



GRIVAS CHESS INTERNATIONAL ACADEMY

FOUNDED 2012

TACTICAL EDUCATION

EFSTRATIOS GRIVAS

Tactical Education

How exactly does our tactical training/ learning procedure take place from our very first chess years?

Usually the trainer supports his/her trainees with some photocopies filled with diagrams and sub-titles like 'White/ Black to play wins/draws'.

The trainees work on these exercises and they find out how their tactical abilities stack up.

Well, this is a very well-known method but I was always wondering how correct it is. You see, the trainer provides already huge information to the trainee. He informs him that there is a combination to be found and that this is a winning or a drawing one!

Nothing like game conditions, where nobody will give any help or info. In a chess game the player is alone in the desert, based on his own capabilities, seeking his oasis...

I am considering the info given by the trainee in the above case, at least the 50% of the solution. So, as I believe that training should be a simulator of the battle to come (game), the conditions should be similar.

So, I am trying to provide my trainees with just a position with the plain info on who's on the move - sometimes not even that! OK, this looks hard enough but nobody promised you an easy job here! If you find it hard to work on chess, then what about working 9-5 on the roads?

I often used to remind my trainees of this fact - after all they had made their hobby a profession and should be thankful for this...

What is for certain is that tactical motifs are continuously repeated and can be learned exactly as we learn opening theory.

But somebody is obliged to teach them and somebody is obliged to learn them - you need two to tango here and you must learn the dance in depth in order to perform it!

There are many ways to teach tactical motifs - no doubt about it. But at the end of the day the most important for the trainer is to have created a teaching program.

I am sure that there are a lot of books on tactics but their main drawback is that the

presentation is usually poor without concrete thematic outlook.

I feel that the correct approach is to collect some thematic, nearly identical positions which involve similar motifs.

But then again a question comes; which games should I present to my trainees? Well, nearly every trainer that I know starts from some famous last centuries' games, like the 'Immortal Game' or the 'Evergreen Game'.

These two games are usually presented with poor analysis, emphasising on the winner's triumph, without any care on the defending resources.

It is then natural that the trainee will learn in a false way, thinking that every attack is doomed to succeed...

My personal opinion is that those two games were simply played by coffee-house players who were enjoying their life and their coffee! There is nothing wrong with this; wrong are the trainers who take them seriously!

Yes, these games are spectacular, easy to absorb and nice to present, but this is all. Their tactical education is poor, as they are lacking the defence factor, which is quite important in our modern world.

But the other two of this survey are modern, 'correct', fierce fights, where all opponents tried nearly their best.

Here I am fully presenting four important games in the Tactical Education of an ambitious chess player and I am strongly emphasising on the defence factor as well.

The games are:

1. Adolf Anderssen vs Lionel Kizeritzky, London 1851 (The Immortal Game).
2. Anderssen Adolf vs Jean Dufresne, Berlin 1852 (The Evergreen Game).
3. Gregory Serper vs Ioannis Nikolaidis, St Petersburg 1993 (The Rainbow Game).
4. Garry Kasparov vs Veselin Topalov, Wijk aan Zee 1999 (The Chess Game).

Try to follow the games, analyse them, understand them, calculate the variations and I am sure that you will enjoy them even better than when the defence is absent!

Chess Schools

In the short chess history of the post 1500 AD years, we had four main ‘schools’ of chess.

The first was the so-called ‘Romantic Chess’, which was the style of chess prevalent in the 19th century. It was characterised by brash sacrifices and open, tactical games.

Winning was secondary to winning with style, so much, in fact, that it was considered unsportsmanly to decline a gambit (the sacrifice of a pawn or piece to obtain an attack).

It is no coincidence that the most popular openings played by the Romantics were the ‘King’s Gambit Accepted’ and the ‘Evans Gambit Accepted’. Some of the major players of the Romantic era were Adolf Anderssen, Paul Morphy and Henry Blackburne.

The Romantic style was effectively ended on the highest level by Wilhelm Steinitz, who, with his more positional approach, crushed all of his contemporaries and ushered in the modern age of chess.

The second was the so-called ‘Classical School’. Around 1860 Louis Paulsen realised that many attacks on the king succeeded because of poor defence.

Wilhelm Steinitz agreed with that and rejected the prevailing notion that attack was more honorable than defence. Steinitz strengthened defensive techniques and advocated strategic manoeuvring to gain enough of an advantage before launching an attack.

Steinitz was an advocate of the queenside pawn majority and the use of the bishop pair. He also emphasised occupation of the centre of the board and pawn structure. Steinitz began using his ideas in games in 1872. Steinitz had few followers at first, but by the 1890s most masters had been influenced by his ideas. Siegbert Tarrasch was a great promoter of the Steinitz school.

The third one was the so-called ‘Hypermodern School’. The hypermodern school was founded by Aron Nimzowitsch, Richard Réti, Savielly Tartakower, Gyula Breyer, and Ernst Grünfeld in the 1920s.

The hypermodernists rejected the idea that occupation of the centre was important. Instead, the hypermodern school emphasises control of the centre by attacking it with pieces especially from the periphery.

The hypermodern school also denied the superiority of the two bishops in all types of positions and claimed that the bishop pair was only strong in open or semi-open positions.

And the fourth one was the so-called ‘Soviet School’. In the 1940s the Soviet Union began a long domination of chess. The Soviet school agreed with Tarrasch and emphasised mobility.

A weakness that could not be attacked was not a real weakness. The Soviet school was based on teachings of Mikhail Chigorin (1850-1908).

Generally speaking, chess experts in the USSR described the Soviet School of Chess as a fast-paced, daring style of play best exemplified by the young generation of post-war players like David Bronstein.

Not all Soviet players used this playing style, though. The most notable exception was Botvinnik, whom Grandmaster Mark Taimanov compared to the methodical Wilhelm Steinitz.

The main contribution of the Soviet School of Chess was not the style of players but their emphasis on rigorous training and study of the game, i.e. considering chess a sport rather than an art or science.

What I keep telling to my trainees is that the level of defence is the greatest improvement in chess the last 150 years. When there is action the natural is to have reaction; when there is an attack, a defence should be around.

But also, after the ‘immortal game’, I keep telling them to remember to bring out the queen’s bishop and don’t leave the rooks standing in the corners!

In the end of the day I do not think that it is so important the ‘school’ you choose to follow; just do it well and try out to play the best moves...

THE IMMORTAL GAME

The Opponents

Adolf Anderssen



Karl Ernst Adolf Anderssen born in Breslau (now Wrocław), Poland (July 6, 1818 - March 13, 1879) was a German chess master. He is considered to have been the world's leading chess player for much of the 1850s and 1860s. He was quite soundly defeated by Paul Morphy who toured Europe in 1858, but Morphy retired from chess soon after and Anderssen was again considered the leading player.

After his defeat by Steinitz in 1866, Anderssen became the most successful tournament player in Europe, winning over half the events he entered, including the Baden-Baden 1870 chess tournament, one of the strongest tournaments of the era. He achieved most of these successes when he was over the age of 50.

Anderssen is famous even today for his brilliant sacrificial attacking play, particularly in the 'Immortal Game' (1851) and the 'Evergreen Game' (1852). He was a very important figure in the development of chess problems, driving forward the transition from the 'Old School' of problem composition to the elegance and complexity of modern compositions.

He was also one of the most likeable of chess masters and became an 'elder statesman' of the game, to whom others turned for advice or arbitration.

Lionel Kieseritzky



Lionel Adalbert Bagration Felix Kieseritzky was born in Dorpat (now Tartu), Livonia, Russian Empire into a Baltic German family (1 January 1806 or 20 December 1805 - 6 or 18 May 1853 in Paris). From 1825 to 1829 he studied at the University of Dorpat, and then worked as a mathematics teacher, like Anderssen. From 1838 to 1839, he played a correspondence match against Carl Jaenisch - unfinished, because Kieseritzky had to leave for Paris. In Paris he became a chess professional, giving lessons or playing games for five francs an hour, and editing a chess magazine.

Kieseritzky became one of the four leading French masters of the time, alongside Louis de la Bourdonnais, Pierre Charles Fournier de Saint-Amant, and Boncourt, and for the few years before his death was among the top two players in the world along with Howard Staunton. His knowledge of the game was significant and he made contributions to chess theory of his own, but his career was somewhat blighted by misfortune and a passion for the unsound.

In 1842 he tied a match with Ignazio Calvi (+7 -7 =1). In 1846 he won matches against the German masters Bernhard Horwitz (+7 -4 =1) and Daniel Harrwitz (+11 -5 =2). He enjoyed a number of other magnificent victories across his career, but his nerve was lacking when it came to tournament play.

Venue

The game was played between the two great players at the *Simpson's-in-the-Strand Divan* in London, England, in 1851. It was an informal one, played during a break in a formal tournament. Kieseritzky was very impressed when the game was over, and telegraphed the moves of the game to his Parisian chess club. The French chess magazine *La Régence* published the game in July 1851. This game was nicknamed 'The Immortal Game' in 1855 by the Austrian Ernst Falkbeer.

Attack & Defence

If you're a reader who has uttered this euphoric word in its real context, I'm sure you'd agree that it sums up every emotion you've felt brewing inside your brain in a swift punch.

The glee a seasoned chess player feels at having perfected a war strategy out of the trillion possible moves using his 16 piece army is almost orgasmic. Pardon me, I'll stamp out the 'almost'. It is orgasmic.

In 1851, the first international chess tournament was held in England. Invitations were sent to some of the most renowned chess players in Europe for a knockout style event to declare 'the World's Chess Champion'. The foggy streets of London welcomed (among others) the likes of Adolf Anderssen and Lionel Kieseritzsky and a bunch of names I won't bother boring you with. Anderssen was the eventual winner of the event, and went on to be regarded as one of the finest chess players of all time.

But our story isn't about his tournament. It isn't about his victory. It's about a simple practice match he played against Kieseritzsky in a café on the 21st of June, which 'screwed Kieser inside out' by the time it got over. It was a befitting match for the longest day of the year.

To keep it simple, Anderssen was playing with white. Kieseritzsky chose black. Anderssen opened by offering his kingside bishop's pawn, and used this move to gain control of the centre of the board.

He slowly capitalised on this start, building his momentum to play a game that relied on an extreme amount of guesswork coupled with some fabulous calculations. Around a quarter into the game, Anderssen had pinned the black queen, leaving his own bishop up for grabs.

What you must remember is that he wasn't in a position where he would have surely captured the queen. He was just restricting her movement. To lose a bishop in order to restrict the queen's walking space was unorthodox, but Anderssen did it anyway. It was the first of his four sacrifices that would

shoot this game to the fame it has reached today.

Anderssen had a vague outline of what he was doing, and he decided to be firm and attack whenever he could get the chance. In a crown jewel move at half point, Anderssen used both his rooks as a bait to set up a trap of a lifetime, blocking out the black king.

When Kieseritzsky fell for it and realised what Anderssen had done, popular legend goes that he resigned with a smile (which was very rare, he was one of the most arrogant players back then) and continued to play just to see whether Anderssen would win the way he thought he would. Anderssen picked this up and announced the final checkmate move out loud. For a chess player, this is hilarious. It's like saying, 'Okay...So you just lost...Now let me show you how I'm about to defeat you'.

Anderssen's genius didn't end there. He planned the checkmate in such a way, that Black was forced to take his queen as a final magnificent sacrifice, before he checkmated Kieseritzsky with his remaining bishop, rubbing salt to his wounds.

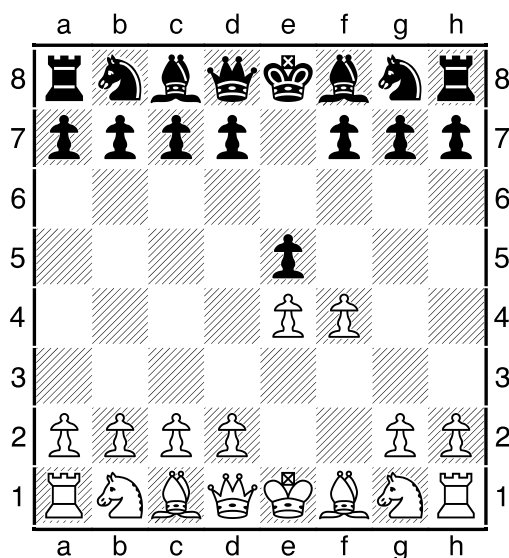
It was something like Federer nodding to Nadal and saying 'I'm going to lose this point now, because I know you're going to play a bad one the next time you serve and give me the match. There you go...Double fault! Game, Set, Match - me'.

One for the ages. Anderssen's combinative skill and foresight are timeless. Kieseritzsky sure showed his limitation by going for piece-grabs rather than defending his kingside against White's ominous buildup there.

Kieseritzsky recorded this match and shared it with all the other competitors. From then on, he was known till his death as 'the immortal loser'. The world acknowledged its significance, and till date, not a match has been played that rivals its contribution to chess literature. Anderssen proved something, which has stayed with his fans for a lifetime: 'Victory does not depend on the pieces that you lose. It depends entirely on the pieces that you can continue playing with!'

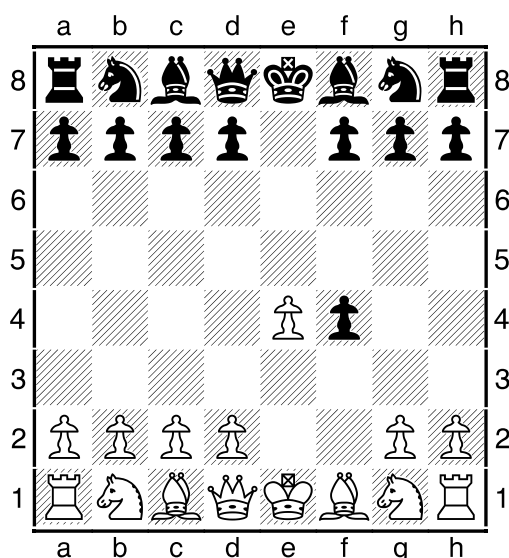
The Game

□ Anderssen Adolf
 ■ Kieseritzky Lionel
 C33 London 1851
 1.e4 e5 2.f4 (D)



The 'King's Gambit' was in fashion those days and every player that was 'respecting' himself would try it. After all chess engines were not existing and defence was something compared to the outer space, so there was little to be worry and afraid of.

2...exf4 (D)



Black felt obliged to accept the offer, but nowadays most games are going with the 'Anti-King's Gambit' with 2...d5 where White's best is 3.exd5 c6 with an unclear game. When I was young I won a game

where White (a Hungarian IM) played the blundering 4.fxe5? Qh4+ 5.Ke2 Qe4+ 6.Kf2 Bc5+ 7.d4 Bxd4+ 8.Kg3 Bxe5+ 9.Kf2 Bd4+ 10.Kg3 Qg6+ 11.Kf4 Qf5+ 12.Kg3 Bf2 # 0-1 Perenyi,B-Grivas,E Athens 1984.

3.Bc4

An aggressive move, which invites Black to destroy White's castle rights. In return White hopes to benefit from his opponent's early queen tour... The most popular move nowadays is 3.Nf3 d5 4.exd5 Nf6 5.Bc4 Nxd5 6.0-0 Be7 7.Nc3 Be6 8.Qe2 Nc6 9.d4 0-0 10.Nxd5 Bxd5 11.Bxd5 Qxd5 12.Bxf4 Bd6, with equal chances, as in Carlsen,M-Aronian,L Stavanger 2015.

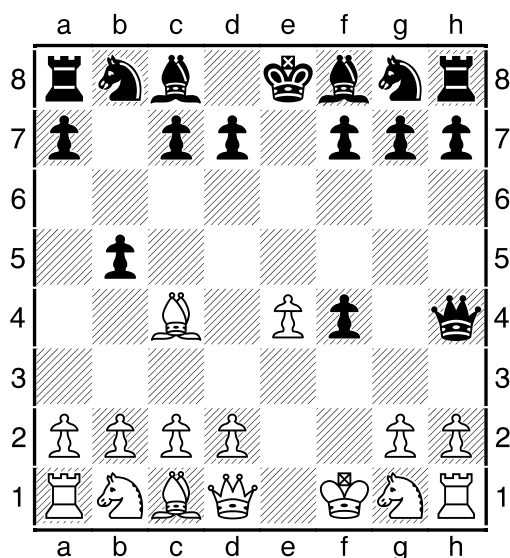
3...Qh4+

A principal move, although Black has tried 3...d5 4.Bxd5 Nf6 5.Nc3 Bb4, as in Morozovich,A-Almasi,Z Monte Carlo 2002.

4.Kf1

4.Ke2 is weaker: 4...Nf6 5.Nc3 Qg4+ 6.Kf1 Qxd1+ 7.Nxd1 Nxe4 and Black's material advantage will tell, as in Kozolup,V-Grigoryan,A Nevinnomyssk 2012.

4...b5 (D)

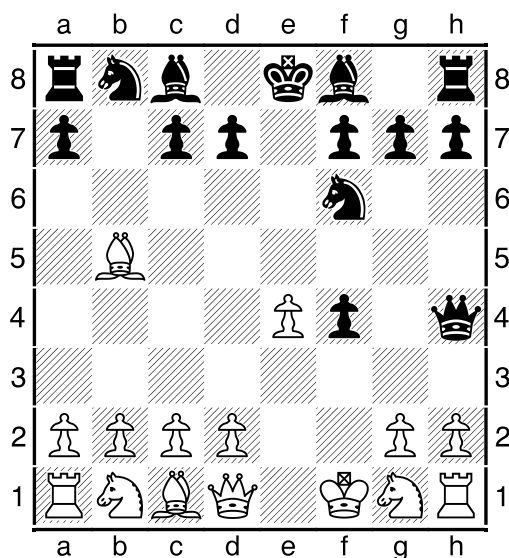


A speciality of L.Kieseritzky. There are more popular moves for Black here, as 4...d6 5.Nc3 Be6 6.Bb3 Nd7 7.d4 g5 8.Nf3 Qh5 9.h4! oo/= Ivanchuk,V-Karjakin,S Jurmala 2015 and 4...g5 5.Nc3 Bg7 6.d4 Ne7 7.Nb5 Na6 8.Nf3 Qh5 oo Semcesen,D-Bartel,M Budva 2003.

