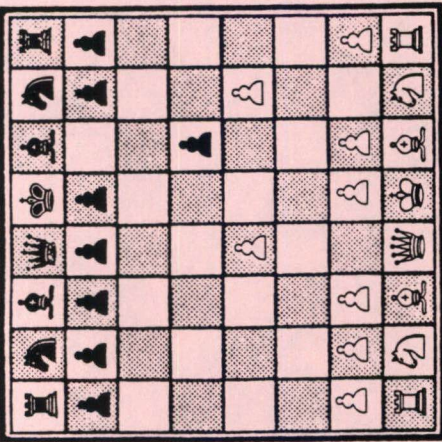


90 minutes

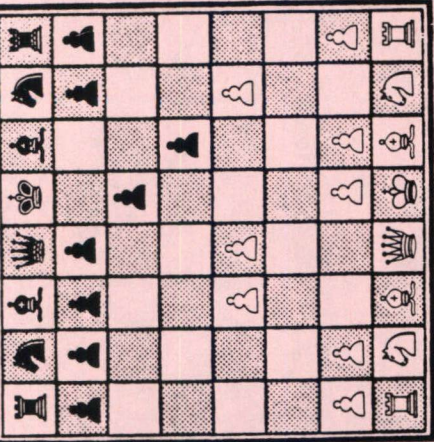
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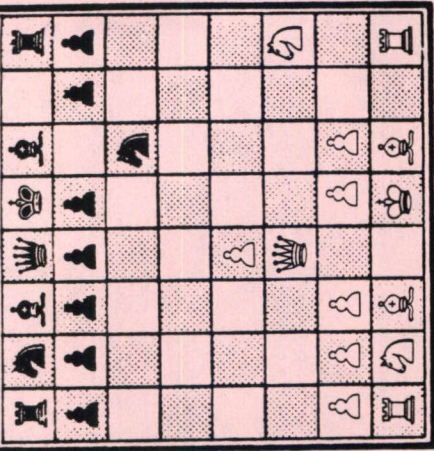
Otto hardy



