

BUDAPEST

OTTO

HARDY

A) Declining the Gambit Pawn

No real chance for white to establish an initiative - in fact the onus is on white from the start to avoid losing!

1. White: K. Wicker Black: O.H. Hardy, Leicester '75

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. P-Q5 B-QB4 4. N-QB3 P-Q3
or (4. ... 0-0 5. B-N5? BxPch! -+) 5. P-K4!? N-KN5! (5. Q-B2
P-QB3! 6. P-KN3 PxP 7. PxP N-QR3 8. P-QR3 0-0 9. B-KN2
P-Qn4 10. P-QN4 B-Q5 11. P-K3 B-KB4! 12. Q-N3 BxNch
13. QxB R-QB1 14. Q-N3 B-B7 15. Q-R2 B-Q6 16. Q-N3 P-K5
17. B-QN2 R-QB7 18. B-KB1 Q-QB1 -+ Peev - Mestrovic,
Albania 1974) 6. N-KR3 P-KB4 7. PxP BxP 8. B-Q3 BxB
9. QxB 0-0 10. N-K4 B-N5ch 11. B-Q2 BxBch 12. QxB P-KR3
13. 0-0 Q-NQ2 14. P-KB4 Q-R5 15. Q-K1 Q-R4 16. N-N3 Q-R5
17. N-K4 $\frac{1}{2}$ - $\frac{1}{2}$

2. White: M.D. Spiegel Black: O.H. Hardy

Black's early gain of a pawn followed by exchange of queens, leaves no problems

(First four moves as above) 5. P-K4 0-0 6. B-K2 N-K1
7. B-K3 BxB! 8. PxP Q-N4 9. Q-Q2 QxNP 10. B-B3 QxQch
11. KxQ P-KB4 12. K-NK2 N-QR3 13. PxP BxP 14. N-N3 B-N3
15. B-K4 R-B7ch 16. N(B3)K2 BxB 17. NxB R-N7 18. QR-KN1 RxR
19. RxR P-KR3 20. N(2)N3 R-Q1 21. N-R5 P-QN3 22. P-KR3 N-B4
23. N-B6ch NxN 24. NxNch K-B2 25. N-R5 P-KN4 26. R-B1ch
K-N3 27. N-N3 P-QR4 28. N-B5 R-Q2 29. P-KR4 R-KB2
30. N-N3 N-K5ch 0-1

3. White: A.L. Deighton Black: O.H. Hardy

If white declines with an early P-K3, the game leads often to a form of the French Exchange variation, quite innocuous for the second player. In this game, white soon "drifts".

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. P-K3 PxP 4. PxP P-Q4 =
5. N-QB3 B-K2 (Bl. can also retain easy equality with
5. ... P-QB3 6. N-KB3 B-K2 7. B-Q3 0-0 8. 0-0 PxP
9. BxP QN-Q2 Kashdan - Maroczy, Bled 1931); (for white
5. B-KN5 is possible, but should not pose problems).
6. N-KB3 0-0 7. PxP NxP 8. B-QB4 B-K3 9. Q-N3 B-QN5
10. 0-0 BxN 11. QxP N-N3 12. BxB BxQP 13. B-N3 B-B3
14. B-K3 QN-Q2 15. K-RQ1 Q-B1 16. Q-K4 BxP 17. QR-KN1 N-B3
18. Q-N4 P-QR4 19. Q-B5 QN-Q2 20. Q-N5 B-R6 21. N-KR4 N-K5
0-1 (49)

B) Fajarowicz Variation

The gambit is not entirely sound, although in the next two games, black shares the spoils.

4. White: O'Kelly Black: Bisguier, San Juan 1969

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-K5 4. P-QR3 Q-R5
5. P-KN3! This immediate challenge of the queen is best Q-R4

6. N-Q2 NxN 7. QxN N-QB3 8. N-KB3? White can play sharper!
 NxP 9. Q-K3 P-Q3 10. B-KN2 B-K2 11. NxN QxN 12. QxQ PxQ
 $\frac{1}{2}-\frac{1}{2}$

5. White: Goglidse Black: Lilienthal, USSR Chp. 1937

The game rather flatters black, who is allowed too generous scope

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-K5 4. N-KB3?! B-N5ch
 5. QN-Q2 N-QB3 6. P-QR3 NxN 7. BxN BxBch 8. QxB Q-K2
 9. Q-QB3 0-0 10. P-K3 R-K1 11. B-K2 NxKP 12. NxN QxN
 13. QxQ RxQ $\frac{1}{2}-\frac{1}{2}$

C) Alekhine's Line

With immediate P-KB4 by white

6. White: D. Mackey Black: O.H. Hardy, Leics League 1969

White's centre proves rather vulnerable.

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-N5 4. P-K4 NxKP
 5. P-KB4 N(4)B3 6. B-K3 B-N5ch 7. N-B3 Q-K2 (For 7. ... Q-R5
 refer to tape) 8. B-Q3 N-R3 9. N-KB3 (Both 9. N-K2 (Alatortsev)
 and 9. Q-B3!? may be more awkward to face!) N-B4 10. 0-0 BxN
 11. PxB NxP 12. Q-B2 P-KB4 13. Q-RK1 0-0 14. N-N5 NxN
 15. PxN P-Q3 16. P-KN4?! P-KN3 17. P-KR4 N-K4 18.
 P-R5 PxNP 19. PxP PxP 20. BxNP N-B6ch! 21. K-R1 NxR
 22. B-R7ch QxBch 23. QxQch KxQ 24. RxR P-N3! 25. R-B7ch K-N3
 26. RxP B-B4 R-R1ch 28. K-N1 R-R2)0-1)

7. White: L. DeVeauce Black: O.H. Hardy (opening discussed on tape)

This time (with the experience of hindsight!) white plays more sharply, putting black under some pressure but black should survive nevertheless.

