



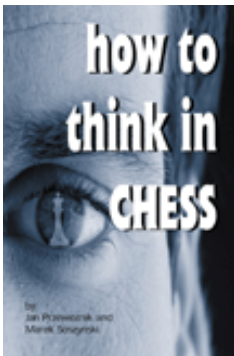
Opening Lanes is based in large part on readers' questions. Do you have a question about a particular opening line? Baffled by a branch of the Benoni or Budapest? Submit your questions (with you full name and country of residence please) and perhaps Gary will reply in his next *Chess Cafe* column...

[Yes, I have a question for Gary!](#)

COLUMNISTS

Opening Lanes

Gary Lane



Forget Me if Your Can

The problem with computer databases is that the younger generation are constantly trying out the latest fashion. I recently saw an upset teenager trying to come to terms with an opening that his opponent described as popular in the "1970s," which seemed to leave him even more baffled. A good way to get around the problem of someone learning the main lines is to have some home analysis. The idea of employing a pet line barely known to the books is still proving to be popular:

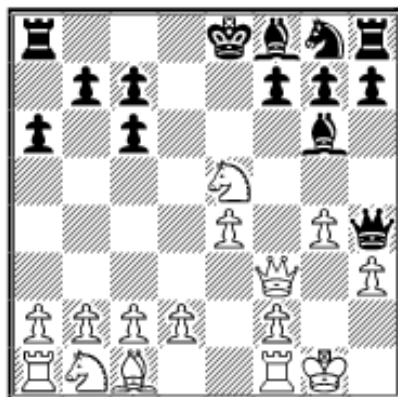
"I'm **Kasan Gundarangan Jr.**, from the **Philippines**. My question is about the exchange variation of the Ruy Lopez. I am an avid Marshall Attack player but I can't use it when my opponents exchange on c6. After 1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Bxc6 dxc6 5 0-0, theory continues either 5...f6, of 5...Bg4 6 h3 h5. I can't find any theory on 6 h3 Bh5 7 g4 Bg6 8 Nxe5 Qh4 threatening to win a pawn. My opponents usually reply 9 Qf3 f6 10 Nxc6 hxg6 still continuing an attack when my opponent's king is drawn to defend the pawn. I usually end up with a favorable position when I can castle long with my opponent's pieces still in their initial position (rook, knight and bishop at a1, b1, c1). I then lock the pawns with g5. I exchange my bishop at f4 via d6, supported by my knight at g6 (via Ne7). Can you share some theory on this opening? I wonder if this is known theory and why doesn't anybody write an article about it? I am hoping you will take interest in my pet line. I will be expecting to learn more about this from you."

I certainly applaud your fighting spirit and it is always good to have an unusual line in your repertoire. However, White can put up a tougher defence with careful play.

Romeo Milu-Nenad Milosevic Nis Open 1993

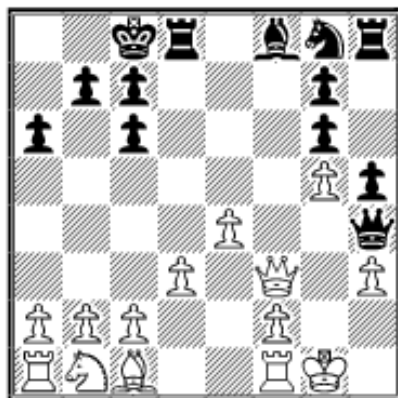
1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Bxc6 The Ruy Lopez Exchange Variation has been known for some time and was repopularized in the 1960s, because of the efforts of the legendary Bobby Fischer who is now known as the second most famous person in Iceland. Of course, first is the singer

Bjork but then again she can't play the King's Indian Defence. **4...dxc6 5 0-0 Bg4 6 h3 Bh5** This move is given a question mark in most of my sources, so it is definitely a risky line for Black. 6...h5 might surprise some people but, in fact, it is one of the main lines. For instance: 7 hxc4?! hxc4 8 Ne1? Qh4 9 f3 g3 and White is mated. **7 g4 Bg6 8 Nxe5 Qh4 9 Qf3!**



I think this is the key move for White because it defends the h-pawn and maintains the tension. White should not instantly take the bishop on g6 because it presents Black with an instant attack. 9 Nxc6?! hxc6 10 Qf3 Qxh3 11 Qxh3 Rxh3 when the difference compared to the note after Black's 10th move in the main game is that the Black pawn structure is fine. **9...h5** The idea is to bring the king's rook into the game by opening

