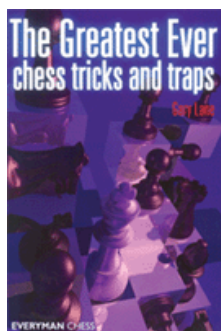




COLUMNISTS

Opening Lanes

Gary Lane



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Tunnel Vision

After the World Championship Match between Topalov-Anand there was a surge of interest in openings. Would the Grünfeld be top of the list of enquires or the Catalan and maybe the Slav? The unanimous decision of readers of this column was more on the topic of the Blackmar Diemer Gambit.

The first stop is another look at a classic opening thanks to an e-mail from **N. Earl Roberts** who resides in **New Zealand**. He writes "Ever since my early playing days I have had a weakness for the King's Gambit and especially those variations that do not involve the bog stock 2...exf4 3 Nf3. My favourite amongst these is the Mason-Keres's Gambit (2...exf4 3 Nc3). When give the Manson-Keres's a go I am usually successful two thirds of the time. However, recently in an email correspondence game I was presented with something I had not seen before: 3.Nc3 Qh4+ 4.Ke2 Ne7!?. Further research with various databases yielded nine games of which eight where won by Black, which is not what one wanted to discover! Can you do anything with this 4...Ne7!? Where did it come from? Or has my beloved M-K gambit gone toes up?"

Reports of the death of the King's Gambit are slightly exaggerated. Then again, when you combine the pawn sacrifice with the controversial addition of 3 Nc3, White has to get used to challenges on the board within ten moves. The majority of games I have seen with 4...Ne7 tend to be played where Black is the stronger player. Still, even in defeat I have noted some improvements for White.

Urs Egli (2054) - Alexander Raetsky (2440)

Zurich 1998

King's Gambit [C33]

1 e4 e5 2 f4 This has to be the most loved gambit, with people still trying to justify the pawn sacrifice. The basic idea tends to be to offer the pawn in return for a strong centre and a potential semi-open f-file for his rook after castling kingside. It was particularly popular about 120 years ago when everyone liked to attack, but few knew how to defend. The most telling statistic is that the Chessplayer's Manual published in 1888 had a whopping 265 pages of variations, but still could not decide if the pawn sacrifice was worthwhile. **2...exf4 3 Nc3!?**



[FEN "rnbqkbnr/pppp1ppp/8/8/4Pp2/2N5/PPPP2PP/R1BQKBNR b KQkq - 0 3"]

This is widely known by some as the Keres Gambit and by others as "White blunders," because it really does test credulity by offering Black the chance to make the white king advance after only four moves. The variation has a history stretching back centuries and in that time it has also been known as Mason Gambit, the Parnu Gambit, and the Requena Gambit. Of course, 3 Nf3 is the main alternative although admittedly 3 Bc4 is rapidly gaining

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popularity, since 3...Qh4+ 4 Kf1 is a much improved version of the main game. **3...Qh4+** The justification for moving the queen's knight would be complete if Black responded with 3...g5, because 4 h4 proves to be strong in view of 4...gxh4 5 d4 and White already has a very promising position. **4 Ke2** Yes, in quick chess it is still possible to see players falling for the old ruse 4 g3? fxg3 5 Nf3 and now 5...g2+ floors them, as 6 Nxh4 gxh1Q is an absolute winner. **4...Ne7** A sensible approach to develop a piece and make sure that Nc3-d5 is not a threat because the knights can be exchanged. 4...d5 is more well known to facilitate the light-squared bishop checking on g4 with the aim to swiftly castle queenside. **5 Nf3 Qh5**



[FEN "rnb1kb1r/ppppnppp/8/7q/4Pp2/2N2N2/PPPPK1PP/R1BQ1B1R w kq - 0 6"]

The pin on the white knight is a way of ensuring that it is not easy for Egli to unravel his pieces. Black just needs to make sure he always has an escape square for the queen to avoid a calamity. **6 d4** If White is looking for an improvement, then I would suggest getting the king out of the way with 6 Kf2. It might not be perfect, but, if Black plays casually, then White can soon get back into the action with Bc4, d2-d4 and Rf1. 6...d6 7 d4 g5!? 8 Bc4 Bg7 9 h4! when Black has some work to do. **6...g5 7 g4?!** Now I am all for preparing to attack, but you need to be patient because an onslaught requires reinforcements in the shape of active pieces. And at the moment White is badly coordinated, principally because there is a king looking rather strange on the e2-square. Once again I think White should concentrate on giving the king a safer berth, so 7 Kf2 should be considered. **7...fxg3 8 Bg2**



