



COLUMNISTS

Opening Lanes

Gary Lane

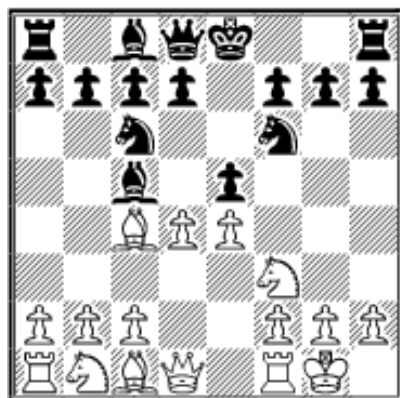


Opening Lanes is based in large part on readers' questions. Do you have a question about a particular opening line? Baffled by a branch of the Benoni or Budapest? Submit your questions (with your full name and country of residence please) and perhaps Gary will reply in his next **ChessCafe.com** column...

Yes, I have a question for Gary!

Poirot Investigates

The history of chess openings tends to be forgotten, but you should at least be able to name your favourite opening. Yet, this simple task is proving difficult for some readers. In last month's [column](#), **Joe Kuchta** from the **USA** asked where the Deutz Gambit got its name and whether it is called something else: **1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 0-0 Nf6 5 d4**.



I enjoy any excuse to imitate the detective Hercule Poirot, but I completely failed to work out the origins of the name for the Deutz Gambit. However, the response from readers was encouraging and I have picked out a couple to try and help the cause.

My thanks to **Georges De Booseré** from **Belgium** who wrote "IM Chris Baker recommends this line in his book *A Startling Chess Opening Repertoire* and calls it the Koltanowski variation."

Mr. De Booseré is correct. Baker wrote "This line is named after George Koltanowski who both played and developed the system over three decades in the mid-twentieth century." This might have been the end of the matter if not for the alert reader **Jonathan O'Connor** from **Ireland**, who came up the invaluable information that "Lev Gutman wrote a long article in [Kaissiber 23](#), Stefan Bucker's wonderful magazine. He recommended 7 f4. He also called the variation from 5 d4 the Max Lange Gambit, as opposed to the Max Lange Attack."

I managed to get hold of this edition and sure enough there is a big article on the subject. Gutman comes up with some new ideas to try and convince the reader to give it a go. The arguments for and against the opening is carried on in further magazines #24, [#25](#), [#26](#) and [#27](#), which is impressive for a relative sideline.

Kaissiber, for those who don't know, is a brilliant magazine for people intrigued by offbeat openings, usually with a historic view tracing back the evolution of the opening. A magazine packed with photos, it is published four times a year and is well worth investing in for all players who want to try something a bit different.

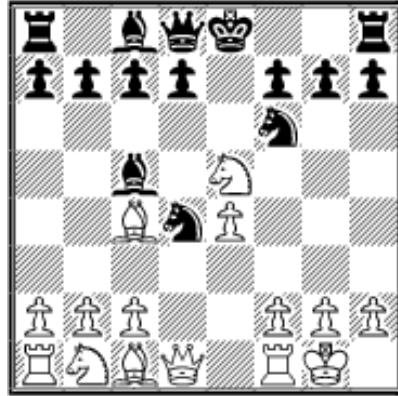
At this point I am inclined to think that the line should be known as the Max Lange Gambit, because the magazine has a good reputation for getting its fact straight.

However, it is published in German so I am cannot be completely sure of the arguments for the naming of the opening. It is easy to follow the games in German, but reading the text is somewhat more difficult.

