



## C O L U M N I S T S

*The Kibitzer*

Tim Harding

## A Glass of Scotch

The Scotch Gambit has been surprisingly neglected by comparison with its cousin, the Goring Gambit. In this article, I shall show that it is a dangerous weapon that Black does best to avoid by transposing to either the Two Knights Defence or Italian Game at the earliest opportunity. In fact, despite numerous attempts, I have played very few games with the actual Scotch Gambit because Black has usually insisted on transposing to something else.

When the Scotch Gambit proper ('ECO' code C44) does arise, it can prove very effective. Games like the two following miniatures — one ancient, the other modern — show how rapidly Black can get into a lost position if he does not know the traps. White soon obtains a well-developed open attacking position with scope for combinations.

***Paul Rudolph von Bilguer – Schorn Berlin, 1839***

**1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Bc4**

Nowadays, when the Scotch is played, it normally takes the form of the Scotch Game, with 4 Nxd4, as favoured by Kasparov. If White is in gambit mood, then the Göring Gambit, 4 c3, is well known. I have even seen White play 4 Bb5?!, but most theory books do not mention this possibility. However, our theme today is the Scotch Gambit, 4 Bc4.

**4...Bb4+?**

This tempting check is not mentioned in 'MCO' but is quite often played in practice. I think it is a mistake that helps the

first player accelerate his attack. I learned that lesson the hard way when I was about 16 years old, in a school match against one R.J.Lee. Then after 5 c3 White gains a tempo on normal lines considered below, and on the Göring Gambit, because the pawn is advanced with a threat to capture Black's bishop.

### **5 c3 dxc3 6 0-0!**

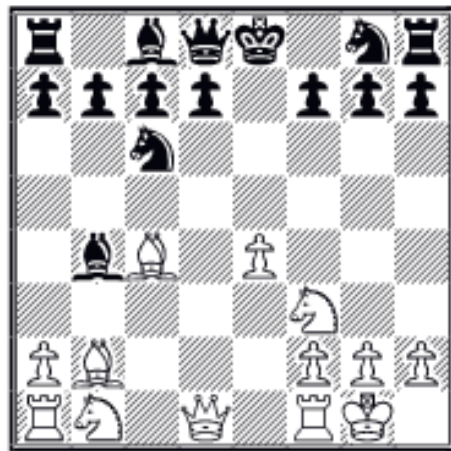
There are numerous games in databases with 6 bxc3, e.g. 'ECO' gives this line credited to GM Bruno Parma: 6...Ba5 7 0-0 d6 8 Qb3 Qd7 9 e5 with advantage to White (probably stemming from an old source earlier than Parma).

However, I think that offering another pawn by castling, in the classical attacking style, is more dangerous. 6 0-0 was preferred by Adolf Anderssen and other leading exponents of the gambit.

### **6...cxb2**

The more prudent, but still inadequate, 6...d6 is discussed below in the notes to London v Edinburgh.

### **7 Bxb2**



How is Black to answer the threat to g7? 7...Nf6 may be relatively best, although White has 8 Ng5 or 8 a3 Ba5 9 Ng5.

My game with Lee is not preserved but I do recall that I tried 7...f6 but soon lost material after 8 Qb3. In that game, I ended up with three pawns for a

piece but three foot soldiers are not the equivalent of a bishop or knight when they do not block the centre, your

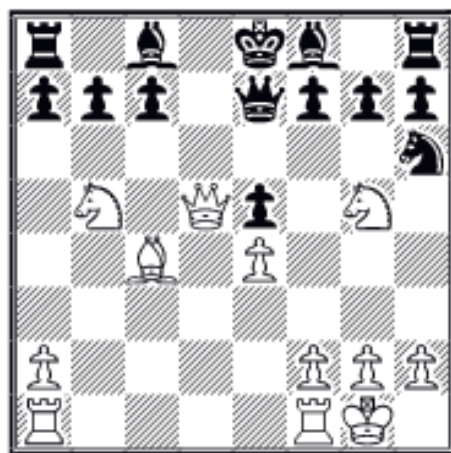
king is under attack and there is no prospect of an endgame.

For an example of 7...f6, see the next game.

### 7...Bf8 8 Qd5

Two years before this game was played, the American genius Paul Morphy was born. In 1849 he won the following miniature against C. Le Carpentier in his home town, New Orleans: 8 e5 d6 9 Re1 dxe5 10 Nxe5 Qxd1 11 Bxf7+ Ke7 12 Ng6+ Kxf7 13 Nxh8 mate.

### 8...Nh6 9 Ng5 Qe7 10 Nc3 d6 11 Nb5 Ne5 12 Bxe5 dxe5



#### 13 Nxc7+?

This “magnificent raid” (as it was described by Blumich, in *Deutsche Schachzeitung*, 1940) should not break through, wrote Stefan Bucker in *Kaissiber* 4/1999. He says the correct continuation was 13 Ne6! Bxe6 (or 13...fxe6 14 Qxe5 14 Qxb7

with good compensation.

### 13...Qxc7 14 Rac1 Qe7?

After 14...Qd6 15 Bb5+ Ke7 16 Qb3 Qb6! White is embarrassed.

### 15 Bb5+ Bd7 16 Qxb7 Rd8 17 Rfd1 Bxb5 18 Qxb5+ Rd7 19 Rc8+ Qd8 20 Qxd7 mate 1–0

*Thomas Winckelmann – Manfred Schaar corr, 1994*

### 1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Bc4 Bb4+ 5 c3 dxc3 6 0–0 cxb2 7 Bxb2 f6 8 Qb3

8 e5!? also comes into consideration.

## 8...Nge7

After 8...Nh6 9 e5 White has some advantage according to 'ECO'.