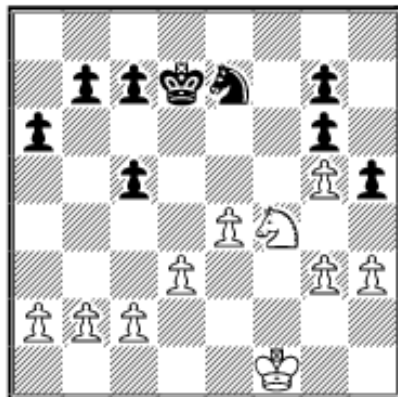
the h-file. Also possible: a) 9...Nf6 10 Nxc6 (perhaps 10 d3 is the solid choice because White has no need to help Black open the h-file) 10...hxc6 11 Kg2 0-0-0 12 d3 Nd7 13 Qg3 Qh7 14 Rh1 when White has the better prospects, J.Tsiperstein-M.Ziabari, Dortmund 2000. b) 9...0-0-0 10 d3 f6 11 Nxc6 hxc6 12 Kg2 (the king lends support to the h-pawn making it difficult for Black to create a breakthrough) 12...Bd6 13 Rh1 Ne7 14 Bf4 f5 15 Bxd6 cxd6 16 Nc3 Rdf8 17 Qg3 Qf6 18 g5 Qf7 19 Raf1 gave White the advantage thanks to the extra pawn, R.Sutterer-H.Borel, Karlsruhe 2003. **10 d3** Black thinks he can just castle queenside and then discover how to conduct the attack. This is an error because it gives Milu a chance to lock out the black queen from the action. **10...0-0-0?! Instead 10...hxc4** allows White to enter a superior ending upon 11 Qxc4 (11 hxc4?? Of course allows 11...Qh2 mate) 11...Qxh3 12 Qxh3 Rxh3 13 Nxc6 fxc6 14 Kg2 with a much better pawn structure. **11 Nxc6 fxc6 12 g5!?**



Milu reveals his true intention to cut off the black queen and now the long-term plan for White is the entertaining thought of attacking the beleaguered piece. **12...Bd6 13 Nc3** In England, John Littlewood is renowned for his tactics but here playing Black against J.Barendrecht in Birmingham 1963, even he ran out of constructive moves: 13 Qg2 Ne7 14 Be3 Rhf8 15 Nd2 White catches up with development and Black has

no attack 15...c5 16 f4 (the monster threat is Nf3 trapping the black queen) 16...Rxf4 17 Nf3 Rxf3 18 Rxf3 Be5 19 Bf2 Bd4 20 Bxd4 1-0. **13...Ne7 14 Qg2 Bf4 15 Ne2 Bxc1 16 Raxc1 c5 17 Qg3** White is understandably content to enter the ending with an extra pawn. I also like 17 f4 to trap the black queen. **17...Qxc3+ 18 fxc3 Rhf8** The fight is on for control of the f-file, but it suits White to exchange pieces so he can

exploit the extra material. **19 Rxf8 Rxf8 20 Rf1 Rxf1+ 21 Kxf1 Kd7 22 Nf4**



When playing knight endings one should treat them like a king and pawn ending where timing is everything. In this case the extra, passed e-pawn gives White a winning advantage. **22...Kd6 23 Ke2 Ke5 24 Ke3 Kd6 25 c3** The next step is to advance the d-pawn in support of the important e-pawn. The black knight is defending the g6-pawn so the task of struggling on is tough. **25...b5 26 d4 c6 27 e5+ Kd7 28 dxc5** White now

has two pawns more and Black is just carrying on with the vague hope of setting up a sort of blockade so the white king cannot invade and destroy. **28...Nf5+ 29 Kf3 Ne7 30 b4 Ke8 31 g4 hxg4+ 32 hxg4 Kd7 33 Ke4 Nc8 34 e6+ Ke7 35 Ke5 Ke8 36 Nxc6** Black needs to count the pawns and then give up. **36...Kd8 37 Nh4 Ke7 38 Nf5+ Kf8 39 g6 1-0**

If you want to keep faith with your pet line, it needs to be adapted before everyone starts playing 9 Qf3, which causes Black lots of problems.