5.Bxb5

White has declined the counter-gambit with 5.Nf3 Qh5 6.Be2 Nf6 7.d3 g5 8.e5 Nd5 9.Nd4 g4 10.Bxg4 Qxe5 11.Qe2 Ne3+ 12.Bxe3 fxe3 and Black won in Gaber,J-Rozsa,P Keszthely 1995, or with 5.Bb3 Nf6 6.Nf3 Qh6 7.Ne5 d5 8.Nc3 Bd6 9.d4 Nxe4 10.Nxe4 Bxe5 11.Bxd5 c6 12.dxe5 cxd5 13.Nd6+ Kd7 14.Qxd5 Kc7 15.c4 Qe6 16.Qxa8 Nc6 17.cxb5 Qd5 18.Qxc6+ Qxc6 19.bxc6 Kxc6 20.Bxf4 Rd8 21.Kf2 Be6 22.Rac1+ Kb6 23.Be3+ Ka6 24.Rc6+ Ka5 25.Bd2+ Ka4 26.Ra6 # 1-0 Morphy,P-Maurian,C New Orleans,LA 1858.

5...Nf6 (D)



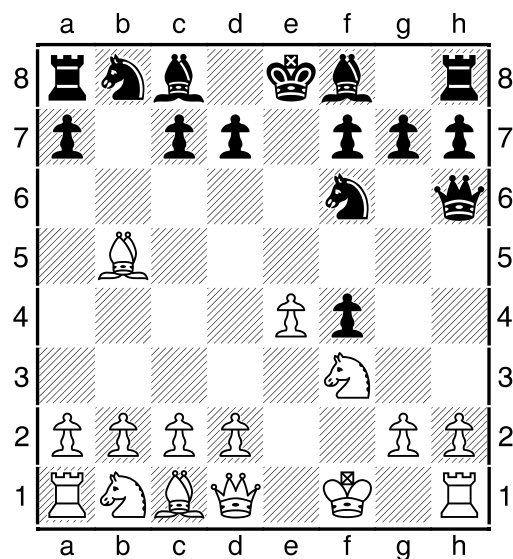
A natural developing move, although L.Kieseritzky had previously tried 5...Bb7 6.Nc3 Bb4 7.d3 Bxc3 8.bxc3 Nf6 9.Nf3 Qh5 10.Rb1! and White had the advantage in Harrwitz,D-Kieseritzky,L Great Britain 1847. Another move is 5...Ba6 6.Bxa6 Nxa6 7.d4 Nh6 8.Nf3 Qf6 9.c3 c5, with an unclear game as in Boussaha,B-Jakubowski,R Montigny le Bretonneux 2004.

6.Nf3

A logical follow-up, gaining time in development by attacking the black queen. Illogical is 6.Nc3 Ng4! 7.Nh3 Nc6 8.Nd5 Nd4 9.Nxc7+ Kd8 10.Nxa8 f3 11.d3 f6 12.Bc4 d5 13.Bxd5 Bd6 14.Qe1? fxg2+ 15.Kxg2 Qxh3+ 16.Kxh3 Ne3+ 17.Kh4 Nf3+ 18.Kh5 Bg4 # 0-1 Schulten,J-Kieseritzky,L Paris 1844 but interesting is 6.Qe2 Nh5 7.d4 Ng3+ 8.hxg3 Qxh1 9.Bxf4 Nc6 10.Bxc6 dxc6 11.Nc3 oo/= Mackenzie,D-Trivett,J

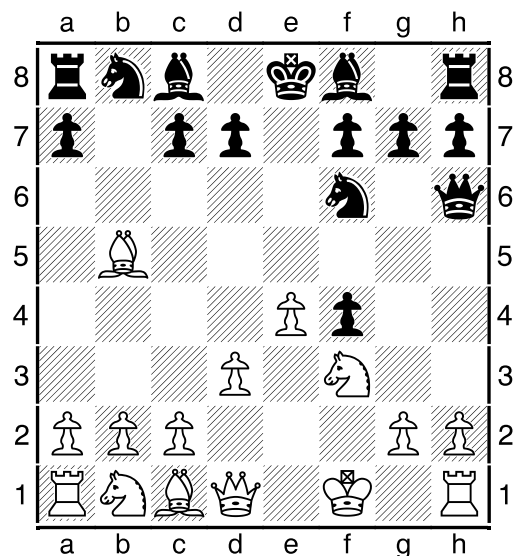
Reno 2006.

6...Qh6 (D)



The text move looks like best, although Black has tried 6...Qh5?! as well: 7.Nc3 (7.Bc4 Bb7 8.d3 Bd6 9.Nc3 0-0 Deus Filho,J-Do Valle Cardoso,L Registro 2016) 7...Bb7 8.Bc4! (a move proposed by Y.Estrin. The alternative is 8.e5 Ne4 [8...Bxf3 9.Qxf3 Qxf3+ 10.gxf3 Nh5 11.d4 c6 12.Bd3 d5 13.Ne2 g5 14.h4 h6 15.hxg5 hxg5 16.Bf5 +- ; 8...Ng4 9.d4 Ne3+ {9...g5 10.h4±} 10.Bxe3 fxe3 11.Qe2 += ; 8...Nd5!? 9.Be2 oo] 9.Nxe4 Bxe4 10.d3 Bc6! [10...Bxf3? 11.Qxf3 Qxf3+ 12.gxf3 g5 13.h4 +-] 11.Bxc6 Nxc6 12.Bxf4 oo) 8...Nxe4 (8...Bb4 9.d3 Bxc3 10.bxc3 g5 11.h4! +/-) 9.Nxe4! d5 10.Bb5+ c6 11.Qe2! +=.

7.d3?! (D)



White should try to occupy the centre. 7.Nc3

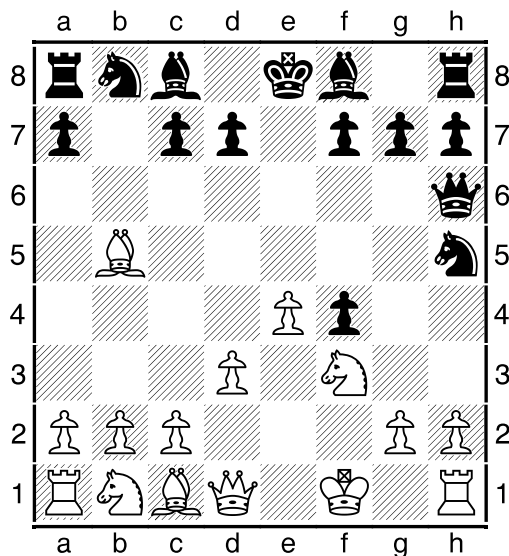
looks like the most principal move:

a) 7...g5 8.d4 c6 (8...Bb7? 9.h4 Rg8 10.Kg1! gxh4 11.Rxh4 Qg6 12.Qe2 Nxe4 13.Rxf4 f5 14.Nh4 Qg3 15.Nxe4 1-0 Short,N-Kasparov,G London 1993 ; 8...Bg7? 9.e5 Nh5 10.Ne4! [10.Kg1 Bb7 11.Be2 Rg8 12.Ne1 f3 13.Bxf3 Bxf3 14.Qxf3 Nc6 15.Nd5 0-0-0 16.Ne7+ Kb8 17.Nxg8 Rxd8 18.Qxf7 Rf8 19.Qb3+ Kc8 20.Nf3 Qg6 21.c3 g4 22.Nh4 Qd3 23.Bg5 Nf4 24.Bxf4 Rxf4 25.Re1 Qd2 26.Nf3 gxf3 0-1 Raphael,B-Morphy,P New York 1857] 10...g4 11.Nh4 Qb6 12.Be2 +/-) 9.Bc4 Ba6 10.Bxa6 Nxa6 11.h4 Rg8 12.Kg1 oo/= Humeau,C-Bologan,V Calvi 2008.

b) 7...Bb7 8.d4 (8.Qe2 Bb4 9.e5 Nh5 10.Rg1 0-0 11.d4 Qb6 =+) 8...Nxe4 9.Qe2 Qe6 10.Nxe4 Qxe4 11.Bxf4 Qxe2+ 12.Kxe2 +=.

c) 7...c6 8.Bc4 d6 9.d4 Nh5 (9...Be6? 10.d5 cxd5 11.exd5 +/- Anderssen,A-Kieseritzky,L London 1851) 10.Ne2 Be7 11.e5 d5 12.Bd3 0-0 13.Rg1 oo Anderssen,A-Kieseritzky,L London 1851.

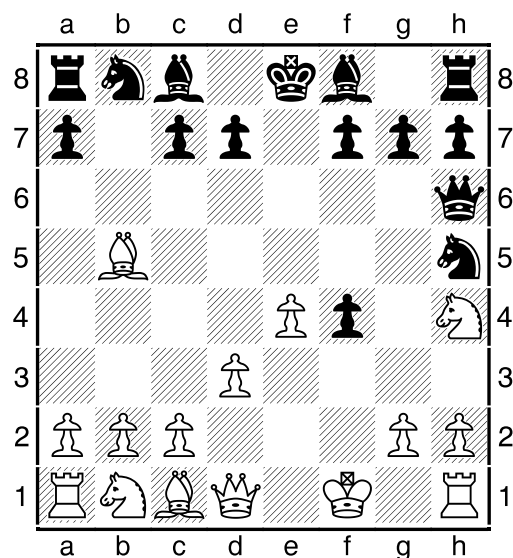
7...Nh5? (D)



7...Bc5! looks like a better (developing) try: 8.d4 Bb6 9.Nc3 Bb7 10.Bd3 (10.e5 Ng4! [10...Ne4 11.Nxe4 Bxe4 12.h4 oo] 11.Qd3 0-0 =+) 10...0-0! (10...Nc6 11.Ne2 Nh5 12.c3 g5 13.g4! oo Anderssen,A-Pollmacher,H Leipzig 1852 ; 10...g5 11.h4 Rg8 12.Nd5! oo) 11.h4 Nc6 12.Ne2 Rae8 and Black seems to have the better game.

8.Nh4? (D)

Both opponents placed their knights on the edge of the board, which is not a good sign...

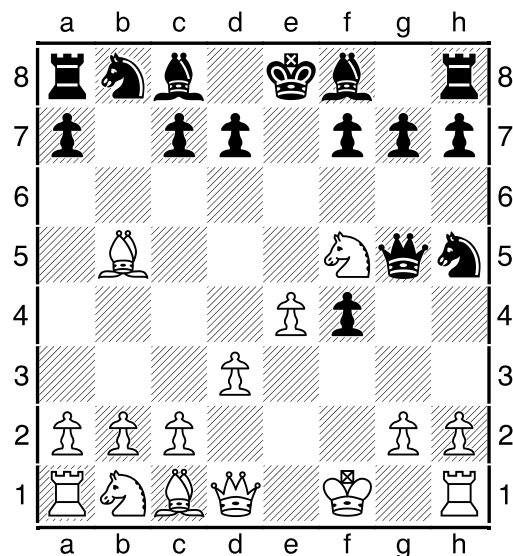


Suburb was 8.Rg1! (aiming 9.g4) 8...Qb6 9.Nc3 c6 10.Bc4 and White stands better. Note that; 8.Ke2?! is poor: 8...Qb6 (8...g5? 9.Nc3 Nc6 10.Nd5 g4 11.Nxc7+ Kd8 12.Bxc6 gxf3+ 13.gxf3 Qxc6 14.Nxa8 +/- Von Jaenisch,C-Kieseritzky,L London 1851) 9.Nc3 c6 10.Bc4 d6 11.Qg1 Be7 oo.

8...Qg5

Well, Black attacks two birds with one stone (the b5-bishop and the h4-knight), but also fine is 8...g6 9.g3 (9.g4? Nf6 10.Ng2 Qh3 11.Bxf4 Nxd4 -/+) 9...Be7 10.Nc3 (10.Qg4? c6 [10...Kd8 11.Ng2 d6 12.Qf3 c6 13.Ba4 g5 oo] 11.Bc4 f5! 12.Qh3 [12.exf5 d5 13.Bb3 g5 -/] 12...fxe4 13.dxe4 Na6 -/+) 10...c6 11.Ba4 Na6, when Black's position is preferable.

9.Nf5 (D)



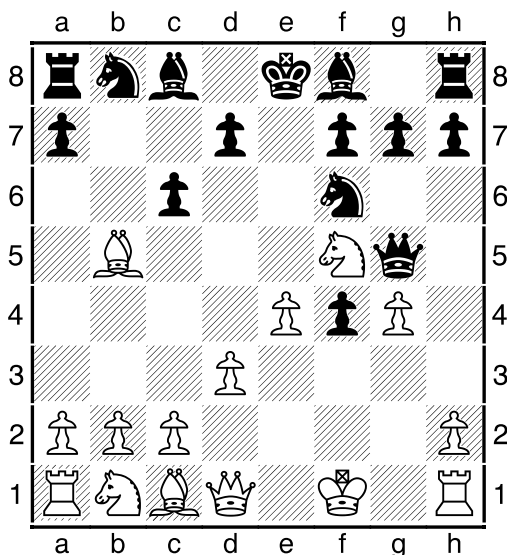
9...c6?

Black should start immediately chasing the white knight away: 9...g6! 10.h4 (10.g4? gxf5 11.gxh5 fxe4 -+) 10...Qf6! (10...Ng3+? 11.Ke1 [11.Nxg3 Qxb5 {11...Qxg3? 12.Rh3 +-} 12.Nc3 +/-] 11...Qf6 12.Nxg3 fxe4 13.Rf1! Qxh4 14.Qf3 +/-) 11.Nc3 c6 12.Ba4 (12.Bc4? d5 -+) 12...Na6! =+. Here he should be quite comfortable, planning ...Nc5 and complete his development in a more harmonically way than White.

10.g4?

Also bad was 10.h4? Qg6 11.Ba4 d5 -/+ or 10.Bc4? d5 -, but White should opt for 10.Ba4! d5 (10...g6 11.Ng3! Nxg3+ 12.hxg3 Qxg3 13.Nc3 Bc5 14.Qe1! [14.d4? Ba6+ -/+ ; 14.Qf3 Qxf3+ 15.gxf3 g5 16.Rh5 Be7 17.Kg2 Na6 18.Bd2 oo] 14...Qxe1+ [14...Qg4 15.Rh4 +/-] 15.Kxe1 g5 16.Rh5 Be7 17.g3! fxe4 18.Bxg5 +/-) 11.Nc3! (11.g4 dxe4 12.dxe4 g6 [12...Ba6+? 13.Kg2 Nf6 14.Qf3 +/-] 13.Qd5! Qxg4 14.Bxc6+ Nxc6 15.Qxc6+ Kd8 16.Qd5+ =) 11...Bxf5 12.exf5 Qh4! 13.Qe1+ Qxe1+ 14.Kxe1 +=. But of course A.Anderssen was only thinking of the black king; never to exchange queens of course!

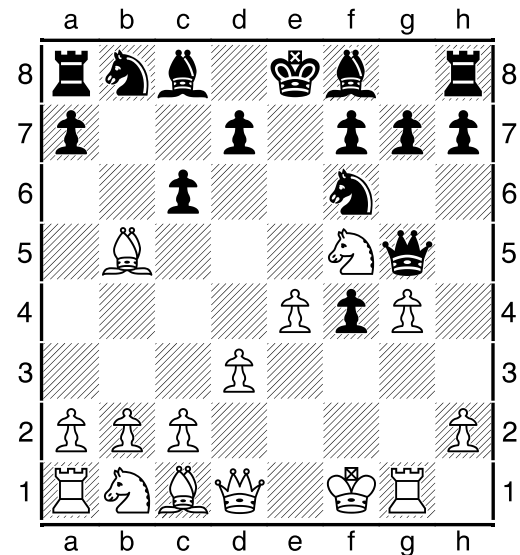
10...Nf6? (D)



10...g6! was more to the point. Although the variations that follow are difficult to met over the board, Black would be on the top after 11.gxh5! (11.Nd4? Bg7 12.c3 d6! [12...Bxd4?! 13.cxd4 d6! {13...Qxb5? 14.Nc3 {14.gxh5 Ba6 15.Nc3 Qxd3+ 16.Qxd3 Bxd3+ 17.Kf2 g5 18.h4 oo} 14...Qb6 15.gxh5 Qxd4 16.Bxf4 Qf6 17.Qg4

+=} 14.Ba4 Bxg4 -/+] 13.Ba4 Bxg4 14.Nf3 Qh6 -+) 11...gxf5 12.Rg1! (12.h4? Qg3 [12...Qf6 13.Bc4 fxe4 14.dxe4 Rg8 -/+] 13.Qe2 Rg8 -+) 12...Qf6 13.Nc3 Bc5 14.Rg2 cxb5 15.Nd5 Qc6.

11.Rg1 (D)



11...cxb5?

Too greedy! Black shouldn't accept the sac of the bishop but instead choose one the following variations:

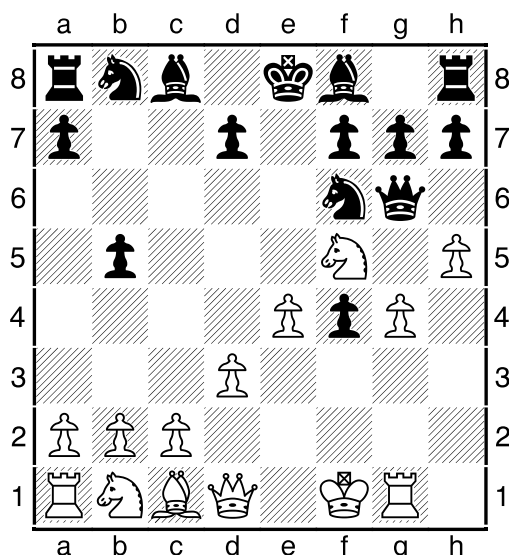
a) 11...d5 12.h4 Qg6 13.h5 (13.Bxf4?! h5!) 13...Qg5 14.Qf3 Bxf5 15.exf5 Bd6! (15...cxb5? 16.Bxf4 Qh4 17.Nc3 [17.g5 Qxh5 18.Qe3+ Ne4 19.dxe4 Qd1+ 20.Kg2 Qxc2+ 21.Kg3 Bc5 22.Rc1 Bxe3 23.Rxc2 Bxf4+ 24.Kxf4 +=] 17...Bc5 [17...Nc6 18.Re1+ Be7 19.Nxb5 +/-] 18.Re1+ Kf8 [18...Qxe1+ 19.Kxe1 Bxg1 20.g5 +/-] 19.g5 +/-) 16.Ba4 0-0 17.Nc3 Nbd7 18.Ne2 oo.

b) 11...h5!? 12.h4 Qg6 13.g5 Ng4 14.Ba4! (14.Bxf4? d5 -+ ; 14.Nc3? cxb5 15.Nd5 [15.Nxb5? Qb6 -+] 15...Na6! [15...d6? 16.Nd4 oo/= ; 15...Bd6? 16.Rxg4! hxe4 17.Qxg4 oo/=] 16.Bxf4 Bb7 17.c4 Bxd5 18.cxd5 Qb6 -+) 14...d5 15.Qe1! (15.Nd4? Bc5 16.c3 Bxd4 17.cxd4 dxe4 18.dxe4 Qxe4 -+) 15...dxe4 16.Qxe4+ Kd8 17.Nd4 Qxe4 18.dxe4 oo.