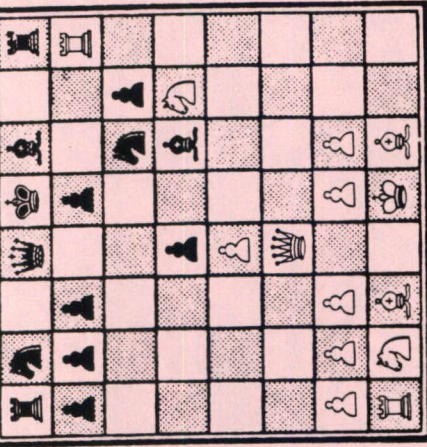
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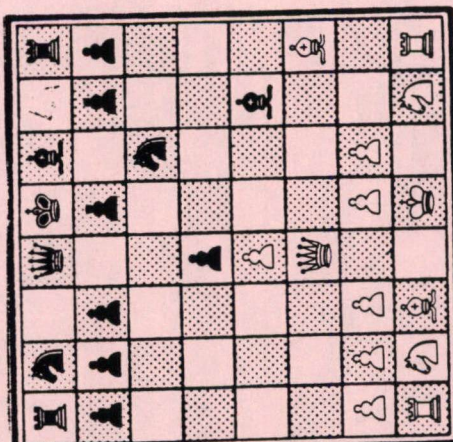
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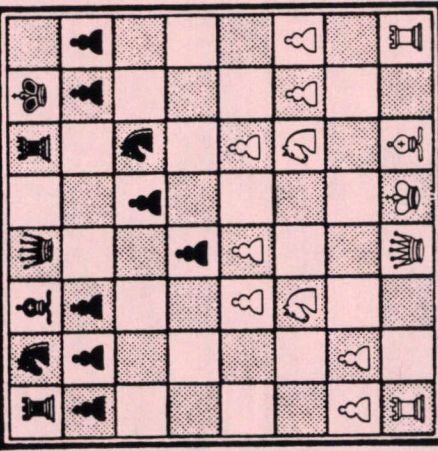
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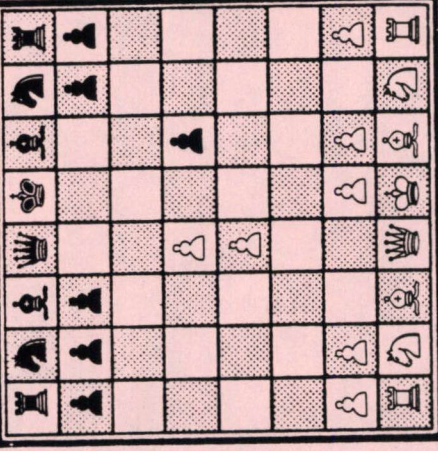
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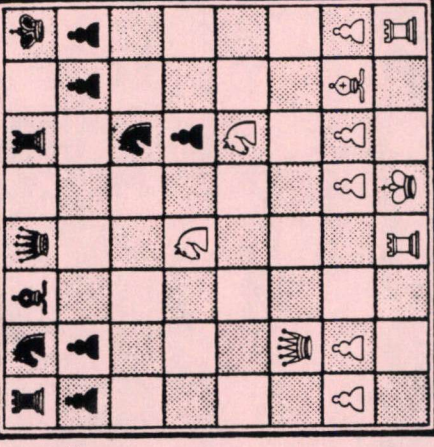
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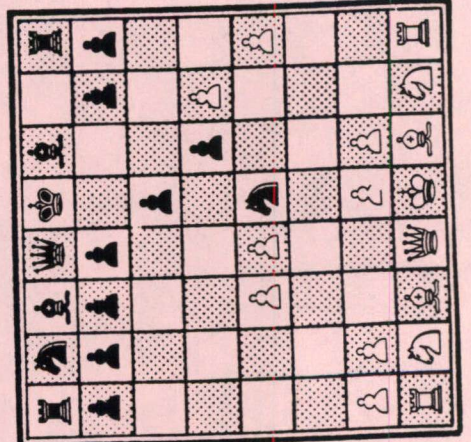
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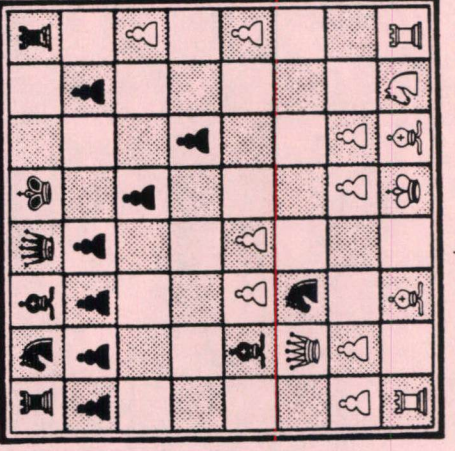
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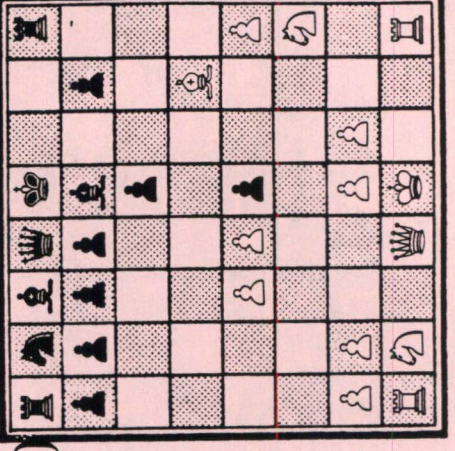
7