Rune Djurhuus-Jonny Hector Sigeman & Co Malmö 1995

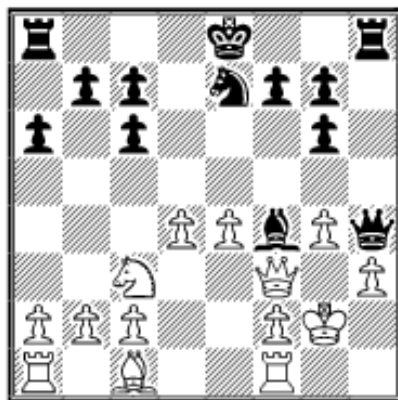
1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Bxc6 dxc6 5 0-0 Bg4 6 h3 Bh5 7 g4 Bg6 8 Nxe5 Bd6



I like this idea; to persuade White to take on g6 and open the h-file so you can attack with the king's rook. Not 8...Bxe4? which loses a piece after 9 Re1 because 9...Bd5 allows the discovered check 10 Nxc6+ with an easy victory. **9 Nxc6** Also possible: 9 d4 Bxe5 10 dxe5 Qxd1 11 Rxd1 Bxe4 which ensures a level ending but probably by now White would have lost some time calculating the obscure line in the opening! If 9 Nf3

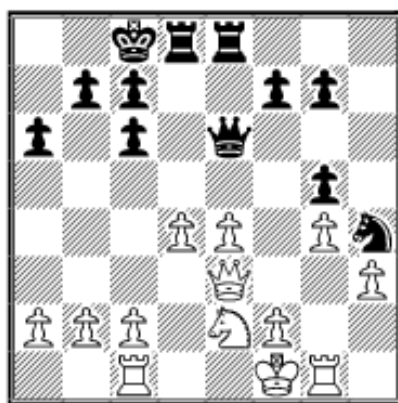
then 9...h5 gives good counterattacking chances after 10 g5 Qd7 11 Kg2 0-0-0 with the initiative. **9...hxg6 10 Kg2 Qh4 11 Qf3 Bf4!?** Hector's way of slowing down White's usual plan of playing an eventual f2-f4. **12 Nc3** White continues bringing his pieces out. Naturally, 12 Qxf4 is laughable in view of 12...Qxh3+ 13 Kg1 Qh1mate. The main reaction is 12 d3 g5 (this is the consistent approach to block the prospect of f2-f4 in the long-term or 12...Bxc1 13 Rxc1 g5 14 Nc3 Ne7 15 Ne2 Ng6 16 Rh1 Qh6 17 Qe3 Nh4+ 18 Kf1 with an edge because 18...0-0-0?! allows 19 Qa7 with the advantage) and now: a) White can try 13 Bxf4 when H.Rolletschek-S.Brandner, Mureck 2001, continued: 13...gxf4 14 Rh1 (or 14 Nd2 Ne7 15 Rh1 Ng6 16 Qe2 0-0-0 17 Nf3 Qf6 18 c3 slightly favours White) 14...Qf6 (14...g5!/? can be considered) 15 c3 Ne7 16 Qe2 Ng6 17 f3 (White is content to blockade the position, but that justifies

Black's pawn sacrifice offering equal opportunities) 17...0-0-0 18 Na3 Qh4 19 Rag1 (19 Qf2 allows 19...Rxd3 giving Black a strong position) 19...Ne5 20 d4 Qg3+ 21 Kf1 Qxf3+ 22 Qxf3 Nxf3 23 Rg2 Ng5 24 Rf2 Nxe4 0-1; b) 13 Rh1 Bxc1 14 Rxc1 Ne7 15 Nc3 Ng6 16 Ne2 Qh6 17 Qg3 0-0-0 18 Rd1 Nh4+ 19 Kh2 Qf6 (both sides now indulge in lots of manoeuvring but Black has sufficient compensation for his pawn) 20 c3 Ng6 21 d4 Rh6 22 Rh1 Qe6 23 f3 Qc4 24 Qe1 Qd3 25 Kg3 Nh4 26 Ng1 Rf6 27 Qf2 c5 28 d5 (or 28 dxc5 Qd2 29 Qxd2 Rxd2 30 Rh2 Rxh2 31 Kxh2 Nxf3+ 32 Nxf3 Rxf3 is about equal) 28 ..c6 29 Re1 cxd5 30 Qxc5+ Kb8 31 Qe3 dxe4 32 Qxe4 Qxe4 33 Rxe4 Rd2 34 Rh2 Rd1 35 Kf2 Rxg1! 36 Kxg1 Nxf3+ 37 Kh1 Nxe2 38 Kxh2 Rf2+ with the better ending, J.Grabner-A.Ljubicic, ICCF Jubilee Email 2001. **12...Ne7 13 d4**