12.h4!

Right. Of course 12.Qf3? h5 would be out of the question! The placement of the black queen is so ugly and gives White the necessary tempos to develop and to improve, fully compensating his lost castle rights.

12...Qg6 13.h5 (D)



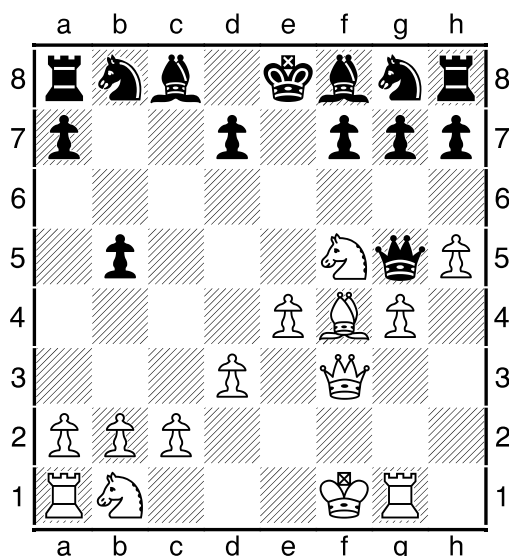
13...Qg5

Returning the piece with 13...Nxb5 wouldn't relieve White's position: 14.gxh5 Qf6 15.Nc3 Bb7 16.Bxf4 g6 17.Nxb5 +-.

14.Qf3 Ng8

Again Black is helpless by returning the piece: 14...Nxg4 15.Rxg4 Qxh5 16.Nc3! (16.Bxf4? Bb7! [16...g6 17.Nd6+ Bxd6 18.Bxd6 Nc6 19.Qf6 Rg8 20.Nc3 +- ; 16...d5 17.Nc3 Bxf5 {17...g6? 18.Nxd5 +-} 18.exf5 +- ; 17.Qg3 Nc6 18.Nxg7+ [18.Nc3 Qh1+ 19.Kf2 {19.Qg1 Qf3+ 20.Ke1 h5 oo} 19...Qxa1 20.Nxg7+ Bxg7 {20...Kd8 21.Nxb5 f6 22.Bb8 Bc5+ 23.d4 Qd1 24.Qc7+ Ke7 25.Nf5+ Ke8 26.Ng7+ =} 21.Rxg7 0-0-0 22.Nxb5 Ba6 23.Nd6+ Kb8 24.Nxf7+ Ka8 25.Nxh8 Qxb2 -/+] 18...Bxg7 19.Rxg7 Nd4 20.Nd2 oo) 16...Nc6 17.Bxf4 +-.

15.Bxf4 (D)

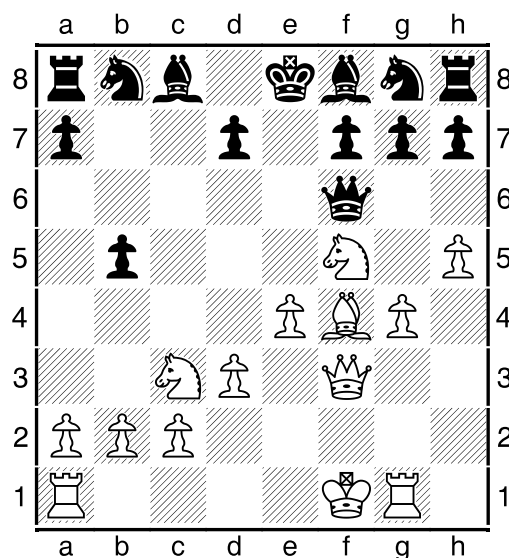


Black's main problem is that he has developed only his queen by now; this cannot be done and escape... It is a fact that he is a piece-up, but this is good for the endgame and not for the middlegame where White's pieces will deliver a lethal kiss to the black king...

15...Qf6

15...Qd8 is another try: 16.Nc3 a6 (16...d6 17.Nxb5 Bxf5 18.exf5 +- ; 16...g6 17.Nxb5 gxf5 18.Nc7+ Ke7 19.exf5 +-) 17.Bd6! Bb7 18.Nd5 Bxd5 19.exd5 Bxd6 20.Nxd6+ Ke7 21.Nxf7 +-.

16.Nc3 (D)

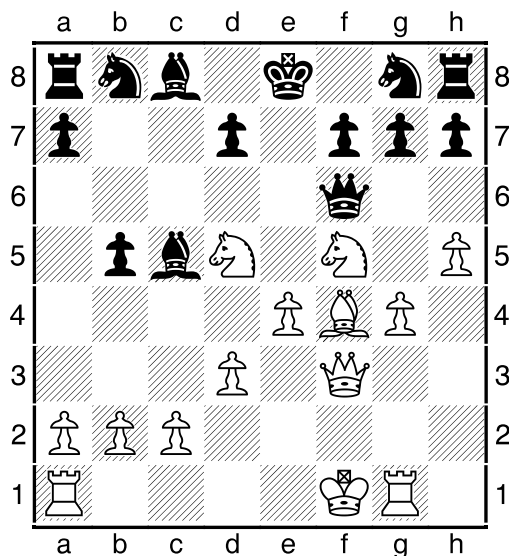


A triumph of quality (developing, space, piece placement) versus quantity (piece minus). You simply can't play like this and it is obvious that very soon Black will be busted...

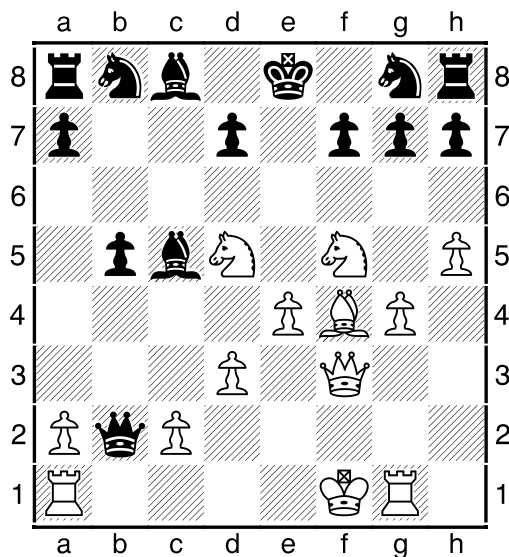
16...Bc5?!

This loses without a fight. Black will also easily lose after 16...Bb7 17.Nxb5 (17.Qg3 Na6 [17...Nc6 18.g5 Qe6 19.Nxb5 +-] 18.Nxb5 Qxb2 19.Nfd6+ Bxd6 20.Nxd6+ Kf8 21.Be5 Qb6 22.Qf4 f6 23.g5 +-) 17...Qxb2 18.Nc7+ Kd8 19.Qd1! (19.Kg2 Na6 [19...Nc6 20.Rab1 Qxc2+ 21.Kh3 Rb8 22.Nd5 +-] 20.Nxa8 Bxa8 21.Rab1 Qxc2+ 22.Kh1 +-) 19...Kc8 20.Rb1 Qxa2 21.Ra1 Qb2 22.Nxa8 +- . He should have tried 16...Qc6 where White would have to find 17.Qg3 (17.a4!? b4 18.Nb5 d6 19.Nbxd6+ Bxd6 20.Nxd6+ Kf8 21.g5 +/-) 17...d6 18.Bxd6 Nd7 19.Nd5 g6 20.Re1! +-.

17.Nd5? (D)



Too optimistic. The simple 17.d4! was curtains: 17...Be7 (17...Bxd4 18.Nd5 Qc6 19.Nc7+ Kd8 20.Nxd4 +-) 18.Nd5 Qc6 19.Ndxe7 Nxe7 20.Nd6+ Kf8 21.Qb3! +-.
17...Qxb2 (D)



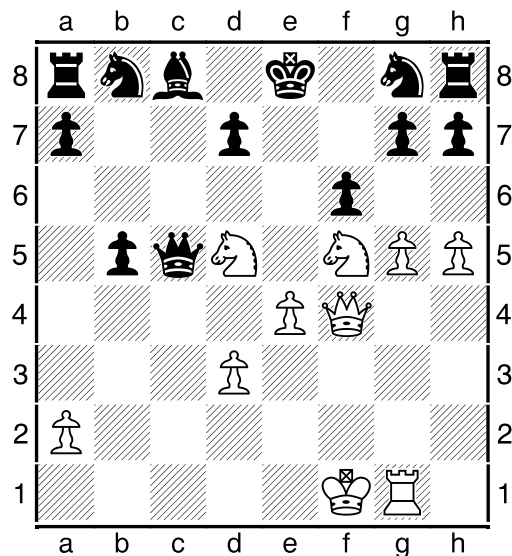
A famous position.

18.Bd6?

Completely wrong. White had at his disposal at least another three winning continuations:

a) 18.d4 Qxa1+ (18...Bf8 19.Nc7+ Kd8 20.Qb3! +-) 19.Kg2 Qb2 20.dxc5 Na6 21.Nd6+ Kf8 22.Be5 Qxc2+ 23.Kh3 f6 24.Nxf6 +-.
 b) 18.Be3 d6 (18...Qxa1+ 19.Kg2 Qb2 [19...Qxg1+ 20.Bxg1 Bxg1 21.Nd6+ +-] 20.Bxc5 Qxc2+ 21.Kh3 Qxc5 22.Rc1! d6 [22...Qxc1 23.Nd6+ +-] 23.Rxc5 Bxf5 24.Qxf5 dxc5 25.Qc8 #) 19.Bd4 (19.Re1 Bxf5 [19...Kd7 20.Bxc5 dxc5 21.Qg3 +-]

20.exf5 Kd7 21.Bxc5 dxc5 22.Ne3 +-)
 19...Bxd4 20.Nxd6+ Kd8 (20...Kd7 21.Qxf7+ Kxd6 22.Qc7+ Ke6 23.Nf4+ Kf6 24.g5 #) 21.Qxf7 +-.
 c) 18.Re1 Na6 (18...Bb7 19.d4 +-) 19.Bd6 Bb7 (19...Bxg1 20.e5 +-) 20.Bxc5 Nxc5 21.Nd6+ Kd8 22.Nxf7+ +-.
18...Bxg1?
 It looks like Black is winning after 18...Qxa1+! 19.Ke2 Qb2! but this is not the case:
 a) 20.Rc1? g6! (20...Bb7? 21.Bxc5 Bxd5 22.Qf4! oo/=) 21.Bxc5 gxf5 22.exf5 d6 -+.
 b) 20.Kd2 Bxg1 (20...g6? 21.Bxc5! gxf5 22.exf5 +-) 21.e5 Ba6! 22.Nc7+! (22.Nxg7+? Kd8 23.Qxf7 Nh6 24.Qf6+ Kc8 25.Nf5 Nxf5 26.Qxh8+ Kb7 27.gxf5 b4 -+) 22...Kd8 23.Qxa8 (23.Nxa6 Bb6 24.Qxa8 Ba5+ 25.Ke3 Qc1+ 26.Kf2 Qd2+ =) 23...Bb6 24.Qxb8+ Bc8 25.Nd5 Ba5+ 26.Ke3 Qxc2 (26...Qc1+ =) 27.Qxa7 Qd2+ 28.Kf3 Qd1+ with a perpetual check.
 c) 20.Bxc5!? Qxc2+ 21.Kf1 Qxc5 22.Qf4! f6 23.g5! (D)

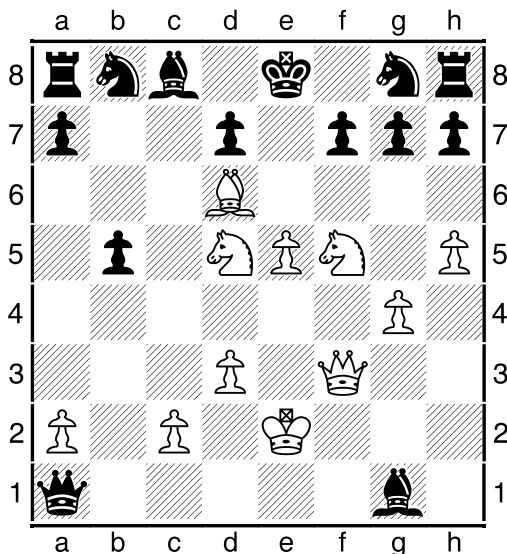


20.exf5 Kd7 21.Bxc5 dxc5 22.Ne3 +-)
 19...Bxd4 20.Nxd6+ Kd8 (20...Kd7 21.Qxf7+ Kxd6 22.Qc7+ Ke6 23.Nf4+ Kf6 24.g5 #) 21.Qxf7 +-.
 c) 18.Re1 Na6 (18...Bb7 19.d4 +-) 19.Bd6 Bb7 (19...Bxg1 20.e5 +-) 20.Bxc5 Nxc5 21.Nd6+ Kd8 22.Nxf7+ +-.
18...Bxg1?
 It looks like Black is winning after 18...Qxa1+! 19.Ke2 Qb2! but this is not the case:
 a) 20.Rc1? g6! (20...Bb7? 21.Bxc5 Bxd5 22.Qf4! oo/=) 21.Bxc5 gxf5 22.exf5 d6 -+.
 b) 20.Kd2 Bxg1 (20...g6? 21.Bxc5! gxf5 22.exf5 +-) 21.e5 Ba6! 22.Nc7+! (22.Nxg7+? Kd8 23.Qxf7 Nh6 24.Qf6+ Kc8 25.Nf5 Nxf5 26.Qxh8+ Kb7 27.gxf5 b4 -+) 22...Kd8 23.Qxa8 (23.Nxa6 Bb6 24.Qxa8 Ba5+ 25.Ke3 Qc1+ 26.Kf2 Qd2+ =) 23...Bb6 24.Qxb8+ Bc8 25.Nd5 Ba5+ 26.Ke3 Qxc2 (26...Qc1+ =) 27.Qxa7 Qd2+ 28.Kf3 Qd1+ with a perpetual check.
 c) 20.Bxc5!? Qxc2+ 21.Kf1 Qxc5 22.Qf4! f6 23.g5! (D)

And it seems that White's initiative is compensating his material deficit; the game should end in a draw after 23...Kd8 24.Nd6 Ne7 25.Nf7+ Ke8 26.Nd6+ Kd8 27.Nf7+.
19.e5?!
 Although not entirely wrong, much more to the point was 19.Re1! Bb7 20.Qf4!, where Black would be helpless. What's the difference? White wouldn't have to find some 'difficult' moves, so he couldn't go wrong...
19...Qxa1+

The other option was 19...Ba6, but White still wins: 20.Nc7+ Kd8 21.Nxa6 Qxa1+ (21...Bb6 22.Qxa8 Qxc2 23.Nc5! +-) 22.Ke2 +-.

20.Ke2 (D)



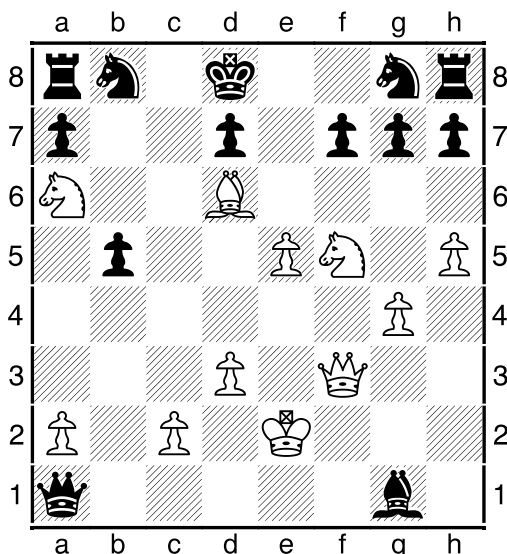
20...Na6?!

The text allows a pretty finish with a forced mate. Although Black will not survive, he could pose 'more' problems to his opponent with:

a) 20...f6 21.Nxg7+ Kf7 22.Nxf6 Bb7 (22...Kxg7 23.Ne8+ Kh6 24.Qf4 #) 23.Nd5+ Kxg7 24.Qf8 #.

b) 20...Bb7 21.Nxg7+ Kd8 22.Qxf7 Nh6 23.Ne6+ dxe6 24.Qc7+ Ke8 25.Nf6 #.

c) 20...Ba6 21.Nc7+! (21.Nxg7+? Kd8 22.Qxf7 Nh6 23.Ne6+ Kc8 -+) 21...Kd8 22.Nxa6! (22.Qxa8? Qc3 23.Qxb8+ Bc8 24.Nd5 Qxc2+ =) (D)

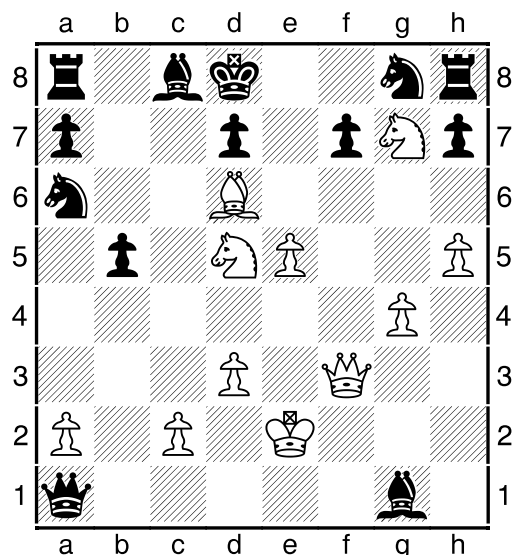


c1) 22...Qc3 23.Bc7+ Qxc7 24.Nxc7 Kxc7 25.Qxa8 Nc6 (25...Bc5 26.Nd6 Bxd6 27.exd6+ Kc8 28.Qxa7 +-) 26.Nd6 Nxe5 27.Nxb5+ (27.Qf8 + -; 27.Ne8+ Kb6 28.Qb8+ +-) 27...Kb6 28.Qb8+ Kc5 29.Qxe5+ +-.

c2) 22...Bb6 23.Qxa8 Qc3 24.Nb4! (24.Qxb8+ Qc8 25.Qxc8+ Kxc8 26.Bf8 h6 27.Nd6+ [27.Bxg7 Rh7 28.Nb4 +/- planning 29.Nd5-f6] 27...Kd8 28.Nxf7+ Ke8 29.Nxh8 Kxf8 30.Ng6+ Kf7 31.Kf3 +-) 24...Qc8 25.Qd5 Qc3 26.Qxf7 +-.

c3) 22...Qxa2 23.Nb4 (23.Bc7+ Ke8 24.Nb4 Nc6 25.Nxa2 Bc5 26.Qd5 Bf8 27.Qxb5 +-) 23...Nc6 24.Nxa2 (24.Nxc6+ dxc6 25.Qxc6 Rc8 26.Be7+ Nxe7 27.Qd6+ Ke8 28.Qxe7 #) 24...g6 25.Nb4 gxf5 26.Nxc6+ dxc6 27.Qxc6 Rc8 28.Qb7 +-.