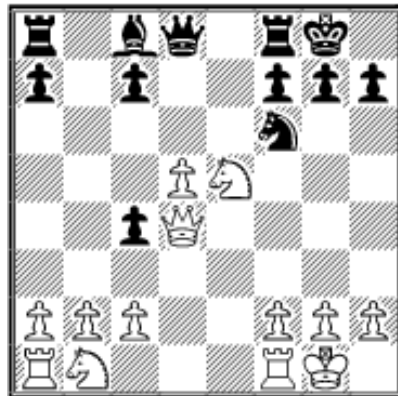
It is time to have another look at the variation and I have added some comments from the *Kaissiber* articles:

Zlatko Basagic-Marko Ofak Bled 2003

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 0-0 Nf6 5 d4 Nxd4?! If you play this line as White, then this should make you smile. 5...exd4 6 e5 d5 7 exf6 dxc4 8 Re1+ Be6 9 Ng5 is known as the Max Lange Attack and is wonderfully complicated. 6 Nxe5

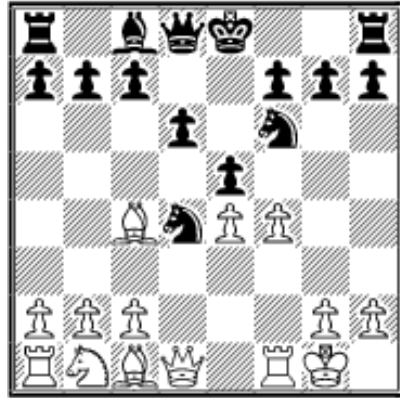


It seems incredible that Black is on the verge of losing after just six moves, but he really is in dire straits. **6...0-0** Other moves have been tested to try and hold on: a) 6... Qe7 and now: a1) 7 Nxf7 d5! 8 Nxf8 Bg4 9 Qd2 dxc4 10 Qg5! Be2?! (10...0-0! is a sterner test, when 11 e5 Be6 12 exf6 gxf6 13 Qh6 Nxc2 14 Nc3 Nxa1 15 Be3 is roughly equal, but someone might find a better path amidst the complications) 11 Re1 gives White a good position: a2) 7 Bxf7+! Kf8 8 Nd3 Kxf7 9 e5 d6 (instead, 9...Ng8 10 Nxc5 Qxc5 11 Be3 wins back the piece and Black's king remains in a perilous position) 10 exf6 Qxf6 11 Nxc5 dxc5 12 c3 Ne6 13 f4 (13 Qh5+ is worth playing, because the continuation 13...Qg6 14 Qxg6+ Kxg6 15 Na3 looks like a sort of Exchange Ruy Lopez where Black does not have the bishop-pair, giving White the edge in the ending) 13...g6 14 f5! gxf5 15 Qh5+ Qg6 16 Rxf5+ Kg7 17 Qf3 gives White a dangerous initiative. b) 6...Ne6 7 Bxe6 fxe6 8 Nd3 Be7 (on 8... Nxe4??, the combination 9 Nxc5 Nxc5 10 Qh5+ g6 11 Qxc5 wins) 9 e5 Nd5 10 Qh5 + g6 11 Qf3 (11 Qh6 also looks good, when 11...Bf8 12 Qh3 Bg7 13 Bh6 favors White) 11...d6 12 Bh6 Bd7 (or 12...Bg5 13 Qh3 Qe7 14 c4 Nb6 15 Nc3 Nxc4? 16 Bxg5 Qxg5 17 Ne4 with tremendous play, because the knight is poised to give check on f6) 13 Qh3 Rg8 14 Nd2 Bg5 15 Ne4 (also 15 c4 Nb6 16 Bxg5 Qxg5 17 Ne4 gives White a big advantage) 15...Bxh6 16 Qxh6 Qe7 17 c4 Nb6 18 Nf6+ gave White a winning position in D.Tyomkin-N.Noritsyn, Toronto 2004. **7 Be3 d5** This has been played surprisingly often, but it does not help the Black cause. Then again, Black has a hopeless task, in view of 7... Ne6 8 Bxe6 Bxe3 9 Bxf7+ Kh8 (or 9... Rxf7 10 Nxf7 Kxf7 11 fxe3 wins) 10 Bb3, which gives White a big advantage. **8 exd5 b5 9 Bxd4 Bxd4 10 Qxd4 bxc4**



