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Introduction

This book contains more than 2000 games that were won in 13 moves or fewer. As such it provides a comprehensive guide to the most common and deadly pitfalls that exist in the chess openings.

It is my hope that this book will prove exceptionally useful to a wide range of players – not just for the specific information it provides, but for the great wealth of tactical patterns that are featured. Experts agree that a major factor in successful chess-playing is the ability to recognize patterns. This not only helps the analytical process, but prompts ideas to be considered that might not otherwise enter a player's mind. On the other side of the coin, many blunders, rather than being random 'hallucinations' or 'blind spots' can be explained by the relevant pattern not being recognized. The conclusion must be that increasing the number of patterns you recognize will mean an increase in your chess-playing ability.

This book not only provides hundreds of patterns for combinations and traps but also patterns of blunders. Learning from the misfortunes of others is the best way to avoid these errors.

While working on this book I noticed that the first time I saw a game where a player suffered a particular type of disaster I might think that they had been a little unlucky, and that I might have fallen for the same thing (on a bad day). Second time I saw the pattern, I would think that they had been a bit careless, and should have seen it coming. Third and fourth time I would groan, having anticipated the idea a move or two earlier. Thus, seeing the same idea a few times changed it from being something I would not have seen in advance to being an idea I recognized as an inherent possibility in certain types of position, an idea to be taken into account (to some extent subconsciously) when planning and calculating.

It is this that I see as the main benefit of studying the material in this book. Many mistakes in the opening are based on missing some

tactic a few moves ahead. While in most cases a player notices in time, and can change course to avoid a total disaster, an inappropriate move may already have been made. Therefore an ability to sense potential disasters from afar will improve the general level of your play in the openings.

How to Use this Book

1) *Study all the games in openings that you play.* This will help you avoid these pitfalls and steer your opponents into them. It will also give you a feel for the main tactical devices in your openings.

2) *Dip into games from other openings, especially those with some similarities to the openings you do play.* This will increase your ability to recognize patterns for general tactical themes in the early stages of the game, many of which have relevance in many types of position.

3) *For enjoyment.* Many of these games are highly entertaining, and they all provide some amusement. After a bad loss, you may also find some solace in the fact that others, including strong grandmasters, have suffered even worse misfortunes.

For those browsing through the book for games of interest, the diagrams have been chosen, in addition to reinforcing the aforementioned patterns, to highlight the most dramatic moments. Here is my list of ten personal favourites:

Rudenko-Zubova (page 22)
Overath-Münsch (page 36)
Kunin-Oksengoit (page 164)
N.Pedersen-Karlsson (page 167)
Itze-Reinle (page 196)
O.Bernstein-Tartakower (page 206)
Spangenberg-Tkachev (page 219)
Mayet-Anderssen (page 237)
Illescas-Sadler (page 268)
Musolino-Porreca (page 280)

How this Book was Written

To obtain a truly representative selection of ‘micro-miniature’ games, I gathered material from a wide variety of sources. Of printed sources, Neishtadt’s *Catastrophe in the Opening* and Matsukevich’s series of ‘Club 13’ articles in *Shakhmaty v SSSR* proved most useful. However, most of the data came from electronic sources. In addition to ChessBase databases, and specialist databases I had maintained over the years, I downloaded game collections from CompuServe and Pittsburgh University. Of course, data from such sources is notoriously unreliable, but having several versions of many games often helped to weed out the erroneous ones. Each game had to pass a credibility check: if I didn’t believe the game had really happened as described, it was thrown out. I also threw out games that were just a case of near-beginners trading gross blunders; there is nothing to be learned from such games. Each game was analysed in detail and checked against current opening theory. The notes are very concise (to keep the size of the book manageable), but I have aimed to convey a lot of information by being rigorously logical with the allocation of question marks. If a player’s moves have received no question marks, it is implied that he cannot be seriously worse; if his moves have received one or two in total, then I am claiming that his position is bad or lost (provided the opponent has not also made errors). By ensuring that all moves that deserve question marks do actually receive them, it follows that I am claiming that a move with no marking is reasonable. Thus the sequence “1 e4 f5? (1...e5; 1...c5)” implies that after 1...f5 Black is much worse, and that 1...e5 and 1...c5 are viable alternatives, after which Black is not seriously worse (if at all).

The games are arranged by opening, approximately following the order of the *ECO* codes. When games are given as notes inside another game, I have largely preserved the actual move-order. While it is not worth making a point of mentioning trivial differences in move-order, it is significant if, e.g., a King’s Gambit has been reached from a standard move-order

or via a From Gambit. One may find that only those who have been ‘move-ordered’ into a line tend to fall into a particular trap, and giving a doctored move-order would then give a false impression.

I wish you luck in your chess battles, and hope that if any of your games end up in a future edition of this book, they are wins and not losses. If so, the main aim of this book will have been achieved.