13 d3 is a safe response to secure the e4-pawn and still an offer to exchange bishops. For instance: 13...g5 14 Ne2 Ng6 15 Nxf4 gxf4 16 Rh1 Qh6 17 Kf1 is similar to the game, but Black is no longer in a position to attack the d-pawn after castling queenside which means White can consolidate. **13...g5 14 Ne2** Alternatively White can try the line 14 Bxf4 gxf4 15 Ne2 Ng6 16 Rh1 Qg5 17 Qb3 Nh4+ 18 Kf1 0-0-0

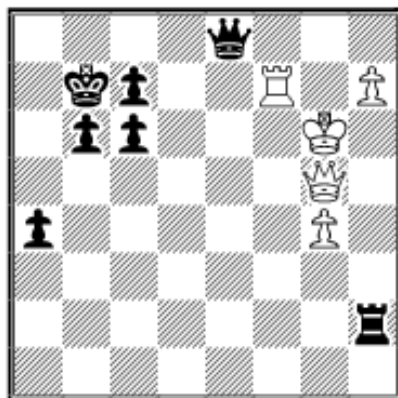
19 f3 with equal opportunities. **14...Ng6 15 Rh1 Qh6 16 Kf1 Nh4 17 Qd3!?** 17 Qb3! is an improvement: 17...0-0-0 18 Bxf4 (18 Qxf7 seems to be risky because 18...Rh8 gives Black some aggressive opportunities on the f-file although 19 Qh5 Qf6? 20 Bxf4 gxf4 21 g5 actually wins for White) 18...gxf4 19 f3 with equal chances. **17...Bxc1 18 Rxc1 0-0-0 19 Qe3 Rhe8 20 Rg1!?** The king's rook is not doing much on h1, so White has the bright idea of bringing it to a more active square on g3. The drawback is that it presents Black with a combination that eventually wins a pawn. 20 Ng3 is the right approach when 20...Qf6 21 c3 offers roughly equal chances. **20...Qe6**



The threats are against the e- and a-pawns, but White wants to keep the extra pawn against the odds. **21 Nc3 Qc4+ 22 Ne2** Or 22 Ke1 Rxd4 leaves the white king awkwardly placed in the middle of the board. **22...Qxa2 23 Qxg5** Perhaps 23 b3 f6 24 Rg3 might not be scintillating chess, but White should now be looking at a way to hold the position before it is too late. **23...Rxe4 24 f3!?** If 24 Qxh4? then 24...Qc4 25 Re1 Rde8 wins the piece

back with a bonus attack. I think the best bet in the circumstances is 24 Rg3 to get the rook into the action in view of 24...Qc4 25 Re3 when the position is about equal because 25...Rxd4? fails simply to 26 Qxh4 and it is White who will win. **24...Nxf3 25 Qf5+ Re6 26 Rg3** 26 Qxf3 is met by 26...Rf6 to pin the queen when 27 Nf4 Rxd4 ensures a winning

advantage. **26...Qc4 27 Rxf3 Qxe2+ 28 Kg1 Rxd4** The pawn deficit means that White is in serious trouble. **29 Rcf1 Rd7 30 Qc5 b6 31 Qf8+ Kb7 32 Qxg7 Rd2 33 R3f2 Qe3 34 Qc3 34 Qxf7** allows Black to mate upon **34...Qg3+ 35 Kh1 Qxh3+ 36 Kg1 Qg3+ 37 Kh1 Qh4+ 38 Kg2 Qxg4+ 39 Kh1 Rh6+ 40 Qh5 Rxh5+ 41 Rh2 Rdxh2 mate. 34...Rxf2 35 Rxf2 Qc1+ 36 Rf1 Qh6 37 Qg3** If **37 Rxf7** then **37...Re3** gives Black the superior chances. **37...f6 38 h4 a5 38...Qd2** is also possible. For example: **39 Rf2 Qc1+ 40 Kg2 Qxb2** with the brighter prospects. **39 h5 Re4 40 Qf3 Rb4 41 Kh2 Qg5 42 Kh3 42 Qxf6 Qxg4 43 h6 Rb5** intending **...Rh5** mate is a crushing move. **42...Rxb2 43 Qxf6 Qe3+** Of course **43...Qxf6** is hardly the ideal situation when White has a couple of passed pawns. **44 Qf3 Qc5 45 Qf5 Qa3+ 46 Qd3 Qa2 47 Rf2 Rb1** Hector is busy keeping White under pressure by finding ways to potentially harass the white queen. **48 Kg2 Qg8 49 Qd7 Qc4 50 Qf5 Rb5 51 Qf4 Qe6 52 Kg3 Rc5 53 h6 Rc3+ 54 Kh4 Rc4 55 Qg5 Qe4** Black stops the h-pawn advancing while keeping up the pressure on the white king. **56 Kh5 a4 57 Rf5 Rxc2 58 h7 Rh2+ 59 Kg6 Qe8+ 60 Rf7**