21.Nxg7+ Kd8 (D)



22.Qf6+!

A beautiful end to an attractive game...

22...Nxf6 23.Be7 #

1-0

Conclusion

An impressive game that nearly every chess player has seen at a certain moment of his chess life.

It contains a lot of mistakes, bad treatment from both opponents, no strategy, etc. But it is rather impressive, especially for beginners who are mostly attracted by fierce sacrifices.

But it is a classical game which teaches us not only how to play, but also (and more important) of how not to play!

THE EVERGREEN GAME

The Opponents

Adolf Anderssen



Karl Ernst Adolf Anderssen born in Breslau (now Wrocław), Poland (July 6, 1818 - March 13, 1879) was a German chess master. He is considered to have been the world's leading chess player for much of the 1850s and 1860s. He was quite soundly defeated by Paul Morphy who toured Europe in 1858, but Morphy retired from chess soon after and Anderssen was again considered the leading player.

After his defeat by Steinitz in 1866, Anderssen became the most successful tournament player in Europe, winning over half the events he entered, including the Baden-Baden 1870 chess tournament, one of the strongest tournaments of the era. He achieved most of these successes when he was over the age of 50.

Anderssen is famous even today for his brilliant sacrificial attacking play, particularly in the 'Immortal Game' (1851) and the 'Evergreen Game' (1852). He was a very important figure in the development of chess problems, driving forward the transition from the 'Old School' of problem composition to the elegance and complexity of modern compositions.

He was also one of the most likeable of chess masters and became an 'elder statesman' of the game, to whom others turned for advice or arbitration.

Jean Dufresne



Jean Dufresne (14 February 1829 - 13 April 1893) was a German chess player and chess composer. He was a student of Adolf Anderssen, to whom he lost the 'Evergreen Game' in 1852.

J. Dufresne was born and died in Berlin. The son of a wealthy Jewish businessman, he attended law school but was forced to abandon his studies when his father ran into financial difficulties. He subsequently became a journalist.

J. Dufresne was an unsuccessful novelist under the anagrammatic pseudonym E.S. Freund, but wrote several chess books, one of which, 'Kleines Lehrbuch des Schachspiels' (1881), known in Germany as 'Der Kleine Dufresne' ran to

many editions and taught several generations of players.

In a letter to Paul Dirac at the end of 1929, Werner Heisenberg deemed Dufresne's handbook 'the best book about theory of Chess'. He also wrote a popular book on Paul Morphy.

His grave is located in the Jewish Cemetery Berlin-Weißensee.

Venue

The game was played between the two great players (most probably) in a cafe in Berlin, Germany, in 1852 and it was an informal one. This game was nicknamed 'The Evergreen Game' by the first FIDE World Champion Austrian Wilhelm Steinitz.

Attack & Defence

The ‘Evergreen Game’ is a famous chess game, played in 1852 and won by Adolf Anderssen against Jean Dufresne.

There was no formal title of ‘World Champion’ at the time, but the German mathematics professor Adolf Anderssen was widely considered to be the best player in the world after winning the first major international chess tournament in London in 1851.

Though not in the same class as A.Anderssen, Jean Dufresne, a popular author of chess books, was also a strong player. This was probably an informal game, like the ‘Immortal Game’.

The game was originally published with minimal commentary in the September and October 1852 issues of the ‘Deutsche Schachzeitung’.

The venue of the game is usually assumed to be Berlin, where J.Dufresne was resident and A.Anderssen was a frequent visitor, but no details of the circumstances of the game were provided.

Beginning with Howard Staunton in 1853, the game has been extensively analysed over the years, particularly the critical positions before and after White's remarkable 19th move, 19.Rad1. Although defensive resources for Black have since been found, A.Anderssen's combination remains much admired.

Following A.Anderssen's death in 1879, Wilhelm Steinitz published a tribute in ‘The Field’ in which he annotated A.Anderssen's two most famous games, the ‘Evergreen’ and the ‘Immortal Game’

Annotating the famous move 19.Rad1, W.Steinitz wrote ‘An evergreen in the laurel crown of the departed chess hero’, thus giving this game its name. W.Steinitz was writing in English, but he may have had in mind the German word Immergrün (Evergreen), which refers to a specific evergreen plant, called Periwinkle (Vinca) in English. The symbolic meaning is expressed in the French translation, the ‘Forever Young Game’ (La Toujours Jeune).

Symbols

+	check	=	equal position
++	double check	oo	unclear position
#	checkmate	oo/=	with compensation
!!	brilliant move	=+	Black is slightly better
!	good move	-/+	Black has a large advantage
!?	interesting move	-+	Black is winning
?!	dubious move	1-0	the game ends in a win for White
?	bad move	½-½	the game ends in a draw
??	blunder	0-1	the game ends in a win for Black
+-	White is winning	(D)	see next diagram
+/-	White has a large advantage	○	White to play
+/=	White is slightly better	●	Black to play

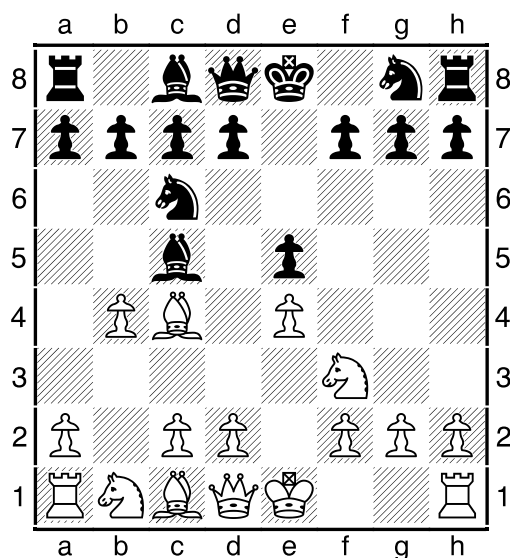
The Game

□ Anderssen Adolf

■ Dufresne Jean

C52 Berlin 1852

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 (D)

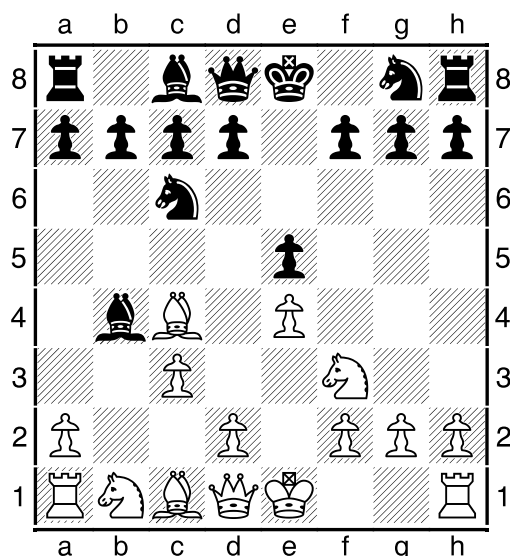


The 'Evans Gambit' of the 'Italian Game' or 'Guioco Piano', a popular opening in the 19th century and still seen occasionally today. White gives up material to gain an advantage in development.

4...Bxb4

A principal move. The alternative is not accept the pawn offer with 4...Bb6 5.b5 Nd4 6.Nxd4 Bxd4 7.c3 Bb6 8.d4 Qe7 9.0-0 Nf6 10.a4 a5 11.bxa6 bxa6 12.a5 Ba7 13.f4 0-0 oo as in Ganguly,S-Aronian,L Dubai 2014.

5.c3 (D)



5...Ba5

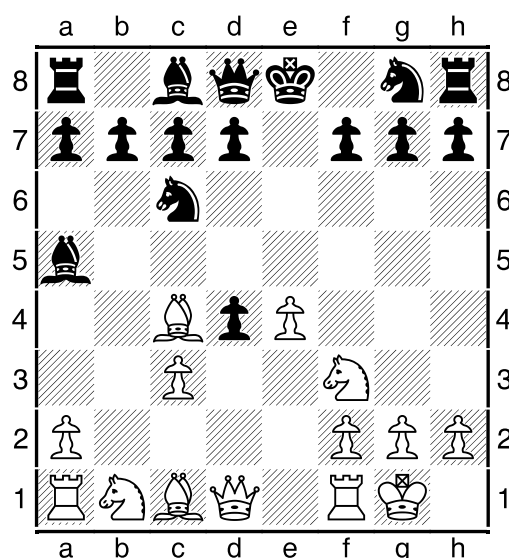
The most popular move, although 5...Be7 or 5...Bc5 have many followers.

6.d4 exd4

Accepting the second pawn is again the most popular Black's response. The main alternative is 6...d6. A sample game went as 7.Qb3 Qd7 8.dxe5 Bb6 9.a4 Na5 10.Qa2 Nxc4 11.Qxc4 Ne7 oo Nakamura,H-Anand,V London 2014.

7.0-0 (D)

7.Qb3 is usually transposing.



7...d3

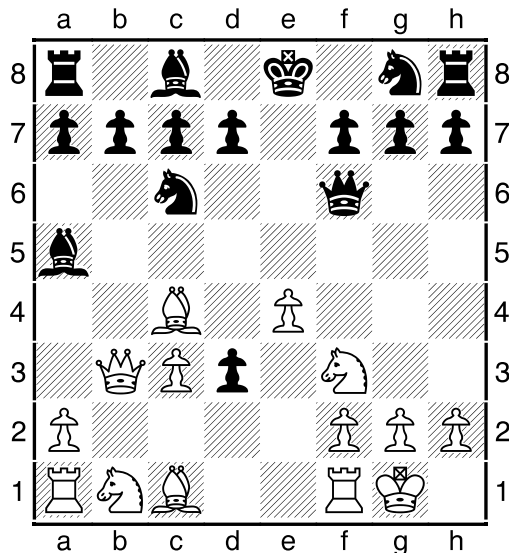
Black attempts to slow down White's rapid development by depriving the queen's knight of its preferred c3 square and forcing White to spend a tempo capturing the pawn. This move was favoured by J.Dufresne, but today it is considered a bit 'inferior'. Other alternatives include 7...dxc3 8.Qb3 Qe7 9.Nxc3 Bxc3 10.Qxc3 oo/= Munoz,M-Moreno Perez,N Barcelona 2016 and the most popular 7...Nge7 8.Ng5 d5 9.exd5 Ne5 10.Bb3 0-0 oo Morozevich,A-Adams,M Wijk aan Zee 2001.

8.Qb3

Immediately attacking the f7-pawn. The other suggestion is 8.Re1 Bb6 9.e5 h6 10.Qxd3 Nge7 11.Nbd2 d5 12.exd6 cxd6 13.Ba3 oo/= Vallejo Pons,F-Narciso Dublan,M Palencia 1999.

8...Qf6 (D)

8...Qe7?! is inferior due to 9.e5! (9.Re1 Bb6 10.Ba3 Na5 11.Qa4 c5 12.Bxd3 += Grosar,A-Ibragimov,I Portoroz 1996 ; 9.Ba3 Qf6 10.e5 Qg6 11.Re1 Nge7 12.Bxe7 Nxe7 13.Qa3 b6 14.Nbd2 Bb7 15.Re3 oo/= Guerrero Sanmarti,R-Barranco Montilla,C Spain 1995) 9...Bb6 10.Ba3 Na5 11.Qa4 c5 12.Bxd3 +/- Ibrahim,I-Gameel,M Beirut 2009.



9.e5!

White gains space with tempo, as the e-pawn creates an assault on the black queen.

9...Qg6

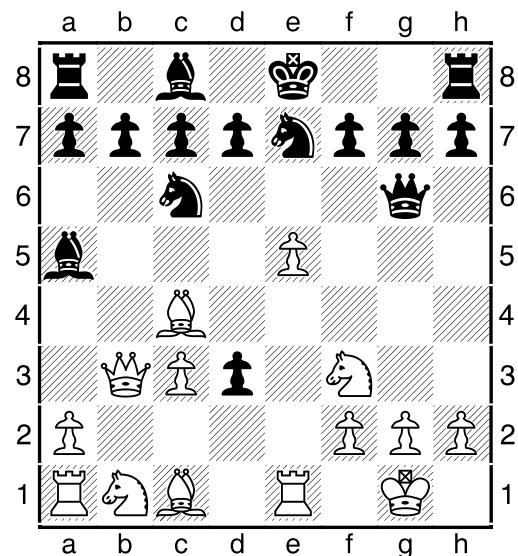
White's e5-pawn cannot be taken: if 9...Nxe5?, then 10.Re1 d6 11.Qa4+, forking the king and bishop to win a piece or even 11.Bg5 Qf5 12.Nxe5 dxe5 13.Qb5+ +-.

10.Re1

Not bad, but today either 10.Ba3 Nge7 11.Rd1 0-0 12.Bxd3 Qh6 13.Nbd2 d5 14.exd6 cxd6 15.Ne4 oo/= Short,N-Kasparov,G Leuven 2011 or 10.Rd1 Nge7 11.Bxd3 Qh5 12.Nbd2 0-0 13.Ba3 d6 14.exd6 cxd6 15.Bxd6 Rd8 16.Nc4 Be6 17.Qa3 Bxc4 18.Bxc4 Nf5 19.Bf4 Qg4 20.Bxf7+ Kxf7 21.Qb3+ Kf8 22.Ng5 Nh6 23.Nxh7+ Ke8 24.Re1+ Ne7 25.Rxe7+ Kxe7 26.Re1+ 1-0 Wan,Y-Zeng,C Beijing 2012, are to be preferred.

10...Nge7 (D)

Black must quickly take care of his defence and castle, otherwise dangerous situations might arise. 10...Bb6?! is inferior due to 11.Qd1! Nh6 12.Bxd3 += Goessling,G-Soukup,J Germany 2012.

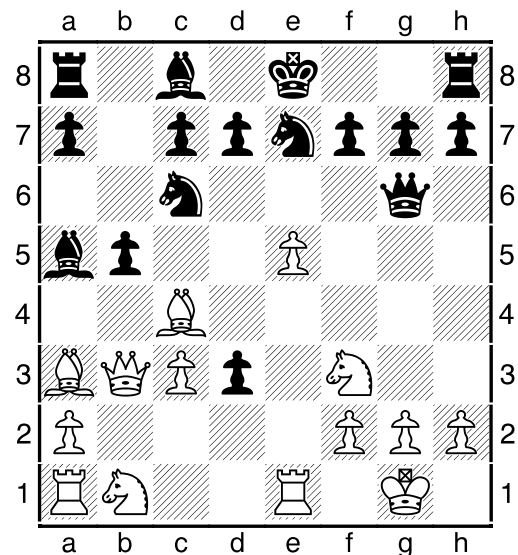


11.Ba3

A logical follow-up but probably better is 11.Nbd2 0-0 12.Ne4 d2 13.Bxd2 d5 14.exd6 cxd6 15.Bd3 oo/= Losev,D-Kadimova,I Moscow 1991 or 11.Re3 f5 12.Rxd3 += Navarro,T-Miralles Andreu,D Tortosa 1992.

11...b5? (D)

Rather than defending his own position, Black offers a counter-sacrifice to activate his a8-rook with tempo. But Black should be more than fine after 11...d5! 12.exd6 cxd6 13.Nbd2 0-0 14.Re3 Bb6 15.Bxd3 Be6.



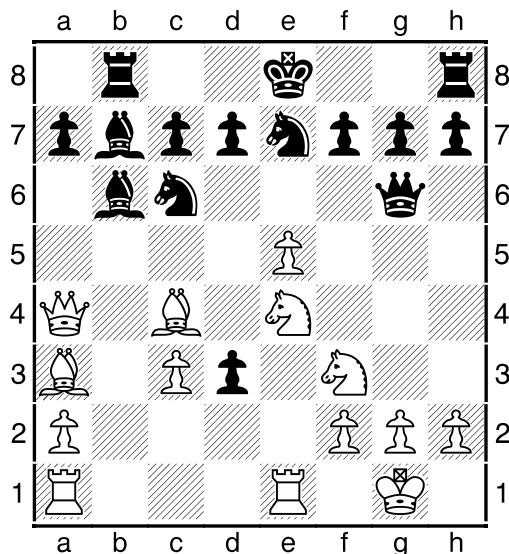
12.Qxb5 Rb8 13.Qa4 Bb6

Black cannot castle here because 14.Bxe7 would win a piece, as the knight on c6 cannot simultaneously protect the knight on e7 and the bishop on a5.

14.Nbd2 Bb7?

Black must castle without delay: 14...0-0

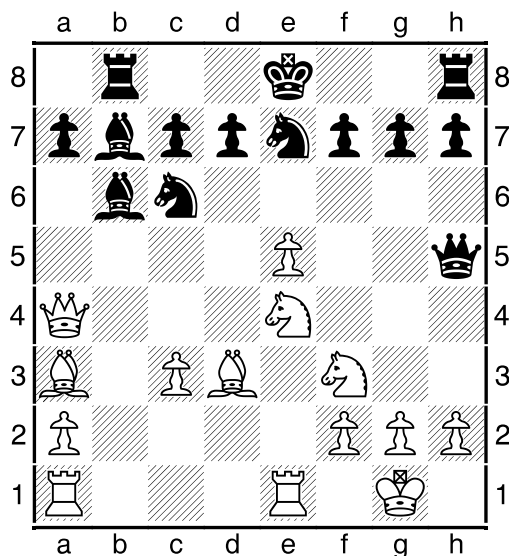
15.Rad1 d5 16.exd6 cxd6 17.Nf1 Qf6
18.Bxd3 +=.
15.Ne4! (D)



15...Qf5?

A poor move which loses a tempo. 15...0-0
16.Bxd3 also gives White a very dangerous attack. Better was; 15...d2 16.Nexd2 0-0, though White still has a clear advantage after 17.Ne4.