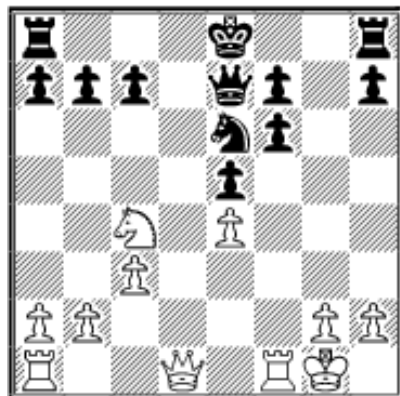
11 Nc6 11 Nc3 can also be warmly recommended and the miniature T. Kulhanek-J.Pavlis, Havlickuv Brod 2005, is encouraging: 11...Ba6 12 Rfd1 Qb8 13 Rab1 Rd8? 14 Nc6 1-0. **11...Qd6 12 Nc3 Bf5 13 Qxc4 Ng4** It would make sense to grab a pawn in a bid for survival, but 13... Bxc2?? is awful, because of 14 Nb5 Qd7 15 Qxc2 winning with ease. **14 g3 Qh6 15 Ne7+ Kh8 16 h4** It is only in movies where the champion plays 16 Nxf5??, allowing 16...Qxh2 mate. **16...Bd7 17 Qxc7** It really is time for Ofak to put the pieces back into the box. **17...Rad8 18 Qf4 Qb6 19 Ne4 Qxb2 20 c4 f5 21 Nd6 Qf6 22 Rael a5 23 c5 a4 1-0**

The critical line is considered to be 5...Bxd4. A recent example shows that some strong players are willing to give the Max Lange Gambit a go:



8 fxe5 This is Max Lange's original idea and supported by Lev Gutman writing in *Kaissiber*. The f-file is opened for the benefit of White's king's rook and it allows the knight on f6 to be pinned by the queen's bishop. The alternative 8 c3 is Koltanowski's suggestion and also tricky for Black. **8...dxe5 9 Bg5 Be6** It makes sense to develop the queenside to prepare to castle. However, Gutman recommends 9...Qe7 as the most accurate continuation. **10 Na3** Developing another piece seems to have emerged as the best move. Others have been tested for over a century and the

arguments are still raging about which is best: a) 10 Bxf6 gxf6 11 Bxe6 Nxe6 12 Nc3 c6 13 Qxd8+ (maybe 13 Qf3 should be considered) 13...Rxd8 14 Rxf6 Ke7 (instead, 14...0–0 is a recommendation from Maurits Wind 15 Raf1 Kg7 16 R6f3 f6, which is supposed to be slightly better for Black, but I think it is just equal) 15 Raf1 Rdf8 16 g3 Rhg8 (16...Nf4 to cut off the rooks, fails to impress upon 17 Rf5 Ng6 18 Kf2, intending Ke3, with an initiative) 17 R6f5 f6 18 Nd1 Rg4 19 Nf2 Rg6 20 Nd3 led to equal chances in M.Lange-A.Anderssen, Breslau 1859. b) 10 Bd3 Qe7 (10...Qd6! is Gutman's choice) 11 Nd2 0–0–0 12 Nf3 (12 c3 Nc6 13 Nb3 gives White some play, when 13...Bc4 is met by 14 Bxf6 gxf6 15 Qg4+ Be6 16 Qe2 and White is still in the game, but Black has an edge) 12...Bg4 13 Kh1 h6 14 Bh4 g5 15 Bf2 Nh5 16 a4 Nf4 17 Bxd4 Rxd4 18 Qd2 Bxf3 19 Rxf3 g4 20 Rxf4 exf4 21 Qxf4 h5 with a clear advantage, C.Sainsbury-W.Mason, Nelson 1913. **10...Qe7** There is no need to encourage White with 10...Bxc4?!, which will put pressure on the e5-pawn when the knight comes to c4: 11 Nxc4 Nc6 12 Bxf6 gxf6 13 Ne3! (this is good for White, because the knight is now poised to occupy the influential squares d5 or f5) 13...Qd4 14 Qxd4 Nxd4 15 Rxf6 (White has won his pawn back with interest, because he has active piece play) 15...Rd8 16 Raf1 0–0 17 Ng4 Nc6 18 R6f5 with a winning position, A.Karpatchev-G.Moncamp, Marseille 2006. **11 c3** Or 11 Bxe6 Nxe6 12 Bxf6 gxf6 13 Qf3 and now: a) 13...Ng5 14 Qxf6 (perhaps 14 Qe3 is best to avoid exchanges and maintain the tension) 14...Qxf6 15 Rxf6 Ke7! (15...Nxe4? 16 Rf5 f6 17 Re1 Nd6 18 Rxf6 gives White the advantage) 16 Raf1 Raf8 and the ending favors Black. b) 13...Nf4 14 Kh1 0–0–0 15 g3 Ng6 16 Qxf6 Qb4 (Black wisely refuses to exchange queens and tries to take advantage of the awkward position of the knight on a3) 17 Qf5+ Kb8 18 Rf3 Qd4?! (18...Rd2! is an obvious improvement, maintaining Black's grip on the position) 19 Rd3 Qb4 20 Rb3 Qe7 led to roughly equal opportunities in E.Hicks-F.Kelling, Auckland 1914. **11...Bxc4** 11...Nc6 has been attractive to Black in the past: 12 Kh1 (I think 12 Rf2!?, intending Qf1, has not yet been tested, but it looks intriguing) 12...h6 13 Bxf6 gxf6 14 Qd2! (this has the merit of stopping queenside castling, while also persuading the black rook on h8 to remain in place to defend the h6-pawn 14...Rd8 it kicks the queen out of the way, but does mean that Black gives up the right to castle on the queenside) 15 Qf2, when White is on the verge of winning his pawn back, but the chances are about level. **12 Bxf6 gxf6 13 Nxc4 Ne6 14 Ne3**