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-N5 4. P-K4 NxKP
 5. P-KB4 N(4)B3 6. B-K3 B-N5ch 7. N-Q2 Q-K2?! (at the time
 of playing this I did not know of Heidenfeld's improvement
 7. ... Q-R5ch 8. P-KN3 Q-K2 9. Q-KB3 P-QR4! or 9. B-KN2
 N-QR3 or P-Q3 which enables black to equalise) 8. Q-B3 N-R3
 9. N-R3 P-Q3 10. 0-0-0 B-Q2 11. B-Q3 B-QB4 12. N-N3 BxBch
 13. QxB P-KB4 14. KR-K1 0-0 15. PxP QxQ 16. RxQ BxP
 17. BxB RxB 18. P-QR3! N-B4? 19. NxN RxN 20. P-QN3 P-KR3
 21. K-N2 P-QR4 22. K-B3 R-B4 23. R-Q5 R(4)B1 24. P-KN3 QR-K1
 25. R(5)Q3 N-K2 26. N-N1 P-Q4 27. N-B3 PxP 28. PxP N-B3
 29. K-Q2 RxR 30. RxR K-B2 31. N-K5ch NxN 32. RxN R-Q1ch
 33. K-B3 P-QN3 34. R-K4 R-Q8? 35. R-Q4 RxR? 35. ... R-K8
 should still hold 36. KxR K-K3 37. P-QR4 (1-0)

During adjournment analysis black realised that the KxP ending was lost.

8. White: Laurine Black: Wikstrom, Swedish Championship 1962

The Wikstrom Gambit - Early part discussed on tape.

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-N5 4. P-K4 NxKP
5. P-KB4 QN-QB3!? This Swedish offer of a piece is highly ingenious, and if accepted, can give black a lasting initiative, as in this game. Black's alternatives are 5. ... KN-QB3 or 5. ... N-N3. 6. PxN Q-R5ch The gambit may be declined, e.g. 6. B-K3 B-N5ch 7. N-Q2 N-N3 8. P-QR3 BxNch 9. QxB P-Q3 10. B-Q3 P-QR4! 11. P-QN3 O-O 12. N-KB3 P-KB4 13. O-O Q-K2 14. PxBP BxP 15. BxB RxB 16. Q-K1 P-KR3 17. B-Q4 Q-B2 += (The game was drawn: P.C. Gibbs v. Hardy, Hastings 1968). 7. K-Q2 Q-B5ch 8. K-K2? QxPch White can hardly afford this 8. K-K1 (Boyd/Hardy, Bognor Regis '68) is safer, after 8. ... Q-R5ch 9. K-Q2 there is a forced draw by repetition. This too had been discovered by Swedish analysts. 9. B-K3 B-QB4 10. Q-Q3 QxKP 11. N-KB3 QxNPch. 11. NQ-B3 may be slightly better, but after 11. ... BxB 12. QxB N-Q5ch, I still prefer black in the long run. 12. Q-NQ2 QxR -+ 13. BxB P-Q3 14. Q-K4ch B-K3 15. B-K3 O-O-O 16. K-B2 K-RK1 17. QxRP P-KN3 18. Q-R4 N-K4 19. B-N5? N-N5ch 20. K-N3 P-KB3 21. BxP NxB 22. Q-N5 N-R4ch 23. K-B2 Q-N7 24. QxP Q-N3ch (0-1)

Without P-KB4

9. White: E. Klein Black: O. Hardy, Essex v. Leics. (Bd.1) Bedford 1973

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-N5 4. P-K4 NxKP
5. B-K3 B-N5ch There are of course a number of alternatives for white on his 5th move by which he can either defer P-KB4 for a move or two or omit it altogether, e.g. moves such as 5. N-KB3 or 5. B-K2 have both been tried; I select just one or two examples at random: a) 5. B-K2 B-QB4 6. N-KB3 NxNch 7. BxN N-QB3 8. O-O O-O 9. N-QB3 P-Q3 10. P-QN3 N-Q5 - M.P. Cook v. Hardy, Hastings '74;
b) 5. N-KB3 NxNch 6. QxN B-B4? (Black can run into trouble, if he does not understand the strategy underlying these systems. 6. ... B-N5ch is the correct move here) 7. N-QB3 N-QB3 8. Q-N3 Q-B3 9. P-QR3 O-O 10. B-Q3 N-K4 11. B-K2 P-QB3 12. O-O P-Q3 13. B-N5 Q-K3 14. K-R1 K-R1 15. P-KB4 NxQBP 16. P-B5 Q-K4 17. BxN 1-0 Hardy/Hedges, Leics. League '70.
6. N-B3 BxNch Black still had to count on a possible 6. P-KB4 - B-K2 - B-B3 7. PxB P-Q3 8. B-K2 Q-K2 9. N-KB3 O-O 10. N-Q4! Q-R5 11. Q-N1 QN-B3 12. O-O N-QR4 13. N-N5 B-N5?! 14. P-KB3 B-K3 15. NxQBP BxP 16. BxB N(K4)xB 17. B-B2 Q-R4 18. NxR N-Q7 19. Q-N4 NxR 20. RxN RxN 21. R-Q1 P-QN3 22. QxQP! P-KR3 23. P-QB4 R-QB1 24. R-Q5 Q-N3 25. QxQ PxQ 26. P-B5 N-N2 27. R-Q7 NxP 28. RxRP NxP! 29. B-K3 R-B6 30. PxN RxB 31. R-R4 R-K7 32. P-KR4 P-QN4 33. R-QN4 RxP 34. RxP K-B2 $\frac{1}{2}-\frac{1}{2}$

Additional Material

a) Klein v. Hardy

a) 9. N-KB3 If instead 9. P-KB4 KN-QB3 and 10. B-B3 N-R3 → ... N-R4; 10. B-Q3 O-O 11. N-KB3 and now either 11. ... N-QR3

and 12. ... P-KB4 etc. or even 11. ... B-KB4!? an outlandish idea, but based on the same strategy as in the main line with the B undefended on e3.

b) 10. ... Q-R5(?) Better 10. ... P-QB4 11. N-N5 R-Q1 12. O-O P-QR3 = Black has a backward d pawn, but white's pieces are not ideally placed - the chances are even.

c) 13. ... B-N5(?) To discourage P-KB4, but both 13. ... N(R4)xP and 13. ... Q-K2(!) are better here with equal chances.

d) 15. ... BxP Black can maintain the balance with 15. ... N(QR)xQBP 16. B-B2 Q-N4(!) or 16. NxR NxB (a very complicated line "with pieces flying")

e) 23. P-QB4(?) White has the better now but this move is a reprieve for black! After 23. Q-QB7! Q-QN4(!) but 24. P-KR3 Q-B5 and the ending must favour white.