60...Rxb2! 61 Kxh7 Qxf7+ 0-1

Jim Mondragon from the USA writes, "What is the best tutorial for learning how to open a chess game? Do you need a full game strategy to decide what the best opening is?"

I know what you are getting at Jim because some books give 10 moves of an opening, declare White has an advantage and then leave you to it.

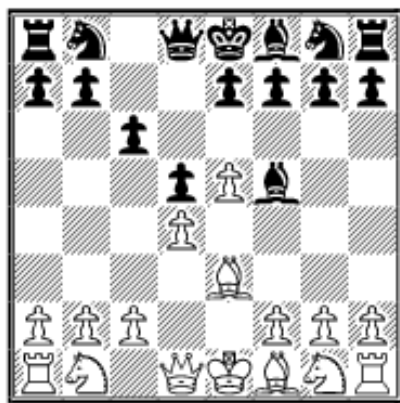
This can be confusing because a lot of players will have no idea of what to do next. Indeed, the middlegame can be quite a struggle if you have no obvious plan and consequently the position can soon disintegrate. Therefore, if you just want to know which opening to choose then I would recommend looking through some game collections by famous players that have been annotated. This will allow you to see how the opening develops, the middlegame strategy, and maybe even ideas in the ending. Therefore, I think it is a good idea is to look at various openings that feature a variety of tricks and traps. The final tip is that having chosen a particular opening, find a book that gives complete games, so you can master the middlegame as well.

Arthur Ross from **England** sent the following e-mail, "I am a Caro-Kann fan and recently I kept getting creamed by a club mate who plays 1 e4 c6 2 d4 d5 3 e5 Bf5 4 Be3!?. It is an annoying move. Say I go 4...Qb6 and he plays 5 Qc1 and he's ready to push c4-c5 with a clamp all over the board. There's no mention of this move in any of the books. What should a black player do against 4 Be3?"

Well, I suggest you follow the path set down by Anand in this recent game:

Alexi Shirov-Viswanathan Anand Amber Rapid Monte Carlo 2005

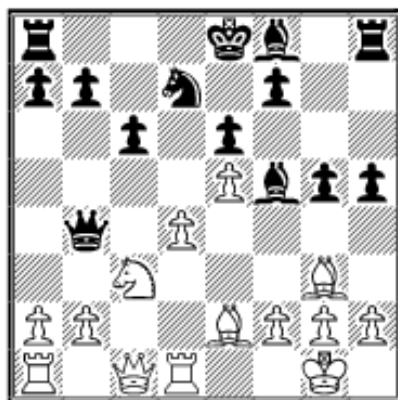
1 e4 c6 2 d4 d5 3 e5 Bf5 4 Be3



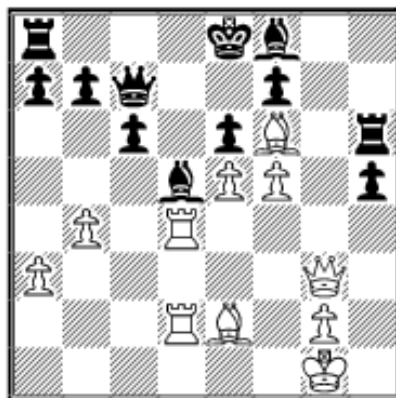
Old sources barely mention this move, but it has become trendy ever since Kasparov beat Shirov in the Russia vs. the Rest of the World match in 2002. **4...Qb6** A logical idea to try and exploit the fact that the dark-squared bishop has moved; 4...e6 is the main alternative. **5 Qc1** Mr. Ross mentioned this move and feared a clamp on the position after c2-c4-c5 followed b2-b4 with a grip on the queenside. 5 b3 is possible but