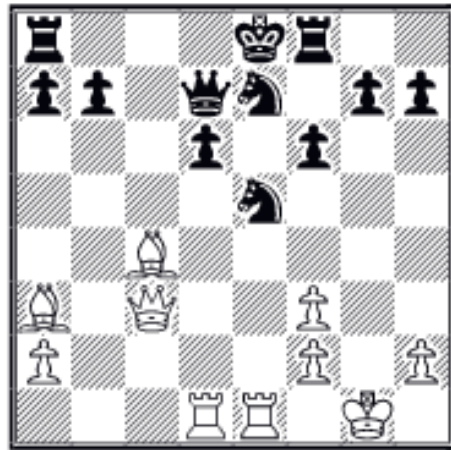
## 9 Nc3 Rf8 10 e5 Bxc3

If 10...fxe5 White can choose between 11 Rad1!? and 11 Ng5 (meeting 11...d5 either by 12 Bxd5 or 12 Nxd5!).

## 11 Qxc3 d5

If 11...fxe5 12 Nxe5 Nxe5 13 Qxe5 d5 14 Rad1 c6 15 Qxg7 Bf5 16 Rfe1 with a strong initiative according to *Gambit Revue*.

## 12 exd6 cxd6 13 Rfe1 Bg4 14 Ba3 Ne5 15 Rad1 Bxf3 16 gxf3 Qd7

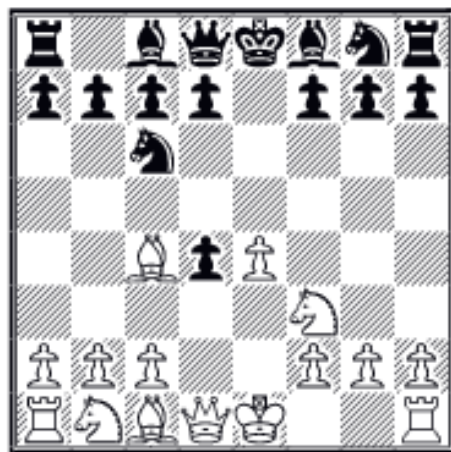


**17 Rxe5! fxe5 18 Rxd6 Qa4 19 Re6 1-0**

Black resigned in view of  
19...Qd1+ 20 Kg2 Qd4 (20...Rf7  
21 Rxe5) 21 Rxe7+ Kd8 22  
Qa5+ b6 23 Qa4 Rc8 24 Rxa7  
and if 24...Re8 then 25 Qxe8+!  
Kxe8 26 Bf7+ Kd8 27 Be7 mate.

Let us now go back to the start.

## 1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Bc4



In the Scotch Gambit, as those illustrative games showed, White does nothing about the black d-pawn at first. Instead he develops the king's bishop, which (apart from tempting the error 4...Bb4+) has three positive points:

- a) White is ready to castle, safeguarding his king and preparing to open the e-file.
- b) The bishop creates pressure against f7.
- c) The reply 4...d5, so effective against the Goring Gambit, is virtually ruled out.

What does theory say about the Scotch Gambit? The first and most surprising thing that I discovered when preparing this article was that the modern bible, 'Nunn's Chess Openings' says absolutely nothing about it! NCO's page 306 is headed "Ponziani Opening and Scotch gambit" but the move 4 Bc4 is not mentioned. Only 4 c3 and 4 Nxd4 are analysed in that book.

'ECO' is slightly more helpful but only has a short note. MCO (14th edition) confusingly considers the Scotch Gambit as the two final columns on the Scotch game (page 99) and then analyses various other openings before returning to the Goring Gambit on page 131.

A more thorough coverage can be found in IM George Botterill's book *Open Gambits* (1986) which devoted six and a half pages to 4 Bc4. Clearly, there is good scope to surprise opponents by doing a bit of research and home analysis!

A bit of history of the gambit seems required.

***London – Edinburgh Chess Club* intercity  
correspondence match 1824-5**

This was the only game London had with White because of the peculiar rules of the match. It began on April 28, 1824 and ended February 23, 1825.

**1 e4 e5 2 Nf3 Nc6 3 d4**

This game was the origin of the opening's name Scotch Game, although 3 d4 was played by London, at the instigation of John Cochrane.

**3...exd4 4 Bc4 Bc5**

In another game which began in December 1824 with Edinburgh playing White, London played 4...Bb4+?! 5 c3 dxc3 6 0-0 d6 7 a3 Ba5 8 b4 Bb6 9 Qb3 Qf6 10 Nc3 Be6 11 Nd5 Bxd5 and there was a draw in 99 moves.

A recent game in that line went 10...Nge7 (instead of 10...Be6) 11 Bb2 Ne5 12 Nxe5 dxe5 13 Kh1 0-0 14 f4 exf4 15 Nd5 Qg5 16 Nxf4 Ng6 17 Nxg6 Qxg6 18 Rxf7! Rxf7 19 Rf1 Be6 20 Bxe6 Raf8 21 Qd5 c6 22 Qd7 1-0  
T.Winckelmann-T.Zuzek, ICCF World Ch-25 semifinal (email) 2001.

Instead of 10 Nc3, an old example in Botterill's book goes 10 Bg5 Qg6 11 Nxc3 Be6 12 Nd5 h6 13 Bd2 Bxd5 (13...Nge7 14 a4) 14 exd5 Nce7 15 a4 a6 16 a5 Ba7 17 b5! Nf6 18 b6 and wins (Bilguer-von der Lasa, Berlin 1838).

**5 c3!**

Forty years later, an Edinburgh-Dundee correspondence game went 5 Ng5?! Nh6 6 0-0 d6 7 h3 Bd7 8 c3 Qf6 9 Kh1 0-0-0 10 f4 Be8 11 b4 Bb6 12 Qb3 Ng4 13 a4 d3 14 Nxf7 Nf2+ 15 Kh2 Bxf7 16 Bxf7 d5 17 exd5 Ng4+ 18 Kg3 Qxf7 19 hxg4 h5 20 a5 hxg4 21 Qd1 Ne7 22 f5 Qf6 23 c4 Nxf5+ 0-1



**5...Qe7?**

Not surprisingly on the first outing of the gambit, Black does not find one of the best moves.

**6 0-0 dxc3**

6...d3 would probably be safer.