[FEN "rnb1kb1r/ppppnp1p/8/6pq/3PP3/2N2Np1/PPP1K1BP/R1BQ3R b kq - 0 8"]

8...f6 If anything Black is playing it safe by protecting the g-pawn and providing the queen with sanctuary if so required on the f7-square. The critical test has to be 8...g4! when 9 Ne5 gxh2 10 Bf4 g3+ 11 Ke3 is the sort of wild position that a King's Gambit player revels in, although the precise continuation 11...Qxd1 12 Raxd1 d6 13 Nf3 Rg8 tips the scales in Black's favour. **9 e5 Bg7 10 exf6 Bxf6 11 Ne4** White is to be admired for attacking at every opportunity, but I prefer 11 hxg3 Qg6 and now 12 Qd3! because an exchange of queens will make it easier to win back a pawn. **11...Bg7** Perhaps 11...Rf8 is worth a punt, when 12 hxg3 Qg4 is double-edged. **12 Bxg5 Nbc6 13 d5?** Oops! A problem with sharp openings is that one mistake can snuff out your initiative. 13 hxg3 Qg6 (13...Qg4 runs into 14 Rh4! Qe6 15 Kd2 with some advantage to White) 14 Qd3 d5 with equal opportunities. **13...Nd4 +?!** The Russian senses a comfortable, risk free position. The superior move appears to be 13...Qg4! when White's attack fades away upon 14 Nxg3 h6 15 Bxe7 Nxe7 with the brighter prospects. **14 Kd3** 14 Kd2 seems to be the best

reply. **14...Nxf3 15 Bxf3** Or 15 Qxf3! Qxf3+ 16 Bxf3 0-0 17 Raf1 Nxd5 18 Nxg3 Nb4+ 19 Kd2 when the influence of the active white pieces offers sufficient compensation. **15...Qf7 16 Bh5 Ng6 17 Kc4?**



[FEN "r1b1k2r/pppp1qbp/6n1/3P2BB/2K1N3/6p1/PPP4P/R2Q3R b kq - 0 17"]

One has to admire the spirit of White who is doing everything possible to appear in a book on spectacular miniatures. **17...b5+! 18 Kb3** Strangely, I think that by now White has to go for it with 18 Kxb5, just so that after 18... Rb8+ 19 Ka4 Black can play 19...0-0 and start smirking. **18...g2!** A nice little positional move to ensure to that Black can castle kingside in favourable circumstances. **19 Re1 0-0** Raetsky is only a pawn up, but has a big advantage because the desperate king on b3 just hampers White from doing anything constructive. **20 Qd2 Bb7 21 Rad1 Rae8**



[FEN "4rrk1/pbpp1qbp/6n1/1p1P2BB/4N3/1K6/PPPQ2pP/3RR3 w - - 0 22"]

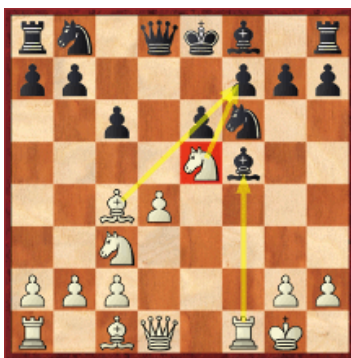
Black has wisely activated the rest of the queenside pieces and White cannot withstand the tactical tricks that it encourages, because there are just too many defensive duties required. **22 c4 bxc4+ 23 Kxc4 g1Q 0-1**

My thanks to **Guido De Bouver** from **Belgium** who took a keen interest in the Blackmar Diemer Gambit games from last month's column, which were prompted by **Nick Larter** from **Ireland**. He also backed up his analysis with some heavy duty analysis that was aided by computer software. I have added bits of it to the next game, but there is not enough room for all his thought provoking comments. The good news is that he apparently plans to publish a book on the BDG. Mr. Bouver commented, "As you might guess, I am one of those Blackmar Diemer fanatics - ever since I got your book on it several years ago. In fact, I am compiling a book on it. I hope to release it within a month or so. The first volume focuses on the Teichmann, Gunderam an O'Kelly variations." My advice if you have a love of the opening is to seek it out and buy it at the first opportunity.

