

<p>Ljubojevic,Ljubomir •Makarichev,Sergey IBM Amsterdam (3) [A.J.G.]</p> <p>.</p> <p>This was such a fun little game, I thought I would take a stab at it. (It was slightly painful, the GM playing the White pieces here was a favorite of mine, especially in the 1970's and the early 1980's. Sometime around 1983, GM L. Ljubojevic was ranked #3 in the world!)</p> <p>.</p> <p>< This game was poorly annotated - by Minic - in Informant # 20. ></p> <p>.</p> <p>1.e4 e5 ; 2.Nf3 Nf6 ; 3.Nxe5 d6 ; 4.Nf3 Nxe4 ; 5.d4 d5 ; 6.Bd3 Be7 ; 7.0-0 , The book line. (Thus far, the moves have all conformed nearly perfectly ... to the four main principles that govern all chess openings.)</p> <p>.</p>	<p>C42 2615 2440 1975</p> <p>[Several engines like: RR7.Nc3!?? , "+/=" when White is just a little bit better here.]</p> <p>.</p> <p>.</p> <p>7...Nc6 ; 8.Re1 , The old main line. (It is a solid move. The WR on e1 undermines Black's key Knight on e4.)</p> <p>.</p> <p>[(>/=) For the continuation of: RR8.c4 Nb4 ; 9.Be2 0-0 ; 10.Nc3 Be6 ; see MCO-15, page # 98; column #01, & all notes.</p> <p>.</p> <p>A very sharp game resulted from the continuation of the following game: GM Andrei Istratescu (2646) - GM Igor Rausis (2552); [C42] The (masters) Open (Rd. # 7) Dieppe, FRA / 29,08,2013.]</p> <p>.</p> <p>.</p> <p>8...Bg4 ; 9.c3 f5 ; 10.Qb3 0-0 ; Up to this point, all the moves have been fairly normal for this opening.</p>
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(Russian or Petroff/Petrov.)

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XABCDEFGHIY
8r + - ♖ - ♔ k + (
7p p p - ♗ - ♘ p p '
6- + n + - + - + &
5+ - + p + p + - %
4- + - ♟ n + l + $
3+ Q ♟ L + N + - #
2P ♟ - + - ♟ ♟ ♟ "
1R N ♗ - ♝ - ♞ - ! [
x a b c d e f g h y
    
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White probably has a slight edge here, but this seems to be true of just about all fairly standard opening lines!

A key position ...

it is White to move here.

11.Nfd2?! , (Maybe just '?')

Such regressive moves in the opening cannot be correct, especially in a fairly open position like this. (In Ljubo's defense, his reputation was that of a risk-taker.)

[Better was: >/=

¹ 11.Nbd2 Na5 ; 12.Qa4² , when White is probably just a little bit better here.

In the following clash:

GM Vishy Anand (2795)

- GM Vladimir Kramnik (2780);

ICT, Fontys (R#2)

Tilburg, NED / 1998.

White won a sharp game

(1-0); in just 35 total moves.]

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

Now it is Black to move ...

11...Nxf2!! ; {Shocking!}

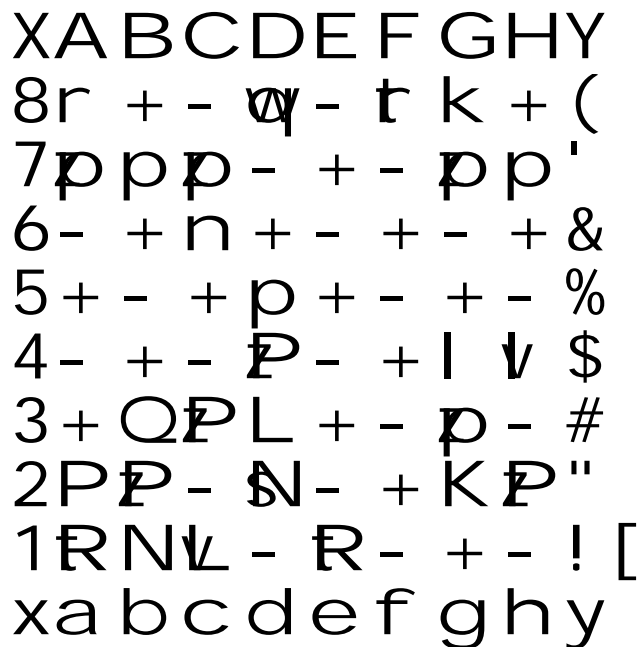
A tremendous shot ...



Now the machines like Bf1, when ...Bd6! looks great for Black. Once White accepts the Knight on f2, the next few moves are all forced.

12.Kxf2!? Bh4+ ; 13.g3 f4! ; 14.Kg2™ fxg3 ;
 Black has a vicious attack ...

(Diagram)



One can only wonder what Ljubojevic was thinking here ... the game has barely begun, they hardly got out of a standard opening line, and poor "Ljubo" is already up to his neck in quick-sand!