Wikstrom Gambit (declined) 6. P-QR3 (analysis)

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-N5 4. P-K4 NxP
 5. P-KB4 Q-N-B3 6. P-QR3 B-B4!? a) 7. PxN Q-R5ch 8. K-Q2 BxN
 9. RxB QxRP 10. B-K2 P-Q3! with compensation
 b) 7. Q-Q5 BxN 8. RxB Q-R5ch
 9. P-N3 N-B6ch 10. K-B2 QxPch 11. R-N2 Q-R8!
 c) 7. Q-Q5 BxN 8. PxN B-Q5!
 with advantage d) 7. N-KR3 either 7. ... N-N3,
 or (in the spirit with the opening!) 7. ... P-Q3 8. PxN BxN
 9. PxB Q-R5ch 10. K-Q2 PxP! - again with very good compensation.

D) The Rubinstein Variation

10. White: Rubinstein Black: Vidmar

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-KN5 4. B-KB4 N-QB3
 Nowadays 4. ... P-KN4, popularised by Rumanian G.M. Drimer
 or 4. ... B-N5ch are often played, but 4. ... P-KB3 is a
 dubious gambit. 5. N-KB3 B-N5ch 6. N-B3 Q-K2 7. Q-Q5 BxNch
 8. PxB Q-R6?! Today we know that this move is probably not
 feasible, since 9. R-QB1 P-B3 is answered with 10. R-QB2! N-K2
 11. Q-Q2 Q-QB4 12. PxP NxP 13. P-K3 P-Q3 14. R-N2 winning,
 but this is very recent research, and was not known in the
 early parts of the 20th Century when this game was played.
 It is therefore better for black to play 8. ... P-KB3 at
 once. 9. R-B1 P-B3 10. PxP? (Both this and 10. P-K6 is wrong
 - see tape). NxP(B3) 11. Q-Q2 P-Q3 N-Q4 O-O 13. P-K3? NxN
 Better 13. P-B3. 14. BPxN N-K5 15. Q-B2 Q-R4ch 16. K-K2 RxB!
 17. PxR B-B4 18. Q-N2 R-K1 19. K-B3 N-Q7ch 20. K-N3 N-K5ch
 21. K-R4 R-K3 22. B-K2 R-R3ch 23. B-R5 RxBch 24. KxR B-N3
 dbl.ch. 25. K-N4 Q-R4 mate.

11. White: D. Ashfield Black: O. Hardy, Loughborough '74

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PxP N-KN5 4. B-KB4 N-QB3
 5. N-KB3 B-N5ch 6. Q-NQ2 P-Q3!?! A tentative gambit, possibly

worth a try; 6. ... Q-K2 leads to Vucovic's analysis and looks good enough to equalise. 7. PXP Q-B3 8. P-QR3?! (8. B-N3 is better) B-QB4 9. P-K3? NxBP! 10. KxN QxB 11. Q-K2 N-K4! 12. K-K1 BxKP 13. NxN BxNch 14. K-Q1 0-0! 15. PXP B-K6 16. N-Q3 Q-K5! 17. Q-B3?? B-N5! 0-1

Analysis

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-N5 4. B-KB4 N-QB3 5. N-KB3 B-N5ch 6. N-B3 Q-K2 7. Q-Q5 BxNch 8. PxB P-KB3! 9. PXP NxP(B6) 10. Q-Q2 P-Q3 and now (10. Q-Q3 discussed on tape) 1) 11. P-K3 0-0 12. B-Q3 N-K4 13. 0-0 NxNch 14. PxN B-R6 =+ Van den Broeck - Trajkovic, Vienna 1953
ii) 11. N-Q4 0-0 12. P-KB3 N-K4 (12. ... B-Q2 looks a playable alternative to which white should not reply 13. P-K4 NxKP!; possibly the risky looking 13. 0-0-0!??? must be tried?). 13. P-K4 Q-B2 14. BxN PxB 15. N-B2 B-K3 16. N-K3 Q-R-Q1 (Vroclan - Mechkarov Corresp. '55). 17. Q-B2 N-Q2 18. B-K2 N-QB4 =

12. White: Goldenberg Black: F. Benko, Argentine Championships 1960

Black tries a gambit, but white finds the refutation.

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-N5 4. B-KB4 P-KB3? 5. P-K4! B-N5ch 6. N-B3 P-KR4* 7. B-K2 N-QB3 8. BxN PxB 9. QxP BxNch 10. PxB 0-0 11. Q-N3 PXP 12. B-KN5 Q-K1 13. N-KB3 P-Q3 14. 0-0 P-QN3 15. B-R6 Q-Q2 16. P-KR3 B-QR3 17. K-K1 BxP 18. N-KR4 B-K3 19. R-K3 N-QR4 20. Q-N5 R-KB2 21. R-KN3 K-B1 22. Q-N6 K-K1 23. B-KN5 Q-QB1 24. P-KB4 PXP 25. BxP K-Q2 26. N-B5 BxN? 27. QxR and wins.

