

King's Gambit: some findings

KING'S GAMBIT OPENING THEORY

Former world correspondence chess champion Yakov Estrin collaborated with candidate master Igor Glazkov in a five part series of articles on the King's Gambit, which appeared in the Latvian magazine, "Shakhmaty" (Russian language edition), during 1980.

Here are their findings concerning the main line of the modern continuation (1 e4 e5 2 f4 ef 3 Nf3 d5 4 ed Nf6 5 Bb5), condensed and translated from issues 10 and 11, pp. 10-11 and 11-12:

1 e2-e4	e7-e5	4 e4xd5	Ng8-f6
2 f2-f4	e5xf4	5 Bf1-b5	...
3 Ng1-f3	d7-d5		

The most interesting and significant continuation.

5 ... c7-c6

Black achieves nothing by playing 5 ... Bd7 (In response to 5...Nbd7 "ECO" recommends 6 c4! a6 7 Bd7! followed by 8 0-0, with clear advantage of White.), since 6 Bd7! Nbd7 (better than 6...Qd7 7 c4! c6 8 Ne5, with initiative for White) 7 0-0 Nd5 8 c4 yields White the better chances after 9 Re1 and 10 Qe2.

6 d5xc6 ...

Now Black must choose between I) 6...bc and II) 6...Nc6.

I

6 ...	b7xc6	7 Bb5-c4	Nf6-d5
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This move was introduced in the game, Bronstein-Botvinnik (Moscow, 1952), although Botvinnik had prepared it in 1941 for use in the "Absolute Championship of the USSR". After the alternative, 7...Bd6, White gains the upper hand with 8 Qe2!, e.g., 8...Qe7 9 Qe7 Be7 10 d4 Nh5 11 0-0 Be6, as in Rabinovich-Kon (Karlsbad, 1911). If, in answer to 9 Qe7, Black plays 9...Ke7, then 10 d4 Bf5 11 Ne5! Be5 12 de Nd5 13 Nd5 cd 14 Nc3 (Nimzovich-Schweinburg, 1934) or 10 0-0 Be6 11 Re1 Nbd7 12 d4 Rhe8 13 Be6 fe 14 Nbd2 h6 15 Nc4 (Bhend-Barcza, Zurich, 1959) leaves White in firm control.

8 0-0 ...

Spassky's move. In the Bronstein-Botvinnik game, the continuation was 8 d4 Bd6 9 0-0 0-0 10 Nc3 Nc3 11 bc, and after 11...Bg4 12 Qd3 Nd7, White should have played 13 Bd2 with 14 Rael to follow for equality. Lilienthal improved for Black against Bronstein in 1953 with 11...Nd7 12 Bd3 c5 13 Nd2 cd 14 cd Nf6 15 Ne4 Bg4! (if 16 Nf6 Qf6 17 Qg4, then 17...Qd4).

8 Bf8-d6 ...

On 8...Be6 White stands better after 9 Bb3 Bd6 10 c4 e.g., 10...Nb6 11 d4 Nc4 12 Qe3 Ne3 13 Be3 fe 14 9 Nb1-c3 Bc8-e6

If 9...Nc3, then White deprives Black of castling by 10 Re1, and obtains the superior game after 10...Kf8 11 bc Bg4 12 d4 Nd7 13 Qd3.

10 Nc3-e4 ...

A correspondence game (Holzfoigt-Tsevin, 1965) tested 10 Nd5 cd 11 Bb5 Nd7 12 d4 0-0, which should have resulted in approximate equality after 13 Bd7! Bd7 14 Ne5.

10 ... Bd6-c7

Retreating in the other direction by 10...Be7 is weaker in view of 11 Bb3 Nd7 12 d4, e.g., 12...N7f6 13 Neg5 Bg4 14 Qd3 Nd7 15 Bd5 cd 16 Bf4 (Tal-Winter, 1960) or 12...0-0 13 Qe2 g5 14 c4 N5b6 15 h4 h6 16 hg hg 17 Nfg5! Bg5 18 Bf4 (Spassky-Sakharov, Leningrad, 1960), with a decisive attack for White in either case.