Graham Burgess
Bristol, England, June 1998

2014 Update

I am delighted to present a new updated edition of this book in Kindle and Gambit Chess Studio formats. I should point out that the methodology for this update was rather different from the one used for the first edition. I restricted the new material to games where both players were rated 2400+ (while avoiding blitz games, etc.) and annotated these games in greater depth, often focusing on possible psychological or other reasons why the players went astray. This boils down to a little over 100 new games, or about 60 pages’ worth of new content.

The existing material has also received an overhaul, with many extra diagrams and some additional pieces of introductory text and cross-referencing; I have also corrected some factual and analytical errors that had come to my attention. Despite the difference in methods, I feel the new and old material fits together relatively seamlessly. It should nevertheless be fairly clear when you are reading new material, if only because the year of the game will be 1999 or later!

The analysis from the first edition was also systematically checked and amended where necessary. After all, while my own brain works no faster than it did when I first wrote this book, hardware and software have moved on greatly since 1998, so it was fair to assume that some new insights could be gleaned. My main focus was on checking that modern software

(Stockfish 5 and Houdini 4) did not disagree with the placement (or lack) of question marks, given how much information in this book is conveyed by them. Sometimes the revisions took the form of mere removal and addition of question marks, but in numerous instances a more fundamental reassessment of the play was needed, and therefore the annotations are altered considerably in these instances. When checking through the work in this way, I took the opportunity to add in some additional explanations or commentary where this seemed appropriate.

This is now rather a large book. Actually, it was a big book to start with; the dense layout of the original print edition meant that a huge amount of material was packed into its 224 thin pages. The new edition, if it were to be published in printed form with the same page size, would be more than 400 pages. To help with navigation through this mass of material, I have provided detailed contents summaries at the start of each chapter; they contain every heading and subheading within the chapter, so if you are looking for a specific variation, then this will help you to narrow it down to a relatively small section of the book. This is in addition to the traditional index of variations.

This book contains nearly 50,000 chess moves, which makes it especially well suited to the Gambit Chess Studio format, where you can see the position at any point by tapping on a move. This also provides for some ways to study the book that aren't available in other formats. For instance, you could familiarize yourself with a large number of mating patterns by tapping on moves that feature the '#' symbol (there are about 400 of them in the book), or view winning combinations by looking for sequences that feature a number of exclamation marks. You can, in a similar manner, look for patterns in the types of blunders that players make. In this way you can very quickly examine some of the most important tactical pitfalls in a particular opening. This is, of course, in

addition to the greater ease with which you can play through a large amount of content.

Graham Burgess

Woodbury, Minnesota, December 2014

2022 Print Edition

This reissue in print format features basically the same content as the 2014 electronic editions, with minor revisions, corrections and updates, especially in lines I have re-examined in subsequent years. Hyperlinks have become cross-references to specific pages, and there are some extra diagrams. Where there was a need for extra text to fill a gap at the bottom of a page, I generally used it for extra explanation.

Symbols

+	check
++	double check
#	checkmate
x	capture
Ch	championship
corr.	correspondence game
1-0	the game ends in a win for White
0-1	the game ends in a win for Black
(<i>n</i>)	<i>n</i> th match game
(<i>D</i>)	see next diagram

By diagrams:

○	White to play
●	Black to play
!!	brilliant move
!	good move
!?	interesting; probably good
?!	dubious; probably bad
?	bad move
??	blunder

If a move appears with no such evaluation, this implies that the move is reasonable.

1 d4 d5 2 ♘f3: Miscellaneous Lines and London, Torre and Colle Systems

K.Langeweg – A.Dückstein
Zurich 1975

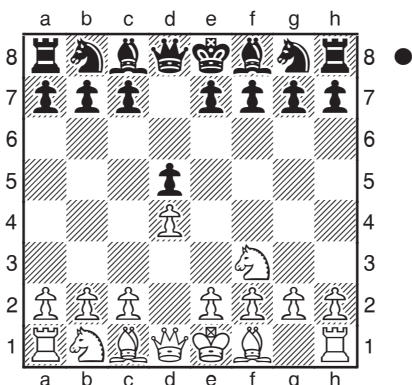
1 d4

1 ♘f3 ♘f6 2 g3 d5 3 ♙g2 ♘c6 4 d4 h6 5 0-0 ♙g4?! 6 ♘e5 ♘xe5? 7 dxe5 ♘d7 8 ♖xd5 ♙xe2? 9 ♖e1 (9 e6!) 9...♙a6? (9...c6) 10 e6 fxe6 11 ♖h5+ 1-0 J.Seidel-A.Veith, Wiesbaden 1993.

1...d5

1...♘f6 2 ♘f3 c5 3 g3 cxd4 4 ♘xd4 d5 5 ♙g2 e5 6 ♘b3 h6 7 0-0 ♘c6 8 c4 d4 9 e3 ♙g4 10 ♖d2 ♙b4?? 11 ♙xc6+ 1-0 M.Borić-Y.Nikolaevsky, Kiev Platonov Memorial 1995.

