



COLUMNISTS

Inside Chess

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**Winning Chess
Combinations**
by Yasser Seirawan

Yasser Annotates:

Van der Wiel - Ehlvest, Rotterdam 1989

John van der Wiel (2560) - Jaan Ehlvest (2600)

Rotterdam World Cup (14) 1989

Sicilian Scheveningen [E82]

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 d6 6.f4

These days Black's invitation of the Keres Attack (6.g4) is usually accepted.

6...a6 7.Be2 Be7 8.O-O O-O 9.Kh1 Nc6 10.Nxc6!?

A rare bird. The most common continuation is 10.Be3. I don't know the pros and cons of this system well enough to give a clear assessment. The game continuation is fully satisfactory for Black.

10...bxc6 11.e5 Ne8!

Necessary. Black readies his knight to head for the f5-square, either through g7 or d6. Bad is 11...Nd5? 12.Ne4

(preparing the boot c2-c4) 12...dxe5 13.fxe5 Qc7 14.Nd6! and Black is in serious trouble.

12.Bd3 g6 13.Qe2 Qc7?!

I don't like this move. To my way of thinking, Black should limit the mobility of White's knight by 13...d5. Black's plan of development is simple: ...c6-c5, ...Bc8-b7 and ...Ne8-g7, with a solid position and good central play.

White has two ways of handling the position. As his knight on c3 is ineffective, White should either redeploy it to the kingside or mobilize it for queenside play. By deploying it to the kingside, White hopes for an attack based on Nc3-d1-f2 and then Ng4 or Nh3-g5. However, this seems slow and a little anti-positional. The other plan would be to play b2-b3,

Nc3-a4, c2-c4 and seek to control the c5-square. The game would then be about equal.

With the text, Black keeps the tension in the center and challenges White to attack him.

14.b3!

A natural move. White prepares to move his bishop to a more effective diagonal. As it is, the f4-pawn limits his queen's bishop's mobility. White's dream of controlling the long diagonal and playing Nc3-e4 is no idle fantasy; he is working hard to make it come true.

14...c5

Continuing to play with fire. This was Black's last chance of keeping the position closed with 14...d5.

15.exd6 Nxd6 16.Bb2 Rb8



17.f5!

In true "butcher" style, John prepares to carve up Black's kingside. In the postmortem, Ehlvest said that he had foreseen White's sacrifice and thought that he had adequate defenses. Despite being a materialist, allow me to point out that 17.Bxa6? Bxa6 18.Qxa6 c4! gives Black a terrific game.

17...c4?

A mistake caused by Black's delusions of invincibility. After all, doesn't his king have good protection? And what pieces is White attacking with?

The problem for Black is that White is threatening destruction with *long-range* attacking pieces. The bishop on b2 might as well be on Black's f6-square. It is equally effective on either square. Also, White's queen, rooks, and knight can instantly invade the black kingside. The reason? All of White's pieces are highly mobile.

Black's pieces, on the other hand, seem quite immobile. How to get the queen to defend the kingside? Or the bishop to do the same? With the text, Black allows White some nice winning variations.

However, the win isn't clear after 17...Nxf5! 18.Bxf5 gxf5 19.Rxf5 (Black is OK after either 19.Qh5 or 19.Ne4 because of the simple ...f7-f6 and a later ...Rf8-f7) 19...f6!.

All right, let's be honest and admit that Black's position is no bargain. But let's also admit that he has good defensive possibilities. He can plug up the long diagonal with ...e6-e5 and try to cover up with ...Rf8-f7. White would do best with the retreat 20.Rf3, intending Ra1-f1.

18.fxg6 cxd3

Black has nothing better. A pleasing series of sacrifices occurs after 18...hxg6 19.Bxg6! fxg6 20.Nd5! exd5 21.Qe5 Bf6 22.Rxf6 Rxf6 23.Qxf6 Rb7. At this point, White has several methods of victory. The clearest one is 24.Qxg6+ Kf8 25.Ba3! Rb6 26.Rf1+ Ke7 27.Rf7+ Kd8 28.Qf6+ and mate next move.

19.gxh7+

The butcher mishandles the carcass here, spoiling the flavor of the meat. The game is over in two shakes of a lamb's tail by 19.Qh5!, when either capture by Black spells doom: 19...fxg6 20.Qe5! Ne8 (20...Bf6 21.Rxf6 Rxf6 22.Nd5 exd5 23.Qxf6 wins in similar style to the previous note.) 21.Nd5 Rxf1+ 22.Rxf1 Qxe5 23.Nxe7+ and Bb2xe5+ and Bxb8 earns an extra rook.

There is far less suffering after 19...hxg6 20.Qh6 (sharpening things up for Nc3-d5) 20...Nc4. In this position, Black has to sacrifice his queen to stave off mate, but how long can he hold out? (Bad is 20...f6 21.Qxg6+ Kh8 22.Rf3 e5 23.Rg3, and Black will be mated.)

For example, 21.Nd5 Nxb2 22.Nxc7 d2 (22...Rd8 23.Rxf7; 22...Bb7 23.Nxe6; 22...Rb4 23.c4; 22...Rd8 23.Qf5 f5 24.Nd5 Bd6 25.Qg5 wins) 23.Qxd2 and White wins. (Not 23.Rf3? d1=Q+ 24.Rxd1 Nxd1 25.Rh3 Nf2+!. The point!)

John also wins with the text, but allows Black to struggle a little longer before laying him out on the slab.

19...Kh8 20.Nd5+ f6



21.Qg4!

Ah yes, offering a few hunks to create a fillet! Wonderful finishes are offered by 21...exd5 22.Rxf6!! Bxg4 (22...Bxf6 23.Bxf6+ Kxh7 24.Qh5+ Kg8 25.Qg6 and mate next.) 23.Rf7+!! and mate in three. It was because of this variation that the butcher felt compelled to play 19.gxh7+ over 19.Qh5. The problem is that Black spoils the finish with his next.

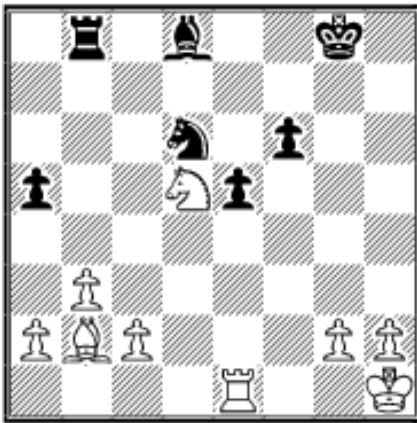
21...e5

Now the pawn on h7 is more of a liability than an asset. There may be other wins in this position than the one White chooses, but he can't be criticized for his decision. The beautiful wins were yesterday's dreams. Now it's time to win material and the game.

22.Qg8+!

Taking the game into a winning ending.

22...Rxg8 23.hxg8=Q+ Kxg8 24.Nxc7 d2 25.Nd5 Bd8 26.Rad1! Bg4 27. Rxd2 Ne4 28.Rd3 Be2 29.Rdf3 Bxf1 30.Rxf1 a5 31.Re1 Nd6



32.g4! Rc8 33.c4 a4 34.g5 axb3 35. axb3 Rb8 36.Ba3 Nf5 37.gxf6 Rxb3 38. Be7 Ba5 39.Rf1! Nh6 40.f7+! Nxf7 41. Rg1+ Kh8 42.Bf6+ Kh7 43.Rg7+ Kh6 44.Rxf7 1-0

 [TOP OF PAGE](#)

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