8



9



10

Test games with a computer

- 1) 1. d4 f5 2. g4 fg 3. h3 d5 4. hg Bxg4 5. Bh3 Nf6 6. Qd3 e6?!
I found this move mystifying at first. Understandably black wants to complete his development, but surely white's attack along the h-file cannot be ignored? 7. Bxg4 Nxg4 8. Rxh7 Bb4+ 9. c3 0-0(!) So that was his idea? It nearly works but not quite. 10. Qh3! Nxf2 The alternatives are: (i) 10. ... Nh6? 11. Bxh6 Kxh7? 12. Bg5+ wins the queen (ii) 10. ... Rxf2 11. Rh8+ wins 11. Rh8+ Kf7 12. Rxf8+ Bxf8 13. Qf3+ wins a piece
- 2) 1. d4 e6 2. c4 f5 3. g4 fg 4. h3(I now think this is better than 4. e4) Bb4+ 5. Nc3 Nf6 6. hg Nc6?! (This is not necessarily black's best move, but the computer seems obsessed with it in all kinds of similar circumstances. His idea is - ... d5 and dxc4 with pressure on white's d4) 7. Nf3 d5 8. Bg5 This pin fits in well here, since ... h6 could be ignored by white 8. ... 0-0 On tape I warned that castling is very risky for black against the open h-file, here is suitable proof. 9. Qb1! The best square for the queen, allowing the wh. KN to spring into action, without having to consider ... Nxd4 an effective counter with the wh. queen out of harm's way. 9. ... h6 10. Bxh6! of course this had to come; 10. Rxh6 gxh6 11. Qg6+ only leads to a draw but this is better. 10. ... Nxg4 1. Bxg7 Bxc3+ 12. bxc3 Kxg7 13. Qh7+ Kf6 14. Qh4+ Kf5 If black gives back the piece, white wins easily 15. Qh5+ Kf4 16. e3+ Kxf3 17. Bg2+ and mate next move.
- 3) 1. d4 e6 2. c4 f5 3. g4 fg 4. h3 g3(!?) This seems the only realistic chance and many players confronted with the gambit for the first time might be tempted to try it "instinctively" 5. f4 d5 On tape I discussed the possibility of a "broad" wh. 4 pawn centre, Black's last move may prevent this, but experiments seem to indicate that white can also accept a more restrained formation (resembling a stonewall attack) with good chances 6. Bg2 Nc6 Once again the computer's idiosyncrasy. However since the wh. Bishop belongs to g2 in this variation the pawn on c4 is a conceivable target, and black is keeping the further possibility of ... Nb4 - ... Nd3 under observation. 7. e3! dxc4 8. a3! Preventing both ... Nb4 and ... Bb4+ and rather restricting black's choice. Although wh. is two pawns down, this won't worry him. I also looked at the alternative 8. Nf3 Bd7 9. 00 Bd6 10. Ne5 Nf6 11. Nd2 Bxe5 12. fxe5+ (and although these do not constitute Black's best moves (he should try ... Bb4+) basically white is better here, too. 8. ... Nf6 9. Nd2 (keeping the long wh. B diagonal open for a while by delaying Nf3) c3!? 10. bc Nd5 11. Ne4! although wh. originally had intended Nc4 - Ne5, this too is a good square for the knight Bd7 12. Nf3 Be7 13. 00 a5? (not a lot of point, but wh. is much better now anyway) 14. Ne5 Nxe5 15. fxe5 Rf8? 16. Qh5+ +- The opening of the f-file proves fatal for bl. but wh. was also threatening c4 and Rb1 with black paralysed.

Games Section

1. PANTALEJEV V. PRAHOV (Sofia 1951) (discussed on tape)

1. d4 e6 2. c4 f5 3. g4 fxg4 4. e4 d6 (4. ... c5 5. d5 e5 6. h3 Qh4 7. Bg2 g3 8. f4 exf4 9. Qf3 g5? 10. Qc3! Kf7 11. Qxh8 Bg7 12. Nf3 Qh6 13. Qxh7! +-
Pantalejev/Koszasky, Sofia 1954)
5. h3 gxh3 6. Nxb3 Be7 7. Nf4 Nf6 8. Ng6 Rg8 9. Nxe7 Qxe7 10. e5 dxe5 11. dxe5 Nfd7 12. Qh5+ g6 13. Qxh7 Rg7 14. Qh8+ Qf8 15. Qxf8+ Nxf8 16. Nc3 Nc6 17. Bf4 a6 18. Ne4 +-
4. ... e5 5. dxe5 Nc6 6. Bf4 Bb4+ 7. Nc3 Qe7 8. Qxg4 Nxe5 9. Qh5+ Nf7 10. Bg2 or 8. ... d6 9. exd6! Qxe4+ 10. Qe2! Qxe2+ 11. Nxe2 Bxd6 12. Bxd6 cxd6 13. 000 ±