2 ♘f3 (D)



2...♘c6

Black indicates his willingness to play a Chigorin Defence (1 d4 d5 2 c4 ♘c6), but with White unable to play the most critical line (3 ♘c3).

2...♙g4 3 ♘e5 ♙h5 4 c4 dxc4 5 ♘c3 ♘d7 6 ♘xc4 ♘b6 7 ♖b3!? ♖xd4? 8 e4 ♘f6 9 ♙e3 ♖d7? (9...♖d8) 10 ♙xb6 axb6 11 ♘xb6! 1-0 E.Bogoljubow-Grekov, Kiev 1914.

2...c5 3 ♙f4 cxd4 4 ♙xb8 ♖xb8 (a more ambitious move is 4...♖a5+!?) 5 ♖xd4 b6?! (5...e6!) 6 e4! dxe4 7 ♖xd8+ ♘xd8 8 ♘e5 1-0 A.Alekhine-A.Kaufmann, Odessa 1919.

3 ♙f4

Controlling e5 and hoping to show that the knight is misplaced on c6.

3 g3 transposes to the next game.

3...♙g4 4 e3 e6 5 c4

White need not hurry with this move. Now Black becomes active.

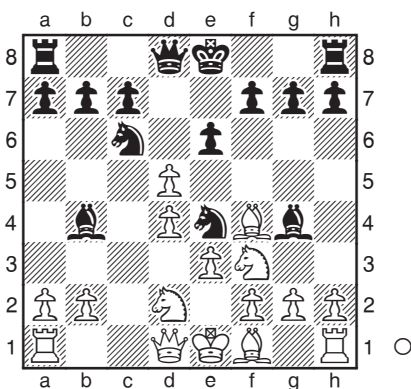
5...♙b4+ 6 ♘bd2?!

6 ♘c3 is normal.

6...♘f6 7 cxd5?

7 a3 ♙xd2+ 8 ♖xd2 isn't so bad for White, while 7 ♙g5 is another way to bale out.

7...♘e4 (D)



0-1?

White has no way to defend d2. Nevertheless, he should not have resigned just yet. First off, he could have tried 8 dxc6?!, when Black still has to find one very difficult move: 8...♘xd2 (8...♙xd2+? 9 ♘e2 ♖d5 10 ♖b3; 8...♖d5? 9 ♖a4) 9 ♘e2 and now 9...♖d5? 10 ♖a4 ♙xf3+ 11 gxf3 ♖xf3+ 12 ♘d3 ♖e4+ 13 ♘e2 is only a perpetual, but 9...b5!! is very strong: 10 ♖c2 (10 a3 ♖d5 11 axb4 ♘xf3 and a deadly discovered check will follow; 10 h3 ♖d5 11 hxg4? ♖c4+ 12 ♘e1 ♘xf3#) 10...♖d5 11 e4 ♘xe4 with an excellent position for Black.

But there is an even better reason not to resign. 8 ♙e2 is very much playable, since 8...♙xf3? 9 gxf3! is very good for White (believe it or not), and Black has nothing better than 8...♖xd5, when a possible line is 9 0-0 ♘xd2 10 ♘xd2 ♙xe2 11 ♖xe2 e5 12 ♙g3 0-0-0; Black has a pleasant game, but White is very far from lost.

V.Teterev – G.Sagalchik

European Clubs Cup, Rogaška Slatina 2011

1 ♘f3 d5 2 g3 ♘c6 3 d4 ♙g4 4 ♙g2 ♖d7

4...e6 5 0-0 ♘f6 6 c4 ♖d7? 7 cxd5? (7 ♘e5!) 7...exd5? 8 ♘c3? a6? (Black's development has been uncoordinated so far, and he

simply cannot afford this move) 9 ♖e5 (third time around, White spots it) 9... ♗e6 10 ♘xg4 ♗xg4 11 ♘d5 ♘d5 12 ♙xd5 ♗xd4?? 13 ♙xc6+ 1-0 J.Njirjak-G.Jelinić, 1994.

5 c4 e6 6 0-0 ♘ge7 7 ♘c3 dxc4 8 ♗a4

An anti-Chigorin line has led to a rather unconventional position. White is gearing up to attack the black king if it castles queenside.

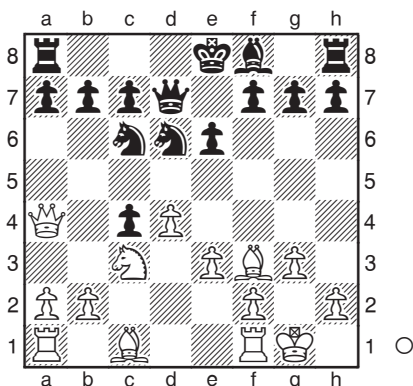
8... ♘f5?!

8... ♘d5 may be a somewhat safer move, letting White take on c4 but getting his pieces into more harmonious positions; e.g., 9 ♗xc4 ♘b6 10 ♗d3 ♙e7.

9 e3

9 ♗d1!?