weakens the dark squares now that the bishop is on e3. For instance: 5...e6 6 Nf3 (or 6 Bd3 Ne7 7 Nf3 Bxd3 8 Qxd3 Nf5 9 0-0 Be7 10 Nbd2 Nd7 11 a4 a5 with roughly equal chances, M. Njie-M.Mansoor, Dubai 1986) 6...c5 7 Be2 Nc6 8 0-0 Bg4 9 c3 cxd4 10 Nxd4 Bxe2 11 Qxe2 Qc7 12 f4 Nxd4 13 cxd4 Ne7 led to an even game in M.Roobol-S.Bakker, Amsterdam 2002. **5...e6 6 c4** Once again Mr. Ross has predicted the right move with White trying to gain space by playing c4-c5. Also possible: 6 Nd2 Nd7 7 Ne2 (7 Ngf3 can be met by 7...c5 as well) 7...c5 8 g3 Qc7 9 Bg2 cxd4 10 Nxd4 Qxe5 White has sacrificed a pawn to open the e-file but needs to be positive 11 0-0 Bc5 12 N2b3 Rc8 13 Re1 Ne7 14 Nxf5 Qxf5 with advantage to Black thanks to the extra pawn, Nguyen Hoang-V.Barron, Lingen 1995. **6...dxc4** This has the distinct merit of stopping White from creating a bind on the queenside. It also provides the d5-square for a timely knight manoeuvre. In the past the focus has been on other moves: a) 6...Ne7 7 c5 Qa5+ 8 Bd2 Qc7 9 Nc3 Nd7 10 Be2 h6 11 b4 (this is exactly the sort of position that worried Mr. Ross because White has lots of space and Black will have trouble finding decent squares for his pieces) 11...g5?! (11...f6!? at least avoids the loss of a pawn 12 f4 maintains White's pressure) 12 g4! Bg6 13 h4 Bg7 (13...gxh4 14 Rxh4 Ng8!? is a bit embarrassing because the next step is to move the queen back to d8 and the knight to b8) 14 hxg5 hxg5 15 Rxh8+ Bxh8 16 Bxg5 (White takes the pawn but remains on top) 16...a5 17 b5! with the superior chances, G.Kasparov-A.Shirov, Moscow 2002. b) 6...Nd7 7 c5 Qc7 8 Nc3 f6 9 f4 (White supports the e-pawn in an effort to maintain the space advantage) 9...Nh6 10 h3 Bg6 11 Nf3 b6 12 b4 Nf5 13 Bf2 fxe5 14 fxe5 Be7 15 g4 Nh6 16 Be2 (it is easier for White to steadily develop his pieces because there is greater room to manoeuvre) 16...0-0 17 0-0 Rf7 18 Qe3 Raf8 19 Kg2 bxc5 20 dxc5 a5 21 a3 axb4 22 axb4 Rf4 23 Nd4 Be4+ 24 Kg1 Qxe5? (a tempting move but it suffers because of a neat combination) 25 Nxc6 Qg5 26 Nxe7+ Qxe7 27 Bg3 Rxf1+ 28 Rxf1 Rxf1+ 29 Bxf1 Nf6 30 g5 Nf5 31 gxf6 gxf6 32 Qf2 1-0 R.Leitao-M.Barbosa, Santiago 2005. c) 6...Bxb1 7 Rxb1 Bb4+ 8 Kd1!? (the American is a top class player so the king move must be respected while 8 Bd2 Bxd2+ 9 Qxd2 dxc4 is equal) 8...dxc4 9 Bxc4 Nd7 10 Nf3 Qc7 11 Ke2 Ne7 12 a3 Ba5 13 Rd1 Nb6 14 Bd3 Nbd5 15 Qc2 led to an even game although White won after 32 moves, A.Shabalov-I.Figler, Philadelphia 2004. d) 6...Na6 7 c5 Qa5+ 8 Bd2 Qa4 (I think Black is in danger of losing the queen with this sort of move because it might get trapped) 9 Qc3 Bxb1 (or 9...Ne7? 10 b3 Qb4 11 Qxb4 Nxb4 12 Bxb4 winning) 10 b3 Qa3 11 Rxb1 b6 12 b4 Qxc3 13