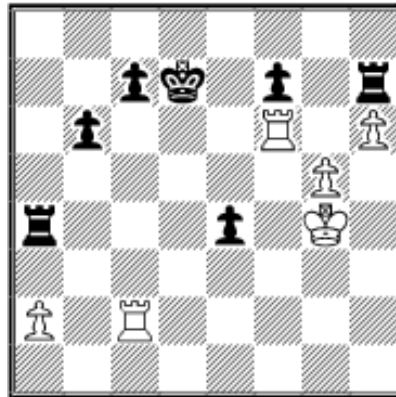


Karpatchev chooses to maneuver his knight to a better post. This is a common theme and can also be traced to the note to Black's tenth move. **14...Qe5 15 Qd2** One might wonder why White did not play 15 Qe2 immediately, since it goes there on the next move, but 15...0–0–0 is the answer, because Black manages to safely usher his king to safety. Therefore, White is keen for the queen's rook to move first to extinguish the possibility of castling queenside. **15...**



**Rd8 16 Qe2 Nf4 17 Qf3 Rg8 18 Rf2 Rd3
19 Re1 Rd6?! Black had been doing well,**

but this a meek response just to defend the f6-pawn, when it was well-placed on d3. **20 Rc2 a5 21 g3 Qc6 22 Kh1 Ne6 23 Nf5 Rd7 24 Rf2 Nc5 25 Rfe2 Kd8** It is always perilous to keep the king in the center of the board. Black acts to relieve the potential pressure by adjusting the king's position. **26 b4 axb4** Maybe 26...Na4 is a better choice, when 27 Re3 axb4 28 cxb4 Qc2 gives Black active play. **27 cxb4 Ne6 28 Qa3** It is always nice to threaten checkmate! **28...b6?! 29 Qa6** Karpatchev makes sure the king cannot hide in the corner, which gives Black some practical problems in coordinating the pieces. Also worth considering is 29 Rc2!, when 29...Qb7 (of course 29...Qxc2?? allows 30 Qa8 mate) 30 Qf3 Kc8 31 a4 is double-edged. **29...Ke8 30 Qa3 Rg5 31 b5** White concedes another pawn to keep the initiative. I suspect Black might be in time-trouble by now, because a few mistakes creep into his play. **31...Qxb5 32 Rf2 Qc6 33 h4 Rg6** Black can make White work harder with 33...Rg4!, when 34 Qf3 h5 35 Nh6 Nd4 36 Qg2 Rg6 is just good for Black. **34 Kh2 Nd4 35 Rc1 Qb7** Actually, 35...Qxe4! just looks good. **36 Qe3 Nxf5 37 Rxf5 Rd4 38 Re1 Ke7 39 h5 Rg8 40 Qh6 Rd6 41 Qxh7** White has managed to wrestle some good play here by making sure he has an advanced h-pawn, but his king is exposed. **41...Qa8 41...Rg4** looks good for Black. **42 Ref1 Qf8 43 R5f2 Qg7?!** It might seem like a good idea to exchange queens to relieve the perceived pressure, but it helps White. This is because it was the white king that had become vulnerable. **44 Qxg7 Rxg7 45 Kh3 Rd4 46 Rxf6 Rxe4 47 h6 Rh7 48 g4** Maybe 48 Rc6 is the best way to head for a draw, in view of 48...Kd7 49 Rcf6, but I suspect White wanted more. **48...Rd4 49 g5 Ra4 50 R1f2 50 Re1** is promising. **50...e4 51 Rc2 Kd7 52 Kg4!**