**7 Nxc3 d6 8 Nd5 Qd7****9 b4!**

A pawn sacrifice for tempo: gaining time against the exposed black Bishop for White to get his own Bishop to the long diagonal.

**9...Nxb4**

If 9...Bxb4 10 Bb2 Kf8 11 Nxb4 Nxb4 12 Ng5 Nh6 13 Qd4 f6 14 Ne6+ Ke8 15 Qd2 Qe7 16 Nxc7+ Qxc7 17 Qxb4±.

**10 Nxb4 Bxb4 11 Ng5**

Target: f7!

**11...Nh6 12 Bb2 Kf8**

Not 12...f6 13 Bxf6 gxf6 14 Qh5+ with a big advantage, while if 12...0-0 13 Qd4! and mates.

**13 Qb3 Qe7**

Or 13...a5 14 a3 Bd2 15 Bxg7+ Kxg7 16 Qb2+.

**14 Nxf7 Nxf7 15 Qxb4 Ne5**

Not 15...Qxe4? 16 Rae1 and 17 Re3 after the black Queen moves.

**16 f4 Nxc4 17 Qxc4 Qf7 18 Qc3 Be6 19 f5 Bc4 20 Rf4 b5  
21 e5 dxe5 22 Qxe5 h6**

22...Qe7? 23 Ba3! Qxa3 24 f6! g6 25 Qg5 threatening 26 f6h6+.

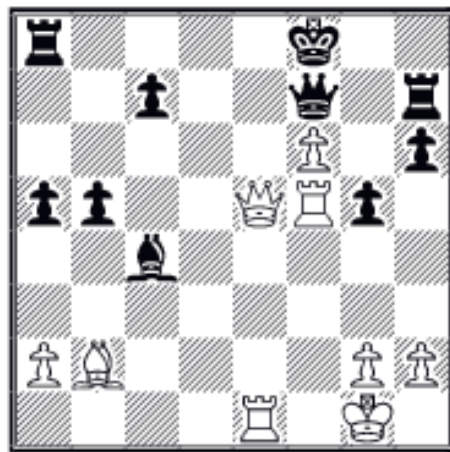
**23 Re1 Rh7**

23...Re8? 24 Ba3+.

**24 f6 g5 25 Rf5?!**

With Black finding it hard to defend the dark squares., White has excellent compensation for the sacrificed pawn. However, London starts to falter here; maybe best is 25 Qc5+ Kg8 26 Rxc4 e.g. 26...Bxc4 (26...Qxc4 27 Qf5 Qf7 28 Re7) 27 Re7 Qf8 28 Qd5+ Rf7 29 Rxf7 Qxf7 30 Qxa8+. There are other attractive alternatives too.

**25...a5**



Now a historic situation for the rules of correspondence chess arose.

**26 Qc5+ Kg8**

The English master Lewis reports that London had prepared moves 26-28 in the belief that they won, i.e. they sent two moves as conditionals. After the letter was posted, the club members discovered the defence and asked to take the rook sacrifice move back but Edinburgh refused, setting a

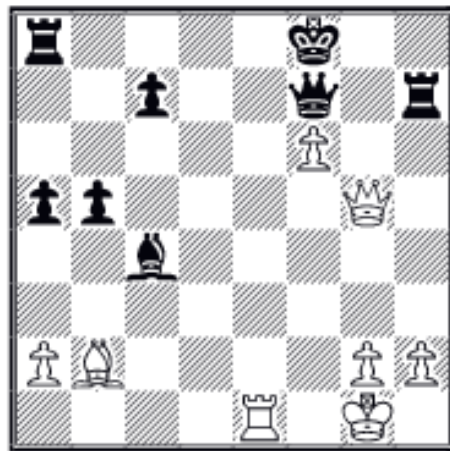


precedent for all time.

## 27 Rxc5+?

The fatal conditional. 27 Re7! would have won, e.g. 27...Qh5 (27...Qg6 28 Qxc7! Rxe7 (28...Qxf5 29 Rg7+±) 29 fxe7 Re8 30 Qe5 Qh7 31 Qf6 Bf7 32 h3 and Black is helpless) 28 f7+ Rxf7 29 Qd4 Kf8 30 Re1+-.

## 27...hxg5 28 Qxc5+ Kf8!



Not 28...Kh8? 29 Re7 Rg8 30 Rxf7 Rxc5 31 Rf8+ Rg8 32 f7+ and White has good winning chances.

## 29 Bd4

29 Qc5+ would still have led to a draw.

## 29...Be6 30 Qc5+ Kg8!

30...Ke8? 31 Qc6++-.

## 31 Qg5+ Kf8 32 Bc5+ Ke8 33 Qd5 Ra6

The resource, prepared by Black's 25th move, which London had overlooked at first.

## 34 Qb7 Qh5 35 f7+?

35 Qxa6 Qxc5+ 36 Kh1 would still have drawn.

## 35...Kxf7 36 Rf1+ Kg6 37 Qe4+ Bf5 38 Qe8+ Rf7 39 Qg8+ Kf6 40 g4 Ra8!!

Now White is lost.

**41 Qxa8 Qxg4+ 42 Kh1 Rd7 43 Ba3 Kf7 44 Qc6 Rd1! 45 Qxb5 Qe4+ 46 Kg1 Kg6 47 Qb2? Qg4+ 48 Qg2**

48 Kf2 Qf4+.

**48...Qxg2+ 49 Kxg2 Bh3+ 50 Kxh3 Rxf1 51 Be7 a4 52 a3 Rf5! 0-1**

So what should Black do instead against (1 e4 e5 2 Nf3 Nc6 3 d4 exd4) 4 Bc4? This depends on how he likes to meet 3 Bc4. If you are a Two Knights Defence player, then your obvious choice against the Scotch Gambit is 4...Nf6. This gives you the same position as you would get after 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 exd4, with White's options being 5 e5, 5 0-0 and the less reliable 5 Ng5. Further consideration of those lines is beyond the scope of this article.