16.Bxd3 Qh5 (D)



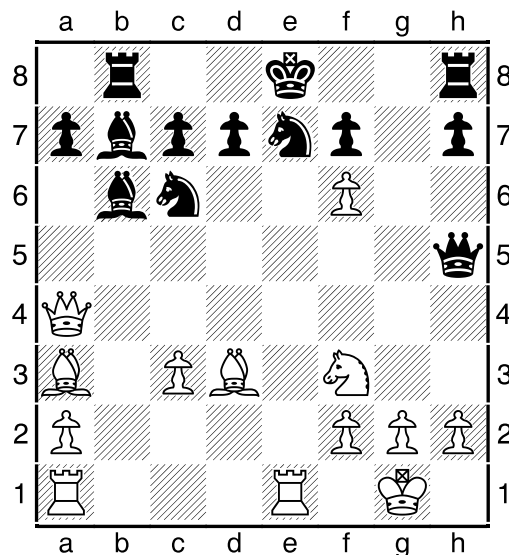
White has a huge advantage and it is time for decisive action. In accordance with his own romantic style and public demand A.Anderssen played an attractive but bad move...

17.Nf6+?

A dramatic sacrifice, although several commentators have pointed out that 17.Ng3 17...Qh6 18.Rad1 (18.Bc1 Qe6 19.Bc4 Nd5

(19...Qg6 20.Nh4 Qg4 21.Bxf7+ +-) 20.Ng5 Qg4 21.Re4 +-) 18...0-0 19.Bc1 Qe6 20.Ng5 would have finished the game without any troubles, but then chess would have lost one of the jewels from its crown! The search for beauty created unnecessary complications.

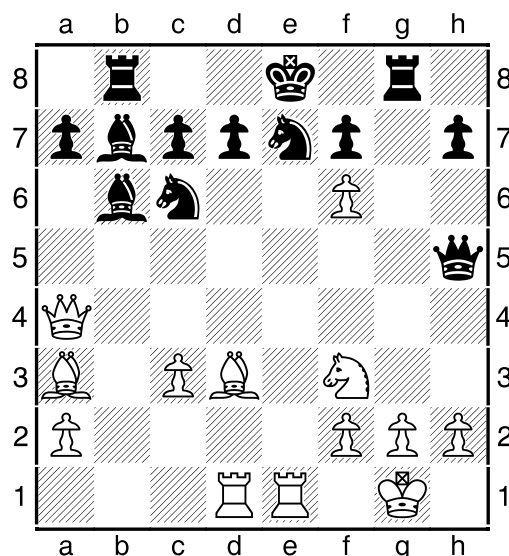
17...gxf6 18.exf6 (D)



18...Rg8!

At first sight an open g-file gives Black excellent counter-attacking chances, but A.Anderssen's calculations were beyond the fears of an ordinary human being.

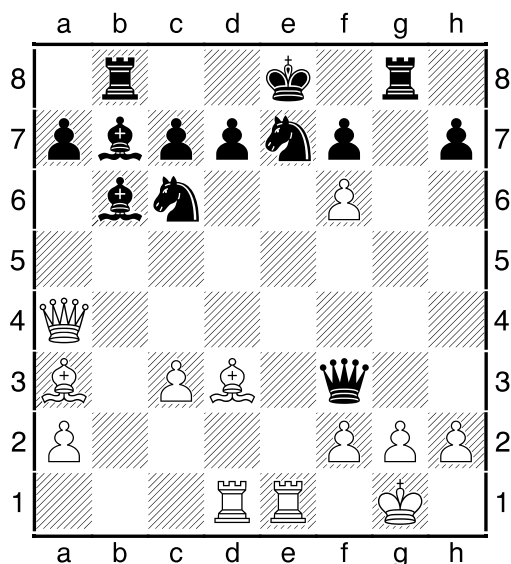
19.Rad1?! (D)



A somewhat controversial move, which has been both exulted and criticised over the years. It sets a deep trap, which Black walks into. In 'Common Sense in Chess', written in 1895, the then World Champion Emanuel Lasker praised it as 'one of the most subtle

and profound moves on record'. However, probably influenced by the analysis of Paul Lipke which revealed defensive possibilities for Black, he later criticised the move, saying that 19.Be4! would have won relatively easily. Lasker's analysis turned out to be faulty, however. Analysis by Jacob Murey and German Fridshtein published in the Soviet magazine '64' in 1975 found that after 19...Qh3! 20.g3 Rxc3+ 21.hxc3 Qxc3+ 22.Kh1 Bxf2 23.Bxe7! (23.Re2? Nd4! -+) 23...Qh3+! 24.Nh2 Bxe1 25.Rxe1 Qh4! 26.Qd1! Nxe7 27.Bxb7 Qxf6 it is unclear whether White is winning. Subsequent analysts such as I.Zaitsev and G.Kasparov have agreed with this assessment.

19...Qxf3? (D)

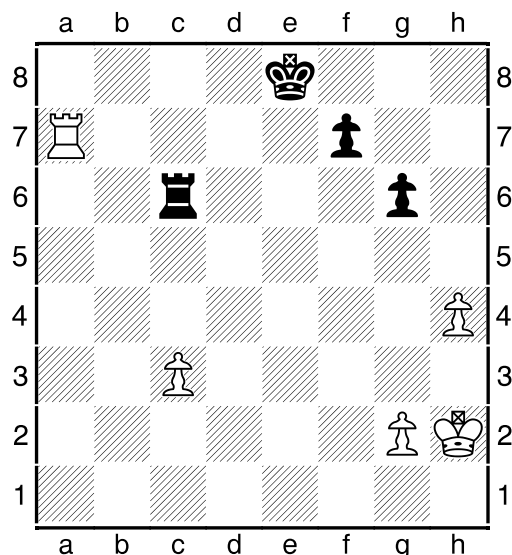


'Who would have played anything else here?!' - Lipke, 1898. White cannot play 20.gxf3 since the g2-pawn is pinned by the rook on g8. Black now threatens to take either on f2 or g2, both major threats to the white king, but A.Anderssen has a shattering resource available. Now White's king is suddenly just one step from decapitation. But how can we reproach Dufresne from not recognising the magic of a genius? But let's see what Black could have played instead of the text move:

a) 19...Rxc2+? would be no improvement over the game continuation. After 20.Kxc2 Ne5 comes the winning 21.Qxd7+!: 21...Kxd7 (21...Nxd7 22.Rxe7+ Kd8 (22...Kf8 23.Re5+ +-) 23.Rxd7+ Kxd7 24.Bf5+ Ke8 25.Bd7+ Kd8 26.Be7 #)

22.Bg6+ Ke6 23.Bxh5 Rg8+ 24.Kh3 +-.

b) Another try is 19...Rg4?!, when White can continue with 20.Re4! (20.Bc4 Qf5 21.Rxd7 Kxd7 22.Ne5+ Kc8 23.Nxg4 Nd5 24.Qd1 Nxf6 [24...Nd8 25.Bd3 Qd7 26.Ne5 Qe6 27.Nxf7! +-] 25.Bd3 Qxg4 26.Qxg4+ Nxg4 27.Bf5+ Kd8 28.Rd1+ Nd4 29.Bxg4 Bd5 30.cxd4 Bxa2 oo) 20...Rxe4 21.Qxe4 d6 22.Re1 (22.fxe7 Nd4! 23.Qf4 Nxf3+ 24.gxf3 Bxf3 25.Re1 Qg4+ =+) 22...Qg6! (22...Ne5? 23.Bb5+ +- ; 22...Ba8? 23.Qf4 Kd7 24.fxe7 Nxe7 25.Ng5 Rg8 26.Bb5+ Bc6 27.Bxc6+ Kxc6 28.Qe4+ Nd5 29.h4 +-) 23.Qxc6+ Bxc6 24.Bxg6 hxc6 25.Rxe7+ Kf8 26.Ne5 Be8! (26...dxe5? 27.Rxc7+ Ke8 28.Rxc6 Bc5! 29.Bb4 Bxb4 30.cxb4 Rxb4 31.g3 +/-) 27.Nc4 Bc5 28.h4 Rb1+ 29.Kh2 Bxa3 30.Nxa3 Rb2 31.Rxc7 Rxa2 32.Nc4 Rxf2 33.Nxd6 Rxf6 34.Nxe8 Kxe8 35.Rxa7 Rc6 = (D)



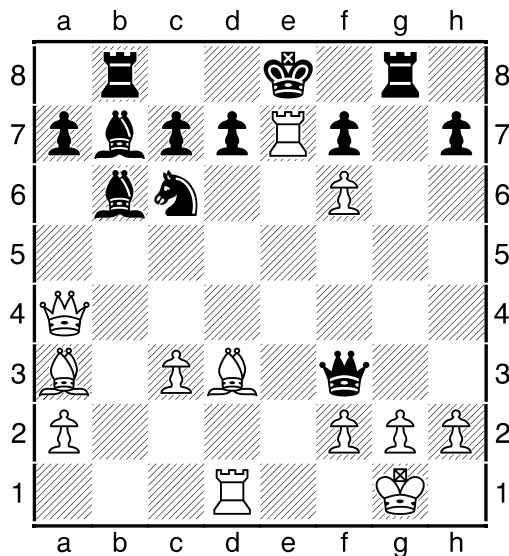
Having a pawn-up in a drawn rook ending.

c) 19...Bd4 was suggested by many annotators: 20.cxd4 Qxf3 21.Be4 Rxc2+ 22.Kh1 Rxh2+! 23.Kxh2 Qxf2+ 24.Kh3 Qxf6 25.Bxe7 Nxe7 26.Qxa7 Qh6+ 27.Kg3 Qg5+ and Black cannot avoid the perpetual.

d) But probably the most accurate would be 19...Qh3! 20.Bf1 (20.g3? Rxc3+ 21.hxc3 Qxc3+ 22.Kh1 Qxf3+ 23.Kh2 Bxf2 -+ ; 20.Nh4? Rg4 21.Re4 Ne5! -+) 20...Qf5 where White is obliged to make a draw with repetition, as 21.Bxe7? is losing to 21...Qxf3 22.Bc5+ Kd8 23.Re7 Bc8 (23...d6 24.Bxb6 axb6 25.Rxf7 Qh5 26.Qb3 Ne5 27.Rg7 Rxg7 28.fxg7 Kd7 and Black has winning

chances) 24.Bxb6 Qxf6 (24...Rxb6 25.Rxf7 Qh5 26.Rg7 Rxg7 27.fxg7 Qg6 -/+) 25.Bxa7 Ra8 26.Re3 Rxa7 -+.

20.Rxe7+! (D)



20...Nxe7?

This loses instantly to a very attractive mate in four. 20...Kd8 preventing the upcoming demolition, but losing anyway later after 21.Rxd7+! Kc8 (21...Kxd7 22.Bf5+ Ke8 23.Bd7+ Kd8 24.Bxc6+ with mate) 22.Rd8+! Kxd8 (22...Rxd8 23.gxf3 or 22...Nxd8 23.Qd7+!! - the same motif) 23.Be2+ (or 23.Bf5+ Qxd1+ 24.Qxd1+ Nd4 25.Bh3! [25.g3 Rg5! 26.Bh3 Bf3!] 25...Re8 26.cxd4 +-) 23...Nd4 24.Bxf3 Bxf3 25.g3 Bxd1 26.Qxd1 +-. Another proof that chess masterpieces require the generous cooperation of the loser!

It is not clear whether the following moves were actually played, or whether A.Anderssen simply 'announced mate', a common practice at the time. The 'Deutsche Schachzeitung' where the game was originally published simply said 'Weiss giebt in 4 Zügen Matt' (White mates in 4 moves), wi-

thout providing the actual moves.

21.Qxd7+!! Kxd7 22.Bf5+

Double checks like 22.Bf5+ are powerful because they force the king to move. Here it is decisive.

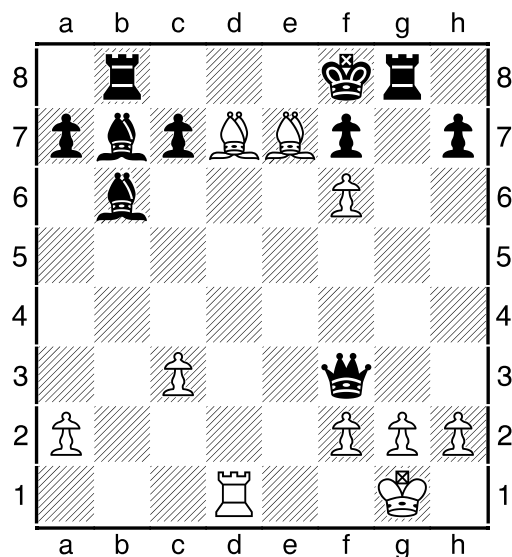
22...Ke8

Or 22...Kc6 23.Bd7 #.

23.Bd7+ Kf8

Or 23...Kd8 24.fxe7 #.

24.Bxe7 # (D)



Savielly Tartakower commented: 'A combination second to none in the literature of the game'.

1-0

Conclusion

It was not surprising that chess players of the time, impressed by this kind of greatness, did not want to listen to dull positional advice.

But the old combinational school, led by its first knight A.Anderssen, was doomed in the battle against the modernised warfare techniques of Paul Morphy, whose tactics had much better positional foundations.

THE RAINBOW GAME

The Opponents

Gregory Serper



Gregory Serper (born September 14, 1969) is an International Grandmaster. He was born in Tashkent, in the former Uzbek Soviet Socialist Republic of the Soviet Union (present Uzbekistan). At age 6, he learned to play chess from his grandfather. In 1985, at age 16, he started studies at Moscow's famous Botvinnik-Kasparov Chess School.

During his military service in Novosibirsk, he attended to 27th World Junior Chess Championship held in 1988 in Adelaide, Australia. In this strong tournament Serper took 3rd place with same score 9/13 as his opponents Lautier, Ivanchuk and Gelfand who took 1st, 2nd and 4th place respectively.

In 1992, as a member of the Uzbekistan team, Serper won the silver medal in the 30th Chess Olympiad.

In January 1996 he moved with his family to the United States. In 1999, Serper won the World Open tournament after drawing an Armageddon playoff game as Black against Boris Gulko, who had been one of nine players who had tied with Serper in the main event. In the same year, he advanced to the finals of the U.S. Chess Championship by defeating Alex Yermolinsky in the semi-finals, but lost in the finals to Gulko.

Ioannis Nikolaidis



Ioannis Nikolaidis (born 4 January 1971) is a Greek chess Grandmaster (1995). He won the Greek Chess Championship in 1995 and came third in the Balkan Individual Chess Championship of 2002 in Istanbul. Nikolaidis played for Greece in the Chess Olympiads of 1994, 1996, 1998, 2000, 2002, 2004 and 2006.

Other results include: 7th-11th with Zurab Sturua, Giorgi Bagaturov, Angelos Vouldis and Ashot Nadanian in the Zonal tournament in Panormo, Crete 1998, which was the qualifying tournament for the FIDE World Chess Championship 1999, third in the Bolzano open 2000, first in the 16th international tournament in Nikea 2008. In 2005, he tied for 2nd-3rd places with M. Turov in the Ikaros Chess Festival.

Venue

The game was played between the two players in St Petersburg (former Leningrad), Russia, in 1993 and it was an official one. This game was nicknamed 'The Rainbow Game' by Grandmaster Efstratios Grivas.

Attack & Defence

G.Serper played a fantastic game, where he was ‘allowed’ to sacrifice everything that he could and was allowed by chess rules!

Well, he wasn’t on an ecstasy or he had no clue on what’s was going around; he simply was playing the best moves around, trying to create new queens, combining an attack on the uncastled black king!

I.Nikolaidis defended greatly, trying his best to confuse the situation and benefit from any White’s mistake, but in vain!

White kept everything under control and he was rewarded not only by a point as usual, but also by great fame, as this was one of the best played games ever! Immortality is the aim of every sportsman...

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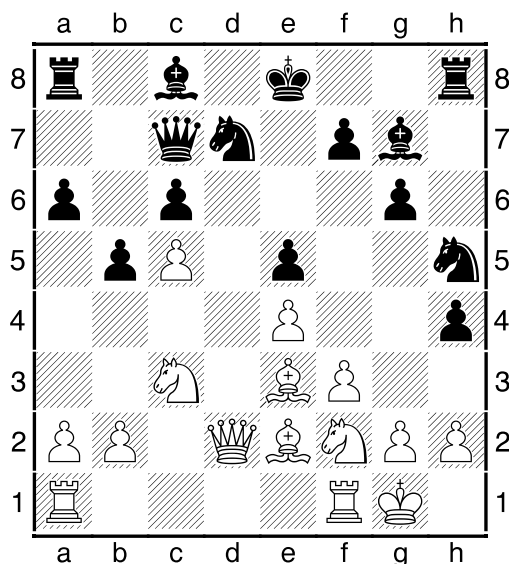
The Game

□ Serper Gregory

■ Nikolaidis Ioannis

E70 St Petersburg 1993

1.c4 g6 2.e4 Bg7 3.d4 d6 4.Nc3 Nf6 5.Nge2
Nbd7 6.Ng3 c6 7.Be2 a6 8.Be3 h5 9.f3! b5
10.c5 dxc5 11.dxc5 Qc7 12.0-0 h4 13.Nh1
Nh5 14.Qd2 e5 15.Nf2 (D)

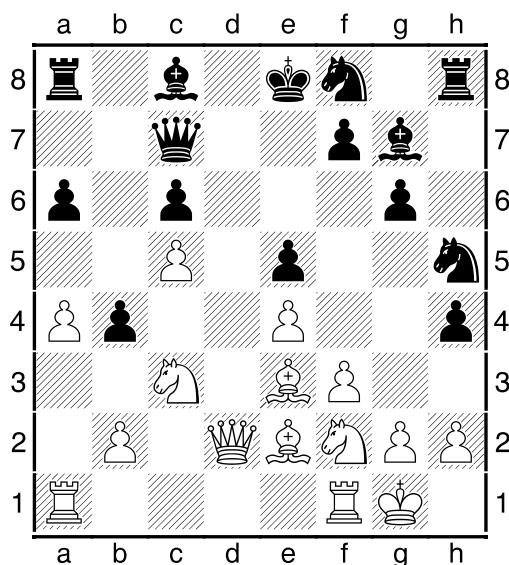


White has emerged from the opening with a slight plus, mainly due to his extra space.

15...Nf8?!