The king marches across the board to take an active role in the ending. It is now clear that Black is in trouble. **52...e3+ 53 Kh5 53 Kf3** is also good news for White. **53...Rd4 54 Rf3 Rd1 55 Re2 Rh1+ 56 Kg4 Rg1+ 57 Kf5 Rh8 58 Rxe3** Finally, White has restored the material balance and it is just a matter of time before he makes progress with his passed pawn. **58...f6 59 Rd3+** White can even accept the pawn, in view of 59 gxf6 Rxf6 60 f7 Rh8 61 Kf6 c5 62 Re7 + Kd8 63 Re8+! Rxe8 64 Rd3+ Kc7 65 fxe8Q winning. **59...Kc8 60 Kxf6 Rf8+ 61 Ke7 Rxf3 62 Rxf3 Rxf3 63 h7 Re5+ 64**

Kf6 Rh5 65 Kg6 1-0

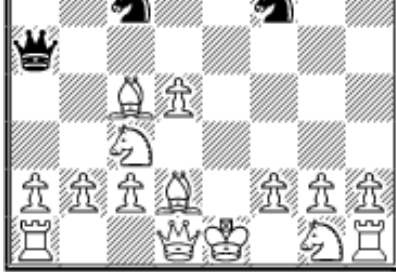
Jonatan Rosario Salas, from Puerto Rico is having problems: "I was playing the Scandinavian Defense in a tournament and to my surprise I was stumped on the sixth move by a novelty: **1 e4 d5 2 exd5 Qxd5 3 Nc3 Qa5 4 d4 Nf6 5 Bc4 Nc6 6 Bd2!?** I felt the pawn might be poisoned, so I did not take it. **6...Qf5?!+/- 7 Nb5! Kd8 8 Qf3** (better is 8 Nf3) **8...a6 9 Nxc7? Kxc7 10.Bf4+ e5 11 dxe5 Nxe5 12 0-0 Bd6??** (winning is 12...Nh5 13 Bxe5 Qxe5 14 Qxf7+ Kb6 and Qf4+, with a pawn up for black.) **13 Rxd6 Kxd6 14 Nh3!! Kc5?!** (Maybe 14...Re8) **15 Qe3! Kxc4?? 16 Rd1 1-0** In the next game I will choose 6...Nxd4 (unclear I thought) 7 Nb5 Qb6 8 Be3 e5 9 c3 Qc5, but I think White has compensation for the pawn. Can you suggest a different line? Is 6...Nxd4!? a sound or faulty move?"

C.McDaniel-Jens Kolbak Haifa Olympiad 1976

1 e4 d5 2 exd5 Qxd5 3 Nc3 Qa5 4 d4 Nf6 5 Bc4 Nc6 6 Bd2



6...Nxd4 I believe that the only true test of a gambit is to accept the pawn. It is a tricky thing to do in a quick-play tournament or on the Internet, but in the 1970s the players would have had plenty of time thanks to the old time-controls. A careless move such as