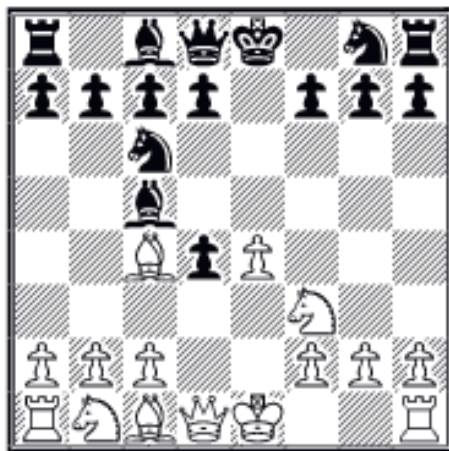
On the other hand, if you prefer to defend 3 Bc4 by 3...Bc5 then you will probably meet the Scotch Gambit by 4...Bc5, which I will discuss in a moment. The alternatives for timid souls are 4...Be7 and 4...d6 when a Hungarian Defence position will arise if White now recaptures on d4. Such positions give White safe edge, having more space and central control, but Black may be able to equalise in the end.

It may be possible to meet those quieter defences in gambit style too as these examples illustrate.

If 4...Be7 5 c3!? Black must play 5...Nf6, 5...d6 or 5...d3. Acceptance of the second pawn by 5...dxc3?! walks into 6 Qd5 (threatening mate on f7) 6...Nh6 7 Bxh6 when Black must castle, losing a piece for assorted pawns.

After 4...d6 I think 5 Nxd4 is probably best since 5 c3 has less bite here; 5...Nf6 is probably adequate and 5...dxc3 (transposing to Göring Gambit lines) is also playable now. Not so advisable for Black after 4...d6 5 c3 would be 5...Ne5 6 Nxe5 dxe5 7 Qb3 Qe7 8 0-0 with an edge in Glek-Dreev, USSR 1985 (*Informator* 39/381).

The meat of the Scotch Gambit, however, is the response 4...Bc5. For the time being, at least, Black holds on to his gambit pawn with an active developing move and waits to see how White proposes to justify his opening. This gives the same position as can also arise via 3 Bc4 Bc5 4 d4 exd4 (but in that move order 4...Bxd4 is also an option.)

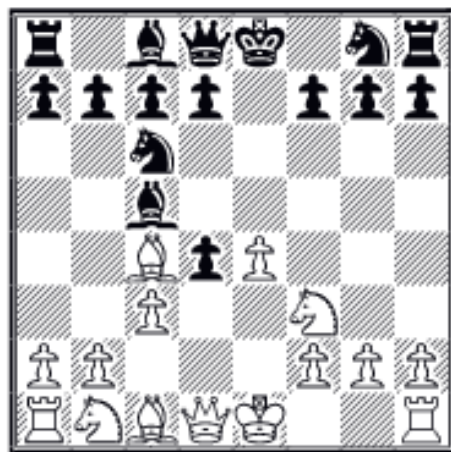


White has various options in the position after 4...Bc5 but I think only one of them is really a threat to Black, namely 5 c3. I see that this was not considered in 'The Modern Chess Instructor' by Steinitz (p58 et seq.) which was one of the main books on open games in the late 19<sup>th</sup> century. I think Steinitz was more interested in presenting his own ideas than researching what others were playing.

After 5 0-0 Black can head for a Two Knights Defence again by 5...Nf6 and if 6 e5 d5 etc. (Max Lange Attack) but also possible is 5...d6 6 c3 when Botterill's book gives an old game Staunton-Janisch. After 5...d6 White can also play 6 cxd4 when Black has a passive line of the Giuoco Piano (Italian Game).

An old try against 4...Bc5 was 5 Ng5, which is too crude 5...Nh6 6 Qh5 Qe7 7 0-0 Blackburne-Ballard, London 1871 (7 f4 d5! 8 Bxd5 Nb4 9 Bb3 d3 favours Black - Botterill) 7...d6 8 h3 Bd7 9 f4 0-0-0 was Steinitz analysis, cited in 'ECO', and Botterill gives more or less the same.

The best move, however is 5 c3!



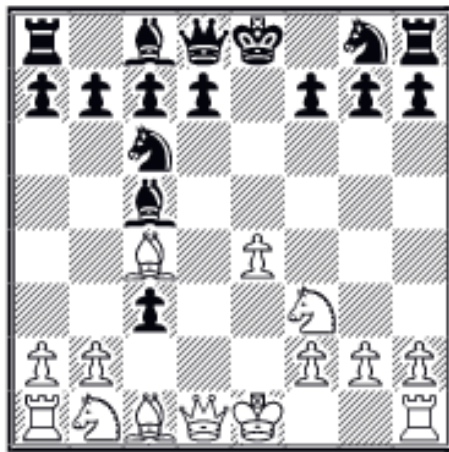
This is where those players of Black who like to defend the Giuoco Piano will part company with the Scotch. By playing 5...Nf6, they bring about a position that usually arises from 1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 exd4 (which I already discussed at length in my four-part series that began with

*Kibitzer* number 64).

In this two-part article, I will only look at Black's alternative 5<sup>th</sup> moves that are characteristic of the Scotch Gambit. Basically, there are two moves to be considered apart from 5...Nf6, namely accepting the gambit by 5...dxc3 or offering the pawn back with 5...d3 to slow White's queenside development.

In the rest of this article, I will introduce only the Scotch Gambit Accepted. Next month's article will cover the accepted lines in more detail and also look at the Scotch Gambit Declined (5...d3) together with any other sidelines that seem worth mentioning and my answers to any queries or points that readers may like to make on the present column.

1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Bc4 Bc5 5 c3 dxc3 gives a position where Black has captured two pawns, although of course White can win one of them back at once.