*6... NxP? 7. BxN PxB 8. Q-R5ch! +-

It is instructive to see how white first nets material, then steadily builds up positional pressure, not afraid of returning the extra pawn(s). In the end it is the action against black's king that yields dividends, and by the time black makes his decisive mistake, he is positionally quite lost already.

E) The Knight's Game

13. White: Slupik Black: Gelbart, Chicago 1980

The Budapest owes a great deal of modern research to a team of American analysts, notably Josef Staker and Gelbart, and here is one of Gelbart's specials

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-KN5 4. N-KB3 B-QB4 5. P-K3 N-QB3 (5. P-K4? N-QB3 6. B-KN5 BxPch! 7. K-K2 N-Q5ch 8. QxN BxQ 9. BxQ BxNP winning, Zak - Mieses, London 1944). 6. P-QR3 P-QR4 7. P-QN3 0-0 8. N-QB3 R-K1 9. B-K2 QNxP 10. NxN NxN 11. 0-0 P-Q3 12. B-QN2 B-KB4 13. N-QN5 R-K2! 14. Q-Q2? (Better 14. B-Q4 with about equal chances) R-Q2 15. K-RQ1 Q-R5! 16. QR-QB1 N-KN5 17. BxN BxB 18. P-KB3 Q-N4 Possibly premature resignation, though black is on top. (0-1)

12(a) Ivkov v. Gheorghiu (early part on tape)

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-KN5 4. N-KB3 B-B4
5. P-K3 N-QB3 6. P-QR3 P-QR4 7. P-QN3 0-0 8. B-N2 R-K1
9. B-K2 QNxP 10. NxN NxN 11. 0-0 R-R3?! (Too artificial -
better ... P-Q3) 12. Q-Q5 Q-K2 13. N-QB3 R-KR3 14. N-K4 B-Q3?
14. ... P-QN3 15. NxB PxN 16. B-QB3! exposes Black's weaknesses
(i) backward development with pawn on d7 instead of d6.
(ii) weakened Q side inadequately protected with the black QR
needed in defence, but "stranded" on the wrong side
(iii) if Black plays ... R-QR3 this means further loss of time
and delay of ... P-Q3
(iv) good chances for white to activate both bishops - as in
the game
15. NxB QxN 16. KR-Q1 QxQ 17. PxQ R-N3 18. QR-QB1 P-Q3
19. RXP N-Q2? 20. B-QB4 N-B4 21. B-Q4! (active bishops again!)
B-KN5 22. P-KB3 R-QB1 23. BxN PxB 24. P-Q6! Resigns.

Rubinstein (analysis of key position in "old" variation)

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-N5 4. B-B4 N-QB3
5. N-KB3 B-N5ch 6. N-B3 BxNch 7. PxB Q-K2 8. Q-Q5 Q-R6?
9. R-B1 P-KB3 10. R-B2! N-K2 11. Q-Q2 Q-B4 12. PXP!
(12. ... QxPch looks an obvious immediate reply, but does
not work! 13. K-Q1 and (a) 13. ... NxF?? 14. B-K3! trapping the
queen (b) 13. ... PXP 14. P-KR3 N-K4 15. NxN PxN 16. BXP ±
white is a pawn up with the better position (c) 13. ... N-B4!?
(relatively best, but still not enough) 14. PXP R-KN1 15. P-K4
N(4)K6ch 16. BxN NxBch 17. K-B1 QxQ 18. RxQ RxP 19. P-KN3(!) ±

14. White: P.T. Burnett Black: O. Hardy, Leicester '75

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-N5 4. N-KB3 B-B4
5. P-K3 N-QB3 6. Q-Q5 Q-K2 Today 6. P-QR3 enjoys great
popularity, but white can of course also try 6. B-K2 or
6. P-QN3. 6. B-Q2 was tried in a Hungarian game (Laszlo -
Bakonyi 1951) and also in (Taimanov - Szabo USSR '67).
Less to the point seems 6. Q-B2 QNxP 7. NxN NxN 8. N-QB3 0-0
9. B-K2 P-Q3 10. 0-0 Q-R5 with attacking chances - Stewart/Hardy
(Leicester '72). Apparently the sharpest reply to the text
is 6. ... N-QN5 (Milic's move), but my choice is perfectly
sound, too. 7. P-QR3 P-QR4 8. P-QN3 QNxP (or 8. N-QB3
N(N)xKP 9. N-K4 P-Q3 =+ Popov-Tomov Bulgaria '59).
9. B-QN2 P-Q3 10. NxN NxN 11. B-K2 0-0 12. N-QB3 B-Q2
13. 0-0-0! P-QB3 14. Q-Q2 N-KN5 15. BxN BxB 16. QR-K1 QR-QN1
17. Q-Q3 P-Q4 18. PXP BxRP 19. P-K4 KR-Q1 20. P-KB3 B-Q2
21. R-Q1 Q-N5 'with an attack' (0-1 45)

15. White: J. Dodgson Black: O. Hardy, Whitby 1970

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-KN5 4. N-KB3 B-B4
5. P-K3 N-QB3 6. P-QN3 P-Q3 I met this line in several of
my games, where, instead of 6. ... P-Q3, I chose the
alternative 6. ... 0-0. I think the text is the more
challenging of the two moves 7. PXP? Q-B3!! (a trap!)
8. B-R3 QxR 9. BxB B-B4 10. KN-Q2 PXP 11. P-K4 PxB
12. PxB 0-0-0! 13. B-K2 Q-K4 14. P-KR3 N-KB3 15. 0-0 QxBP
16. P-QR3 N-Q5 17. P-QN4 NxBch 18. QxN KR-K1 19. Q-B3 QxQ
20. NxQ PXP 21. PXP P-QR3 22. N-B3 R-Q6 23. R-B1 N-K5
24. N-Q5 N-Q7 25. N-KN5 P-KB3 26. N-B7 K-Q2 27. P-N5 PXP 0-1

16. White: . Reuben Black: O. Hardy, Leicester 1976

It is on the strength of this game alone that my opponent dismissed the Budapest as unsound and yet without black's final few moves, black has, if anything, a slight edge! The chess enthusiast must judge for himself.