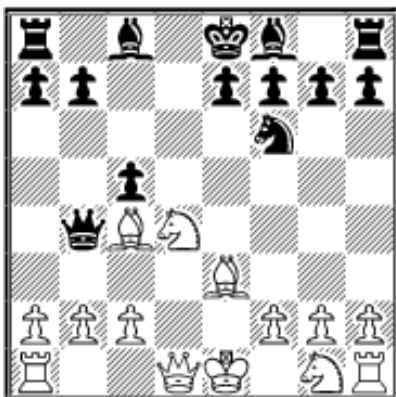
6...a6?!, to stop Nb5, ends in ruin after 7 Nd5, because the black queen won't be able to defend the c7-pawn. Other moves: a) 6... Bf5 is no better, when R.Bruce-S.Leach, Plymouth 1983, saw 7 Nd5 Qa4 8 Nxc7+ Kd7 9 b3 Qa3 10 Nxa8 leading to a massive advantage. b) 6...Qb4 7 Nd5 Qxc4 (instead, 7...Qd6 allows White to gain time

in developing by chasing the black queen 8 Bf4 Qe6+ 9 Ne3 Qd7 10 Nf3 with the superior chances) 8 Nxc7+ Kd8 9 Nxa8 (the knight may well be in the corner, but Black has little time to capture it) 9...Bd7 10 Ne2 e6 11 b3 Qd5 12 0-0 Bd6 13 c4 Qh5 14 Bf4 Bxf4 15 Nxf4 Qf5 16 g3 g5 17 d5 Ne5 18 dxe6 fxe6 19 Qd6 ensuring a large advantage, H.Guennewig-R.Klueing, Dortmund 2001. c) 6...Qf5 was Mr. Salas's instinctive reply to avoid a discovered attack by White's queen's knight, but it gets in the way of the bishop on c8: 7 Nb5 Kd8 8 Qf3?! (Mr. Salas is correct to suggest 8 Nf3! is a significant improvement giving White the advantage) 8...a6 9 Nxc7 Kxc7 10 Bf4+ e5 11 dxe5 Nxe5 (11...Nh5! is excellent for Black) 12 0-0-0 Bd6? (12...Nh5 13 Bxe5+ Qxe5 14 Qxf7+ Kb6, threatening ...Qf4+, is good for Black as Mr. Salas notes) 13 Rxd6! Kxd6 14 Nh3 Kc5? (14...Nfd7 is the best try in the circumstances, but White has a terrific attack) 15 Qe3+ Kxc4 16 Rd1 and White won. **7 Nb5** Now there might be some people attracted to this line who want to try their luck on the Internet. Therefore, I would say that 7 Nge2! is interesting for a gambit player, because it at least accelerates White's development. For example: 7... Nxe2? (a natural move, but wrong because Black allows White to castle queenside quickly, which will aid his tactical chances. 7...Qc5! is a better idea to force the light-squared bishop to an inferior square 8 Bd3 Bg4! Black needs to get his pieces into play and this is a way to do that by pinning the king's knight 9 Be3 e5, intending to castle queenside, with a good position) 8 Qxe2 Bf5? 9 Nb5 (9 Nd5! is the move that finishes the game, because of the line 9...Qc5 10 Be3 Qc6 11 Bb5) 9...Qb6 10 Be3 Qc6 11 0-0-0 e6 12 Nd4 (12 Bf4! is a killer move) 12...Qxg2 13 Nxf5 exf5 14 Bf4+ Be7 15 Bxc7 Qc6 16 Bb5 1-0, S.Bry-V.Maupin, Bethune 1998. **7...Qb6 8 Be3 c5** Black supports the knight and breaks the pin. This is fine, but if you are defending this line then it is best to take the advice of our contributor. Mr. Salas suggest that next time he will try the line 8...e5 9 c3