I am also grateful to **Rudy van Kemenade** from **Wales** for giving some thought to the Blackmar Diemer Gambit, and he sent in a spectacular example to go with it. He writes, "Further to your BDG games, there is another violent move 10 Bxe6! played in a Sheffield versus Huddersfield match. Fritz 12 busts it with 11...Kd7 instead of 12...Qd4+ as played. 12...Qg4 is now losing, and found over the board by Otto Hardy, a prolific opening analyst, who died recently.

Otto Hardy - Karen Keeling

1 e4 Yes, the opening normally arises from 1 d4; for instance, 1...d5 2 e4 dxe4 3 Nc3 Nf6 4 f3 exf3 5 Nxf3 Bf5 6 Bc4 c6 and we have transposed back to the main game. **1...c6 2 d4 d5 3 Nc3 dxe4 4 Bc4 Nf6 5 f3 exf3 6 Nxf3 Bf5** It is a temptation to go solid and try to shut up shop with 6...e6, but this allows White to gradually build-up on the kingside in preparation for a strong attack. 7 0-0 Be7 8 Qe1 this theme of transferring the queen to the kingside via e1-h4 is central to the traditional attacks associated with the opening. 8...0-0 9 Bg5 Nbd7 10 Bd3 Re8 11 Qh4 Nf8 12 Ne5 c5 13 Rf4 (White keeps faith with his attacking instincts, but 13 Ne2 is a reasonable alternative when 13...cxd4 14 Nxd4 looks promising because there are so many attacking options) 13...cxd4 14 Nxf7?! (a speculative sacrifice luring the black king out into the open) 14...Kxf7 15 Bxf6 Bxf6 16 Ne4 Kg8? (Black is understandably keen to move his king away from danger, but it would be wiser to try 16...e5!) 17 Nxf6+ gxf6 18 Rxf6 (a sight that would delight any BDG player, because he has played spectacular moves, has thrown a piece away as part of the attack, and can observe all of Black's pieces forlornly marooned on the back rank) 18...Qe7 19 Raf1 Qg7 20 Rxf8+! Rxf8 21 Bxh7+ Kh8 (or 21...Qxh7 22 Rxf8+ Kg7 23 Rf7+ Kxf7 24 Qxh7+ wins) 22 Bg6+ Kg8 23 Rxf8+ Kxf8 24 Qd8 checkmate 1-0, G.Welling-Pardeen Biel 1981. **7 0-0 e6 8 Ne5**



[FEN "r1qkb1r/pp3ppp/2p1pn2/4Nb2/2BP4/2N5/PPP3PP/R1BQ1RK1 b kq - 0 8"]

White always plays the opening aggressively and invites complications. **8...Bxc2** Instead, 8...Bg6 is the quiet response, but it does allow to White carry on improving his pieces. It is interesting that the reader Mr. De Bouver highly recommends this line for Black, because after, say, 9 Bg5 Nbd7 10 Qe2 Rybka 3 assesses the position as .52 in Black's favour. I agree that this might be the end of the matter, but who plays like Rybka at the chessboard? My hunch is that if Vishy Anand turns up at your weekend tournament, avoid this line because he might well be in a position to exploit the pawn bonus. However, I think casual players won't quite reach the high standard of defensive play required and will suffer especially with fast time limits. If anyone wins and can prove my idea, then send in the game. I should add that on no circumstances play this line in a correspondence game against Guido De Bouver, because he will demolish you. A game played by e-mail saw 9 Bf4 Nbd7 10 Nxc6 (even 10 Nf3 has been suggested as a way to avoid exchanges and hence keep Black's position relatively cramped) 10...hxc6 11 Qd3 b5 12 Bb3 a5 13 a4 b4 14 Ne4 Nxe4 15 Qxe4 c5? 16 Bxe6! fxe6 17 Qxe6+ Qe7 18 Qxc6+ 1-0, K.Gierth-K.Wilson, correspondence 2005. **9 Nxf7 Kxf7** Black accepts the offer of the knight. Instead, the ending with 9...Bxd1 is a safe response, when 10 Nxd8 leads to a complicated ending where White strives to justify the pawn sacrifice. If you look on the standard computer databases, then you will struggle to find any games that carry on like this. Indeed, I can't find any. Still, dipping into my old book on the opening, there is a game where White wins the ending: 10...Kxd8 11 Rxd1 Nd5 12 Re1 and now a) The game Welling-Wrobel, Luxembourg 1982, continued 12...Bb4 13 Rxe6 Nxc3 14 bxc3 Bxc3 15 Bg5+ Kd7 16 Re7+ Kd6 17 Rd1 (White has more than enough compensation for the pawn, because the black king is perilously placed) 17...h6 18 Re6+ Kd7 19 Bf4 Re8 (or 19...Na6 20 Rd6+ Kc7 21 Bxa6 bxa6 22 Rxh6+ Kd7 23 Rd6+ is just good for White) 20 Rd6+ Ke7 21 Rd3! Bb4 22 Re3+ Kf8 23 Rf6+! 1-0. b) 12...Kd7 13 Bg5 It makes sense to get another piece into the action. Then again, without the king on e8, maybe 13 Rf1! is worth a look, intending to invade the heart of Black's