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. Pxp N-N5 4. N-KB3 B-QB4
5. P-K3 N-QB3 6. B-K2 O-O (6. P-QR3 is considered more precise, and some of the possibilities arising from this move are discussed on tape). 7. O-O R-K! I had played this move before in reply. Probably simpler is Staker's suggestion 7. ... NxP and if 8. NxN NxN 9. N-QB3 P-Q3 when 10. N-QR4 P-QN3!? 11. P-QN3 R-K1 12. B-N2 P-QR4 13. NxB NPxN 14. P-KB4 N-Q2 15. B-KB3 R-N1 16. Q-Q2 P-R5 17. Pxp N-N3 gives black very active compensation for white's Bishop pair (Osnos - Ermolinsky, Leningrad, 1977). 8. NQB3N(5)xp 9. P-QN3*NxNch 10. BxN B-B1 11. B-N2 P-Q3 12. N-Q5 N-K4 13. B-K2 P-QB3 14. N-QB3 B-K3? (14. ... QR5! =+) 15. P-KB4 Q-N3 16. B-QB1 N-Q2 17. P-B5 (1-0) *(After 9. P-QR3 P-QR4 10. B-Q2 P-Q3 11. Q-B2 NxNch 12. BxN N-K4 13. B-K2 P-QB3 14. K-R1 Q-R5 15. N-QR4 R-K3 16. P-KN3 Q-R6 17. P-K4 R-N3 with a very strong attack B. Marshall/O. Hardy, Loughborough 1974). B.C.F. Zonal Stage.

17. White: Osnos Black: Ermolinsky, Leningrad 1977

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. Pxp N-N5 4. N-KB3 B-QB4
5. P-K3 N-QB3 6. B-K2 N(5)xp 7. NxN (Not 7. O-O NxNch 8. BxN Q-R5 - Uhlmann/Trajkovic 9. N-QB3 N-K4 10. B-K2 P-KR4! 11. N-Q5 N-KN5! e.g. 12. P-KR3 B-Q3 ... P-QN3, ... B-QN2 ... O-O-O). 7. ... NxN 8. O-O O-O 9. N-QB3 P-Q3 10. N-QR4 P-QN3 11. P-QN3 R-K1 12. B-QN2 P-QR4 13. NxB NPxN 14. P-KB4 N-Q2 15. B-KB3 R-QN1 16. Q-Q2 P-R5 17. NPxP N-N3 18. QR-QB1 B-QR3 19. B-K2 R-K5 20. R-KB3 NxP 21. BxN BxB 22. R-KN3 P-KB3 += Black's strategy of allowing his KB to be exchanged for a white N has worked out very well. He has obtained active counterplay on the queenside, especially along the b file and in the final position (with bishops of opposite colours) the black QB is an excellent piece, and black has slightly the better of it.

18. White: G. Kaye Black: O. Hardy, Major Open, Coventry 1976

The unusual 4th move by white does nothing for him. He tries to attack, but is easily stopped in his tracks, after which black quietly takes command. Other unorthodox 4th moves are no more promising for white either.

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. Pxp N-N5 4. P-K6 BPxP
5. N-KB3 B-B4 6. P-K3 O-O 7. N-QB3 N-QB3 8. N-K4 B-N5ch 9. B-Q2 BxBch 10. QxB P-QN3 11. P-KR3 N(5)-K4 12. NxN NxN 13. O-O-O B-N2 14. QB2 Q-R5 15. P-KB4 N-N5 16. Pxn QxR 17. B-Q3 Q-R5 18. N-N5 P-KR3 19. N-R7 KR-K1 20. P-N5 Q-N6 21. N-B6ch Pxn 22. B-R7ch K-R1 23. Q-N6 QxPch 24. R-Q2 QxKBP 25. B-N8 B-K5 26. QxRPch KxB 27. Q-R1 B-Q6 28. Q-R3 B-B4 29. Q-R1 QxBPch 30. K-Q1 B-N5ch (0-1)

F) The Variations based on 4 Q-Q5 (Analysis)

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-N5 4. Q-Q5!? N-QB3
5. N-KB3 (See Diagram 7)

(a) 5. ... B-N5ch (b) 5. ... Q-K2 (see game 18) (c) 5. ... P-Q3
"Hardy's Gambit"

(a) 5. ... B-N5ch 6. N-QB3 Q-K2 (6. Q-NQ2 Q-K2) 7. B-KN5 Q-QB4
8. QxQ BxQ 9. P-K3 N(5)xP 10. NxN NxN 11. N-Q5 P-KB3

(i) 12. BxP discussed on tape - till move ... 21 (see Diagram 8)

(ii) 12. NxPch PxN 13. BxP N-B2 ➔ ... B-N5ch

(b) 5. ... Q-K2 - See game 1

(c) 5. ... P-Q3 - The Gambit can be either declined or accepted:

(i) declined : 6. B-KN5 B-K2 7. PXP PXP (7. BxB NxB 8. Q-K4 PXP +
9. NxKP Q-Q8ch!!) 8. P-K3 Q-N3 9. P-QN3 N-QN5 10. Q-Q2 BxB
11. NxB Q-R4 12. N-K4 N-B7ch! --

(ii) accepted : 6. PXP BxP 7. B-N5 P-KB3 (other moves by white are
7. P-QR3 or 7. N-QB3 or 7. Q-K4ch, but black is not worried)
8. Q-K4ch K-B2 (or 8. B-R4 N-QN5 9. Q-Q1 B-KB4 10. N-QR3 Q-K2
11. P-K3 0-0-0 (....N-Q6ch ... B-N5ch)) 9. B-Q2 P-KB4
10. Q-B2 B-QB4 11. P-K3 P-B5 12. B-Q3 PXP 13. PXP NxP
14. BxN N-N5! 15. BxB (Diagram 9) NxBch!! 16. KxB NxB
17. N-K5 K-B1 18. Q-B2ch Q-B3 19. N-QB3 P-B3 20. R-Q1 B-K3 =

19. White: Bates Black: Gelbart, Chicago 1971

This remarkable, highly original variation again owes much to the pioneering work of the American player Gelbart, and it is only fitting that I should present another one of his games, especially as he is virtually unknown in this country! It was particularly instructive for me, pooling my ideas with some of the analysis provided. The following is a beautiful example of his attacking play, with white being completely overwhelmed, before he can ever form a plan. I don't see how any serious study of the Budapest can ever be complete without it, and this game forms a suitable round-off to the tape and accompanying booklet.

