

Carlsen,M
•Baramidze,D
 3rd GRENKE Chess Class07(621)2015
 [A.J.G.]

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2865
2594

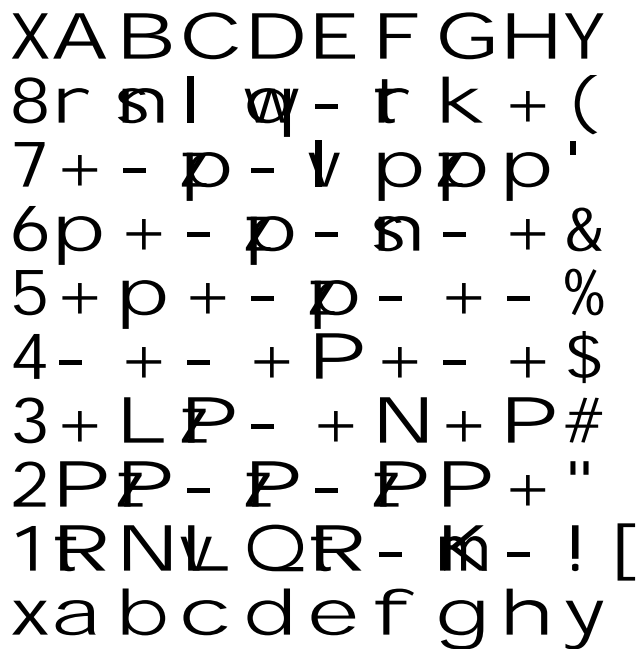
9.h3 Nb8 ;
 So far, so book, this is
 the Breyer System of the
 Ruy Lopez / Spanish Game.
 (By transposition.)

A key game in this event,
 it put Carlsen back into
 contention. (I saw this game
 on the official website,
 before it was annotated on
 the CB website.)

This game was annotated by
 both the ChessBase commentator
 and also a titled player on ICC.
 However, both of these players
 (IMO) glossed over the second
 half of this game and seemed
 to be saying two things:
 A.) Carlsen's play was perfect
 and could not be improved;
 B.) That Black made no real
 errors in the endgame.

I saw this as grossly wrong
 and wanted to look at this
 very complicated and highly
 technical endgame in a more
 realistic manner.

1.e4 e5 ; 2.Nf3 Nc6 ;
3.Bb5 a6 ; 4.Ba4 Nf6 ;
5.0-0 Be7 ; 6.Re1 b5 ;
7.Bb3 d6 ; 8.c3 0-0 ;



[See MCO-15, page # 87,
 columns # 19 - 24, and all
 applicable notes.]

10.d4 Nbd7 ; 11.Nbd2 Bb7 ;
12.Bc2 Re8 ; 13.Nf1 Bf8 ;
14.Ng3 g6 ; 15.a4 Bg7 ;
16.Bd3 c6 ; 17.Bg5 Nf8 ;
18.Qd2 Ne6 ; "="

This is about the end of
 the "Power Book," it is
 still an equal position.

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

```

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Both sides have developed all of their pieces and are situated for a tense middlegame.

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19.Bh6 Nd7 ; 20.Bc2 Bxh6 ; 21.Qxh6 Qf6 ; 22.Rad1 Rad8 ;

An admirable position, it is balanced and a good example of centralization. (By both sides.)

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Now White could build his position (Ne2) ... or force matters with d4-d5. (The engines mostly prefer Ne2 over what was played in the game.)

23.d5!? cxd5 ; **24.exd5 Qf4 ; 25.Qxf4 Nxf4 ; 26.Ne4 Bxd5 ; 27.axb5 axb5 ;**
So far, Black has played pretty

well, the game is still within nano-particles of being dead even here.

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

```

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The big question here is: "What is the best move in this position for White?"

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28.Nxd6 , (Maybe - '!')
Tricky - and it is hard to find the best line as Black. However, it is not the top move choice of several chess engines.

