2 0-0 6. 0-0 d5 7. b3 c6
8. Ba3 Nbd7 9. Bxe7 Qxe7 10.
Nc3 Ne4 11. Rc1?!

ECO suggests 11. Qc2.

11. ... b6

12. Ne1?! Bb7

13. Nxe4 fxe4

14. f3 c5!

15. fxe4 Rxf1†

16. Kxf1 dxe4

17. Kg1 Rd8

18. e3 Qg5

19. dxc5 Qxe3†

20. Kh1 Nf8!

0-1.

After 21. Qc2 (21. Qxd8 Qxc1)

Rd2 22. Qc3 Qf2 there is no defense against the threat 23... e3.

[185]

Utiaganov-Konovalov

USSR 1950

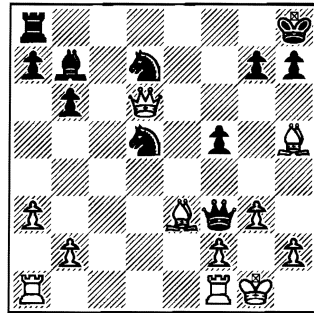
1. c4 e6 2. d4 f5 3. Nc3 Nf6 4. g3 Be7 5. Bg2 0-0 6. Nf3 d5 7. 0-0 c6 8. a3?

This is a waste of time. According to recent theory, 8. Bg5 Nbd7 9. e3 or 8. Qc2 Qe8 9. Bg5 lead to slightly better chances for White.

8.	...	Qe8
9.	Qb3	Nbd7
10.	Ng5	Bd6
11.	cxd5	exd5
12.	Nxd5	

An interesting combination, but not appropriate for this position. In the middlegame two minor pieces usually are stronger than Rook and pawn.

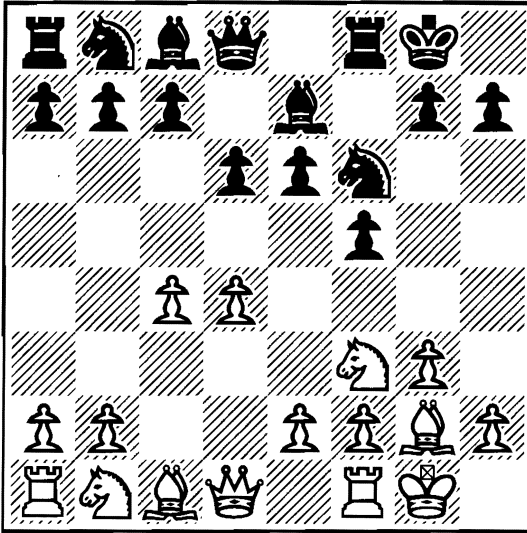
12.	...	cxd5
13.	Bxd5†	Kh8
14.	Nf7†	Rxf7
15.	Bxf7	Qxe2
16.	Be3?	Qf3!
17.	Qe6	b6!
18.	Qxd6	Bb7
19.	d5	Nxd5
20.	Bh5	



20.	...	Qg2†!
21.	Kxg2	Nf4†
	0-1.	

For if 22. Kg1, then 22... Nh3#.

A96-97



1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 0-0 6. 0-0 d6

7. b4.....	186
7. b3.....	187-188
7. Nc3 c6 8. Qc2	189
7. Nc3 Qe8 8. Qd3	190
7. Nc3 Qe8 8. Re1 Ne4	191-192
7. Nc3 Qe8 8. Re1 Qg6 9. e4	193

[186]

Bareev,E—Bany,J

Dortmund 1990

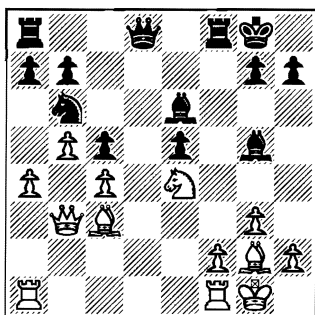
1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2
Be7 5. Nf3 d6 6. 0-0 0-0 7. b4!?

A rare, but interesting continuation.

7. ... Ne4

Theory considers only 7... c6 8. Bb2 d5 9. c5, which gives White the better game.

8.	Bb2	Bf6
9.	Qb3	c5
10.	dx5	dx5
11.	b5	Nd7
12.	Nc3	Nxc3
13.	Bxc3	e5?!
14.	e4!	fxe4
15.	Nd2	Nb6
16.	a4	Bg5
17.	Nxe4	Be6



18.	a5!	Bxc4
19.	Qb2	Nd5?

