

**Averbakh, Y.**

**- Sarvarov, A.**

USSR Team Champ.

[A.J.G.]

.

An absolutely fantastic game by GM Yuri Averbakh, I saw this game in an older book (or magazine) many, many years ago.

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Sarvarov was a master who once drew Smyslov when he was near the height of his powers in the mid-1950's. Sarvarov also specialized in the Cambridge Springs Def. (1.d5, d5; 2.c4, e6; 3.Nc3, Nf6; 4.Bg5, Nbd7; 5.Nf3, c6; 6.e3, Qa5.) Sarvarov was an Uzbeki player who played for his team in the Olympiads.

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(DIH = Delete in HTML.)

**1.c4** , (English)

Most GM's use this to sidestep certain openings they don't want to see and force the game into standard QP openings. (By transposition.)

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I think, although I am not sure, that Sarvarov liked

**A13**

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to play a few Indian Defenses. If so, then 1.c4!, was an attempt {by White} to steer the game back into classical channels. If this - indeed was the case, then this game is a testament not only to Averbakh's skill, but also a tremendous voucher for his grasp of chess psychology and overall judgment of these matters!

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[The normal move order to reach QP openings would be:  
1.d4 d5 ; 2.c4 e6 ;  
etc. ]

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Play now continues in pretty much standard lines for a QP opening.  
**1...e6 ; 2.d4 d5 ; 3.Nf3 Nf6 ; 4.Nc3 Nbd7 ;**  
It is obvious that Black is trying to head for his favorite opening here, but Averbakh crosses him up.

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XABCDEFGHIY
8r + l w k v - t (
7p p p n + p p p '
6- + - + p n - + &
5+ - + p + - + - %
4- + P P - + - + $
3+ - N - + N + - #
2P P - + P P P P "
1R - v Q K L + R! [
x a b c d e f g h y

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Since Black has already (voluntarily) shut in his own QB, Averbakh just helps things along.

**5.cxd5! exd5 ; 6.Bf4!** ,

Because of the move order, Black cannot contest the WB on f4. Therefore Averbakh heads for a line that is very aggressive, clearly in the 1st player's favor ...

and was probably the result of pre-game preparation.

(White plans a possible Q-side castle followed by a brisk attack. This means a Pawn storm ... and if White played his Bishop to the g5 square, it would only interfere with that plan.)

[Also possible was:

RR6.Bg5<sup>2</sup> , (slight plus for W) which is the Exchange Var. ]

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XABCDEFGHIY
8r + l w k v - t ( {
7p p p n + p p p '
6- + - + - n - + &
5+ - + p + - + - %
4- + - P - v - + $
3+ - N - + N + - #
2P P - + P P P P "
1R - + Q K L + R!
x a b c d e f g h y

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Black will be forced - probably sooner than later - to play ...c7-c6; in an effort to meet the threat of a possible Nb5 by W.

**6...c6 ; 7.Qc2! Be7 ; 8.e3 0-0 ; 9.Bd3 Re8 ; 10.h3! Nf8 ; 11.0-0-0** , ('!?' Maybe - '!')

Both sides have castled on opposite wings. In such situations, it becomes a race to mate the enemy King, with victory usually

going to the side that can first open a major line to the leader of the opponent's army.

[Also possible was:  
 RR11.0-0 Ng6 ;  
 12.Bg3<sup>2</sup> , (plus for W) ]



The die is cast, both sides are forced to attack as quickly and as vigorously as humanly possible.

Here, most engines choose 11...Ne6; as a good move for Black.  
**11...b5!?** ; (Pawn Storm)

In games where players have castled on opposite sides of the board, the normal method of attack is to simply rush your Pawns down the side of the board where the enemy King is located, in an effort to open as many lines as quickly as possible.



So while White is advancing his Pawns on the K-side, (in an attempt to open lines); Black pursues a similar idea on the Q-side.