9... ♙xf3 10 ♙xf3 ♘d6 (D)



11 ♖b1

This cunning and slightly mysterious move turns out well, but the direct 11 b3 is at least as strong.

11... ♖b8?

Black plans ...b5, but there is a snag. 11...a6 is better; e.g., 12 ♙d2 (12 b3 b5 13 ♘xb5! leads to interesting play where White has enough for the piece, but it's unlikely a human player would choose this, without it being opening preparation) and now 12...b5? is refuted by 13 ♘xb5 ♘xb5 14 ♗xc4 ♘ba7 15 ♗fc1. So 12...♙e7 is preferable; then 13 ♘e4 b5 14 ♗c2, with b3 to come, offers White compensation.

12 b3! b5

12...cxb3 13 ♗xb3 (threatening ♗xb7) forces the c6-knight to move, whereupon the a7-pawn drops, with advantage for White.

13 ♘xb5 ♘xb5?

13... ♗xb5 is the only chance, but White is much better after 14 bxc4 ♘xd4 (14... ♗xb1? 15 ♙xc6) 15 exd4 ♗b6 16 ♗c2.

1-0

After 14 bxc4 Black can't save the b5-knight, so he will be a pawn down with his queenside collapsing.

P.Genov – S.Kozhukharov

Bulgarian Ch, Pernik 2007

1 d4 d5 2 ♘f3 a6

This odd move has the point that if White plays c4, then ...dxc4 will lead to a line of the QGA where the early ...a6 is rather useful.

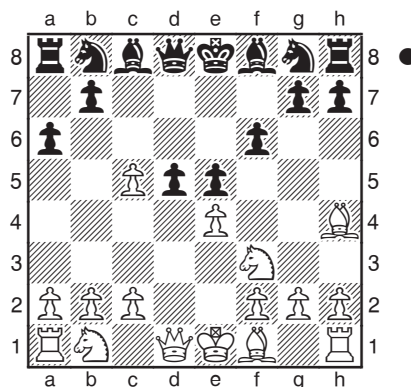
3 ♙g5

This is a reasonable way to make the move ...a6 look irrelevant.

3...c5 4 dxc5 f6 5 ♙h4 e5?!

5...e6 is far more solid, seeking to capture on c5 and then to catch up with his piece development. Note that after 6 c4 ♙xc5 7 cxd5 Black can avoid an IQP (which would be especially weak thanks to ...f6) by playing 7...♘e7, when 8 dxe6 ♗xd1+ 9 ♙xd1 ♙xe6 gives Black good compensation.

6 e4! (D)



Black's opening play has been ambitious but also loosening, and he is yet to develop a piece. So a vigorous thrust in the centre is very logical.

6...dxe4?

Now Black is in deep trouble. He should try the natural 6...♘e7.

7 ♗xd8+ ♙xd8 8 ♘e5

Whoops. White is a pawn up and has strong threats. Even if Black avoids a mishap and recaptures on c5, the e4-pawn is a problem.

8...♖h6

8...♖e8 9 ♖c4 ♗xc5 10 ♖c3 ♗f5 11 ♖a4
puts great pressure on Black.

9 ♖c3 ♗f5 10 0-0-0+ ♖c8 11 ♖a4

11 ♖c4! is even stronger.

11...♗a7?

11...b5 makes more of a fight of it, though
12 ♖b6+ ♖b7 13 ♖xa8 fxe5 14 ♖b6 ♗xc5 15
♖d5 offers no real hope for Black.

12 ♖c4 ♖d7 13 ♖ab6+ 1-0**S.Pozin – A.Samartsev**

World Cup Qualifier, Khanty-Mansiisk 2007

1 d4 d5 2 ♖f3 c6 3 g3

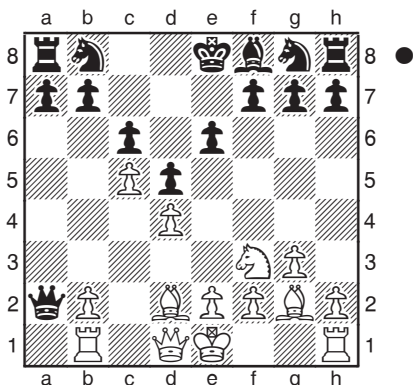
3 e3 ♗f5 4 ♖bd2 e6 5 c4 ♖d7 6 b3 h6 7
♗b2 ♖gf6 8 ♗e2 ♗d6 9 ♖e5 ♖e4! 10 ♖xe4
♗xe4 11 ♖xd7? ♗xg2! 0-1 R.Kholmov-R.Scher-
bakov, Russia Cup (Perm) 1997. 12 ♗g1 ♗b4+
is the far from obvious problem.

3 ♗g5 ♗f5 4 ♖bd2 ♖d7 5 ♖h4 h6 6
♗xe7?? ♖xe7 7 e3 ♗h7 8 f4 ♖f5 9 ♖xf5
♗xf5 10 ♗e2 ♗e7 11 ♖f2 ♖f6 0-1 M.Weber-
Ka.Müller, Bundesliga 1988/9.