Better, but still inadequate was 19... Bxf1 20. Rxf1 Nc8 (20... Nd5 or 20... Nd7, then 21. Rd1!)

21. Nxf5 Qxf5 22. Bxb7 Rb8 23. Bd5† Kh8 24. Bxe5 with advantage for White.

20. Rfd1 Bh6

21. Bxe5 1-0.

There is no defense against 22. Nd6.

[187]

Bisguier,A—Rossolimo,N

USA (ch) New York 1966/67

1. d4 f5 2. c4 Nf6 3. Nf3 e6 4. g3
d6 5. Bg2 Be7 6. b3 0-0 7. Bb2
Qe8 8. 0-0 Qh5 9. Nbd2 Nc6 10.
e3 Bd7 11. Ne1 Qf7?!

Better is 11... Qxd1 or 11... Qh6!?, which ECO gives as a slight edge for White.

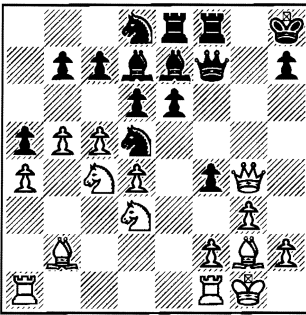
12. Nd3 Rae8?!

Black should play 12... a5 to slow down White's initiative on the queenside.

13.	b4	a5
14.	b5	Nd8
15.	a4	g5
16.	c5	Nd5
17.	Nc4	f4

Milic recommends 17... Bc8, but 18. b6! gives White a clear advantage.

18.	exf4	gxf4
19.	Qg4†	Kh8



20. Nce5!

A classical tactical trick!

20. ... dxe5

21. Nxe5 Qf5

22. Qxf5 Rxf5

23. Nxd7 1-0.

After 23... f3 24. Bh3 Rf7 25. Rf1 Bg5 26. Ne5 Rff8 27. Bg4 Black's position is hopeless.

[188]

Goldberg, G—Ilyn Zhenevsky, E
St. Petersburg 1932

1. Nf3 f5 2. b3 d6 3. d4 e6 4. g3 Nf6 5. Bg2 Be7 6. 0-0 0-0 7. Nbd2

The routine line for this order of moves (without c2-c4) is 7. Bb2 a5 8. Ne1 Nc6 9. a3 Qe8 10. Nd3 Qh5 11. Nd2 and now:

a) 11... Bd7 12. e4 Qh6 13. Qe2, intending e4-e5, with the slightly better game for White.

b) 11... Qh6!? This is a forgotten novelty, used in the game *Stu-*

pica—Matulovic, Yugoslavia (ch) 1961. Black's idea is if 12. e4 then 12... e5!? with complications and tactical opportunities.

7. ... Qe8

8. c4 Nc6

9. Bb2 Bd8

10. Qc2 e5

11. dxe5 dxe5

12. e4 fxe4

13. Nxe4 Qh5

14. Nxf6† Bxf6

15. Nd2 Bh3

As compensation for the isolated and weak e5-pawn Black has tactical chances on the K-side.

16. Ne4 Rad8

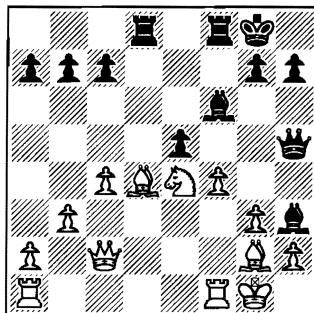
17. f4?!

Weakening the shelter of the King is at the least a dubious idea.

17. ... Nd4!

18. Qf2?

White runs into a tactical shot. Obligatory was 18. Bxd4 with only a slightly worse position.



18. ... exf4!!

This is a surprising, effective and precisely calculated sacrifice of a piece:

19. Nxf6† Rxf6

20. Bd5†

This loses immediately. According to Ilyn-Zhenevsky, the best but still inadequate, defense was 20. Bxd4 fxd3 and now:

a) 21. Qb2 Bxg2 22. Qxg2 Qxh2† 23. Qxh2 gxh2† 24. Kxh2 Rxf1 25. Rxf1 Rxd4 with two extra pawns in the endgame.

b) 21. Qxg3 Rg6 22. Qxc7 Rxg2† 23. Kh1 Re8! 24. Bc3 Rc8 25. Qxb7 Rxh2† 26. Kxh2 Bxf1† 27. Kg1 Qg4† 28. Kxf1 Rf8† 29. Kel Qg3† 30. Kd1 Qxc3 and Black wins.