1. P-Q4 N-KB3 2. P-QB4 P-K4 3. PXP N-N5 4. Q-Q5 N-QB3
5. N-KB3 Q-K2!? This is only one possible reply. Gelbart has of course more practical experience against white's line than anyone else in the world! The alternatives are 5 ... B-N5ch and 5 ... P-Q3 (Hardy's Gambit).

6. N-QB3 N(N5)xKP (or 6 ... Q-QB4 =) 7. B-KB4 P-Q3 (A mistake here is 6. B-KB4 Q-N5ch 7. B-Q2 QxNP 8. B-QB3 B-QN5!)

(7. B-KN5 NxNch 8. PxN Q-N5 9. 0-0-0 B-K2 = - Gelbart)

8. P-K3 NxNch Here I possibly prefer 8 ... B-K3!

9. PxN? N-K4 Gelbart suggests that if 9. QxN N-Q5 10. Q-Q1 N-K3 11. N-Q5 Q-Q1 12. B-KN3 P-KN3 (→ ... B-KN2, ... 0-0 ... P-QB3) ... P-Q4) but I am not so sure if this plan can be operated here with correct play by white; but after white's choice, black seizes the initiative and never lets go!

10. B-K2 P-QB3 11. Q-K4 P-KN4! Yet another inaccuracy by white, relatively best was 11. Q-Q2 B-K3 12. P-B5 Q-RQ1 (12. ... 0-0-0!)

13. 0-0-0 Q-B2

12. B-N3 P-KB4 13. Q-B2 P-B5 (or 13. ... Q-KB2!! with a fine game)

14. PXP PXP 15. BxP NxPch 16. K-Q1 B-N5 17. Q-K4 B-N2

(17. Q-Q3 N-K4 18. BxN BxBch 19. QxB QxB ... 0-0-0 +-)

18. B-N3 QxQ White should perhaps try 18. P-KR3, but not
 18. BxN QxQ 19. NxQ BxB winning material. In any case black
 has the upper hand.
 19. NxQ 0-0! 20. NxP P-QN3 (20. BxP is no better "a poisoned
 pawn"!)
 21. N-K4 KR-K1 22. N-QB3 QR-Q1ch 23. K-B1 B-R3ch 24. K-B2 N-Q5ch
 (0-1)

An exquisite finish in which every black piece joins in the
 attack - with queens off the board!