3...♗f5 4 ♗g2 e6 5 c4

This set-up is not considered to offer White
much. For the fianchetto to have much bite,
there needs to be more of a weakness on the
long diagonal (such as in the Queen's Indian),
or Black needs to have problems developing his
queen's bishop (like in the Catalan). Neither is
the case here. However, Black's next move is
unjustified and greedy.

**5...♗xb1?! 6 ♗xb1 ♗a5+ 7 ♗d2 ♗xa2 8
c5 (D)**



Black has ripped the heart out of his position
to win a lousy pawn and put his queen in danger.

8...♖f6 9 0-0

9 ♗c3 (threatening 10 ♗a1 ♗c4 11 ♖d2
♗b5 12 ♗a5) 9...♖e4 10 ♗a1 ♗c4 11 ♗c2 is
very good for White.

9...♗c4 10 ♗e1 ♗e7?

Missing White's threat. 10...b6 is a better
try, giving the queen a route back.

11 ♗f1 1-0

The queen will be trapped after 12 e3.

The next game features ♗f4, the London
System, in various forms.

Z.Mehmet – A.Nadjar

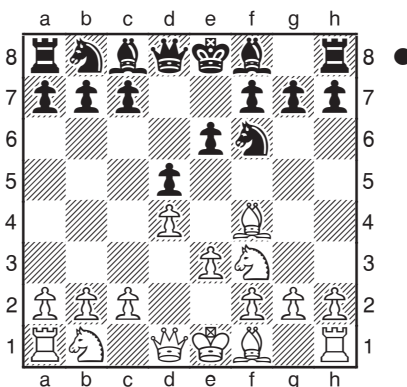
Val Maubuée 1990

1 d4 ♖f6

1...e6 2 ♖f3 d5 3 ♗f4 c5 4 e3 ♗b6 5 ♖c3
♗xb2? 6 ♖b5 ♖a6 7 a3! (7 ♗b1 ♗xa2 8 ♗a1
♗b2 9 ♗xa6 is also fairly good) 7...c4 (7...cxd4
8 ♗e5!) 8 ♗b1 ♗a2 9 ♗c1 c3 10 ♗b3 1-0
P.Donrault-C.Michaud, Geneva 1994.

1...d5 2 ♖f3:

a) 2...c6 3 ♗f4 ♖f6 4 e3 ♖h5 5 ♗g3 g6 6
c4 dxc4 7 ♗xc4 ♗g7 8 ♗b3 0-0 9 a4 ♖d7 10
♖g5?? ♗a5+ 0-1 E.Burnazović-G.Bogdanow-
itsch, Verbandsliga Nordbaden 1992/3.

b) 2...♖f6 3 ♗f4 e6 4 e3 (D) and now:

b1) 4...♗e7 5 ♖bd2 0-0 6 ♗d3 c5 7 c3 ♖c6
8 0-0 b6 9 ♖e5 ♗b7 10 ♗f3 ♗d6 11 ♗h3 ♖e7
12 ♗ad1 ♗e8?? 13 ♖g4 1-0 H-U.Kock –
J.Sucher, Liechtenstein 1992. An unfortunate
pairing indeed.

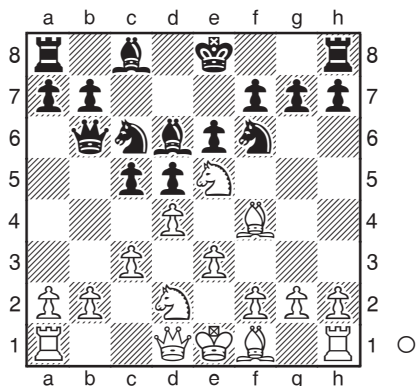
b2) 4...c5:

b21) 5 c4 ♖c6 6 ♖c3 a6 (it is amazing that
White manages to lose in four moves from this
ordinary-looking position) 7 ♗a4? (with the

cheap threat of ♖b5) 7...♙d7 8 ♖d1 (a humiliating retreat) 8...♗a5 9 ♗b3? (back again, for a 'counterattack') 9...dxc4 10 ♗xb7?? ♚a7 0-1 J.Schenkein-C.Schlechter, Vienna 1913.

b22) 5 c3 ♖bd7 6 ♙d3 ♗b6 7 ♗c2 ♙d6 8 ♙g3 ♗c6? 9 ♖bd2 b5? 10 ♙xd6 ♗xd6 11 ♙xb5 ♙a6? 12 dxc5 1-0 B.Fritze-H.Einarsson, W.German universities Ch 1988.

2 ♙f4 e6 3 ♖f3 c5 4 c3 d5 5 e3 ♖c6 6 ♖bd2 ♙d6 7 ♖e5 ♗b6?? (D)



This walks into a surprising trick, which just goes to show how careful one must be when leaving any pieces undefended.

8 ♖dc4!

8 ♖ec4! is just as good.

8...dxc4

8...♗c7 9 ♖xd6+ ♗xd6 10 ♖xf7.

