

<p>Savchenko,Stanislav Ivanov,Alexey Vienna op (8) <i>[A.J. Goldsby I]</i></p>	<p>A52 2485 2380 1991</p>	<p>lose time, other continuations are generally much less forceful and allow the second player to get a fairly easy game.)</p>
<p>The "Chess Games" ... (http://www.chessgames.com) puzzle or problem for the day for Thursday; September 03rd, 2009. White to play, (37. '?').</p>		<p>[White can often get into trouble with the move (of) 3.d4-d5. For example: < 3.d5!? Bc5 ; 4.Bg5? Ne4!? ; Here White thought for some time ... and then resigned! (0-1)</p>
<p>1.d4 Nf6 ; 2.c4 e5!? ; The Budapest Gambit. (Pretty wild, but maybe playable.)</p>		<p>John Laning - A.J. Goldsby I; Home Training Game / 2009.]</p>
<p>[Please see MCO-15, beginning on page # 503 for more analysis of this whole opening.]</p>		<p>3...Ng4 ; The standard move here for Black.</p>
<p>[The continuation of: 2...e6 ; 3.Nc3 Bb4 ; would lead to a Nimzo-Indian. (Of course, many other moves were possible for Black on move two, leading to dozens of other possibilities.)]</p>		<p>[Black can also play: 3...Ne4!? ; which is tricky, but ultimately ... it may turn out to be unsound. (A51: Budapest, Fajarowicz var. Again, see MCO-15 for more information on this system.)]</p>
<p>3.dxe5 , It is correct for White to capture here. (By capturing, White forces the Black Knight to move and</p>		<p>4.e4 , (Center, space, dev.) Rather than guard the Pawn, White allows Black to immediately recapture it. However, in return, White generally gets a free and</p>

[Another line for White was:
RR6.Be3 Bb4+ ; 7.Nd2 ,
The safest.

(White could also try:
7.Nc3!? Qh4+ ; 8.g3 Bxc3+ ;
9.bxc3 Qe7 ; 10.Bd3² Na6÷ ;
The authors of MCO rate
this position as equal,
Fritz sees White as having
a small (but solid) edge.

Re. the game:
Paul Keres - Gilg
/ Prague, POL; 1937.

[See MCO-15, pg. # 504;
column # 05,
and mainly note # (r.)]).

7...Qe7 ; 8.Bd3 Na6÷ ;
but Black looks to have
a relatively playable
position here.

See the contest:
U. Schuster (2420) -
D. Molzahn (2245);
W-ch GT271
/ ICCF correspondence /
1990.

{This game was eventually
drawn.}]

6...Bc5 ; 7.Nc3 a5!? ;
8.Bd3 d6 9.Qe2 Bg4 ;

This is one of the standard
lines (here) for Black, but
perhaps it is time for a
re-appraisal of this whole
variation.

(Maybe 9...0-0; instead?)

10.Be3 Nd4!? ; (Maybe - '?!')

This looks to be too
ambitious and is perhaps
the cause of many/most
of Black's troubles in this
game.

[Probably a little safer was: (>/=)
RR10...Nd7 ; 11.0-0 0-0÷ ;
- Fritz 11.]

11.Qf2 Nxf3+?! ; (Maybe - '?')

This was/is a 'book' line here.
Yet this capture only serves
to strengthen White's center
and it also loses time
as well.

[A little better was: ¹ 11...Ne6 ;
12.0-0 0-0 ; 13.Bxc5 Nxc5 ;
14.Rad1² , w/advantage

and although White is solidly better in this position, Black's game looks to be fairly playable here.]

.
.
12.gxf3 Bxe3 ; 13.Qxe3 Qh4+ ; 14.Kd2 Be6? ;

A further loss of time, now Black's position begins to unravel.

.
[1 14...Bd7™ ; 15.Rag1 0-0 ; 16.Kc1 Na6 ; 17.Kb1²]

.
15.f5 Bd7 ; 16.Nd5 Kd8 ;
Perhaps another inaccuracy?

.
[Maybe better was: (>/=) 16...Na6 ; 17.Rag1 Bc6 ; 18.Rg4 Qh6 ; 19.Qxh6± , Maybe just "+/-"

.
and although Black's position is truly (much) worse, I don't yet see a forced win for White.]