With a sound positional idea (...Ne6-d4) in mind but instead 15...Nf4 16.Nd3 Bh6 17.a4 Nxd3 18.Bxd3 Bxe3+ 19.Qxe3 b4 20.Ne2 a5 21.Rfd1 Nf8 22.Bc4 Be6 23.Bxe6 Nxe6 24.Rd6 += was better.

16.a4 b4 (D)



17.Nd5!

A 'standard' follow-up, as the natural 17.Na2 a5 18.Nc1 Ne6 19.Qd6 Qxd6 20.cxd6 Nhf4 would be fine for Black. White needs to attack and lines should be opened!

17...cxd5 18.exd5

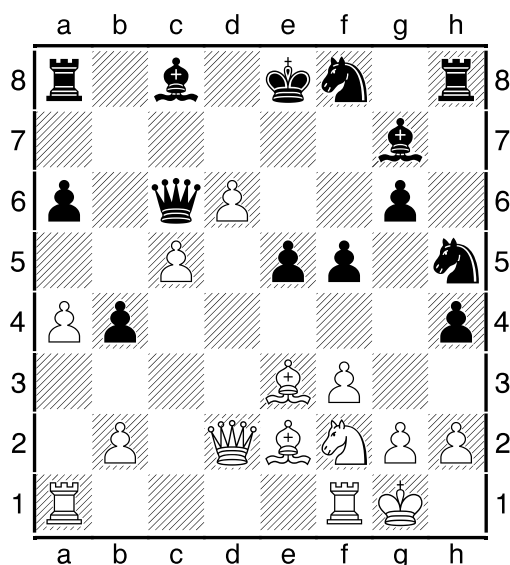
Now the connected passed pawns on the 5th gives White the initiative. Moves like Ne4-d6 or c6 with Rac1 and d6 look pretty dangerous.

18...f5 19.d6!

Going forward and avoiding 'silly' moves as 19.Qxb4?! Rb8 20.Qa3 e4 or 19.Rac1? f4.

19...Qc6?! (D)

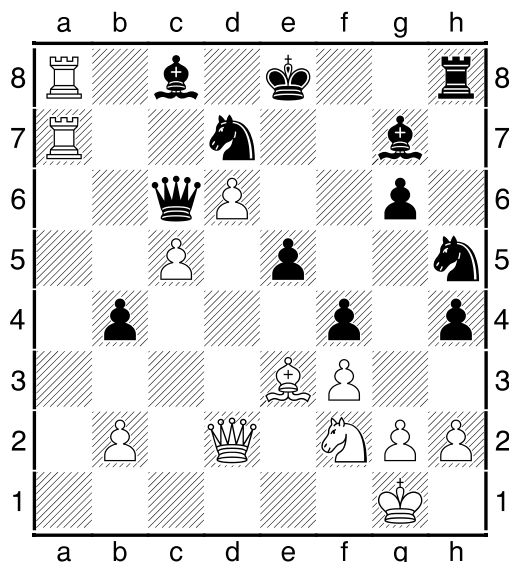
19...Qd7? 20.c6! Qxc6 21.Rfc1 and Rc7 would be over, but 19...Qa5! 20.Nd3 Be6 21.Rfc1 Kf7 22.c6 Nf4 23.Rc5 Nxe2+ 24.Qxe2 Qd8 25.d7 Nxd7 26.cxd7 Qxd7 27.Nxb4 += would allow Black to fight.



20.Bb5!! axb5 21.axb5 Qxb5

The alternative was 21...Qb7?! 22.c6 Qb8 (22...Qxb5 23.d7+! +-) 23.Qd5 (23.b6! wins as well: 23...Nf6 24.Ra7! Rxa7 25.bxa7 Qa8 26.Qxb4 N8d7 27.Qc4! +-) 23...Rxa1 24.Rxa1 Nf6 (24...Be6 25.d7+ Kd8 26.Bb6+ Qxb6 27.Qd6 +-) 25.Qxe5+ Kf7 26.Ra7+ Bd7 27.c7! Qc8 (27...Qe8 28.Qxe8+ Kxe8 29.c8Q+ Bxc8 30.Re7+ Kd8 31.Bb6 #) 28.b6 +-. The pawn storming cannot be met...

22.Rxa8 Qc6 23.Rfa1! f4 24.R1a7! Nd7 (D)
24...fxe3?! loses to the tactical trick 25.Qd5!! exf2+ 26.Kxf2 Qxd5 27.Rxc8 #.



25.Rxc8+! Qxc8 26.Qd5

Domination! Simply White must care not to run out of pieces!

26...fxe3

The alternative was 26...Nhf6 27.Qe6+ Kf8 28.Ne4! Qe8 (28...fxe3 29.Ng5 Qe8 30.Ra8 +-) 29.Qxe8+! Nxe8 (29...Kxe8 30.Ra8+ Kf7 31.Ng5 #) 30.Rxd7 fxe3 31.c6 +-.

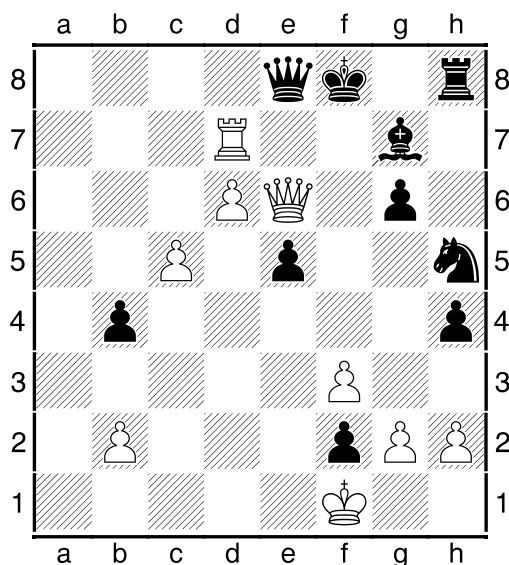
27.Qe6+

27.Nd3! e2 28.c6 was an easier win.

27...Kf8 28.Rxd7?!

The human move but instead the 'correct' continuation was 28.Ne4! e2 29.Kf2 Nh6 (29...Qe8 30.Qxd7 Qxd7 31.Rxd7 +-) 30.Ke1!! (30.Nxf6? Qxc5+ ; 30.Kxe2 Nxe4 31.fxe4 Qc6) 30...Qe8 31.Qxe8+ Kxe8 32.Ra8+ Nb8 33.c6 Nxe4 34.fxe4 Kf7 35.c7 Ke6 36.cxb8Q Rxb8 37.Rxb8 +-.

28...exf2+ 29.Kf1 Qe8 (D)



There is not really much to hope for, even by exchanging queens with 29...Qa6+ 30.Kxf2 Qe2+! 31.Kxe2 Nf4+ 32.Kf1 Nxe6 33.c6 Kg8 34.Re7! +-. The most interesting try was 29...Ng3+ 30.hxg3 Qxd7 31.Qxd7 hxg3, but White wins: 32.Qe7+ Kg8 33.Qe8+ Kh7 (33...Bf8 34.Qxg6+ Bg7 35.Qxg3 +-) 34.Qxh8+ Bxh8 35.c6 +-.

30.Rf7+!!

Only move! Bad was 30.Qxe8+? Kxe8 31.Re7+ Kf8 (31...Kd8 32.c6 Kc8 33.Ra7 Kb8 34.d7! Kxa7 35.c7 Bf6 36.c8Q Bd8 =) 32.Kxf2 (32.c6 Ng3+!! 33.Kxf2 [33.hxg3 hxg3 34.Ke2 Rh1 -+] 33...Nf5 34.Rxg7 Nxd6! -/+) 32...Nf6 33.Rb7 e4 34.c6 Rh5 35.Rb8+ Kf7 36.d7 Nxd7 37.cxd7 Bd4+ 38.Ke2 exf3+ 39.Kxf3 Rf5+ 40.Ke2 Bf6 =.

30...Qxf7 31.Qc8+ Qe8 32.d7 Kf7 33.dxe8Q+ Rxe8 34.Qb7+ Re7 35.c6! e4! 36.c7

And of course not 36.fxe4? Rxb7 37.cxb7 Be5 +-.

36...e3 37.Qd5+! Kf6 38.Qd6+ Kf7

38...Re6 39.Qxe6+ +-.

39.Qd5+ Kf6 40.Qd6+ Kf7 41.Qxe7+ Kxe7 42.c8Q Bh6

42...Bd4 loses to 43.Qc4.

43.Qc5+ Ke8

43...Kf7 44.Qc4+ Kg7 45.Qxh4 +-.

44.Qb5+ Kd8 45.Qb6+ Kd7 46.Qxg6 e2+ 47.Kxf2 Be3+ 48.Ke1!

The last trap to be avoided (48.Kxe2? Nf4+) and Black resigned due to 48...Nf4 49.Qf7+ Kd8 50.g3 +-. A superb game in which the centre triumphed over the flank!

1-0

Conclusion

Did you notice that White sacrificed all his pieces - even one of his new queens?

This is an ideal example of a pawn phalanx proudly marching to the end of the board. And by combing the attack against the uncastled king, White achieves his aim; the complete triumph of quality vs quantity!

An excellent game to teach and educate even the beginners, as it is sound and contains very few mistakes.

I.Nikolaidis told me that he is proud that he is part of this game; after all it needs two to dance...

THE CHESS GAME

The Opponents

Garry Kasparov



Garry Kimovich Kasparov, who born as Garik Kimovich Weinstein, 13 April 1963), is a Russian chess Grandmaster, former World Chess Champion, writer, and political activist, whom many consider to be the greatest chess player of all time.

From 1986 until his retirement in 2005, Kasparov was ranked world No. 1 for 225 out of 228 months. His peak rating of 2851, achieved in 1999, was the highest recorded until being surpassed by Magnus Carlsen in 2013. Kasparov also holds records for consecutive professional tournament victories (15) and Chess Oscars (11).

Kasparov became the youngest ever undisputed World Chess Champion in 1985 at age 22 by defeating then-champion Anatoly Karpov. He held the official FIDE world title until 1993, when a dispute with FIDE led him to set up a rival organisation, the Professional Chess Association.

In 1997 he became the first World Champion to lose a match to a computer under standard time controls, when he lost to the IBM supercomputer Deep Blue in a highly publicised match. He continued to hold the PCA 'Classical' World Chess Championship until his defeat by Vladimir Kramnik in 2000. In spite of losing the PCA World Championship, he continued winning tournaments and maintained a number-one world ranking until his retirement from professional chess.

Kasparov announced his retirement from professional chess on 10 March 2005, after which he devoted his time to politics and writing.

Veselin Topalov



Veselin Aleksandrov Topalov, who born on 15 March 1975, is a Bulgarian chess Grandmaster and former FIDE World Chess Champion.

Topalov became FIDE World Chess Champion by winning the FIDE World Chess Championship 2005. He lost his title in the World Chess Championship 2006 against Vladimir Kramnik. He challenged Viswanathan Anand at the World Chess Championship 2010, losing 6½–5½. He won the 2005 Chess Oscar.

He was ranked world number one from April 2006 to January 2007. He regained the top ranking in October 2008 until January 2010. His peak rating was 2816 in July 2015, placing him equal-eighth on the highest FIDE-rated players.

Topalov has competed at nine Chess Olympiads (1994–2000, 2008–2016), winning board one gold in 2014 and scoring best overall performance in 1994. He also won in Linares, Corus, Dortmund, Stavanger and Pearl Spring tournaments.

Venue

The game was played between the two great players in Wijk aan Zee, Netherlands, on January 20th, 1999. Wijk aan Zee is a small town on the coast of the North Sea in the municipality of Beverwijk in the province of North Holland of the Netherlands. The prestigious Tata Steel Chess Tournament (formerly called the Corus chess tournament or the Hoogovens tournament) takes place there every year. This game was nicknamed 'The Chess Game' by Grandmaster Efstratios Grivas, as it should be considered the absolute game of chess in its entirety history; something that every chess player should know and enjoy.

Attack & Defence

What is G.Kasparov's greatest game of chess? His most epic? His most brilliant? His most accurate contest, maybe by both parties? His best ending? His best attack? The number of possible categories is almost endless.

Unfortunately, without G.Kasparov's direct input, we may never know. It is also a task that is necessarily given to bias, opinion, and many other subjective factors.

To be honest, every good chess player has their own favourite G.Kasparov game, or a J.R.Capablanca game, or a R.Fischer contest ... etc.; and they are not always the same game!

I think that after over 35 years of deep study of chess, most of it which occurred during G.Kasparov's heyday, meaning that I have studied many of these exquisite encounters - and many of these struggles I have personally deeply annotated in my books, that his finest game is his victory over GM Veselin Topalov.

While not a perfect game (is there one?), it is one of the most finely and deeply calculated attacks that has ever been played.

Many GM's have praised this game as the finest of the whole of G.Kasparov's career.

The game that G.Kasparov himself considered his finest game of chess and his greatest creative achievement for many

years was the sixteenth game (16) from the second Kasparov-Karpov World Championship Match.

But this game vs V.Topalov is probably my favourite chess game ever. It's a super obvious choice, but most great chess games involve a master playing a lesser player, and that lesser player falling for a trap.

This one involves two Grandmasters playing each other, and one setting multiple traps, but the other not falling for it. But still giving him a line that allows him to eventually win the game.

Of course, computer analysis reveals that declining the gambit and playing 24...Kb6 was the better move. So, you could argue that 24...cxd4 was the trap that V.Topalov fell for, but my God if it's not a complicated one.

For some time the game was looking like a positional affair, usual in the very top chess struggles. But suddenly G.Kasparov sacrificed a rook, which V.Topalov quite optimistically accepted...

It then became a wild affair, as Black's king was trapped in the edge of the board, defending against various mating threats.

The tactics worked in G.Kasparov's favour and the game not only became a classical one, but probably correctly considered the best ever played!

HAPPY NEW YEAR 2017

MAY ALL YOUR WISHES BECOME TRUE

The Game

□ Kasparov Garry

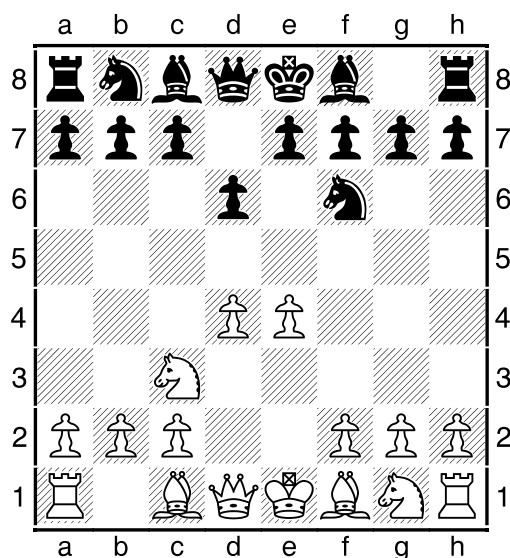
■ Topalov Veselin

B07 Wijk aan Zee 1999

1.e4 d6

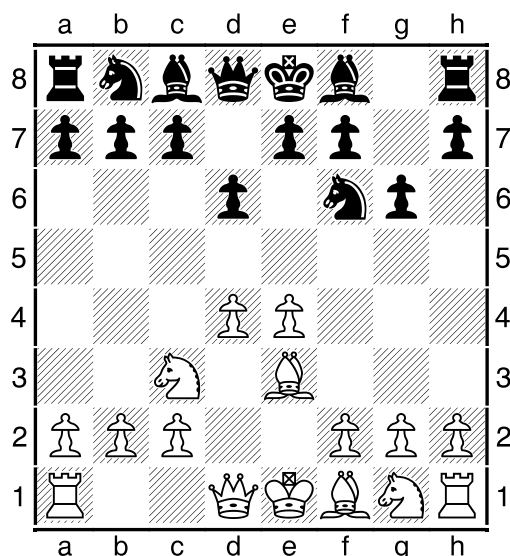
V.Topalov is mostly a 'Sicilian Defence' player, but against G.Kasparov he prefers to spring a slight surprise on his well prepared opponent as soon as possible.

2.d4 Nf6 3.Nc3 (D)



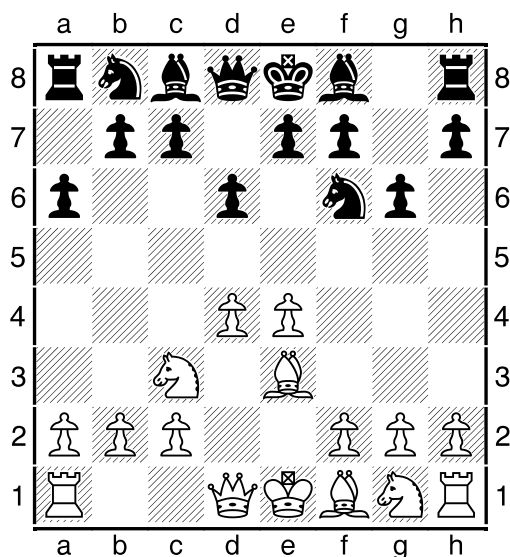
The 'Pirc Defence' is a somewhat rare opening in G.Kasparov's practice: 3.f3!? e5 4.d5 c6 5.c4 Qb6 6.Nc3 Be7 7.Nge2 0-0 8.Ng3 cxd5 9.Na4! Qc7 10.cxd5 Bd7 11.Be3 Rc8 12.Nc3 Na6 13.Be2 Bd8 14.0-0 += Kasparov,G-Wahls,M Baden-Baden 1992.