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[Deep Fritz, (and several other engines, like Houdini and Stockfish); want to play g3 in this position. E.g: (>/=) RR28.g3 f5 ; 29.gxf4 Bxe4 ;

30.Bxe4 fxe4 ; 31.Ng5 Nc5 ;
 32.Nxe4 Nxe4 ; 33.Rxe4 exf4 ;
 34.Rxf4 Re2 ; "=" - DF14]

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

Now Black has to find the best move to maintain the balance in this struggle.

28...Re6?! ; (Maybe - '?')
 This is a highly doubtful move, using the Black Bishop (on d5) to capture on f3 was clearly better than the text move.

[An improvement was:
 >/= 1 28...Bxf3! ; 29.gxf3 ,
 (RR29.Nxe8 Nxc2 ; 30.Rxd7

Rxd7 ;
 31.Rxe5 Rd8 ; 32.Kh2 Bc6 ;
 33.Be4 Bxe8 ; 34.Kxg2 Kf8= ;).
 29...Re7 ; 30.Kh2 Rb8 ;
 31.b4 Kg7÷ ; (unclear)
 I think that Black is better - in this position - although several engines indicate that the current situation is very close to being dead equal. (In a pure K+P endgame, Black would be better, the only question that remains would be: "How does Black force such an ending on White?")]

Now Carlsen expertly plays with his Knight to gain the upper hand.

29.Ne4! f5!? ;
 This is probably playable, although 29...Nb6; was also worthy of investigation.

30.Nfg5! Re7 ; 31.g3! Bxe4 ;
 This looks right to me, but many of the engines prefer another path for Black.

[RR31...fxe4!? ; - DF14.]

32.Bxe4 fxe4 ; 33.gxf4 Rf8!? ;

This was interesting,
but perhaps this was
imprecise play for
Black.

[Perhaps the continuation
(as follows) of:

RR33...exf4 ; 34.Rxe4 Rde8 ;
35.Rxf4² , {w / an edge for W.}
when White - according
to the engines - is better.
(But a long computer
analysis indicates real
drawing chances for the
second player here.)]

[.

Black has to beware of Knight
forks hereabouts. For example:
< 33...h6? ; 34.Nxe4 Rb8?? ;
35.Rxd7! Rxd7 ; 36.Nf6+ Kg7 ;
37.Nxd7+-]

34.Nxe4 , (hmmm)

This is nice and gives White
a fairly good plus. However,
most of the engines indicate
that White probably had a
slightly better way to go.

[Possibly better was: (>/=)
RR34.fxe5 Nxe5 ; 35.Kg2 h6

36.Nxe4± , with a big advantage
here for White. ('+')]

34...Rxf4 ; (Box?)

This looked to be forced
here for Black.

Now 35.Rd5, "+/=" looks good for White.
(35.Rd5 is the first choice
of many of the better
chess engines.)

35.b4! , (fixes b5)

This freezes the BP on b5,
which now identifies it as
a permanent target.

[RR35.Rd5 b4!„ ;
(counterplay)]

35...Nf6?! ; (Possibly - '?')

This was another inaccurate
move for Black.

[Just about all the engines
indicate that Black would
have done a little better
with the following line:

>/= ¹ 35...Nb6 ; 36.Rd8+ Rf8 ;

37.Rxf8+ Kxf8 ; 38.Nd6² .
 White has a solid edge,
 although proving an
 absolute win - even with
 help of the engine - is
 extremely hard to accomplish.]

Now after 36.Nd6, the
 button on b5 can no
 longer be defended.

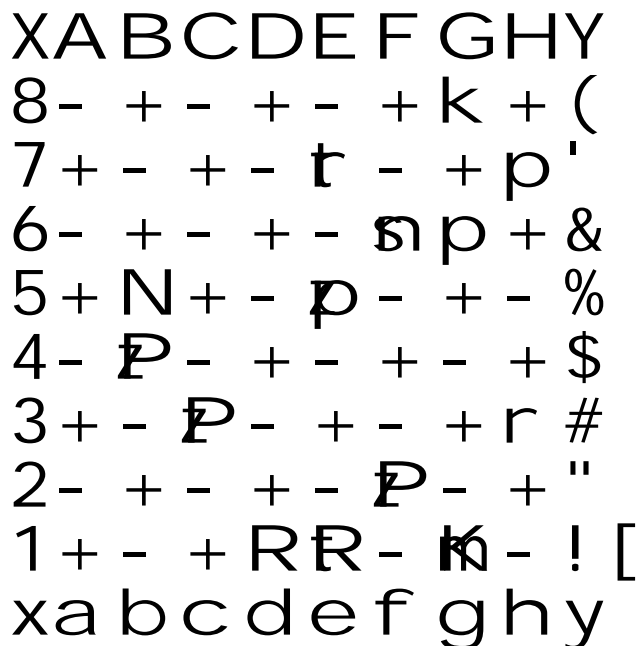
36.Nd6! , (best)
 It is amazing how quickly
 Carlsen handles difficult
 positions.