20. ... Rxd5!

21. cxd5 fxd3

22. Qxd4 Qe2!

0-1.

[189]

Tal, M–Segal

Riga 1952

1. c4 f5 2. Nf3 Nf6 3. g3 d6 4. d4 e6 5. Bg2 Be7 6. 0-0 0-0 7. Nc3 c6 8. Qc2 a5

Theory recommends 8... Nbd7 9. e4 fxe4 10. Nxe4 Nb6, but White still maintains the better game.

9. e4 fxe4

10. Nxe4 Bd7?

11. h4! Na6

Black should try 11... h6.

12. Nfg5 g6

13. Bh3 Qc8

14. Rd1 e5

15. Bxd7 Nxd7

16. h5 Qe8

17. Ne6 gxh5

18. Nxf8 Qxf8

19. c5 Nb4

20. Qb3† d5

21. a3 Kh8

22. Nd6 1-0.

Because of 22... Bxd6 23. cxd6 Na6 24. Qxb7 and White wins easily.

[190]

Schmitt diel, E–Libeau, R

West Germany 1988

1. Nf3 f5 2. d4 Nf6 3. c4 e6 4. g3 d6 5. Bg2 Be7 6. 0-0 0-0 7. Nc3 Qe8 8. Qd3 Nc6 9. e4 fxe4 10. Nxe4 e5 11. dxe5 Nxe4?

If this is a homemade novelty, then Black overlooked a nice tactical trick at the end of his analysis. According to *ECO*, after 11... Nxe5 12. Nxe5 dxe5 13. Be3 c6 14. Rfel Qh5 the chances are equal.

12. Qxe4 Bf6

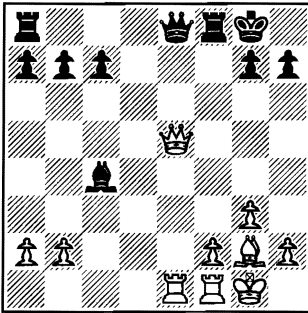
13. Bf4 dxe5

14. Rae1 Be6

15. Nxe5 Bxe5

16. Bxe5 Nxe5

17. Qxe5 Bxc4



18. Qc5! 1-0.

For if 18... Qf7 19. Re7 or 18... Qb5 19. Bd5† and White wins a piece.

[191]

Zirngibl–Kahn

East Germany 1955

1. d4 e6 2. Nf3 f5 3. g3 Nf6 4. Bg2 Be7 5. c4 0-0 6. 0-0 d6 7. Nc3 Qe8 8. Re1 Ne4 9. Qc2 Nxc3?

After this White easily achieves a positional advantage. For the superior 9... Qg6 see the following game.

10. Qxc3 Bf6
11. Bg5! Qg6
12. Bxf6 gxf6

If 12... Qxf6 13. e4!

13. Nh4 Qh6
14. f4 Na6?
15. b4 c6
16. b5 Nb8
17. bxc6 bxc6

18. Rab1 e5
19. e3 e4
20. Qa5 Qh5??
21. Bxe4 1-0.

[192]

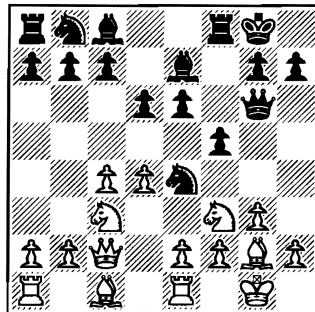
Ripley, J M—Hardy, O H

Bognor Regis 1963

1. d4 f5 2. g3 Nf6 3. Bg2 e6 4. Nf3 d6 5. 0-0 Be7 6. c4 0-0 7. Nc3 Qe8 8. Re1 Qg6 9. Qc2

Stronger is 9. e4—see the next game.

9. ... Ne4



10. Nxe4??

A blunder. Correct is 10. Be3 or 10. Bf4 with a slight edge for White.

10. ... fxe4

11. Nd2?

Better, but still inadequate is, 11. Nh4 Bxh4 12. Bxe4 Qf6 (12... Rf5!?) 13. Bxh7† Kh8 14. Rf1 Bg5 15. f4 Bh6 and White has only two pawns for the lost piece.

11. ... e3! 0-1.