If you compare the diagram position with one of the main lines of the Goring Gambit (1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 c3 dxc3 5 Bc4 d6), the difference is the development of the king's bishops. White's is obviously on the right square but it is far from clear that the black bishop is ideally placed on c5. Black has no immediate threats against f2 and the bishop is undefended. If he has to follow up with d6, it's a waste of tempo, while if he plays...d6 then his bishop is cut off from defending the kingside. In the Goring Gambit on the other hand, the bishop may be able to assist with defence and Black has already taken the first step with...d6 to develop his queenside.

In the diagrammed position, White has two radically different ways to regain one of the sacrificed pawns. The simple recapture, 6 Nxc3, is actually the less well regarded move by theory. The more dramatic 6 Bxf7+, taking advantage of the loose position of the black bishop, is recommended in most books and yet I am not sure if it gives White any significant advantage. With 6 Nxc3, White is playing for higher stakes but he is not "keeping the draw in hand".

In a postal tournament about ten years ago, I happened to reach the last diagram against two Russian opponents. I decided to play 6 Nxc3 against one of them and 6 Bxf7+ against the other to see how things turned out. As it happened, I won both games although one of the opponents resigned prematurely and the other did not play what is perhaps the most critical line. Nevertheless, these previously unpublished games are of interest, I think, as an introduction to some of the principal ideas in the gambit.

***Tim Harding – Vladimir I. Dashkevich EU/M/GT/360  
corr, 1992***

**1 e4 e5 2 Nf3 Nc6 3 d4 exd4**

3...Nxd4 avoids the gambit but at the cost of sterility.

**4 Bc4 Bc5 5 c3 dxc3 6 Bxf7+**

This is given as the main line in 'MCO' and is played more often but it can lead to rather level situations.

**6...Kxf7 7 Qd5+**



**7...Kf8**

Black can also play 7...Ke8 when 8 Qxc5 Qe7 9 Qxe7+ Ngxe7 10 Nxc3 gives White an edge according to 'ECO'. Also possible then is 8 Qh5+ Kf8 9 Qxc5+ with the same position as in the game below, but an extra move made by each player.

**8 Qxc5+ Qe7**

If 8...d6 White has a choice. He can regain his gambit pawn by 9 Qxc3 Qf6! (with an edge according to Sveshnikov); queens are coming off but the pawn structure is unbalanced so the position is not drawish.

Against Kupreichik, at Hastings 1984-85, Sveshnikov preferred 9 Qc4!? when 9...Bg4 10 Nxc3 Bxf3 11 gxf3 Qf6 12 f4 Qf7 13 Qb5 clearly favoured White (see Informator 39/392) but the situation is less clear after 9...cxb2 10 Bxb2.

However, I note here the 1991 Brazilian postal game Guimaraes-Suzuki which went on 10... Nf6 11 0-0 Ne7 12 Nc3 c6 13 e5 d5 14 Qf4 Qc7 15 exf6! 1-0 (15...Qxf4 16 fxg7+ Kxg7 17 Nxd5+). I have adjusted the move numbers as the actual game sequence was 7...Ke8 8 Qh5+ Kf8 9



Qxc5+ d6 etc.

## 9 Qxc3

9 Qxe7+ Ngxe7 10 Nxc3 d5 11 exd5 Nb4= occurred in Schlechter-Spielmann, Mannheim 1914.

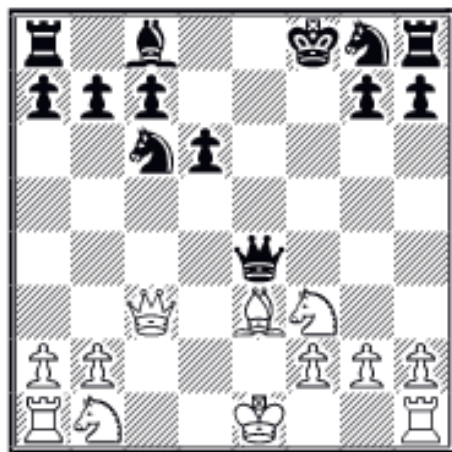
## 9...Qxe4+

After 9...Qb4 the endgame is about equal says 'MCO'. The situation is similar to the 8...d6 9 Qxc3 Qf6 suggestion above.

I have only been able to find one game with 9...Qb4 and it is inconclusive. I give it as study material.

J.Kele-P.Lenkey, Zalakaros 1993, continued 10 Be3 d6 11 0-0 Qxc3 12 Nxc3 Bd7 13 e5 (Trying to force the pace, possibly unwisely) 13...dxe5 14 Bc5+ Kf7 15 Nd5 Rc8 16 Ng5+ Kg6 17 f4 h6 18 Nf3 exf4 19 Nh4+ Kh7 20 Rxf4 b6 21 Ba3 Be6 22 Ne3 Nf6 23 Rc1 Ne5 24 Rc2 c5 25 Nhf5 Rhf8 26 b3 Rcd8 27 Bc1 Nd5 28 Nxd5 Rxd5 29 Ng3 Rd1+ 30 Rf1 Rfxf1+ 31 Nxf1 Bc8 32 Bf4 Nd3 33 Bb8 a6 34 h3 b5 35 Ba7 Bf5 36 Re2 Nc1 37 Rd2 Rxd2 38 Nxd2 Nxa2 39 Bxc5 Nc1 40 b4 and White managed to draw the ending after 71 moves. Clearly he needs an improvement earlier and one should be possible.

## 10 Be3 d6



Zagorovsky called this equal in *Romantic Chess Openings*, but can this be right?

**11 0–0**

This is probably superior to 11 Nbd2; White is counting on his safer King and lead in development.

D. LeMoir-P.H.Clarke, Weymouth 1970, went 11 Nbd2 Qb4 (Also possible is 11...Qg6 12 0–0 Nf6 as in A.Wallner-G.Nikolic, Eger 1987, won by Black in 56 moves.) 12 Qd3 Nge7 13 a3 Qxb2 14 0–0 Bf5 15 Qc4 h6 16 Rfe1 Qf6 17 Nd4 Qf7 18 Qb5 Rb8 19 N2f3 Kg8 (White is two pawns down and never managed to get an attack.) 20 Nh4 Bd7 21 Rac1 g5 (Clarke takes the initiative, aiming to force a won endgame.) 22 Nhf3 Nxd4 23 Qxd7 Nxf3+ 24 gxf3 Nc6 25 Qxf7+ Kxf7 26 Bxa7 Nxa7 27 Rxc7+ Kf6 28 Ree7 Nc6 29 Rh7 Ne5 30 Rxh8 Rxh8 31 Rxb7 Nxf3+ 32 Kg2 Ne5 0–1.