Bxc3 Nc7 14 a4 Nh6 15 Bd3 Be7 16 Nf3 f5 17 0–0 with the better chances thanks to the space advantage, J.Hanley-P.Makepeace, Millfield School 2004. **7 Bxc4** White simply gets on with developing his pieces by taking the pawn back. Alternatively, 7 Nd2 Qc7 (7...Qd8 8 Bxc4 Ne7 intending ...Nd5 with equal chances) 8 Bxc4 Ne7 9 Ne2 Nd7 10 Ng3 Nb6 (10...Nd5? is a grave error in view of 11 Bxd5 exd5 12 Nxf5 winning a piece) 11 Nxf5 Nxf5 12 Bd3 0–0–0 13 Nb3 Bb4+ 14 Ke2! (there are times when the king can be pushed up, but it is usually a temporary measure to allow the king's rook into the action) 14...Nd5 15 Qc4 f6 (Black wishes to undermine White's centre which is a feature of Advance Caro-Kann positions when the e5-pawn is routinely met by ...f6) 16 a3 Be7 17 exf6 Bxf6 18 Nc5 Rhe8 19 g3 g6 20 Rhe1 Nfxe3 21 fxe3 e5 (the recipe of opening up the position when the king is still in the centre is sure to be good for Black) 22 Kf3 Qf7 23 Kg2 exd4 24 Qa4 (24 exd4 Ne3+ wins) 24...Kb8 25 e4 Ne3+ 26 Kg1 Bg5 27 Rf1 (or 27 Re2 Rf8 intending ...Qf1+ is strong) 27...Nxf1 28 Rxf1 Qe7 29 Qb4 Ka8 30 e5 Rd5 31 Ne4 Qxb4 32 axb4 Rdx5 0–1 Y.Berthelot-G.Beikert, Vandoeuvre 2005. **7...Ne7** Or 7...Be4 8 f3 Bd5 9 Bd3 Na6 is level. **8 Ne2 Qd8 9 0–0 Nd7 10 Ng3 Bg6 11 Nc3 Nf5** Anand is still getting his pieces into play but the fact is he has already equalised. **12 Bg5 Qb6 13 Nxf5 13 Rd1 Nxd4?! a tempting move but it unravels upon 14 Na4 Qb4 15 Rxd4 Qxa4 16 Qd1 with advantage to White. 13...Bxf5 14 Rd1 h6 15 Bh4 Qb4 16 Be2 g5 17 Bg3 h5**



It is not often that you see Black embarking on kingside attack in the Caro-Kann! **18 h4 gxh4 19 Bxh4 Bh6 20 f4 Nxe5!** A mega move to play in a rapid game because it provokes dazzling tactics. **21 a3** Not 21 dxe5? because of the combination 21...Bxf4 22 Rd2 Bxd2 23 Qxd2 Qxh4 and White can put the pieces back into the box. **21...Qb6 22 Na4 Qa5 23 dxe5 Qxa4 24 Qc5** It is always a good idea to threaten mate in one because he might not see it! **24...Bf8 25 Qf2 Qa5** The simple threat is ...Bc5 so White has to act. **26 b4 Qb6 27 Rd4** The ending upon 27 Qxb6 axb6 28 Rd4 is equal but 28...c5?? is a massive blunder because of the amusing 29 Bb5 mate. **27...Bc2 28 Ra2 Bb3 29 Rad2 Bd5 30 f5 Qc7 31 Bf6 Rh6** I think the position is about equal because the bishop on d5 blocks White ambitions on the d-file. **32 Qg3??**



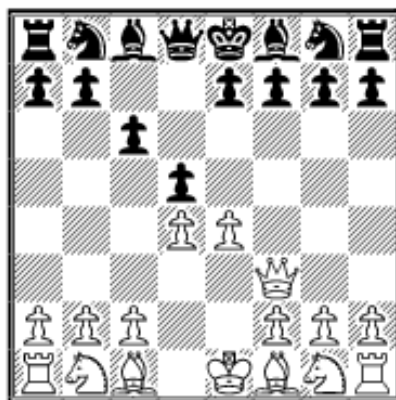
Yes, even world class players can make mistakes especially when playing fast. **32...Rxf6 0-1**

And finally, White has always been keen to confuse people who play the Caro-Kann and the replies are getting more outlandish according to a message from **Paul Lowry** from the USA, "I recently encountered White's third move in an online game. 1 e4 c6 2 d4 d5 3 Qf3?!, I

continued with 3 ...dxe4. Is 3 Qf3 playable and has it been essayed previously?"