15.Be4!? , (Hmmm.)

A futile attempt to plug up all the open lines. (White does have a few threats, like the Q or the B capturing on d5.)

[Now a good continuation was: (>/=)

¹ 15.hxg3 Qg5! ; 16.Ne4 Qh5! ; 17.Kg1 Rae8! ; '-+'

when Black - according to all the chess engines - has a completely winning attack.]

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XABCDEFGHIY
8r + - ♔ - ♙ k + ( {
7♙ ♙ ♙ - + - ♙ ♙ '
6- + ♗ + - + - + &
5+ - + ♙ + - + - %
4- + - ♙ L + ♙ ♙ $
3+ ♙ ♙ - + - ♙ - #
2♙ ♙ - ♗ - + ♙ ♙ "
1♙ ♗ ♙ - ♙ - + - !
x a b c d e f g h y
    
```

.
Now it is Black to move ...
(This was the position for the POTD for Saturday; January 18th, 2014.)

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15...Bh3+!! , (Amazing!)
This is just too good of a shot to pass up.

[Also good was the direct:
RR15...Rf2+! ; 16.Kh1™ ,
This was forced.

(< 16.Kg1?! Kh8!! ;
17.Qxd5!? Qf6! ;
18.hxg3 Bxg3 ;
19.Nf3 Bxf3-+).
16...Rhx2+ ; 17.Kg1 Qf6 ;
18.Qxd5+ Kh8! ; 19.Bf3 Rf8 ;
20.Qe4 h5 ; 21.Rf1 Rf2-+ ;
when Black has a winning attack. (White, with nearly all of his pieces asleep on the Q-side, cannot possibly survive this position.)]

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XABCDEFGHIY
8r + - ♔ - ♙ k + (
7♙ ♙ ♙ - + - ♙ ♙ '
6- + ♗ + - + - + &
5+ - + ♙ + - + - %
4- + - ♙ L + - ♙ ♙ $
3+ ♙ ♙ - + - ♙ ♙ #
2♙ ♙ - ♗ - + ♙ ♙ "
1♙ ♗ ♙ - ♙ - + - ! [
x a b c d e f g h y
    
```

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To be honest, the machines like the pedestrian rook-check on the f2-square, [at least, this was true when we ran this game on my student's laptop

at "Books-A-Million"] ..
but it takes no imagination
(at all) to play this move.

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16.Kg1TM , (box/forced)
The Bishop (on h3) was taboo.

[Even worse was: </=
< 16.Kxh3!? Qd7+ ; 17.Kg2 Rf2+
;
18.Kh1 Qh3-+ , (Black's winning.
)
& Fritz sees a quick mate.]

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Now both 16...Kh8; and
(also) 16...g2; merited some
serious consideration.
Black, however, chooses the
direct approach.
16...gxh2+ ; 17.Kxh2!? ,
This seems to be a little risky,
but if your King is going to
play in the middle of a freeway,
you may as well play "dodge-
ball" with all the speeding cars ...

[Maybe a little better was:
>/= 17.Kh1 Bxe1-+ ;
but White is still quite lost.]

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17...Qd6+ ; 18.Kh1 Bxe1 ;
This is good, but >/= 18...Be6!;
just about doubles all of the
'evals' of the various engines
at this point in the game.

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Black is winning easily, I am
mystified as to why Ljubojevic
wanted to play on. (Maybe he
did not be the victim of one
of the most brilliant miniatures
of all time? 19...Kh8; might
be a small improvement over
the game. In addition, the
engines all prefer 21...Rae8!;
which looks to be a small, but
a definite improvement over
the actual game. In the end,
all of Black's moves are more
than sufficient to get the job
done ... and any talk of any
improvements are nothing
more than a simple and fun
game, and a strictly entertaining,
academic exercise.)

19.Qxd5+ Qxd5 ; 20.Bxd5+ Kh8 ;
21.Nf3 Bg3 ; 22.Ng1 Bf1 ;
23.Nd2 Rae8 ; 24.Ne4 , (!?)
A slight mis-play by White,
but it no longer mattered ...
(There can be no talk of
an error at this point. I

cannot agree with any analyst that waits until one side is completely lost ... and only then do they begin to split hairs ... a completely futile and time-wasting enterprise!!)

[RR24.Nxf1 Rxf1 ; 25.Kg2 Ree1-+]

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

Once more, it is Black's turn to play.

Black finishes off in style.

24...Rxe4! ; **25.Bxe4 Rf2** ;
 Now - due to the threat of ...Rh2#; White is forced to shed another piece.
26.Nf3 Bg2+ ; **27.Kg1 Bxf3** ;
28.Bxf3 Rxf3 , "-/+"
 and White (finally) resigns.
 (A diamond of a game!!!)

Simply stellar play by GM S. Makarichev, if this game had been played a few weeks ago, I might have suspected that Black was using a computer!

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