9 ♖xc4 ♗d8 10 ♖xd6+ ♙e7 11 dxc5 1-0

Next is the Torre development with ♙g5.

V.Popov – Benderov

Sofia 1943

1 d4

1 ♖f3 d5 2 d4 e6 3 ♙g5 ♖f6 4 e3 ♙e7 5 ♖bd2 0-0 6 ♙d3 c5 7 c3 ♖c6 8 0-0 b6 9 ♗a4 ♙b7 10 ♖e5 ♖xe5?! 11 dxe5 ♖d7?? (11...♖h5 is necessary, and not so bad) 12 ♗h4 1-0 N.Kostić-B.Stamenković, Niš 1993.

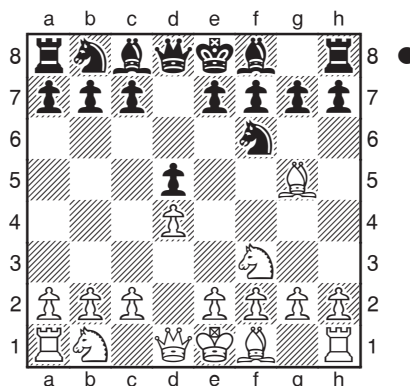
1...♖f6 2 ♖f3

2 ♙g5 e6 3 ♖f3 d5 4 e3 ♙e7 5 ♙d3 0-0 6 c3 c5 7 ♖bd2 ♖bd7 8 0-0 b6 9 ♗a4 a5 10 ♖e5 ♖xe5? 11 dxe5 ♖d7? (it seems appropriate that this game was played in the Split open; here 11...♖h5 is no saving clause, because 12 ♙xe7 ♗xe7 13 g4 wins a piece since with the bishop

still on c8, Black lacks counterplay against the white king) 12 ♗h4 1-0 D.Rosandić-M.Radelić, Split 1992.

2...e6

2...d5 3 ♙g5 (D):

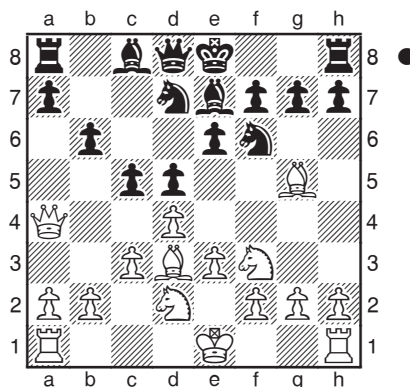


a) 3...♖bd7 4 e3 c5 5 c4 cxd4 6 exd4 ♗b6 7 cxd5 ♗xb2 8 ♖bd2 g6?? 9 ♖c4 1-0 J.Timman-H.Bouwmeester, Vleuten training 1967.

b) 3...c6 4 e3 ♗b6 5 b3?! ♖e4 6 ♙f4 ♗a5+ 7 ♖bd2? e5! 8 ♙xe5 ♖c3 9 ♗c1? (9 b4 ♙xb4 10 ♗c1 ♙a3 11 ♖b3 ♙xc1 12 ♖xa5 ♙b2 and Black wins the exchange) 9...♙a3 0-1 H.Lahlum-Ed.David, Gausdal Peer Gynt 1990.

c) 3...e6 4 e3 ♙e7 (4...c5 5 ♖bd2 ♙e7 6 c3 ♖bd7 7 ♙d3 transposes to the main game) 5 ♖bd2 0-0 6 ♙d3 ♖bd7 7 c3 c5 8 0-0 b6 9 ♗a4 ♙b7 10 ♖e5 ♖xe5?! 11 dxe5 ♖d7?? (11...♖h5 12 ♙xe7 ♗xe7 is playable since 13 g4? f5! 14 gxh5?! ♗g5+ 15 ♙h1 d4+ 16 f3 ♗xe3 17 ♗c2 dxc3 18 ♗xc3 ♚fd8 is good for Black) 12 ♗h4 1-0 A.Dias-E.Suzuki, São Paulo 1995.

3 ♙g5 ♙e7 4 ♖bd2 d5 5 e3 ♖bd7 6 ♙d3 c5 7 c3 b6 8 ♗a4 (D)



8...0-0

8...c4 followed by ...a6 and ...b5 is one way to rob White's queen manoeuvre of its point.

9 ♖e5 ♖xe5?

9...♗b7; 9...♖c7.

10 dxe5 ♖d7?

10...♖h5? 11 ♗xe7 ♖xe7 12 g4 costs Black a piece, while 10...♖e4 11 ♗xe7 ♖xe7 12 ♖xe4 c4 (12...♗d7 13 ♖f6+! gxf6 14 ♖h4; 12...dxe4 13 ♖xe4) 13 ♗xc4 leaves White a pawn up.

11 ♖h4! 1-0

Finally the Colle System, where White plays e3 without first developing the queen's bishop.