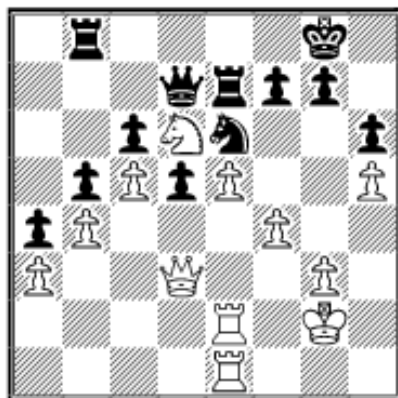
Franco Ferioli-Marcello La Spina Turin 1995

1 e4 c6 2 d4 d5 3 Qf3?!



I assume that this line has a name, but what is it? If anyone knows then contact me and if there isn't a claim maybe someone can seek fame by playing this dubious move! **3...dxe4** The logical reply forcing White to move the queen which means that Black can equalise by gaining time attacking the white queen. Instead 3...Nf6 has been tested when B.Venturas-M.Mccaffrey, IECG 2003 saw 4 e5 Bg4? (it is astonishing to

think that this will now become a known trick in the 3 Qf3 line) 5 Qf4 g5 6 Qxg5 1-0. **4 Qxe4 Nf6 5 Qd3 e6 6 Nf3** I was rather surprised to track down another game in this line: 6 c3 Be7 7 h3 Qc7 8 g3 0-0 9 Bg2 Rd8 10 Bf4 Qb6 11 Qc2 c5 (or 11...Nd5 12 Ne2 Nxf4 13 Nxf4 Nd7 14 0-0 c5 with a slight edge) 12 Be3 Nc6 13 Bxc6? (a poor choice to exchange the impressive bishop on g2 which also allows a tactical riposte) 13...Qxc6 14 Rh2 cxd4 15 Bg5 (15 Bxd4 fails to 15...Rxd4 when the c-pawn is pinned) 15...b6 16 Bxf6 Bxf6 17 h4 d3 18 Qd2 e5 19 f3 e4 20 Qf4 e3 21 g4 (21 Qxe3 Re8 pins the queen) 21...Re8 22 h5 Be5 23 Qxe3 Bxh2 24 Qxe8+ Qxe8+ 25 Kd2 Bxg1 26 Kxd3 Ba6+ 27 c4 Rd8+ 28 Kc3 Qe1+ 29 Kb3 Rd3+ 0-1 K.Hauenstein-K.Lechenbauer, Schaan 1999. **6...Be7 7 c4 0-0 8 Nc3 b6 9 Bf4 Bb7 10 Be2 Nbd7 11 Rd1** After 11 0-0 then 11...c5 is fine for Black who has equalised. **11 ..Nh5!? 12 Be3 Qc7 13 Ng5 Nhf6 14 Bf3 Rfd8 15 Qc2 Nf8** The position is equal. **16 0-0 Rac8 17 Rd2** White has more space but it is not obvious how he will make the breakthrough. **17...b5 18 c5 a5 19 Rfd1 Ng6 20 g3 Re8 21 a3 Rcd8 22 h4 Bc8 23 h5 Nf8 24 Bf4 Qb7 25 b4 a4 26 Kg2 Nd5 27 Nxd5 exd5 28 Rh1 Bf6 29 Be2 h6 30 Nf3 Ne6 31 Be5 Bxe5** Maybe 31...Be7 intending ...f7-f6 is worth considering. **32 dxe5 Qe7 33 Nh4 Ng5 34 Bd3 Ne6 35 f4 Nf8 36 Re1 Bg4 37 Be2 Bxe2 38 Rdxex2 Ne6 39 Nf5 Qd7 40 Qd3 Rb8 41 Nd6 Re7**



42 Re3 White misses a great opportunity to make a significant breakthrough with 42 f5 when 42...Ng5 is met by 43 Nxf7! Nxf7 44 e6 with a clear advantage. **42...Ra8 43 Qd1 Rb8 44 Qg4 Nd4 45 Qxd7 Rxd7 46 Rd3 Ne6 47 f5 Ng5 48 e6 fxe6 49 fxe6 Re7 50 Rde3 Rf8 51 Re5?** Oh dear, White allows a knight fork. **51...Nf3 52 g4 Nxe1+ 53 Rxe1 Rf6 54 Nc8 Rxe6 55 Rxe6 Rxe6 56**

Na7 d4 0-1

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