.
Now on White's 18th and 19th turns, the move (of) RxP/g7 won a Pawn ... (the computer prefers these

lines).

17.Rag1 Bc6 ;
Something like this is best, Black had to let the g-pawn go. (see below)

.
[Instead, after the continuation: < 17...g6? ; 18.Rg4 Qh5 ; 19.Nf4 , "+/-" (trapped Queen) Black must give up the lady. (...QxR/f4) [I.e., 19...Qh6?; 20.Ne6+, & wins.]]

.
For the next series of moves, we have the brief summation of events: White continues to ignore the Pawn grab on g7 for another couple of moves. Meanwhile, Black gets his Queen to f6, when I would have been tempted to play quietly with Kc2, but White allows things to get opened up, the first player doubles Rooks on the g-file and only then does he capture the pawn on g7.

18.Rg4 Qh5 ; 19.Nf4!? Qh6 ; 20.Rhg1 Qf6 ; 21.Rxg7 Qxb2+ ; 22.Bc2!? , (Maybe - '!')

This is OK, even good for White ...

[An interesting alternative

was: (>/=) 22.Ke1 Rf8 ;
23.Qd2± , etc.
when White has penetrated
on the g-file. (Fritz.)]

After 22...Nd7; White has the
very interesting sack of 23.Ne6+!
(The computer likes this and
it may win by force for White,
see the CG web-page for this
game for lots of analysis of
this move.)

22...Nd7 ; 23.Qc3!? Qxc3+ ;
24.Kxc3 Ke7 ; 25.h4 Ne5 ;
26.R1g3 Kf8 ; 27.Nh5 Ng6!? ;
This is an attempt to trap
White's Rook.

However, (in retrospect), it
seems to be a bad idea,
the computer's evaluations
of the position take a
dramatic turn for the worse
after 27...Ng6.

[Probably better was:
¹ 27...Nd7 ; - Fritz 11.]

28.f4 Re8 ; 29.Kd4 b6 ;
30.f6 Bb7 ; 31.f5!? ,
This advance, while tempting,
may not have been the best.

[The machine prefers:
¹ 31.Rg4 c5+ ; 32.Ke3 Bc6 ;
33.Bd3² , with an edge to W.]

31...Ne5 ; 32.Nf4 Bc6!? ;
33.Bd1! Rb8 ;
The computer's evaluations
of the position nearly double
after this move, maybe ...Rc8;
(or 33...Bd7); was a little better.

[Probably better was:
¹ 33...Rc8 ; (passive defence)
34.Ne6+ Ke8 ; 35.Bh5 , "+/-"
and although Fritz shows
that White is winning in
this position, a winning
breakthrough is not
readily apparent.]

34.Bh5!? ,
This is OK, even winning
for White, but now it is
apparent that White had
a much more forceful
variation at his disposal.

[White missed an immediate
"cruncher" ...
with the following line:
¹ 34.Ne6+!! Ke8 ; This is forced.
(An inferior continuation was:
< 34...fxe6?! ; 35.fxe6 Ng6™ ;

36.Bh5 Ke8™ ; 37.Bxg6+! hxg6 ;
 (The box gives 37...Kd8™; as being forced. However, before Black played this line, he probably would have thrown in the towel.
 38.RxP/h7, '+-')
 38.R3xg6 Kd8™ ; 39.Rg8+ Rxc8 ;
 40.Rxc8+ Be8 ; 41.f7, "+/-" and White is winning easily.).
 35.Bh5 Kd7 ; 36.Bxf7 Kc8™ ; (Black's ♙ is attempting to run to a safer place.)
 37.Be8! , "+/-" and White is winning here. (+ 8.63.)]