position via the f7-square) 13...Be7 14 Rf7 g6 15 Bh6 favours White) 13...h6 14 Bd2 Be7 15 Ne4 Black is a pawn up, but Fritz 12 thinks Black is only slightly better, presumably because of White's active piece play. Indeed, a draw was finally agreed after a mammoth ninety-three moves in the game N. Larter-G.Welling, Ohrid 2009. **10 Bxe6+!?** A real test of the line and one that would give the majority of players a headache trying to defend accurately. Instead, 10 Qg4?! has also been tested, because White pinpoints the e6-pawn as the weak link in Black's defence: 10...Qd7 11 Bg5 Na6 12 Bxf6 gxf6 13 d5 Nc7? (it is understandable to try and defend, but it is not convincing. Instead, 13...cxd5! leads to crazy complications, but is the right idea: 14 Nxd5 Bc5+! (the line 14...Be7 15 Nxe7 Qxe7 16 Rxf6+ Qxf6 17 Rf1 is avoided by checking first to shift the king out of the way) 15 Kh1 Be7 when Black looks busted after a casual glance, but I can't see how White wins) 14 dxe6+ Nxe6 15 Rae1 Re8 16 Ne4 Bxe4 17 Rxe4 Bc5+ 18 Kh1 Re7? (after 18...h5, White has 19 Qf4 with the better chances.) 19 Qh5+ 1-0, G.Welling-H.Marzik, Biel 1981. 10 Qe2 is another approach when White has a strong initiative, but no obvious breakthrough. My hunch would be that in correspondence chess, with ample time to study, then a decent defence should be worked out in Black's favour. Then again, in practical play, White has tremendous play and with fast time-limits it can quickly spell disaster for the average player defending Black's honour. 10...Qd7 11 Bg5 Be7 12 Rae1 Kf8 (not 12...Bf5? in view of 13 Rxf5! taking advantage of the pin on the e-pawn thanks to the bishop on c4) 13 Qxc2 Qxd4+ 14 Be3 Qxc4 15 Rf4 Qa6 16 Ra4 and the black queen is trapped.; I think the big new idea in this line is 10 Qxc2! when 10...Qxd4+ is met by the stunning 11 Be3! This is the computer's choice which breathes new life into an old line. Here are some sample lines 11...Qxe3+ (11...Qxc4 12 Rf4 Qa6 {12...Qxf4 13 Bxf4 Nbd7 14 Rf1 when White is better} 13 Ra4 when Black will be in a state of shock having had his queen cornered) 12 Kh1 Bd6 15 Qxh2 Bxh2 16 g5 looks promising, but needs to be examined in closer detail. **10...Kxe6 11 Qxc2**



[FEN "r1q1b1r/pp4pp/2p1kn2/8/3P4/2N5/PPQ3PP/R1B2RK1 b - - 0 11"]

This is the position where Guido De Bouver helpfully sent me nine pages of analysis to try and work out what is going on. I would add that if that is necessary just think what someone playing Black will feel if led into this line for the very first time. I suspect absolute fear. **11...Qxd4+?** A greedy response that opens the position in favour of the white pieces. Mr. De Bouver comments in his analysis, which is separate to the game, that "If black avoids taking the d4-pawn, he can obtain an even game." I fully back that judgement and Black should seek an alternative to try and fend off the attack. Instead, 11...Kd7 is the top tip of Mr. De Bouver based on extensive computer analysis and it certainly makes sense to me to walk the king away from danger. 12 Bg5 Kc8 13 d5 is the critical line and if Black has any sense should only be tested in correspondence games where you can have help from the computer. **12 Kh1**