V.Bašagić – D.Mongeau

Manila Women's Olympiad 1992

1 d4 d5 2 ♖f3 ♖f6 3 e3 e6 4 ♗d3 c5 5 c3 ♖c6 6 ♖bd2 ♗e7

6...♗d6 7 0-0 0-0 8 e4 dxe4 9 ♖xe4 cxd4? (9...♖xe4 10 ♗xe4 cxd4) 10 ♖xf6+ ♖xf6?? 11 ♗g5 1-0 C.Ehmann-M.Weber, CFNC League 1966.

7 0-0 0-0 8 ♖e2 b6 9 dxc5 bxc5 10 e4 dxe4?!

A significant positional concession...

11 ♖xe4 h6??

...followed by a major material concession!

12 ♖xf6+ ♗xf6 13 ♖e4 1-0

Perhaps Black had forgotten that 14 ♖xc6 would hit the a8-rook.

D.Cori Tello – R.Vasquez Schröder

Lima 2013

1 d4 ♖f6 2 ♖f3 e6 3 e3 b6 4 ♗d3 ♗b7 5 0-0 d5 6 b3 c5 7 ♗b2 ♖c6 8 ♖bd2 ♗e7 9 a3 0-0 10 ♖c1?! ♗d6 11 ♖e5 ♖e7

Black sets up annoying pressure against the a3-pawn. While not a game-winner in itself, the extra burden of dealing with it may have played a part in White's forthcoming blunder.

12 c4?! cxd4 13 cxd5??

A horrible oversight. White wants to insert an exchange on d5 before recapturing on d4, but there is rather a huge hole in this idea. 13 exd4 ♗xa3 is undesirable for White, so radical measures like 13 ♖xc6 ♗xc6 14 cxd5 ♗xd5 15 ♖c4 might be a better attempt to survive.

13...♖xe5 0-1

Queen's Gambit

Beader – Z.Khudovsky

corr. 1978

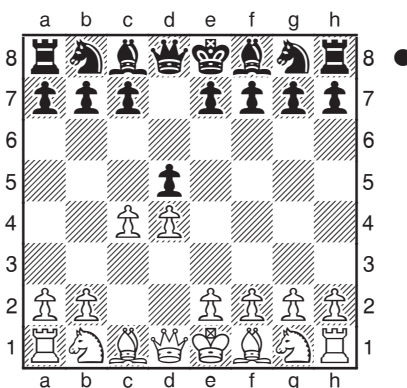
1 d4 d5 2 c4

The move-order 2 ♖f3 allows Black to reach the more secure lines of the Baltic Defence by 2...♗f5 (2...♖c6 3 c4 likewise transposes to safer lines of the Chigorin) 3 c4 e6:

a) 4 g3 h6 5 ♗g2 ♖f6 6 0-0 ♗e7 7 ♖c3 c6 8 b3 0-0 9 ♖e1 ♗b4 10 ♗b2? (10 ♗d2) 10...♖e4 11 ♖c1 ♖a5 12 ♖e5? ♖xc3 0-1 S.Urminska-I.Mihelić, Bratislava Girls Under-16 World Ch 1993.

b) 4 cxd5 exd5 5 ♖b3 ♖c6 6 ♗d2 ♖d7 7 ♖c3 ♖f6 8 ♖e5 ♖xd4?? 9 ♖xd7 ♖xb3 10 ♖xf6+ 1-0 V.Wiechert-R.Hemberger, Verband-sliga Nordbaden 1992/3.

We now return to 2 c4 (D):

**2...♗f5**

This move constitutes the Baltic Defence. Despite its sporadic use by some strong players, including Keres and more recently Shirov, abandoning the centre cannot be a good idea.

2...♖f6?! 3 cxd5 ♖xd5 4 e4?! (4 ♖f3) 4...♖b6?! (4...♖f6 5 ♖c3 e5) 5 ♖c3 ♖c6 6 ♖f3 ♗g4 7 d5 ♖e5?? 8 ♖xe5! ♗xd1 9 ♗b5+ c6 10 dxc6 ♖b8 11 c7+ ♖d7 12 ♗xd7# 1-0 H.Berliner-G.Rott, Montreal 1956.

3 ♖c3

3 cxd5 is the critical test, which Black has real problems passing.

3...e6 4 ♖b3 ♖c6 5 a3??

5 e3 is possible, with the point 5...♖b4 6 e4.

5 ♖f3?! ♖f6?! (5...♗b4) 6 ♖xb7? ♗b4 7 ♗b5 ♗g4?? (7...♗c2+ 8 ♗d1 ♗d6! wins) 8 ♗xc7+?? (8 ♗g5? logically frees c1 for the king, but loses to 8...♗b8!; the best move is 8 e4!, buying time for White to carry out his own threats, while slowing Black down; then 8...♗b8 9 ♖xa7 ♗c2+ 10 ♗e2! ♗xb5 11 exf5 is good for White) 8...♖xc7! 9 ♖xc7? (9 ♖xa8+ ♗d7) 9...♗c2+ 10 ♗d1 ♗xf2+ 0-1 J.van der Linden-L.Svensson, Ostend 1993. 11 ♗d2 ♗b4#. A beautiful mate to end an ugly game.