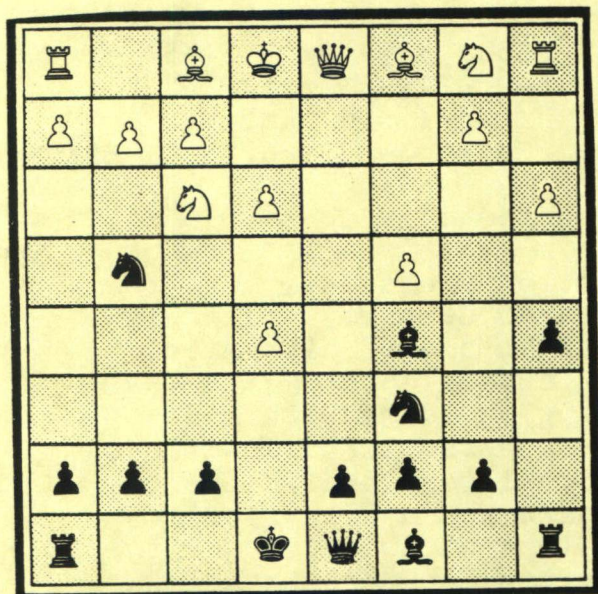


Diagram X

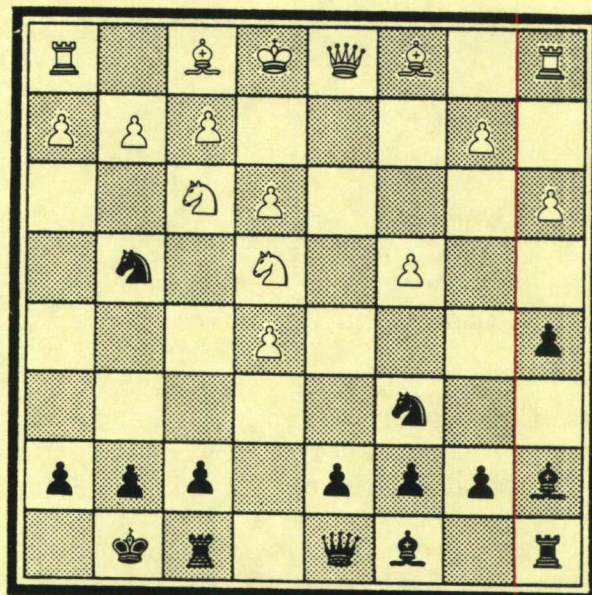


Diagram Y

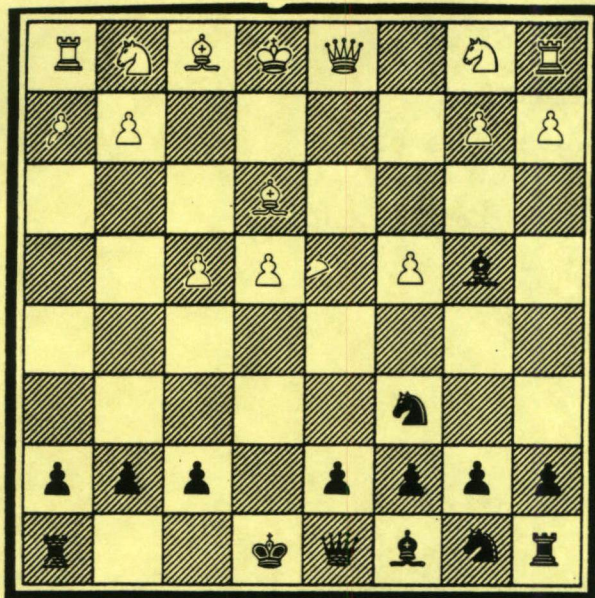


DIAGRAM 1
(white to move)
ALEKHINE'S LINE

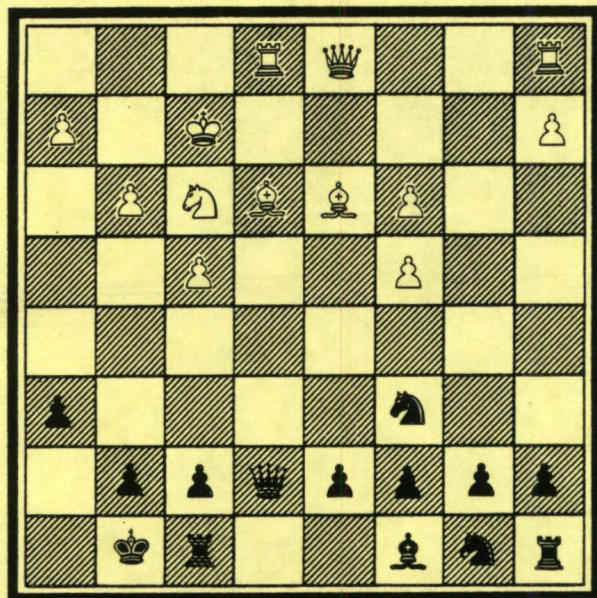


DIAGRAM 2 (white to move)
Perneder's Gambit: position after
black's 13th. There seems to be a
discovered attack on the black queen
but after ...Q-Q1, white has no
follow up and black can complete his
development and retain the extra pawn.

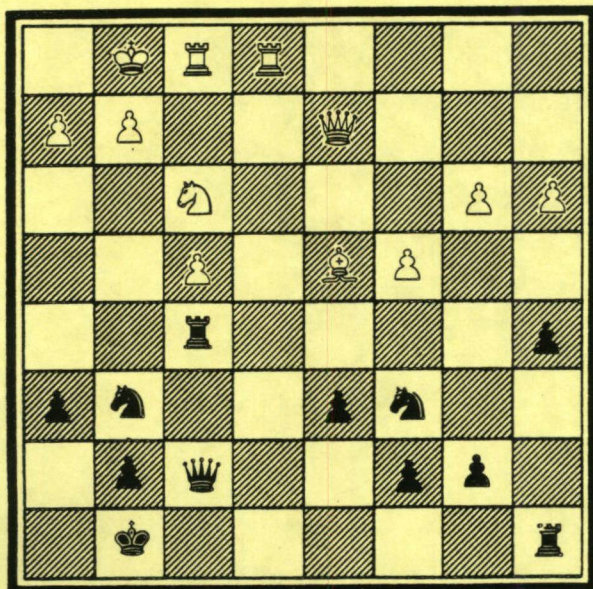


DIAGRAM 3 (Final position, Gibbs
v. Hardy)
DRAW AGREED

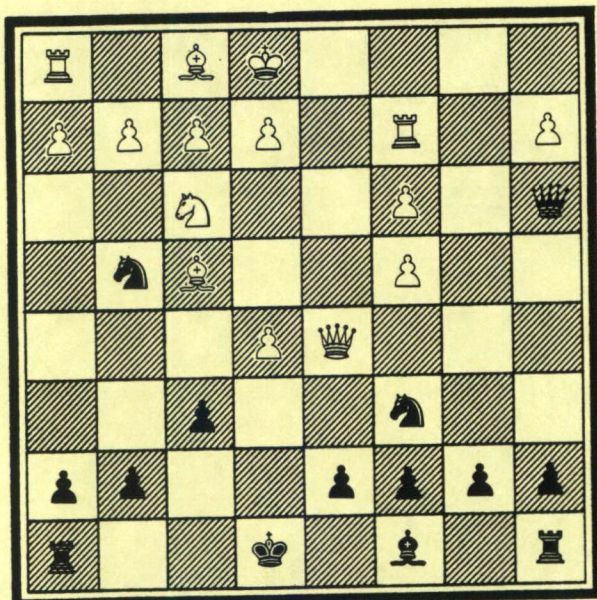


DIAGRAM 4
RUBINSTEIN'S LINE
BLACK TO MOVE
Has he shot his bolt?

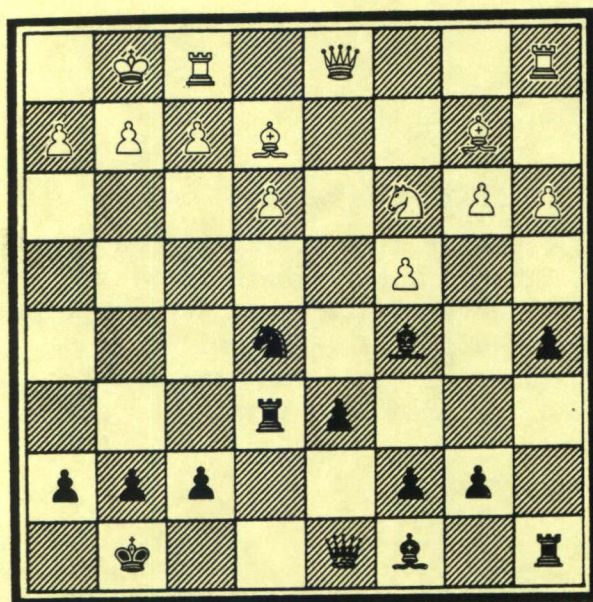


DIAGRAM 5
WHITE TO MOVE
The quiet Knight's variation; can
black work up a king's side attack?