[FEN "rn3b1r/pp4pp/2p1kn2/8/3q4/2N5/PPQ3PP/R1B2R1K b - - 0 12"]

12...Qg4? The threat by White is Qf5+, so Keeling covers the vital square. It is all very logical, but unfortunately for Black with a king exposed on e6 White has a variety of attacking plans to choose from. Then again, it is not easy to see what Black can do in a positive way. For instance, 12...Bd6 13 Bg5 (the big difference with 13 Qb3+ compared to the main game is that after 13...Ke7 14 Qxb7+ Nbd7 the rooks are connected and Black remains a piece up) 13...Nbd7 14 Rad1 Qc5 15 Qb3+! Ke7 16 Bxf6+ Nxf6 (or 16...gxf6 17 Ne4 wins) 17 Qxb7+ Nd7 18 Ne4 when the knight fork must win material giving White a big advantage. **13 Qb3+! Nd5** The position is already dire and the alternatives offer zero hope, because White is poised to take on b7 and win material. For example, 13...Ke7 14 Qxb7+ Nbd7 15 Qxa8 and Black can go home. **14 Nxd5 cxd5 15 Qxb7 Bd6** This allows a pretty finish by White, but you can hardly blame Black for being demoralised at this stage of the game. After all 15...Nd7 to cut off the check on f7 is met by 16 Qxa8 and the end result is easy to predict. **16 Qf7+ Ke5 17 Bf4+ 1-0**

I would like to add that Otto Hardy (1923-2010) contributed many interesting pieces of analysis to a variety of openings and also translated Ludek Pachman's *Chess Endings for the Practical Player*, which is still highly regarded.

The English Opening is on the agenda next, thanks to a message from **Dante Zuniga** who lives in the **Philippines**. He wrote, "I would like to ask what system was recently played in this opening. The moves are 1 c4 e5 2 Nc3 Nc6 3 Nf3 f5. I'm having a hard time against this variation, when I play white."

This variation is one that encourages Black to attack with a sort of Dutch set-up. I would suggest that you quickly strike in the centre, provoke the black pawns to advance, and then pick them off later or undermine them. Here is a model example:

Colin McNab (2422) - Don Mason (2280)
British Team Championship (4NCL) 2004
English [A27]

1 c4 e5 2 Nc3 Nc6 3 Nf3 f5



[FEN "r1bqkbnr/pppp2pp/2n5/4pp2/2P5/2N2N2/PP1PPPPP/R1BQKB1R w KQkq f6 0 4"]

Black is a player who likes to fight straight from the opening. The idea here is a sort of Dutch where you have already achieved the standard positional goal

of playing ...e7-e5. Just before White resigns there are plenty of ways of dealing with the opening. I think the best one is to encourage the black centre pawns to advance and then break up the extended pawn chain. **4 d4** This is the move Mr. Zuniga should try in the future. **4...e4 5 Ng5** It looks a little crazy to allow the white knight to be chased around the board, but the argument is that in the long-term Black is weakening his pawns. Korchnoi played 5 Nd2 against Spassky in the 1968 World Championship Candidates match and his loss put a lot of people off the line. That game went 5...Nf6 6 e3 g6 7 a3!? Bg7 8 b4 0-0 9 g3 (maybe 9 Be2) 9...d6 10 Nb3 Qe7 11 Qc2 Nd8! 12 a4 Nf7 13 Ba3 Bd7 14 0-0-0?! c6 15 h3 b6! with the advantage to Black. White has also tested 5 Ng1 and 5 Bg5. **5...h6 6 Nh3 g5** Black does not wait for the knight to head for the d5-square via f4. I have played this as Black and it does catch out some white players who allow their pieces to be pushed back into passive squares. Then again, the policy of advancing pawns in front of the king is bound to involve a certain amount of risk. **7 e3 Nf6**



[FEN "r1bqkb1r/pppp4/2n2n1p/5pp1/2PPp3/2N1P2N/PP3PPP/R1BQKB1R w KQkq - 0 8"]