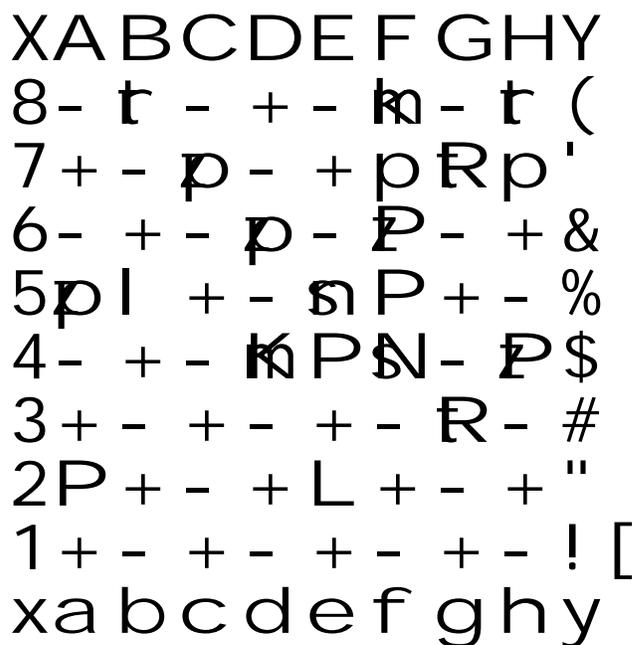
34...Be8™ ; 35.Be2! b5?! ;
 Now this "freeing pawn break" actually sets Black up for a decisive ♙ - fork.
 (Better was 1 35...Bd7; or just about any other move than what was played in the actual game.)

[RR 1 35...c5+ ; 36.Ke3± , etc.]

36.cxb5 Bxb5? ; (Error.)
 Black captures the juicy-looking Pawn on b5, however this move

turns out to be a mistake. Instead, the play of 36...Bd7; was forced in this position.

[After the moves:
 RR 1 36...Bd7™ ; 37.a4± , ("+/-")
 {White is probably winning.}
 White is a Pawn up, and in complete control of the position, yet Black can play on, ...
 (if he chooses to do so).]



Now we have reached the position for ...
 the "Chess Games" daily puzzle, or P.O.T.D.

Now comes a somewhat shocking and a totally beautiful chess move.

37.Rxf7+! , Maybe - '!!!' (best)

This is the most forceful and decisive continuation, however, White had another line that was also good for him. (below)

[The computer also shows that after the following moves:

<37.Bxb5 Rxb5 ; 38.Ne6+ fxe6 ; 39.fxe6 Nc6+ ; 40.Ke3 Re5 ; 41.Rxc7 Rxe6 ; 42.Rxc6± , (Maybe "+/-")

that White is winning, however, this is not as accurate as the game continuation.

(Black is only one pawn down, and might be able to draw, especially if White does not find the best way to proceed from this position.)]

37...Nxf7™ ; (No choice.)

This is 100% forced, otherwise the Black King is quickly rounded up and finished off.

[Black gets mated after he plays "KxR/f7," if you need to be shown, then here is the proof:
<37...Kxf7? ; 38.Rg7+ Ke8 ; ('™')

This was also forced here.
(<38...Kf8 ; 39.Ne6+ Ke8 ; 40.Re7# ; ; Or 38...Kxf6!?! ; 39.Nh5#!).
39.Re7+ Kf8 ; 40.Ne6+ Kg8 ; 41.Rg7# . (Checkmate.)]

The rest needs no comment.

38.Ne6+ Ke8 ; 39.Bxb5+ Rxb5 ; 40.Nxc7+ Kd7 ; 41.Nxb5 Rb8 ; 42.a4 Kc6 ; 43.Rc3+ , "+/-"
Black Resigns.

(Diagram)

The position after 43...Kd7; 44.Rc7+, Ke8; 45.Kd5, was completely hopeless.

Please see the CG webpage of:

<http://www.chessgames.com/perl/chessgame?gid=1554342>, for more analysis and

X	A	B	C	D	E	F	G	H	Y
8-	t	-	+	-	+	-	+	{	
7+	-	+	-	+	n	+	p	'	
6-	+	k	p	-	P	-	+	&	
5p	N	+	-	+	P	+	-	%	
4P	+	-	k	P	+	-	P	\$	
3+	-	R	-	+	-	+	-	#	
2-	+	-	+	-	+	-	+	"	
1+	-	+	-	+	-	+	-	!	
x	a	b	c	d	e	f	g	h	y

discussion of this game.

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