### 11...Nf6

Some alternatives:

a) 11...Qb4 (nuisance value) 12 Qc2 g6 13 Nc3 Bf5 14 Qd2 and White is starting to generate threats.

b) 11...Nge7 12 Re1 Bg4 13 Bg5 Qd5 14 Bxe7+ Nxe7 15 Rxe7 Kxe7 16 Qxg7+ Qf7 17 Qxg4 with material advantage, e.g. 17...Qe6 18 Qb4 b6 19 Nc3 Kd7 20 Re1 Qf5 21 Qa4+ Kd8 22 Qc6 Rc8 23 Nd4 1–0 Altmann-H.Sprengel, DDR corr 1988.

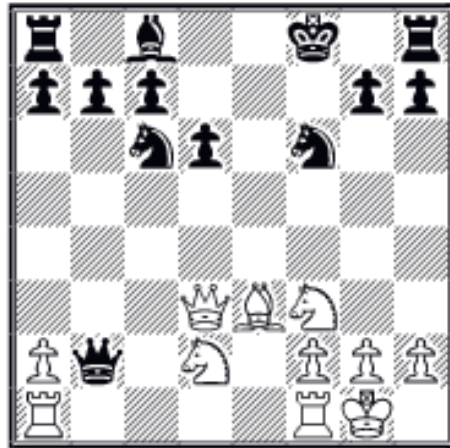
c) 11...Bf5 (as in D.Malakoudis-P.Kalaitzoglou, Greece ch, Athens 1996) is a reasonable move but the game continuation was unimpressive. White should be thinking of

developing his queenside by 12 Na3 or maybe 12 Nd4 followed by 13 Nd2.

### 12 Nbd2 Qb4 13 Qd3

I found one other example of this line. 13 Qc2 Bd7 14 Bg5 Nd5 15 Nc4 Kf7 16 Rfe1 Rae8 17 Bd2 Qc5 18 Ng5+ Kf8 19 Nxe7+ Rxe7 20 Qxe7 Rxe1+ 21 Rxe1 Qxc4 22 Qh8+ Kf7 23 Qh5+ ½-½ was Floyd Halwick jr-Ron Oortwijn, IECG Email 1997.

### 13...Qxb2



I had wrongly thought this capture was unplayable. I was not analyzing very clearly when I played this game; modern computers may come to different conclusions, but generally speaking they tend to underestimate White's chances when the compensation does not clarify into clear threats.

Lines I was looking at included 13...Bg4 14 a3!? (best), 13...Ne5 14 Nxe5 dxe5 15 Qd8+ Ne8 16 Rac1 and 13...g6 when 14 Bh6+!? may be best.

### 14 Rfb1

If 14 Nc4 Qb5!.

### 14...Ne5!

Of course, not 14...Nb4?? 15 Qc4 and White wins. Now my Queen must retreat to a safe square.

### 15 Qf1! Nxf3+

Instead 15...Qc3 16 Rb3 is unclear while White is probably better after 15...Qa3 16 Nxe5! dxe5 17 Qc4.

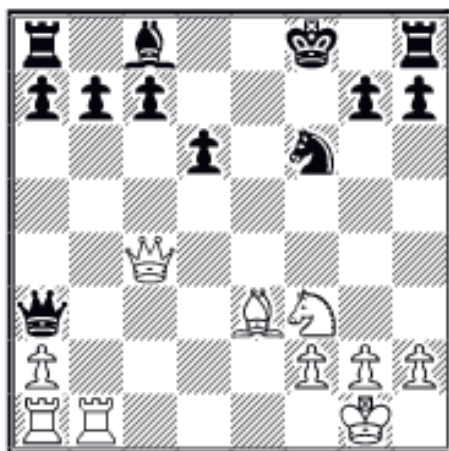
### 16 Nxf3 Qa3?!

Black might do best here with 16...Qc2 which I don't seem to have made notes about at the time.

I did look at 16...Qc3 17 Rc1 Qa5 when Black is holding on to his two extra pawns, but White may be able to make his lead in development count for something after 18 Bd2 (18 Rab1!?) 18...Qb6 19 Be3 Qa5= (19...c5!?).

When mailing his 16<sup>th</sup> move, Black sent the conditional move offer 17 Rb3 Qa4 but I played something different.

### 17 Qc4! 1-0



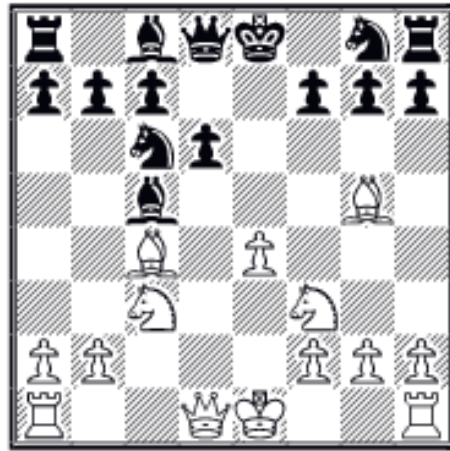
Black resigned; I am still not sure why! The black queen is not on a good square and his development is bad, giving White clear compensation for the two pawns. However, I do not think there is a forced win. There must have been some non-chess reason why he did not wish to continue the game.