3...g6 4.Be3 (D)



4...Bg7

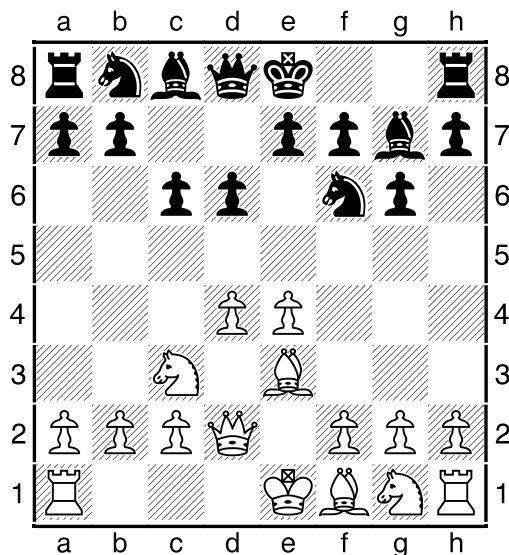
A major exponent of the 4.Be3 line GM V.Jansa would be dissatisfied with this move, as later Black will have to lose a tempo capturing on h6. 4...Ng4?! 5.Bg5 is also not ideal, as it rather loses than gains time. 4...c6!? has the best reputation: 5.h3!. This useful and flexible move keeps open both possibilities of development for White, depending on Black's reaction - f4 or Nf3. Less dangerous is 5.Qd2 Nbd7 6.Nf3 (6.Bd3 b5 7.Nf3 e5!? oo) 6...e5 7.0-0 Qe7 8.h3 a6 9.dxe5 dxe5 10.g4 += Moiseenko,A-Onischuk,V Bastia 2016. Now Black's most reasonable alternative is 5...Nbd7 (5...b5?! 6.e5! dxe5 [6...Nfd7 7.exd6 exd6 8.d5 b4 9.dxc6 bxc3 10.cxd7+ Nxd7 11.b3 +/- Sokolov,A-Zakharevich,I Elista 1995] 7.dxe5 Qxd1+ 8.Rxd1 Nfd7 9.f4 Bg7 10.Nf3 +/- Jansa,V-Schlosser,M Muenster 1992 ; 5...Bg7?! 6.f4! 0-0 7.Nf3 Nbd7 8.e5 Nh5 9.Ne2 Bh8 10.g4 Ng7 11.Bg2 dxe5 12.fxe5 Nb6 13.Bh6 Be6 14.0-0 += Jansa,V-Hoi,C Gausdal 1991) 6.f4 e5 7.Qf3!? += Wagener,C-Andersen,J Szeged 1994. This position is still quite rare in practice. Lately 4...a6 (D) become fashionable:



5.a4 (5.Qd2 b5 6.f3 Nbd7 [6...Bb7 7.a4 b4 8.Nd1 a5 9.c3 Na6 10.Bd3 Bg7 11.Ne2 0-0 12.Bh6 += Fressinet,L-Nepomniachtchi,I Berlin 2015]) 7.g4 Nb6 8.Bd3 h5 9.g5 Nfd7 10.a4 Nc4 11.Bxc4 bxc4 12.Qe2 Rb8 13.0-

0-0 Rb4 oo Andriasian,Z-Onischuk,V Bastia 2016) 5...Bg7 6.Nf3 0-0 7.Qd2 Nbd7 8.h3 e5 9.dxe5 dxe5 10.Bc4 b6 11.0-0 Bb7 12.Rfd1 Qe7 13.Nd5 Nxd5 14.Bxd5 Bxd5 15.Qxd5 += Harikrishna,P-Mamedyarov,S Shamkir 2016.

5.Qd2 c6 (D)



6.f3

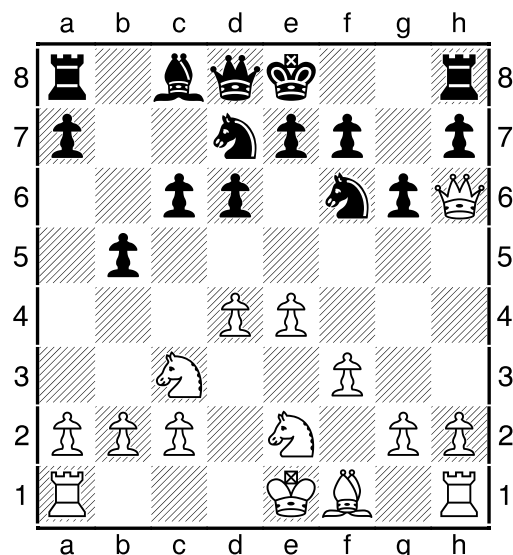
More consistent and preferred by V.Jansa is 6.Bh6!? as White can sometimes effectively play f4 later on: 6...Bxh6 7.Qxh6 Qa5 (7...b5 8.e5! b4 9.exf6 bxc3 10.bxc3 exf6 11.Bd3 Qe7+ 12.Ne2 Qf8 13.Qd2 Qe7 14.0-0 0-0 15.Rfe1 f5 16.c4 Nd7 17.Rab1 Nb6 18.Qa5 Be6 19.Nf4 Qf6 20.c5 dxc5 21.Nxe6 fxe6 22.Qxc5 +/- Jansa,V-Gazik,I Czechoslovakia 1992) 8.Bd3 8...c5!? (8...b5 9.Nf3 b4 10.Ne2 Ba6 11.0-0 Nbd7 12.Ng3 Bxd3 13.cxd3 Rg8 14.Qd2 Rb8 15.a3 Qb5 16.axb4 Qxb4 17.Qxb4 Rxb4 18.Rfc1 Nb8 19.Rxa7 Rxb2 20.e5! +/- Van der Wiel,J-Azmaiparashvili,Z Wijk aan Zee 1993. Rather passive is 8...Nbd7 9.Nf3 e5 10.0-0 exd4 11.Nxd4 Qh5 12.Qd2 0-0 13.Be2 Qe5 14.f4 Qe7 15.Bf3 Nb6 16.Rae1 Rd8 17.b3 c5 18.Nde2 Bd7 19.Ng3 Bc6 20.a4 +/- Adams,M-Nogueiras,J Buenos Aires 1991) 9.Nge2 cxd4 10.Nxd4 Nc6!? (unplayable is 10...Qb6?! 11.0-0-0 Nc6 12.Nxc6 bxc6 13.e5! dxe5 14.Ne4 Be6 15.Qg7 0-0-0 16.Nxf6 exf6 17.Qxf6 Rhe8 18.Rhe1 Bg4 19.f3 e4 20.Rxe4 Rxe4 21.Ba6+ Qxa6 22.Rxd8+ Kb7 23.Qxf7+ Kb6 24.fxe4 1-0 Jansa,V-Hoffmann,H Germany 1997) 11.Nb3 Qb6 12.Nd5 (12.0-0-0 Be6 13.f3 0-

0-0 14.Rhe1 Kb8 15.Bf1 Rc8 16.Qe3 Qxe3+ 17.Rxe3 = Kroeze,F-Beim,V Leeuwarden 1994) 12...Nxd5 13.exd5 Ne5 (13...Nb4!?) 14.0-0 Bd7 15.Be2 0-0-0 16.a4 += Hamdouchi,H-Chabanon,J France 1998.

6...b5 7.Nge2

White has various possibilities here. Not too promising is the old line 7.0-0-0 Qa5 8.Kb1 Nbd7 9.Bh6 Bxh6 10.Qxh6 Nb6 11.Nh3 Bxh3! 12.Qxh3 Na4! oo Nemeth,Z-Albert,J Hungary 2010. Ultra-sharp is 7.g4 h5!? 8.g5 (8.gxh5 Nxh5 9.Nge2 Nd7 10.Rg1 Qc7 11.Ng3 Bb7 12.0-0-0 a6 13.f4 oo Beliavsky,A-Chernin,A Reggio Emilia 1996) 8...Nfd7 9.f4 Nb6 oo Khenkin,I-Fridman,D Santo Domingo 2002.

7...Nbd7 8.Bh6 Bxh6 9.Qxh6 (D)



9...Bb7

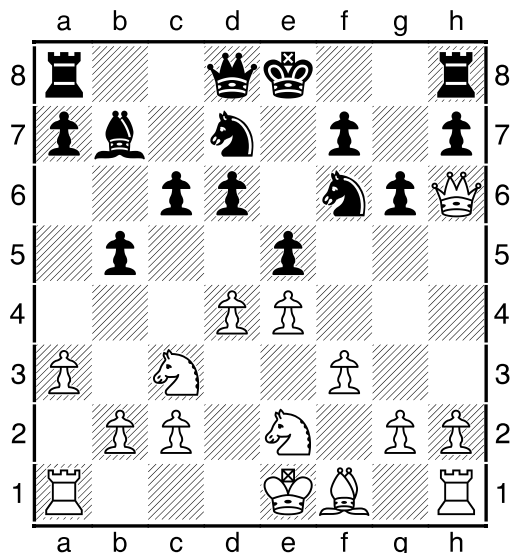
Black should strive for immediate counterplay: 9...e5!? 10.a3 (10.dxe5?! dxe5 11.Nc1 Bb7 12.Nd3 Qe7 13.g3 0-0-0 14.b4 a5 15.a3 Kc7 16.Be2 axb4 17.axb4 Ra8 = Kristensen,B-Hansen,C Vejle 1994 ; 10.0-0-0 a6 11.Kb1 Qe7 12.Nc1 Bb7 13.Nb3 exd4 14.Rxd4 0-0-0 15.Na5 Ba8 16.a4 Cheparinov,I-Lornije,F Albená 2014) and forcing a central exchange costs Black precious time: 10...Qa5 11.dxe5 dxe5 12.Nc1 Bb7 13.b4! Qb6 14.Nb3 +=. 9...Qa5 is another try: 10.Nc1 b4 (10...Qb6 11.Nb3 a5 12.a4 b4 13.Nd1 Ba6 14.Ne3 Bxf1 15.Rxf1 Qa6 [15...c5 16.0-0-0 +=] 16.Kf2 Rc8 17.Kg1 c5 18.dxc5 Nxc5 19.Nd4 Qb6 20.Nc4 Qa6 21.b3 Ncd7 22.Nb5 Ne5 23.Ne3 Qb6 24.Kh1 Rc5 25.Rad1 Rg8 26.Rd2² g5?

27.Nxd6+ Qxd6 28.Rxd6 Rg6 29.Rxf6 1-0 Moroz,A-Janda,Z Decin 1998) 11.Nb3 Qh5 12.Qxh5 Nxh5 13.Nd1 a5 14.a3 Bb7 15.axb4 axb4 16.Rxa8+ Bxa8 17.Nf2 0-0 18.Nd3 c5 19.dxc5 dxc5 20.Nbxc5 Nxc5 21.Nxc5 Rc8 22.Nd3 Rxc2 23.Kd1 b3 24.Be2 Bb7 25.Re1 f5 26.exf5 gxf5 27.Nb4! += Rantanen,Y-Jamieson,R Haifa 1976.

10.a3

A novelty at that time and the right moment for prophylaxis. Black is fine 10.0-0-0?! Qa5 but G.Kasparov tries to achieve a better version of 10.Nc1 e5 11.dxe5 dxe5 12.Nb3 a6 13.0-0-0 Qc7!? 14.Qg7 Rf8 (14...Rg8? 15.Rxd7 +/-) 15.g3 0-0-0 16.Bh3 Kb8 17.Bxd7 Nxd7 18.Qxh7 a5 19.Kb1 a4 20.Nc1 a3 21.b3 b4 22.N3e2 c5 23.Qh6 f5!? oo/= Moroz,A-Yurasov,A Simferopol 1991.

10...e5 (D)



Many tried the immediate 10...a5 11.Nd1 (11.g4 b4 12.Na4 [12.Nd1 e5 13.Ng3 Ng8 14.Qg7 Qf6 15.Qxf6 Ngxf6 16.g5 Ng8 17.axb4 axb4 18.Rxa8+ Bxa8 19.c3 Ne7 = Istvanovszky,M-Piroska,I Aggtelek 2004] 12...e5 13.Qd2 c5 14.dxc5 dxc5 15.g5 Bc6 16.Nxc5 Nxc5 17.Qxd8+ Kxd8 18.gxf6 Kc7 (18...Nd7 19.axb4 axb4 20.Rxa8+ Bxa8 21.Nc1 += ½-½ Poteas,I-Khetsuriani,B Glyfada 2000) 19.axb4 axb4 20.Rxa8 Rxa8 oo) 11...b4 12.Ng3!? +=. As Black's king will have to castle queenside, he doesn't want to weaken his position here any further. Or 10...Qa5 11.Nc1 0-0-0 12.Nb3 Qb6 13.a4 b4 14.a5 Qc7 15.Na4 += Cheparinov,I-Bachmann,A Dos Hermanas 2004.

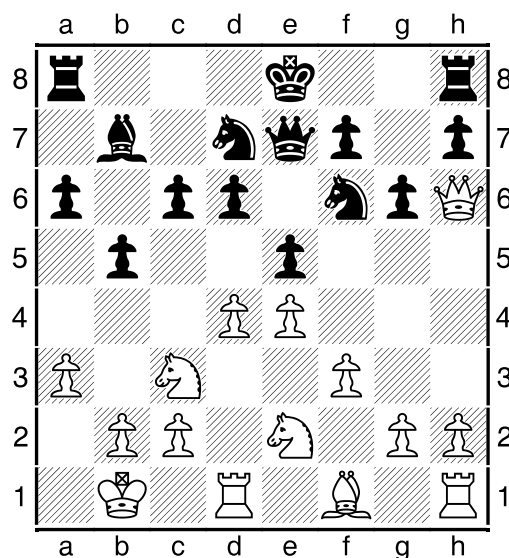
11.0-0-0

Quite interesting is to castle kingside by 11.Rd1 a6 12.g3 Qe7 13.Bh3 Rd8 14.0-0 Lauridsen,J-Danstrup,N Denmark 2002.

11...Qe7

Black wants to get his king to safety as soon as possible. But interesting was 11...a6!? 12.Kb1 (12.f4 Ng4 13.Qg7 Qf6 =) 12...Qc7 13.dxe5 dxe5 14.Qg7 Ke7!?, as it is not easy to expose the black king. The direct 11...a5 12.Kb1 b4 13.Na4 Qc7 14.dxe5 dxe5 15.Nc1 c5 16.Qg7 Ke7 17.Bc4 += Ma,Q-Bachmann,A Barcelona 2016, could be better than its fame...

12.Kb1 a6 (D)



Black can also consider the aggressive 12...a5!? 13.Nc1 b4 14.dxe5! dxe5 (14...Nxe5!?) 15.Na4 bxa3 16.b3 +=.

13.Nc1! 0-0-0

13...Qf8?! 14.Qd2 Qe7 15.Nb3 Rc8 16.Na5 Ba8 17.g3 Rc7 18.dxe5 dxe5 19.Bh3 +/- Vutov,M-Tashkov,R Sunny Beach 2014.

14.Nb3 exd4!

Topalov realises the danger, connected with Na5 followed by a timely d5 and decides to open up the position and fight. Passive is 14...c5?! 15.d5 +/-.

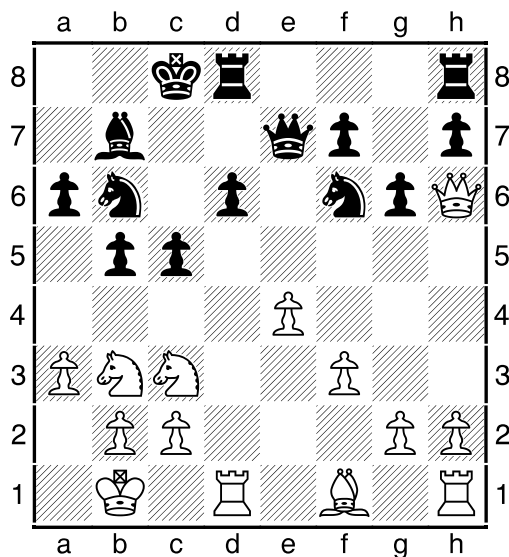
15.Rxd4

15.Nxd4 c5 16.Nb3 just transposes.

15...c5 16.Rd1 Nb6! (D)

Controlling the centre, preparing a timely ...d5. 16...Ne5?! 17.Be2 += d5? 18.f4 and e5 +/- is what White wishes for. So now White has to think of how to 'destroy' Black's plan, simultaneously completing his devel-

opment...



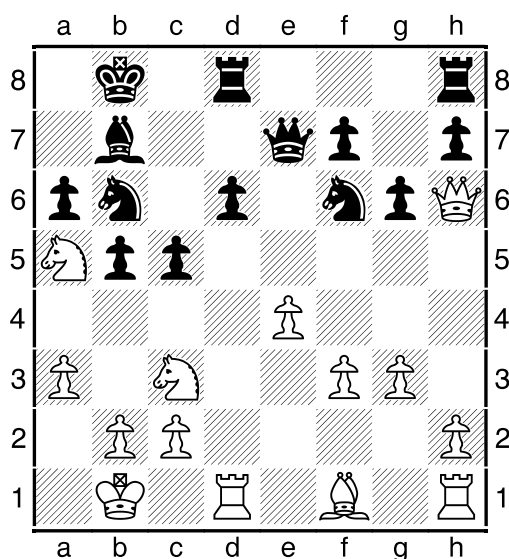
17.g3!

17.a4?! b4 18.a5 bxc3 19.axb6 Nd7 =+ or 17.Na5 d5 18.Nxb7 (18.g3 d4 oo) 18...Kxb7 19.exd5 Nbx d5 20.Nxd5 Nxd5 21.Bd3 f5 22.Rhe1 Qc7 23.Bf1 c4 oo here, cannot be great.

17...Kb8

The direct 17...d5!? deserved attention: 18.Bh3+ (18.Qf4 d4 19.Bh3+ Nfd7 oo) 18...Kb8 19.exd5 (19.Qf4+ Ka7! oo) 20.Nxc5? Nh5 21.Qe3 d4! -/+ 19...Nbx d5 20.Nxd5 Nxd5 (20...Rxd5 21.Qf4+!? Qe5 22.Qxe5+ Rxe5 23.Rd6 +=) 21.Na5, with a tiny white plus.

18.Na5?! (D)



G.Kasparov already envisages the rich combinational possibilities, but this very natural move is probably objectively not the best.

18.Bh3! d5 19.exd5 is transposing to the line above. Also deserving attention was 18.Qf4 Ka7 (18...Ka8 19.Na5) 19.g4!? (19.Bxb5 Nh5 20.Qh4!? Qxh4 21.gxh4 axb5 22.Nxb5+ Kb8 23.Nxd6 f5 24.Nxc5 Bd5!? oo) and Black can't play 19...d5? 20.Nxc5! +/-.

18...Ba8 19.Bh3 d5! 20.Qf4+ Ka7 21.Rhe1 d4

Black has achieved impressive success, but his position is a bit dangerous. G.Kasparov unleashes fantastic combination. Opening the position is amounting to suicide, after 21...dxe4?! 22.fxe4 Rxd1+ (22...Nxe4? 23.Nxe4 Rxd1+ 24.Rxd1 Bxe4 25.Re1 Re8 26.Rxe4! Qxe4 27.Qc7+ Ka8 28.Nc6 +- ; 22...Rhe8 23.Nd5!) 23.Rxd1 Rd8! (23...Nxe4? 24.Rd7+! +-) 24.Rf1 Nxe4 25.Nxe4 Rd4! (25...Bxe4? 26.Re1 f5 27.Nc6+ +-) 26.Bg2 (26.Qxf7 Rxe4 =) 26...f5 27.Nb3 Bxe4 (27...Rxe4 28.Bxe4 Bxe4 29.Nd2 +/-) 28.Nxd4 Bxg2 29.Qf2 Be4 30.Ne2 +=.