18. c5† Kg7

[193]

Gufeld,E–Katalymov,B

USSR 1966

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2
Be7 5. Nf3 0-0 6. 0-0 d6 7. Nc3 Qe8
8. Re1 Qg6 9. e4 Nxe4 10. Nxe4
fxe4 11. Rxe4 Nc6

But not 11... Qxe4?? 12. Nh4 and
Black loses the Queen.

12. Re1

Other options are 12. Nh4, 12.
Qe2, 12. Re2 and 12. Re3. Accord-
ing to theory all four lead to a slight
advantage.

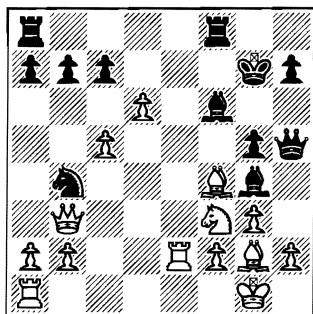
12. ... Nb4?

A premature action. Better is
12... Bf6 13. Be3 (13. Bf4 Qf5 14.
Qd2 e5=) e5 13. Qd2 a5 14. dxe5
dxe5 (14... Nxe5!?) 15. Ng5! with a
slight edge for White.

13. Re2

The idea behind Black's last move
is if 13. a3?, then 13... Nc2 14. Nh4
Bxh4 15. Be4 Nxe1! 16. Bxg6 Nf3†
17. Kg2 hxg6 and Black has more
than enough compensation for the
Queen, as in *Neikirkh—Larsen, Por-
toroz 1958*.

13. ... e5
14. dxe5 Bg4
15. Qb3 Qh5
16. Bf4! g5
17. exd6 Bf6

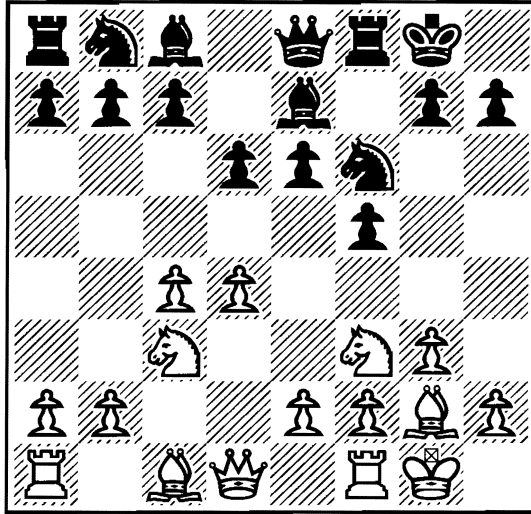


19. Re7†! Kh6

20. Nxc5! 1-0.

After 20... Bxg5 21. Bxg5† Qxg5
22. Qxb4 Black's position is hope-
less.

A98-99



1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 0-0 6. 0-0 d6 7. Nc3 Qe8

8. Qc2 Nc6	194
8. Qc2 Qh5	195-197
8. b3 a5 9. Ba3	198
8. b3 a5 9. Bb2	199-200

[194]

Filip, M–Kupka

Czechoslovakia (ch) 1963

1. d4 e6 2. g3 f5 3. Bg2 Nf6 4. Nf3 Be7 5. 0-0 0-0 6. c4 d6 7. Nc3 Qe8 8. Qc2 Nc6 9. d5 exd5?!

ECO deals only with 9... Nb4 10. Qb3 Na6 11. dxe6 and now:

a) 11... Bxe6? 12. Qxb7 Nc5 13. Qxc7 Rc8 14. Qa5 1-0, *Stone–Witt, Toronto 1987.*

b) 11... Nc5 12. Qc2 Bxe6 13. Nb5 Bd8 14. Nbd4 Nfe4 15. b4 with a slight advantage for White –Gipslis.

10.	cxd5	Ne5
11.	Nd4!	Qh5
12.	f4!	Neg4
13.	h3	Nh6
14.	Be3	Ne4

With the idea if 15. Nxe4 fxe4 16. Qxe4 Bxh3!, but he overlooks quite an easy refutation. Better is 14... Bd7 or 14... a6, but also in these cases Black's position remains miserable.

15. g4! 1-0.

If 15... Qe8 16. Nxe4 fxe4 17. Bxe4 and Black position is hopeless, or 15... fxg4 16. Qxe4 gxh3 17. Bf3 and Black has no compensation for the lost piece.