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 Please note that NEITHER SIDE plays a lot of defensive moves ... ANY Pawn advance (in the vicinity

of either King) in an attempt to slow down the onrush of foot-soldiers - in the end - only helps the opponent further their own goals, (For example, 12.a3?, only provokes Black to play 12...a7-a5; threatening ...b5-b4; and if White captures on b4, Black retakes with the Pawn, opening the a-file and gaining a tempo off the Knight on c3 ... which is forced to move, as the second player would now be threatening to play ...PxN/c3. RULE: The majority of the time, when involved with attacks on opposite sides, pushing Pawns in front of your own King only helps your opponent open lines which can be used - by your opponent - to further his/her attack against your King!)

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**12.Ne5! Bb7!?** ; **13.g4! a5** ; **14.Rdg1 a4** ; (Q-side)

If given enough time, Black is all set to play ...Qa5; and then ...b5-b4; with a healthy attack of his own.

[Black probably should not play the continuation of: (</=) RR14...b4!?

and now White's Knight on a4 has an outpost on c5 and also helps block Black's P-storm on the Queen-side. ]

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**15.g5 Nh5!?** ; (error?)  
Black intentionally plays his Knight to the h5-square in an effort to slow down White's coming Pawn storm.

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[It would have been better to play: >/= 1 15...N6d7! ;  
16.Bxh7+!! Nxh7 ;  
17.g6! Nxe5! ;  
18.gxh7+ Kh8™ ;  
19.Bxe5 Bf6÷ ;  
(Unclear.)  
when - according to the strong engine - DF14 - Black gets a relatively playable game here. ]

(Diagram)

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Black has several problems:  
#1.) His Knight on h5 is now a liability and a hanging piece.  
#2.) His pieces are not on great squares, especially his

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XABCDEFGHIY
8r + - ♖r ♜k + (
7+ l + - ♜ p p p '
6- + p + - + - + &
5+ p + p ♞- ♞n %
4p + - ♞- ♞- + $
3+ - ♞L ♞- + ♞#
2P ♞Q + - ♞- + "
1+ - ♞- + - ♞R! [
x a b c d e f g h y
    
```

QB on the b7-square ...  
 which is completely out of  
 play for the foreseeable future.  
 #3.) His opponent is on the  
 move and has a fantastic  
 and powerful initiative.

Now White breaks through  
 to the Black King in really  
 spectacular fashion.  
 (NOTE: Open lines are most  
 important, considerations  
 like the material balance are  
 of much less value than is  
 normally the case. 16.Bh2,  
 would have allowed 16...a3;  
 when Black is right back  
 in the fight.)

- 16.Bxh7+!! Nxh7 ;
- 17.g6! fxg6 ;
- 18.Qxg6± , "---->" (W / threats.)

White has broken through  
 to the enemy King first,  
 please note that the hanging  
 Black Knight on h5 ... and if  
 it moves, White will deliver  
 an instant mate on g7.

[ <18.Rxg6? , (DIH) ]

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XABCDEFGHIY
8r + - ♖r + k + ( {
7+ l + - ♜ - p n '
6- + p + - + Q + &
5+ p + p ♞- + n %
4p + - ♞- ♞- + $
3+ - ♞- ♞- + ♞#
2P ♞- + - ♞- + "
1+ - ♞- + - ♞R!
x a b c d e f g h y
    
```

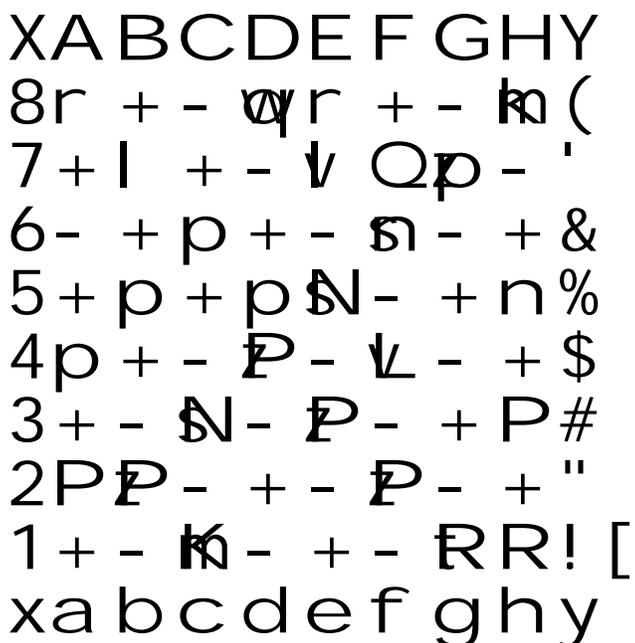
It is hard to believe, but  
 according to the chess engines,  
 Black is already lost!