***Tim Harding – Engfrid I. Zlobinsky EU/M/GT/360 corr, 1992***

**1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Bc4 Bc5 5 c3! dxc3 6 Nxc3! d6 7 Bg5!**

This is the critical line. After 7 Qb3 Qd7 8 Nd5 Nge7 9 Qc3 0–0 10 0–0 (10 Bh6 Qg4 11 Ng5 Bb4! 12 Nxb4 gxh6) 10...Nxd5! (not 10...Ng6? 11 b4 and Bb2 Schlechter-Hromadka, Baden-Baden 1914) 11 exd5 Ne5 12 Nxe5 dxe5

13 Qxe5 Bd6 Black has some advantage according to 'ECO'. Note that in the Göring gambit, White usually plays Qb3 at some stage but in the Scotch gambit he often does not.



After 7 Bg5, Black has to do something about the threat to capture his queen. The obvious reply 7...Nf6 is a self-pin so Black never seems to try that. This goes back to what is said earlier about Black's Bishop outside the pawn chain being unable to assist with defence (...Be7 is not available to break

the pin).

I did find one example where the same position arose via a different move order. G.Chase-S.Morrow, Los Angeles, 1951, went: 1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Bc4 Bc5 5 c3 Nf6 6 Bg5 dxc3 7 Nxc3 d6. Now 8 Nd5!? might be a bit hasty, as after 8...Bxf2+ White must play 9 Kf1 not 9 Kxf2? Nxe4+.

Chase played it more calmly and won by 8 0-0 0-0 9 Nd5 Be6 10 Bxf6 gxf6 11 Bb3 Kh8 12 Nh4 Rg8 13 Rc1 Bh3 14 Rc3 Bg4 15 Qd2 f5 16 Nxf5 Bxf5 17 exf5 Nd4 18 f6 c6 19 Ne7 Rf8 20 Qd3 d5 21 Qxh7+ 1-0.

### 7...f6!?

This move ("ugly as sin" said Botterill) was apparently a Keres suggestion, for which I could find no precedents although later a game from 1987 turned up in my database.

The critical move must be 7...Qd7 which is given as = in 'MCO' 14th edition, but with no continuation. An Englishb postal game P.G.Wade-G.C.Kitts, BCCA ch 1980-81, continued 8 Qd2 h6 9 Bh4 Nge7 10 0-0-0 Ng6 11 Bg3 a6

12 Nd5 (12 Nh4 b5 13 Bb3 Bb7 14 Kb1 0–0–0 15 Rc1 is an unclear Lasker line, cited by Botterill.) b5?! (better 12...0-0) 13 Bb3 Bb7? 14 e5 0-0 15 Nf6+! gxf6 16 Qxh6 Ncxe5 17 Nxe5 Nxe5 18 Bxe5 fxe5 19 Rd3 Bxf2 20 Rg3+ 1–0. However, there are many other possibilities for both sides.

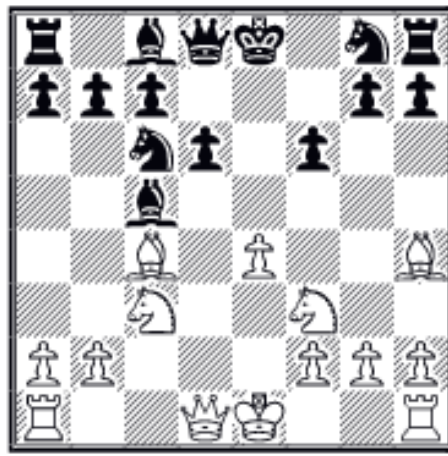
7...Nge7 is the only move in some books but it is probably a blunder. After 8 Nd5 (8 0–0 is a less drastic line from *Bilguers Handbuch*, cited by Botterill.) 8...f6 9 Bxf6 (Given in ‘MCO’, this trap has caught many players.) 9...gxf6 10 Nxf6+ Kf8 11 Qc1! was analysis by Keres which is variously assessed (depending on who you read) as “with compensation for sacrificed material” or “White is winning”. Botterill thought Black had to answer 11...Ng8 but then gave 12 Nh5! Bb4+ 13 Kf1 Qe7 14 Qf4+ Ke8 15 Ng5 Nh6 16 Nf6+ Kd8 17 Nd5 Qf8 (17...Qe5 18 Qh4) 18 Qh4 with decisive threats.

If instead 11...h6 12 Qf4 and I have several games in my database where White wins, e.g. 12...Bb4+ 13 Kf1 Nf5 14 Nd5! Ba5 15 g4 Be6 16 gxf5 Bd7 17 Rg1 Ne7 18 Nd4 Nxd5 19 exd5 Qf6 20 Rd1 Qe5 21 Ne6+! Bxe6 22 Qxe5 dxe5 23 dxe6 Rh7 24 f6 Rh8 25 Rg7 a6 26 e7+ 1–0 A.Preinfalk-K.Krstev, Yugoslavia corr 1983.

## 8 Bh4!?

If 8 Bf4, one possibility is 8...Nge7 with the idea ...Ng6-e5; Botterill said Black's idea is hideous but maybe he can survive. But what is the Bishop doing on f4? I decided to try it on h4 instead.





### 8...Nh6

This is probably not the best move, but it is hard to know as the 7 Bg5 f6 line is virtually unexplored.

If 8...Nge7 (probably best)  
White can try 9 0–0 or 9 a3 but I don't have any sample game for

you to follow.

Other lines that could be analysed include 8...Bg4 9 h3 and 8...Na5 9 be2.

### 9 0–0

This seemed necessary preparation for active operations; there is potential for a lot more analysis. I also looked at 9 Qb3!? Na5 10 Qa4+ c6 11 b4 Nxc4 12 bxc5 Ne5 13 Nxe5 dxe5 14 Rd1 Bd7 (with the idea ...Nf7 and ...O-O) but not 14...Qe7?/Qc7? 15 Nd5.

### 9...Bg4

If 9...Nf7 10 Na4 White gets persistent pressure after eliminating his annoying Bishop.

### 10 h3 Bh5 11 g4 Bf7 12 Nd5 Ne5 13 Nxe5 dxe5 14 Qc1!

This is eyeing both c5 and h6; I considered that White now had some advantage.