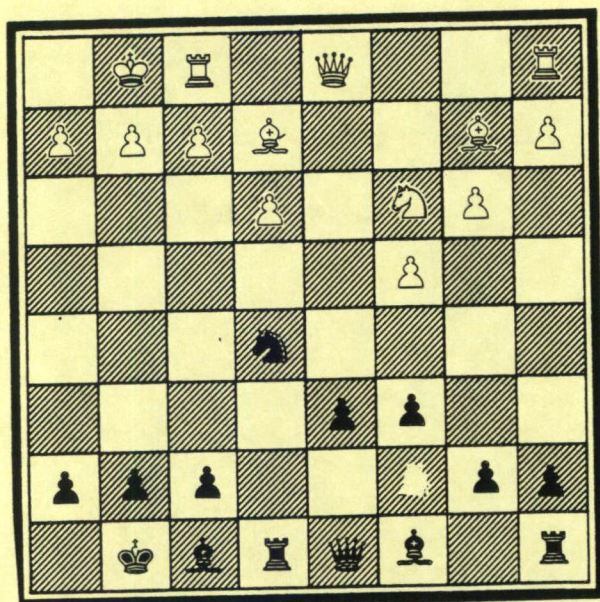


DIAGRAM 6
Black to move
Position before 14...Q-R5 in
Reuben - Hardy

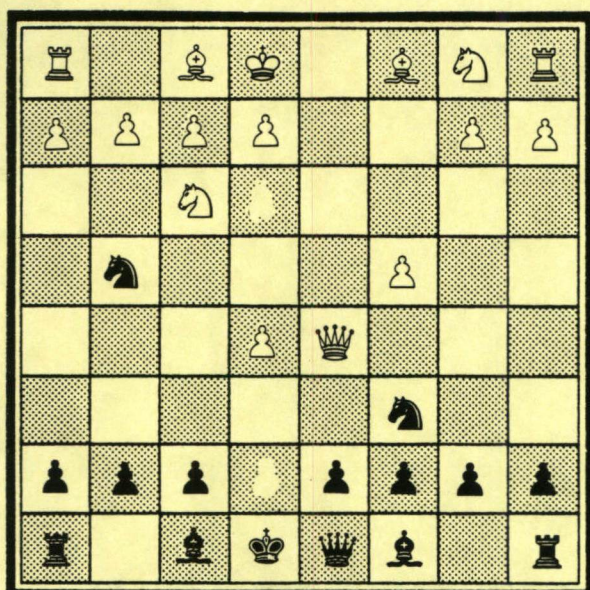


Diagram 7

Black to move

This is the "exit" position of the last Main Section referred to on the tape: 4 Q-Q5

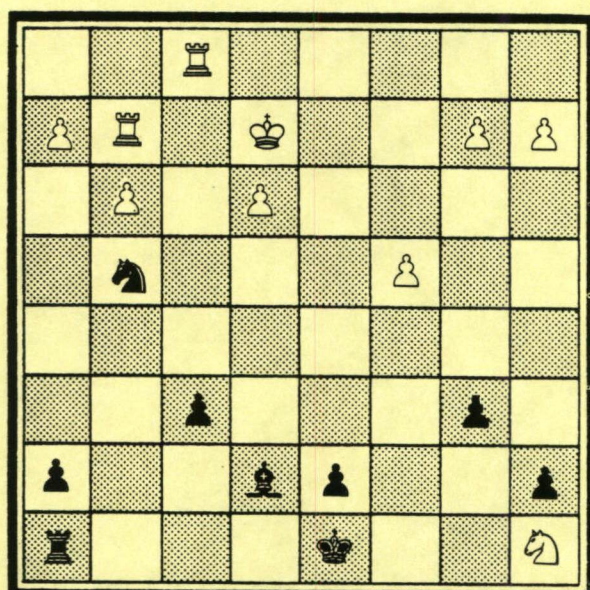


DIAGRAM 8

WHITE TO MOVE

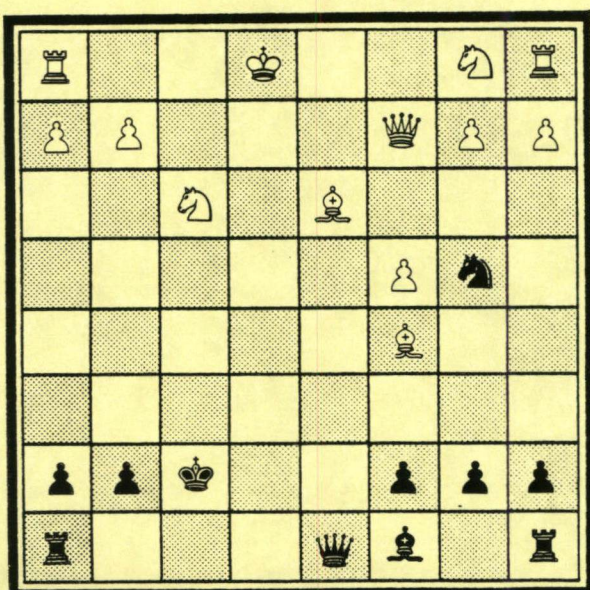


DIAGRAM 9 (BLACK TO MOVE)
One of the critical positions arising out of 'Hardy's Gambit' (based on Section 4Q-Q5). Analysis paragraph.
A real teaser! The white queen is there for the taking, yet black refrains from doing so and gets a better position than the capture of white's queen for three pieces would guarantee.