Black's next move is forced ...  
 anything else will get Black  
 mated or drop a piece for  
 free.

- 18...N7f6™ ; 19.Qf7+ Kh8™ ;

This was 100% forced.

[Even worse would be:  
 < 19...Kh7? ; 20.Rg6! Ng8 [];  
 Again, this was forced.  
 ( < 20...Rf8?? ; 21.Rh6# ).  
 21.Rxg7+! Nxc7 ;  
 22.Qg6+ Kh8 ;  
 23.Nf7# . (Mate.) ]



Now White has a forced win, and it is one that Averbakh does not miss.

White's next move is a text-book example of denuding/removing the Pawn cover in front

of the enemy King!  
 (20.Bh6!, was a rather routine win for White.)

**20.Rxg7!! Nxc7 ; 21.Rg1! Nf5™**  
 ;  
 Again, this was forced,  
 Black had no choice at all.  
 (Black had to try and meet the threat of 22.QxN/g7#.)

[Of course not: </= < 21...Ngh5?? ; 22.Ng6# . ]  
 [.

\*\*\*\*\*  
 Also very bad would have been: </= 21...Rg8 ; 22.Ng6+ Kh7 ; 23.Nxe7 Qd7 ; What else? (Resignation!?) 24.Qg6+ Kh8 ; 25.Qh6+ Nh7 ; 26.Ng6# . (Check-mate.) ]

White's next move threatens a very simple mate-in-one.  
**22.Rg6! Qd6™** ; (Forced.)  
 Black's last move was the only way to prevent White from playing the easy finish, 23.Rh6 mate.

**23.Rxd6 Bxd6 ; 24.Ng6+ Kh7 ; 25.Bxd6** , (Winning.)  
 White now has a won game ... even worse for Black, his position is completely

disorganized and the BK is completely exposed.

[ 25.a3!?, (DIH) ]

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XABCDEFGHIY
8r + - + r + - + ( {
7+ l + - + Qn k '
6- + p v - + N + &
5+ p + p + - + n %
4p + - P - + - + $
3+ - N - P - + P #
2P P - + - P - + "
1+ - K - + - + - !
x a b c d e f g h y
    
```

Black would have been justified in quitting here. (This would have made this game an extremely brilliant {near} miniature.)

**25...Re6 ; 26.Nf8+ Rxf8™ ;**  
 (Box/forced.)  
**27.Bxf8 Rf6 ; 28.Qe7! , "+-**  
 Black Resigns.

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XABCDEFGHIY
8- + - + - v - + ( {
7+ l + - W - n k '
6- + p + - t - + &
5+ p + p + - + n %
4p + - P - + - + $
3+ - N - P - + P #
2P P - + - P - + "
1+ - K - + - + - !
x a b c d e f g h y
    
```

(White's dual threats of BxN/g7 and then QxR/f6 and also QxB/b7 cannot both be adequately met.)

A totally brilliant game by one of chess's greatest players/writers.

This game is thoroughly annotated in the excellent book: "50 Essential Chess Lessons," (Game #1) by FM Steve Giddins. (2006) [ I only point out the more obvious things, if you want complete notes, please refer to FM Giddins' book! And - I must add - if you consider yourself a student of chess and you feel that there are

chess ideas out there that  
you just are not {yet} able  
to fully grasp, then you  
owe it to yourself to buy  
a copy of Giddins' book! ]

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