### 14...Qd6!

Lines I analysed included 14...Bd4 15 Bxf6 gxf6 16 Qxh6±; or 14...Bxd5 15 Bxd5; or 14...0–0 15 Bxf6±; or 14...Bb6 15 Bxf6± gxf6 16 Qxh6 Bxd5 17 Bxd5 c6 18 Qh5+; or

14...Be7?? 15 Nxc7+ Qxc7 16 Bxf7+ winning; or 14...c6 15 Nxf6+ gxf6 16 Bxf7+ Nxf7 17 Qxc5 with advantage.

## 15 Rd1

15 Bxf6!? seems to give equal chances at best after 15...Bxd5.

## 15...0-0-0

The only move. If 15...Bd4? 16 Rxd4! exd4 17 Bg3± Qd8 best? 18 Nxc7+ Kf8 19 Nxa8 Qxa8 20 Bxf7 Nxf7 21 Qc5+ and wins.

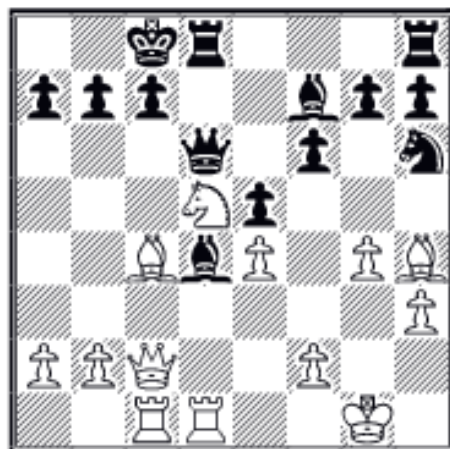
## 16 Qc2

This second “creeping move” continues the triangulation of the queen. Not 16 g5?! Ng8 (or 16...fxg5 17 Bxg5 Qg6). I looked at 16 Rd3!? which threatens Nxf6 but is less effective than Qc2 as the a1-R remains shut in. Also if White later has to play Rxd4 he will have lost a tempo. 16...Qe6 or ...Qc6 or even ...Qf8 meets the threat.

## 16...Bd4

16...Bxd5 17 Rxd5 Qe7 18 Rxc5 Qxc5 19 Be6+.

## 17 Rac1



This logically brings the last piece into the attack

17 Rxd4!? was my original intention but I suspect it is unsound after 17...exd4 18 Bg3 Qd7!.

I will not analyse in any detail

after 17 Rac1 as White has clearly achieved a position with great attacking chances for the pawn. The rooks, queen and minor pieces are all active. White's kingside may look a bit loose but there is not really any danger.

### **17...Kb8**

This is probably a mistake, but if 17...Bxd5!? 18 Bxd5 threatens 19 Rxd4 ed 20 Bg3 targetting c7. Also if 18...c6 19 Rxd4 exd4 20 Bg3 Qd7 21 Qa4 a6 22 Bxc6 bxc6 23 Qxa6+ Qb7 24 Rxc6 or 17...Rd7 18 Bb5 c6 19 Rxd4 exd4 20 Bg3 Qf8 21 Bxc6 bxc6 22 Qxc6+ wins according to analysis I did at the time of the game, i.e. before modern super-computers. Most of my analysis of this game stems from the Fritz2 era!

Now White plays the long-expected exchange sacrifice, which brings the h4-Bishop back into the attack.

### **18 Rxd4 exd4**

18...c6!? 19 Bg3 is also very good for White.

### **19 Bg3 Qc6 20 Bxc7+ Ka8 21 Bxd8 Rxd8 22 Qd2**

Material equality has been restored and Black is clearly much worse.

### **22...Qd6 23 Qxd4 Kb8 24 Rc3 Be8 25 Qe3 Nf7**

Else White may simply exchange Queens by Qf4 or Qg3.

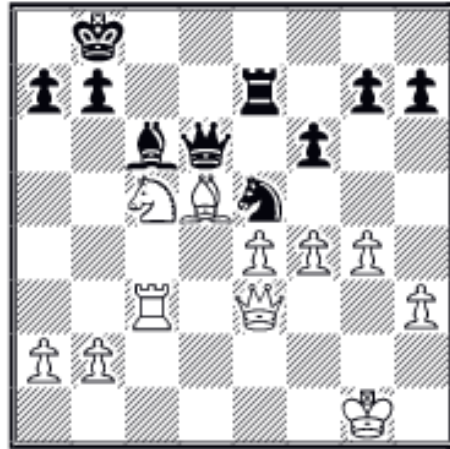
### **26 Nf4!?**

With ideas of Ne6 but 26 Ra3! may be even stronger. Black did have some alternatives over the next few moves but I don't think they would alter the result.

**26...Ne5 27 Bd5 Bc6!? 28 Ne6 Rd7 29 Nc5 Re7?!**

Here 29...Rd8 or 29...Rc7 seems better but White will play f4 anyway.

**30 f4!**



30 Bxc6!? is also good.

**30...Bxd5?**

He could try 30...Nxg4 31 hxg4 Bxd5 as I cannot recapture on d5, but 32 Qd2/ Qd3/ Qd4 would be strong.

**31 fxe5 Qxe5**

31...Rxe5 might be the lesser evil but won't save Black.

**32 Qd3 b6**

If 32...Kc7? 33 Ne6+ (winning a piece) 33...Kd6 34 exd5 Qxd5 35 Nd4 Re5 36 Nf5+, or 32...Bxe4? 33 Nxe4 Qxe4 34 Qd8# mate, or 32...Bc6?? 33 Qd8 mate, or 32...Be6? 33 Qd8+ Bc8 34 Nd7+ and mate next move.

**33 Na6+! Kb7 34 Nb4 1-0.**

Black resigned as White threatens mate, starting Qa6+, as well as the Bishop. After 34...Be6 there can be a general clean-up by 35 Qa6+ Ka8 (35...Kb8 36 Nc6+) 36 Rc8+ Bxc8 37 Qxc8+ Qb8 38 Qxb8+ Kxb8 39 Nc6+ Kc7 40 Nxe7.

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