8 Ng1!? The sort of move that surely only the elite players can think up. Well, opening books allows the rest of us to play like stars and this manoeuvre is well known. Maybe 8 f3 is also worth considering. **8...Bg7** The Scottish grandmaster playing white has lots of experience in this variation, and in the game C.McNab-S.Weeramantry, Caleta 2005 Black tried 8...Ne7, when 9 h4 is a good answer to put pressure on Black to cope with so many positional problems in the opening: 9...Ng6 (or 9...g4!? 10 Nge2 h5 11 Nf4 is slightly better for White) 10 hxg5 hxg5 11 Rxh8 Nxb8 12 Qb3 d6 13 Bd2 c6 14 0-0-0 Qb6 (14...Nf7 to bring the knight back into the action seems sensible) 15 Qc2 Bd7 16 f3! d5 17 g4 exf3 (17...Nf7 is worth a try) 18 Nxf3 fxg4 19 Nxe5 dxc4 20 Bxc4 0-0-0 21 Ne6 Re8? (an oversight in a difficult position) 22 Na4 Bxe6 23 Nxb6+ axb6 24 Bxe6+ Rxe6 25 d5 1-0. **9 h4 g4** A very committal move, but this has been tested many times. I suspect more attention might be given to 9...Ne7 in the future if no improvements are found in the main game. **10 Nge2 Nh5** The idea of having the knight on the edge of the board is that the attacking player will try to find the right moment to play ...f5-f4. **11 Nd5** White is fighting to install a knight on the important central square d5 and Black aims to make it only a temporary arrangement. **11...Ne7 12 Ndf4 Nxf4 13 Nxf4 h5 14 Qb3** White has a straightforward middlegame plan of preparing to castle queenside and then try to undermine the black kingside pawns with f2-f3 at the right moment. I think Black still plays this line because it was recommended in older sources; the encounter M.Rohde-W. Browne, Philadelphia 1992, battled out a tough game where Black has chances to win despite a poor opening. That saw 14 Bd2 Rh6 a theme recreated in the main game to little effect 15 Qb3 d6 16 Rc1 (16 0-0-0! is a better bet, when White can think about the best time to play c4-c5) 16...Ng6 17 Nxe6 Rxe6 18 g3 (18 c5 d5 19 g3 c6 20 Kd1 planning to transfer the king to b1 is intriguing and I can't see how Black can benefit) 18...c6 19 Be2 Bf6 20 Qa3 led to equal chances. **14...Rh6 15 c5 Kf8 16 Bc4 Rb8** Perhaps he just got lucky, but a couple of years later saw the game C.McNab-E.Spencer, Hawick 2006 reach the same position. Then Black tried 16...Ng6, which highlights the virtues of playing the same opening and consequently benefiting from having prior knowledge of the plans involved. 17 Bg8 (this time the big threat is checkmate on f7) 17...Qe7 18 Nd5! Qd8 19 Nf4 (White has just too many good moves because (19 Nxc7! Qe7 20 Nxa8 should lead directly to resignation) 19...Nh8 20 Bd2 with much better position. **17 Bf7!**



[FEN "1rbq1k2/ppppnBb1/7r/2P2p1p/3PpNpP/1Q2P3/PP3PP1/R1B1K2R b KQ - 0 17"]

A nice way to pick up a pawn and maintain the pressure on the black king.
17...b6 18 Bxh5 Rf6 Once again Black has to guard against the threat of checkmate, which is an indication that the opening has turned out to be a disaster for Black. **19 f3** The classic way to break down the pawn chain, and in this case it helps open lines to allow an attack to prosper. **19...exf3 20 gxf3 Bb7 21 c6! Nxc6** Or 21...Bxc6 22 d5 Bb7 23 fxg4 looks good for White. **22 Bd2?!** Now White catches up on development, but he should really be making sure victory is within sight. An improvement is 22 Ng6+!, which forces Black to give up material. For instance, 22...Rxc6 23 Bxc6 Qe7 24 Bh7 winning. **22...Na5?** Instead, 22...Bh6! provides an escape square on g7 for the king and there is still hope of survival. **23 Bxa5 Bxf3** 23...bxa5 is met by 24 Ng6+ Rxc6 (or 24...Ke8 25 Qg8+ Bf8 26 Nxf8+ winning easily) 25 Bxc6 and White has a clear advantage. **24 Bb4+! c5**



[FEN "1r1q1k2/p2p2b1/1p3r2/2p2p1B/1B1P1NpP/1Q2Pb2/PP6/R3K2R w KQ c6 0 25"]

25 dxc5! Bxh1 26 c6+ d6 27 0-0-0 Qc7 28 Rxd6 1-0

Any more opening questions? Just send an e-mail for an answer.

Opening Lanes is based 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!](#)

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