With material even, White's position is somewhat freer and contains good prospects for developing an initiative.

11 ...	0-0	14 Rf1-e1	Rf8-e8
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12 Ng5xe6	f7xe6	15 Nf3-e5!	
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13 Qd1-e2	Qd8-f6		
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White's more harmoniously deployed pieces give him the advantage (Kuznetsov-Zhuravlev, Kalinin, 1970).

II

6 ...	Nb8xc6		
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Grunfeld's choice, offering Black more possibilities



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than 6...bc.

7 d2-d4 ...

The first time this variation was played (Orienter-Grunfeld, Vienna, 1944), the game proceeded 7 Qe2 Be7 8 d4 0-0 9 Bc6 bc 10 0-0 Bd6, with a good position for Black.

7 ... Bf8-d6

Nothing comes of 7...Qa5, since 8 Nc3 Bb4 9 0-0 Bc3 10 Qe2 Be6 11 bc clearly favors White.

8 Qd4-e2

A practically equal position arises after 8 0-0 0-0 9 Na3 (On 9 c3, strong is 9...Nd5!, while 9 Nc3 Qb6! grants a plus to Black.) Bg4 10 Nc4 Bc7 11 Bc6 bc 12 Qd3 Qd5 (Glazkov-Sinitsyn, Moscow, 1972).

8 ... Bc8-e6 9 Nf3-g5! ...

Proposed by Glazkov in 1967. Hartston tried 9 Ne5? against Spassky at Hastings, 1965-66 and was subjected to powerful pressure after 9...0-0! 10 Bc6 bc 11 Bf4 Nd5 12 Bg3 f6 13 Nf3 (No better is 13 Nc6, on account of 13...Bg3 14 hg Qd6.) Bg3 14 hg Re8.

9 ...	0-0	11 Bb5xc6	b7xc6
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10 Ng5xe6	f7xe6	12 0-0!	...
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The most precise order of moves. In case of 12 Qe6? Kh8 13 0-0, Black secures a strong attack by 13 ... f3! 14 Rf3 Re8 (Holzfoigt - Schreiber, correspondence, 1968-69).

12 ... Qd8-c7

Black played 12 ... Nd5 13 Qe6 Kh8 14 Nc3 Qc7 in the game, Issler-Nentsh, Bazel, 1970 (Correct is 14 ... Nc3! 15 bc Qc7.), but White achieved a winning position after 15 Ne4 Bb4 16 Ng5 h6 17 Qh3 Qe7 18 Nf3 Ne3 19 Ne5.

13 Qe2xe6 ...

The continuation 13 Nd2 e5 14 de Be5 led to equality following 15 Nf3 Bd6 16 Bd2 Rae8 17 Qc4 Kh8 18 Rael (Gross-Plachetka, Stari-Smokovets, 1973).

13 ...	Kg8-h8	15 Qe6-h3	c6-c5
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14 Nb1-d2	Ra8-e8		
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According to analysis by Timman, 15 ... Nd5 affords White good chances to repulse Black's attack after 16 Nf3 Rf6 (16 ... Ne3 17 Be fe 18 Rael Rf6 19 Ng5!) 17Bd2 Rh6 18 Qf5 Ne3 19 Be3 fe20 Ne5!

16 Nd2-c4	Nf6-e4	18 c2-c3	
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17 d4-d5	Bd6-e5		
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This approximately even position was reached in a correspondence game, Burgi-Paroulek, 1971. In place of 18 c3, White may prefer 18 Ne5 Qe5 19 Qd3.

The King's Gambit has been enriched in recent years by a wealth of new positional ideas that have transformed this ancient opening into a solid, modern tournament weapon.

SAN JOSE STATE SPRING OPEN

The San Jose State University Spring Open Chess Tournament will take place in the S.J.S.U. Student Union and Business Classrooms (on 9th St., between San Carlos and San Fernando), March 20-22.