[195]

Trott–Duthilleul

Southsea 1950

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nc3 0-0 6. Nf3 Qe8 7. 0-0 d6 8. Qc2 Qh5 9. b3 a5 10. Bb2 Nc6

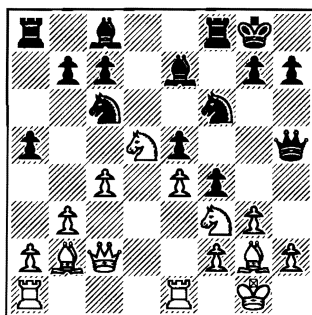
The standard and best continuation is 10... Na6 11. Rael c6 11. a3 Bd8 12. e4 e5 13. dxe5 dxe5 14. Nxe5 Nc5 with compensation for the pawn.

11. Rfe1

Not mentioned in *ECO* and probably weaker than 11. a3 e5 12. dxe5 dxe5 13. Nd5! and White stands better.

11.	...	e5
12.	dxe5	dxe5
13.	e4	f4
14.	gxf4?!	

White should try 14. Nd5!?



14.	...	Bc5!
15.	f5	

Probably 15. Na4 should be played.

15. ... Ng4

16. Rf1??

This is the decisive mistake.
Mandatory was 16. Nd1.

16. ... Nd4

17. Qc1 Nxf3†

0-1.

[196]

Rossetto,H—Rossolimo,N

Mar del Plata 1950

1. d4 f5 2. Nf3 Nf6 3. g3 e6 4. Bg2
Be7 5. 0-0 0-0 6. c4 d6 7. Nc3 Qe8
8. Qc2 Qh5 9. Bg5

Considered White's best continuation.

9. ... e5

10. dxe5 dxe5

11. Bxf6

If 11. Rad1, then 11... e4 12.
Bxf6 Bxf6 13. Nd4 Bxd4 14. Rxd4
Nc6 15. Rdd1 Be6 16. Nd5 Qf7
with equal chances.

11. ... gxf6

This is too ambitious. After
11... Bxf6 12. Nd5 Qf7, followed
by 13... Nc6, Black's position is
not worse.

12. Nd5 Bd8

13. Rad1 c6

14. Nc3 Be6

15. Nh4

According to *ECO*, White stands
slightly better.

15. ... Na6?

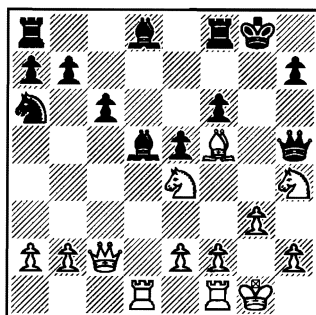
Black should try 15... f4.

16. Bh3! Bxc4

17. Bxf5 Bf7

18. Ne4 Nb4?

The decisive mistake. Neces-
sary was 18... Bd5.



19. Rxd8! Raxd8

20. Nxf6† Kh8

21. Qc1! 1-0.

For if 21... Nxa2 22. Qe3 wins.

[197]

Petrosian,T—Rantanen,Y

Tallinn 1979

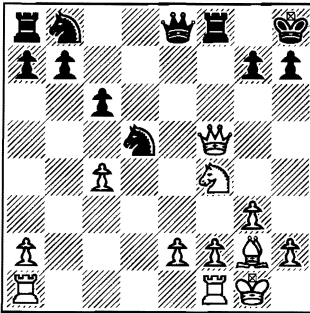
1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2
Be7 5. Nf3 0-0 6. 0-0 d6 7. Nc3
Qe8 8. Qc2 Qh5 9. b4!?

A rarely used, but very interest-
ing continuation.

9. ... e5?

The game *Geller—Milic, USSR—
Yugoslavia 1957*, went 9... Nc6 10.
b5 Nd8 11. a4 Nf7 12. Ba3 g5 13.
Rad1 f4 with a sharp and unclear
position.

- | | | |
|-----|-------------|-------------|
| 10. | dxe5 | dxe5 |
| 11. | Nxe5 | Bxb4 |
| 12. | Nd5 | Bd6 |
| 13. | Nd3 | c6 |
| 14. | Bf4! | Bxf4 |
| 15. | Ne7† | Kh8 |
| 16. | Nxf4 | Qe8 |
| 17. | Nxf5 | Bxf5 |
| 18. | Qxf5 | Nd5 |



19. **Ng6†!** 1-0.

Because of 19... hxc6 20. Qh3† Kg8 21. cxd5 and White wins easily.