5...♗xd4 6 ♖xb7 dxc4

6...♗c2+?! 7 ♗d1 dxc4+ 8 ♗d2 ♗xa1 9 ♖c6+ ♗e7 10 e4 gives White some vague hopes, e.g. 10...♗b3?? 11 ♗d5+! exd5 12 ♗b4+.

6...♗b8 7 ♖xa7 ♗c2+ 8 ♗d1 dxc4+ 9 ♗d2 ♗xa1 is good enough.

7 e4?

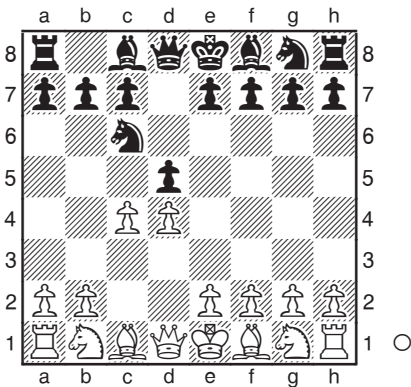
7 ♗d2 avoids the mate, but Black should win.

7...♗c2+ 8 ♗e2 ♖d3# 0-1

S.Iskusnykh – P.Tishin

St Petersburg 2001

1 d4 d5 2 c4 ♗c6 (D)



This is the Chigorin Defence.

3 ♗c3

3 ♗f3 ♗g4:

a) 4 ♗c3 dxc4? 5 d5 ♗xf3 6 exf3! ♗e5 7 ♗f4 ♖d6 (7...♗g6 8 ♗xc4!) 8 ♖a4+ ♗d8 9 ♗g3 e6?? 10 0-0-0 ♖b4 11 dxe6+ 1-0 J.Steckner-R.Menzel, Germany 1990/1.

b) 4 ♖a4 ♗xf3 5 gxf3 dxc4 6 e3 e5 7 dxe5 ♖d5 8 ♗c3 ♖xf3 9 ♗g1 0-0-0?? 10 ♗e2! 1-0 W.Schmidt-B.Grabarczyk, Polish Ch (Cetniewo) 1991 and I.Novikov-B.Finegold, New York Open 1993.

3...dxc4

3...♗f6?! 4 ♗f3 ♗g4?! 5 cxd5 ♗xd5 6 e4 ♗xf3 (6...♗xc3 7 bxc3 e5 8 d5 ♗b8?! 9 ♖a4+ ♗d7 10 ♗xe5 ♖f6 11 ♗e2!! is pretty much resignable for Black) 7 gxf3 ♗xc3 8 bxc3 e5 9 ♗b1 ♗a5? 10 ♗b5 b6? 11 ♖a4 ♖d7 12 ♗xa5 1-0 P.Burkart-G.Haubt, 2nd Bundesliga 1988/9.

4 ♗f3 ♗f6 5 ♗g5 ♗d5 6 e4 ♗xc3 7 bxc3 f6 8 ♗e3 ♗a5 9 ♗d2 c6 10 ♗xc4 ♗e6??

Deviating from 10...g6, which was used by Miladinović in a game against Gelfand that ended in a draw. However, the move ...g6 had a specific point beyond mere development, as White's reply brutally demonstrates:

11 ♖h5+ 1-0

Queen checks like this are often missed when the target is far away on the queenside.

Korody – Balogh

1933

1 d4 d5 2 c4

2 ♗f3 is sometimes played to avoid the Albin, but 2...♗c6 3 c4 e5 4 dxe5 d4?! transposes.

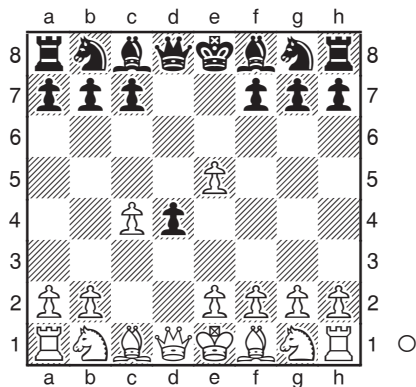
2...e5?!

This is the Albin Counter-Gambit, a sharp attempt to wrest the initiative from White.

3 dxe5

3 ♗c3 exd4 4 ♖xd4 ♗c6 5 ♖xd5 ♗e6 6 ♖b5 a6 7 ♖a4 ♗b4 8 e3!? ♗xc3+ 9 bxc3 ♗f6 10 ♗f3 ♗e4 11 ♖c2 ♗d6 12 ♗d4 ♗xc4?? 13 ♗xc6 1-0 S.Vincent-F.Krude, Groningen 1988.

3...d4 (D)



4 e3?!

4 e4 ♗c6 5 ♗e2?! ♗c5 6 ♗d2? ♗xe5 (6...d3!) 7 ♗b3?? ♗b4+ 8 ♗d2 ♗d3# 0-1 D.Miller-Petersons, London 1959.