2. PANTALEJEV V. ALTANASOV (Opening) (Sofia 1951) (discussion on tape)

1. d4 e6 2. c4 f5 3. g4 d5 4. gxf5 exf5 5. cxd5 Qxd5 6. Nf3 Nf6 7. Nc3 Qd8 8. Rgl Nbd7 9. Qb3 Nb6 10. Bg5 ±

3. SZILY V. TIPARY (Budapest 1956) (early parts on tape)

1. d4 e6 2. c4 f5 3. g4 Nf6 4. gxf5 exf5 5. Nc3 d5 (the same position could arise by transposition 1. d4 d5 2. c4 e6 3. Nc3 f5 4. g4 Nf6 5. gxf5 exf5) 6. cxd5 Nxd5 7. Bg2 Nf6 8. Bf4 Bd6 9. Nh3 c6 10. d5! Bxf4 11. Nxf4 cxd5 12. N(c)xd5 0-0 13. Qb3 Kh8 14. Rd1 Nc6 15. 0-0 Qd6 16. e3 Nxd5 17. Rxd5 Qb4 18. Qxb4 Nxb4 19. Rb5! Nc6 20. h4 Ne7 21. Rcl Ng6 22. Nxg6+ hxg6 23. Rc7 f4 24. exf4 Rxf4 25. Bxb7 Bxb7 26. R(b5)xb7 a5 27. Rxg7 Rg4+ 28. Kf1 Rc8 29. h5 Rcl+ 30. Ke2 gxh5 31. Rh7+ Kg8 32. Rxh5 Rc2+ 33. Kf3 Rb4 34. Rxb4 axb4 35. b3 Rxa2 36. Rb5 Kf7 37. Rxb4 (1-0)

4. PANTALEJEV V. VLESANOV (Sofia 1953) (analysed on tape)

1. d4 e6 2. c4 f5 3. g4 Nf6 4. gxf5 exf5 5. Nc3 Bb4 6. Qb3 (better 6. Bg5) Bxc3+ 7. Qxc3? (7. bxc3 - Ba3 or Bg5) Ne4 8. Qc2 Nc6!+ 10. e3 0-0 11. Bd2(?) (11. Rgl) d6 12. Bc3 Bd7?! 13. 000 (13. d5!? Ne5 14. Nxe5 dxe5 15. 000 Nxc3 16. Qxc3) a5 14. Kbl (14. d5) Nb4! 15. Qe2 f4+ 16. Bg2? A blunder in a very difficult position Qg6! (0-1)

5. ALAN BARTON (179) v. ANDREW DYSON (203J), Major Open, Rd.11. Torquay, 1982

1. d4 f5 2. g4 d5 3. Qd3 g6 4. gxf5 Bxf5 5. Qb5+ Nc6 6. Nf3 Qd7 7. Bf4 000 8. e3 Bg7 9. Nc3?! Bxc2 (9.c4) 10. Rcl a6 11. Qe2 Be4?! 12. Nxe4 dxe4 13. Ng5 Nh6 14. Bh3 Nf5 15. Nf7 e5 16. Nxd8 Qxd8 17. Rxc6! bxc6 18. Qxa6+ Kb8 19. dxe5 Nh4 20. Ke2 Qd5 21. Rd1 Qc5 22. Bg4 Nf3 23. Bxf3 Qc2+ 24. Kel exf3 25. e6 Bxb2 26. Bxc7+ (1-0)
Modern example of cut and thrust play, typical of the bayonet gambit!

Analysis: From DIA: 2. ... fxg4 3. h3 (or 3. e4 g3±) Nf6 4. hxg4 Nxg4 5. e3 Nf6 6. Bd3 - if 6. ... d5 7. Bg6+ Kd7 8. Nf3 Nc6 9. Ne5+ Nxe5 10. dxe5 Ne8 11. Qxd5+ and wins

From diagram 10: 9. ... e3?! is refuted by 10. f4 (- Qd3) e.g. 10. ... 00 11. Qd3 b6 12. Rgl Bb7 13. Bxe7 Qxe7 14. Ng5! g6 15. Qxg6+ with a winning attack