Many players, regardless of
 rating, might have been
 tempted to exchange Knights
 first. Yet Black might have been
 able to eliminate several
 buttons and probably had
 good chances to make a
 draw in a R+P endgame.

[After the following
 (interesting) continuation: (</=)
 RR36.Nxf6+!? Rxf6 ; 37.Rd5 Rf3
 ;
 38.Re3 Rxe3 ; 39.fxe3 Kf7 ;
 40.Rxb5 Rc7! ; 41.Rxe5 Rxc3 ;
 42.Kf2² , (W is slightly better.)
 White has the upper hand.
 (But Black probably has
 better drawing chances

than in the actual game.)]

36...Rf3 ; 37.Nxb5± Rxb3 ;
 Take a look at this position.



Material equality has been
 re-established, although
 just about all of the engines
 (and common sense) will
 show that most endgames
 are winning for White ...
 mainly because of the two,
 outside connected passed
 Pawns that White has on the
 Queen-side.

38.c4 Rh4? ; (bad)
 Another mistake - and one
 that is hard to understand.

(Just about every student has been taught that Rooks belong BEHIND enemy Pawns!)

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After 38... Rh4?; I don't think that Black will be able to put up any effective resistance. (All of the programs that I use show 38...Rh4? to be a fairly significant error. Not only this, the Black Rook gets out of play ... and Baramidze never seems to come close to organizing his forces again. Plus, the kinds and types of endgame positions that are reached - according to all of the books that I own - are pretty much a "hands down" win for the first player from here.)

[Probably better was: (>/=)
1 38...Rb3! ; 39.Nd4! Rb2 ;
(Or 39...Rxb4 ; 40.Nc6±).
40.b5 Rc7 ; 41.Nc6 e4 ;
42.Rd6± , (with an edge)
when White is clearly better,
yet (again) finding the path
to the absolute forced win
(for the first player) is not
all that easy to do.]

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(After 39.Nd6, then

39...Ne8; might have been an improvement over the game.)

39.Nd6 Nh5!? ; **40.b5 Nf4** ;
41.b6 Rg4+ ; **42.Kf1 Rh4** ;
43.f3! Rh1+ ; **44.Kf2 Rh2+** ;
45.Kg1 Rc2 ; **46.Kh1** ,

While this was good enough to win for White, all of the metal monsters indicate that Re3 was (at least) just a little better than the actual game continuation. (The difference between the two moves was pretty small, however.)

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[>/= 1 46.Re3!+- , +-]

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46...Nh3 ; **47.Ne4! Rxc4!?** ; ('?')

The engines indicate that White's advantage nearly doubles after this errant play
(Although - since Black was already lost here - maybe it does not matter anymore.)

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[>/= 1 47...Rb7™ ; (box)]
[>/= 1 47...Kg7 ; 48.c5+-]

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48.Rd8+ Kg7 ; **49.Rb1+-** ,

Black Resigns.

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XABCDEFGHIY
8- + - R- + - + ( {
7+ - + - r - k p '
6- P- + - + p + &
5+ - + - p - + - %
4- + r + N+ - + $
3+ - + - + P+ n #
2- + - + - + - + "
1+ R+ - + - + K!
x a b c d e f g h y
    
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Solid and inventive play
 by Carlsen - who never
 had the worst of things.
 (Carlsen - at his best -
 seems to be able to always
 find the one series of moves
 that his opponent has the
 most trouble with.)

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