Now 9...Qc5, but I think if he does, then 10 Be2 will prompt his resignation. To be fair, he is on the right track, but needs to try 9...Qc6!, in view of 10 Bxd4 (or 10 cxd4 Qxc4 11 Qe2 Bb4+ 12 Kf1 Qxe2+ 13 Nxe2 Nd5 14 dxe5 Bd7 favors Black, because his pieces are better coordinated) 10...Qxc4 11 Qb3 (11 Bxe5?? Qxb5 wins) 11...Qxb3 12 axb3 Bd6 (12...exd4 13 Nxc7+ Kd8 14 Nxa8 Bc5 15 cxd4 Bxd4 16 Rd1 winning) 13 Bc5 Kd7 favors Black thanks to the extra pawn in the ending. **9 Nxd4?** I prefer 9 Bxd4! cxd4 10 Qxd4 Qxd4 11 Nxd4 with an equal position, but at least he has had

some fun in the opening. **9...Qb4+!**

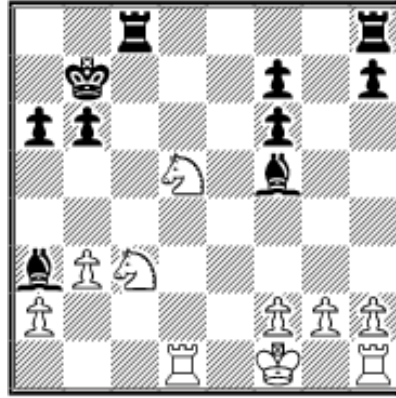


A neat *zwischenzug* that allows Black to grab the light-squared bishop and seize the initiative. If 9...cxd4, then 10 Qxd4 is fine for White. **10 Qd2 Qxc4 11 Nb3 Bf5** I like 11...Bg4, which is very energetic, a sample line runs: 12 Nxc5 (12 Bxc5 Rd8 13 Qc3 Qxc3+ 14 bxc3 b6 15 Bd4 Nd5 when the material is equal, but the doubled c-pawns are a long-term weakness) 12...Rd8 13 Nd3 e5 14 f3 e4 15 fxe4 Nxe4 16 Qc1 Rxd3 17 cxd3 Bb4+. **12 Nxc5 b6 13 b3** Or 13 Nd3, when 13...Rc8 favors Black. **13...**



**Qxc2 14 Qxc2 Bxc2 15 Rc1 Bf5 16 Na6
Rc8** Black has an extra pawn in the ending

and merely needs to fend off White's brief flurry of activity. **17 Nc7+ Kd7 18 Bf4 e5** I prefer 18...e6, intending ...Bc5, with a big advantage. **19 Bxe5 Bb4+ 20 Kf1 20 Ke2** to prevent Bd3 is acceptable, because 20...Rhe8 is harmless in view of 21 Nf3, when it is actually White who is doing well. **20...Ba3 21 Rd1+ Kc6 22 Ne2 Kb7** Black is being complacent and would do well to exploit his advance in piece development with 22...Rhd8!, maintaining the advantage. **23 Nc3** Maybe 23 Nd4!?. **23...a6 24 Bxf6 gxf6 25 N7d5**



25...Be6? Black needs to be active, so 25...Rhd8 should be preferred, when 26 Nxf6?? fails miserably, because of 26...Rxd1+ 27 Nxd1 Bd3+ 28 Kg1 (28 Ke1 allows 28...Bb4+) 28...Rc1 winning. **26 Ke2 Rc5 27 Rd3 Bxd5 28 Nxd5 Rc2+ 29 Kf3 Rd8 30 Rhd1 Rxa2 31 Nxf6 Rxd3+ 32 Rxd3 Bc5 33 Ne4 33 Nxb7!** creating a passed h-pawn looks good. **33...Kc6 34 Rd8 Rb2 35 Rd3 f5 36 Nd2** White is going on the defensive to cope with Black's potential passed pawn on the queenside. This is the wrong approach and the struggle soon comes to an end. **36...b5 37 Ke2 Bb4 38 Kd1 Bxd2 39**

Rxd2 Rxb3 Black is completely winning thanks to the connected passed pawns. **40 Kc2 Rb4 41 Rd8 Rc4+ 42 Kd3 a5 43 Rf8 a4 44 Rxf5 a3 45 Re5 Rc1 46 Re2 Kd5 47 Rc2 Rb1 48 Ra2 Rb3+ 49 Kc2 Kc4 50 Kc1 b4 51 f4 Re3 52 Kd2 Re4 53 g3 Kb3 0-1**

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