[198]

Schlieder-Kahn

East Germany 1955

1. d4 e6 2. g3 f5 3. Bg2 Nf6 4. Nf3 Be7 5. 0-0 0-0 6. c4 d6 7. b3 Qe8 8. Ba3 a5 9. Nc3 Na6 10. Re1

The other option is 10. Rc1, and if 10... Nb4 11. Bb2, followed by a2-a3.

10. ... **Ne4!?**

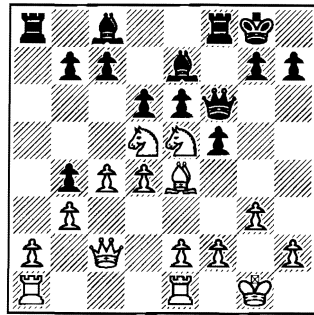
This is not mentioned in *ECO*,

but quite logical.

- | | | |
|-----|------------|------------|
| 11. | Qc2 | Qg6 |
| 12. | Ne5 | |

The idea behind 8. Ba3, but it does not work effectively after 10. Re1.

- | | | |
|-----|-------------|-------------|
| 12. | ... | Qf6 |
| 13. | Bxe4 | Nb4! |
| 14. | Bxb4 | axb4 |
| 15. | Nd5 | |



- | | | |
|-----|---------------|-------------|
| 15. | ... | exd5 |
| 16. | Bxd5† | Kh8 |
| 17. | Nd3 | Qxd4 |
| 18. | Nxb4 | f4 |
| 19. | Rad1?? | |

Only 19. Nd3 Bf5 20. Rad1 offers defensive chances to White.

- | | | |
|-----|-------------|--------------|
| 19. | ... | fxg3! |
| 20. | Rxd4 | gxf2† |
| | | 0-1. |

[199]

Mandl,R-Rogovsky,V

Budapest 1991

1. c4 f5 2. Nf3 Nf6 3. g3 d6 4. d4

e6 5. Bg2 Be7 6. 0-0 0-0 7. Nc3 a5 8. b3

The most used continuation.
Another good line is 8. Re1.

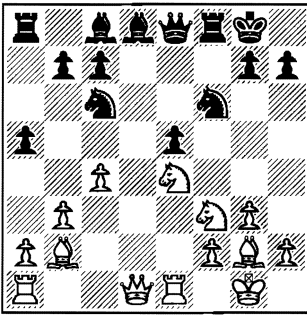
8. ... Qe8 9. Bb2

For 9. Ba3—see A99

9. ... Bd8?!

The idea for the immediate promotion of e6-e5 is wrong here. Better is 9... Na6.

10. Re1 e5?
11. dxe5 dxe5
12. e4! fxe4
13. Nxe4 Nc6



14. Nxe5! Nxe5
15. Nxf6† gxf6
16. f4 c6
17. fxe5 fxe5
18. Rxe5 Qg6
19. Be4 Qg4
20. Bd5†! 1-0.

[200]

Najdorf, M—Oliveira, A
Buenos Aires 1964

1. d4 e6 2. Nf3 f5 3. g3 Nf6 4. Bg2 Be7 5. 0-0 0-0 6. c4 d6 7. b3 a5 8. Nc3 Qe8 9. Bb2 Nc6?!

Theory recommends 9... Qh5 (or 9... Na6) 10. e3 c6 with a very slight edge for White.

10. d5! Ne5

No better is 10... Nd8 11. dxe6 Nxe6 12. Nd4 Nc5 13. Qc2 Qh5 14. e3 with a positional advantage for White.

11. dxe6 Nxf3†

If 11... Bxe6 12. Nd4!

12. exf3! Bxe6

13. f4

White has the advantage.

13. ... Qf7?

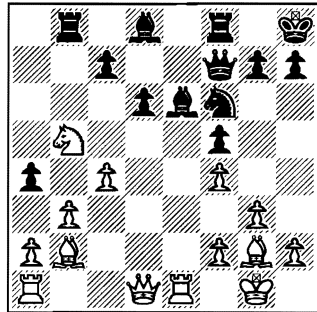
Black should try 13... c6.

14. Nb5! Bd8

15. Bxb7 Rb8

16. Bg2 Kh8

17. Re1 a4



18. Nd4! Bxc4

19. Nc6 Rb5

20. Nxd8 1-0.

For if 20... Rxd8 21. Bxf6 Qxf6

22. bxc4 and wins.

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