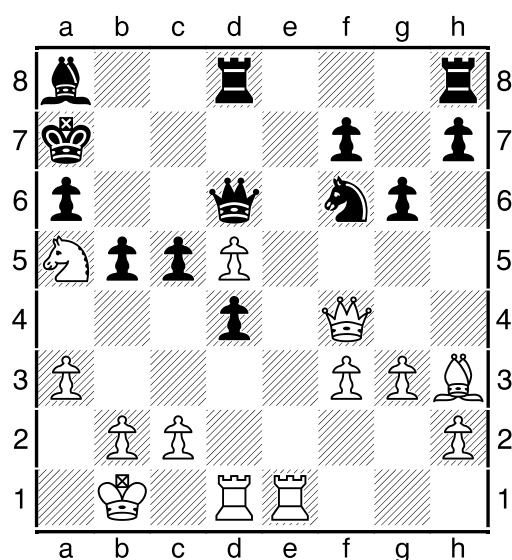
22.Nd5!

The only active way to try for an advantage. 'Naive' would be 22.Na2 Rhe8 oo.

22...Nbx d5

22...Nfx d5? loses to 23.exd5 Qd6 24.Qxf7+ +/-.

23.exd5 Qd6 (D)



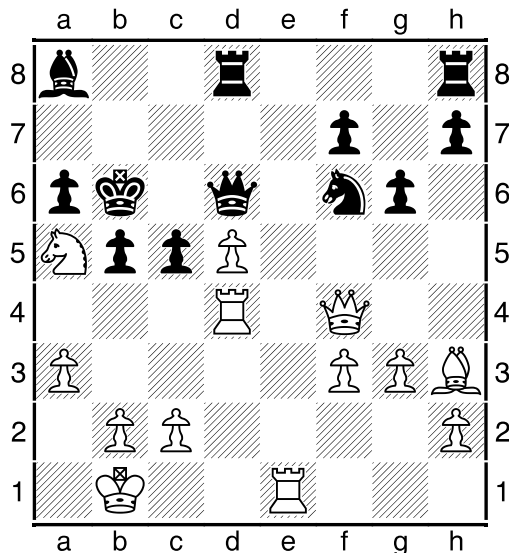
24.Rxd4!

Impressive and forced! Bad would be 24.Qxd6? Rxd6 25.b4 (25.Nc6+ Kb6 26.Ne5 Bxd5 -/+) 25...cxb4 26.axb4 Nxd5 -/+ or 24.Nc6+ Bxc6 25.dxc6 Qxf4 26.Re7+

(26.gxf4 Nd5!? =+) 26...Kb6 27.gxf4 Nd5
28.Rxf7 Rdf8 =+.

24...cxd4? (D)

It is true that without proper help no master-piece could be created. Here Black should stay calm and opt for 24...Kb6! (D)

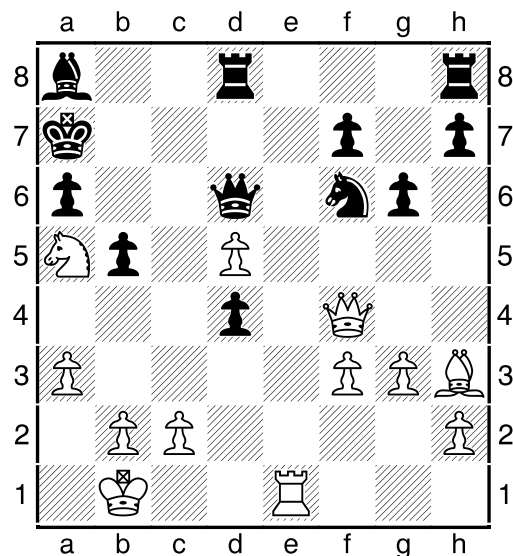


Now White should be very careful:

- a) 25.Qd2? Nxd5! 26.Rd3 c4 -+.
- b) 25.b4 Qxf4! (25...Nxd5 26.Qxd6+ Rxd6 27.bxc5+ [27.Rd3? c4] 27...Kxc5 28.Nb3+ Kb6 29.Kb2 Rhd8 30.Red1 =) 26.Rxf4 Nxd5 27.Rxf7 cxb4 28.axb4 Nxb4 29.Nb3 Rd6 =+.
- c) 25.Nb3!
- c1) 25...cxd4? 26.Qxd4+ Kc7 27.Qa7+ Bb7 28.Nc5 Rb8 29.Re7+! +-.
- c2) 25...Nxd5? 26.Qxf7 Rhf8 27.Qg7 Qc7 (27...Rg8 28.Qh6 Qf8 29.Re6+ +-) 28.Re6+ (28.Qxc7+ Nxc7 29.Rxd8 Rxd8 30.f4 +=) 28...Bc6 29.Qxf8 Rxf8 30.Rxd5 Re8 31.Rf6 Rf8 32.Rfd6 Ka7 33.Rd2 +=.
- c3) 25...Bxd5! 26.Qxd6+ Rxd6 27.Rd2 Rhd8 28.Red1 a5 =+.

Note that 24...Bxd5 is fine for White:
25.Rxd5! Nxd5 (25...Qxf4? 26.Rxd8 Qh6 [26...Qc7 27.Rxh8 Qxa5 28.Re7+ +-] 27.Re7+ Kb6 28.b4! +-) 26.Qxf7+ Nc7 27.Re6 Qd1+ (27...Rd7 28.Rxd6 Rxf7 29.Nc6+ Ka8 30.f4 oo/=) 28.Ka2 Rd7 29.Re7 Qd5+! 30.Qxd5 Rxd5 31.Rxc7+ Kb6 32.Rc6+ Kxa5 33.Bc8 Rxc8 34.Rxc8 c4 =.

But now it seems that White's 'clever' idea had no follow-up, as it is not entirely clear on how he should proceed to justify his sacrifice...

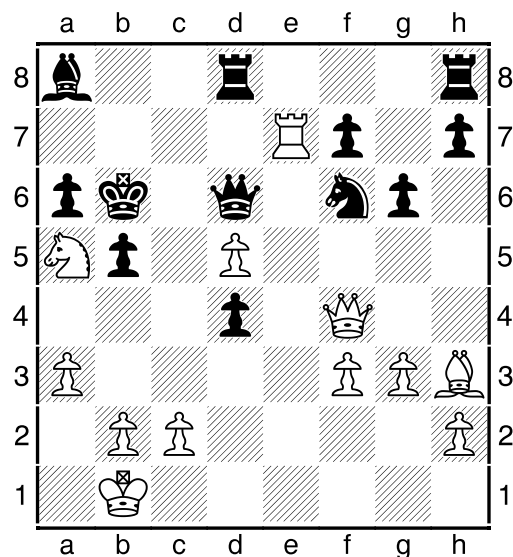


25.Re7+!!

The real point of the combination! Bad would be 25.Qxd4+? Qb6! 26.Re7+ Nd7 27.Rxd7+ (27.Qc3 Rhe8 -+) 27...Rxd7 28.Qxh8 Rxd5 -+.

25...Kb6! (D)

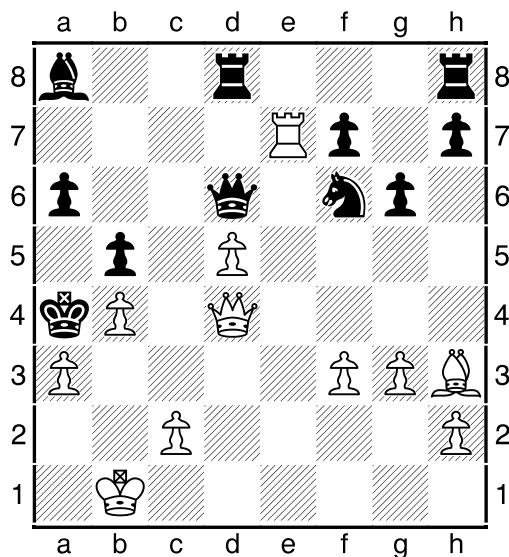
Black tries his best. After 25...Qxe7? White mates: 26.Qxd4+ Kb8 27.Qb6+ Bb7 28.Nc6+ Ka8 29.Qa7 #. And also after 25...Kb8? 26.Qxd4 Nd7 27.Bxd7 Bxd5 (27...Rxd7 28.Rxd7 Qxd7 29.Qxh8+ +-) 28.c4! Qxe7 29.Qb6+ Ka8 30.Qxa6+ Kb8 31.Qb6+ Ka8 32.Bc6+! Bxc6 33.Nxc6 +- Black can resign.



26.Qxd4+ Kxa5

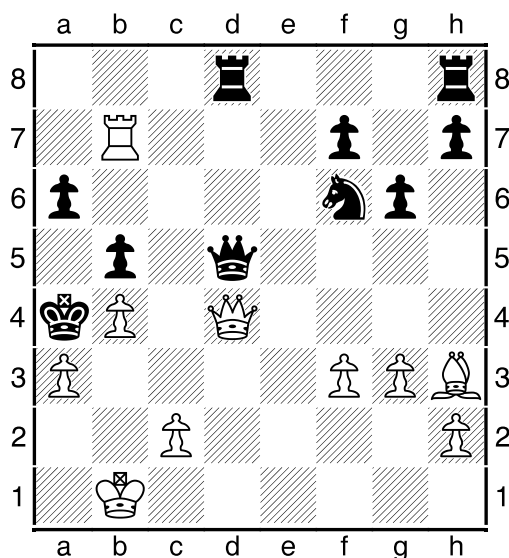
What else? If 26...Qc5 then 27.Qxf6+ Qd6 28.Be6!! Bxd5 (28...Rhe8 29.b4! Rc8 30.Qd4+ Rc5 31.Rxe8 +-) 29.b4 Ba8 30.Qxf7 Qd1+ 31.Kb2 Qxf3 32.Bf5! +-.

27.b4+ Ka4 (D)

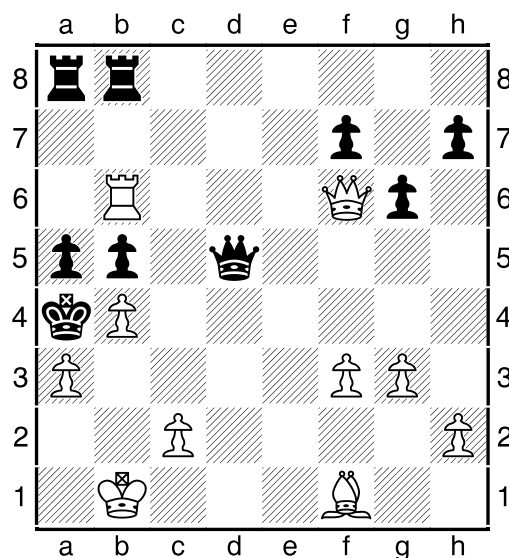


28.Qc3?!

The text proves that G.Kasparov's combination was more intuitive, than arithmetically exact. It seems that White could have won easier with the help of the fine move 28.Ra7! (found by L.Kavalek and L.Ftacnik) 28...Bb7 (28...Nxd5 29.Rxa6+!! Qxa6 30.Qb2 Nc3+ 31.Qxc3 Bd5 32.Kb2! Qe6 33.Bxe6 fxe6 34.Qb3+! Bxb3 35.cxb3 # ; 28...Bxd5 29.Qc3 Rhe8 30.Kb2 Re2 31.Qc7! +-) 29.Rxb7 Qxd5 (D) (29...Nxd5 30.Bd7!! Ra8 [30...Rxd7 31.Qb2 Nc3+ {31...Nxb4 32.Rxd7 Qc5 33.Rd4 Rc8 34.Qb3+ +-} 32.Qxc3 Qd1+ 33.Ka2! {33.Kb2? Qd4! {33...Rd3? 34.Ra7! +-} 34.Rxd7 Qxc3+ 35.Kxc3 Kxa3 =} 33...Rd3 34.Ra7! +-] 31.Bxb5+ axb5 32.Ra7+ Qa6 33.Qxd5 Qxa7 34.Qb3 #)



30.Rb6! Ra8 (30...a5 31.Ra6 Ra8 32.Qe3!! Rxa6 [32...Rhe8 33.Rxa8 Rxa8 34.Kb2 axb4 35.axb4 Kxb4 36.Qc3+ Ka4 37.Qa3 #] 33.Kb2 axb4 34.axb4 Kxb4 [34...Qa2+ 35.Kxa2 Kxb4+ 36.Kb2 Rc6 37.Bf1 Ra8 38.Qe7+ Ka5 39.Qb7 +-] 35.Qc3+ Ka4 36.Qa3 #) 31.Qxf6 a5 32.Bf1 Rbh8 (D)



33.Qc3! (33.Rd6 +-) 33...Rxb6 34.Kb2 +-. The motif of Qc3 and Kb2, threatening mate on b3, is constantly repeated and seals Black fate...

28...Qxd5

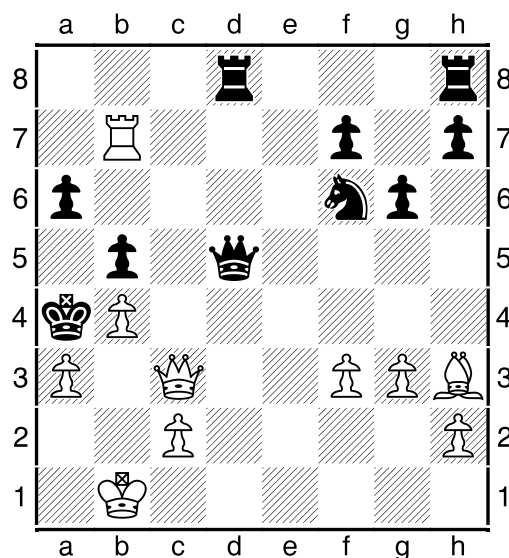
28...Bxd5? loses to (the usual) 29.Kb2!.

29.Ra7!

The only way, but not 29.Kb2? Qd4 -+ or 29.Qc7? Qd1+=.

29...Bb7! 30.Rxb7 (D)

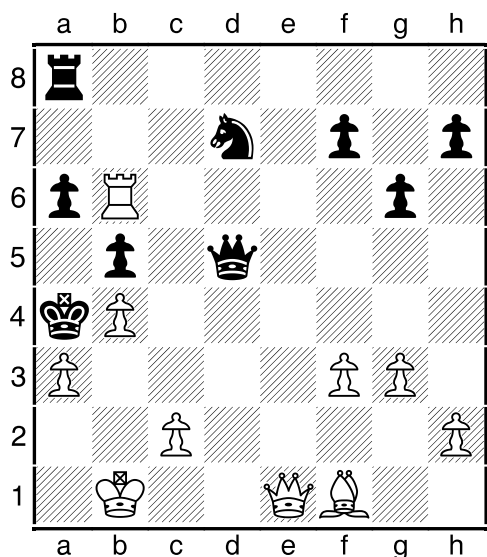
30.Qc7? Qd1+=.



30...Qc4!

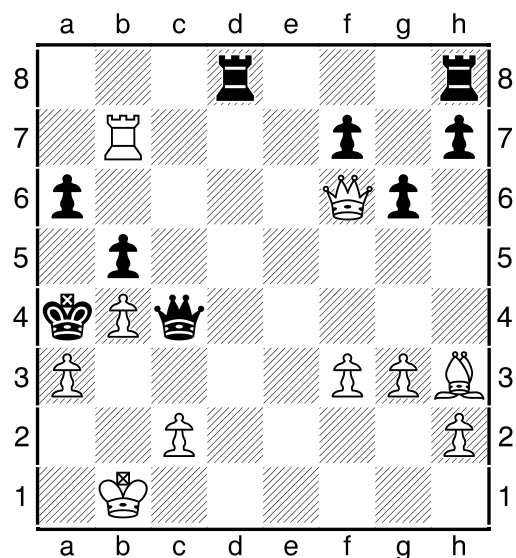
Probably best and for sure a very difficult defence. Black's alternatives were:

a) 30...Rd6 31.Rb6!! Qc4 32.Rxd6 Ra8 33.Qxf6 +-.
b) 30...Ne4 31.fxe4 Qc4 32.Ra7!! (32.Qe3? Rc8 33.Bxc8 Rxc8 34.Qc1 Qd4! = ; 32.Qxc4? bxc4 33.Kb2 f5 [33...a5 34.Bd7+ Rxd7 35.Rxd7 axb4 36.Ra7+ Kb5 37.Rb7+ +/-] 34.exf5 c3+ [34...Rd6 35.fxc6 c3+ {35...hxc6 36.Bd7+ +-} 36.Ka2 hxc6 37.Bf1 +/-] 35.Kxc3 Kxa3 36.f6 Rd6 37.f7 Rc6+ 38.Kd4 Rxc2 39.Bf1 +/-) 32...Rd1+ (32...Ra8 33.Qe3 +/-) 33.Kb2 Qxc3+ 34.Kxc3 Rd6 35.e5 Rb6 36.Kb2 Re8 37.Bg2! Rd8 (37...Rxe5 38.Bb7 +/-) 38.Bb7 Rd7 39.Bc6!! Rd8 (39...Rd2 40.Be8 +/- ; 39...Rxa7 40.Bd5 a5 41.Bb3 #) 40.Bd7 +-.
c) 30...Rhe8 31.Rb6 (31.Ra7? Rd6 32.Bc8! [32.Kb2 Qe5 -+] 32...Qc4 [32...Rxc8 33.Qxc8 Qd1+ =] 33.Bxa6 Rd1+ 34.Kb2 Qxc3+ 35.Kxc3 Re3+ 36.Kb2 Rxa3 37.Bb7+ Kxb4 38.Rxa3 Rb1+ 39.Kxb1 Kxa3 =) 31...Ra8 32.Bf1!! (32.Be6? Rxe6 33.Rxe6 Qc4! [33...Qxe6? 34.Kb2 +/-] 34.Qxc4 bxc4 35.Rxf6 Kxa3 36.Rxf7 Re8 =) 32...Re1+ (32...Red8 33.Rc6! Nh5 [33...Nd7 34.Rd6!] 34.Rc5 [34.Bd3 +/-] 34...Rac8 35.Kb2! +/- ; 32...Nd7 33.Rd6! Rec8 34.Qb2 +/- ; 32...Re6 33.Rxe6 fxe6 34.Kb2 +/-) 33.Qxe1 Nd7 (D)



34.Rb7!! Qxb7 (34...Ne5 35.Qc3 Qxf3 36.Bd3 Qd5 37.Be4 +/-) 35.Qd1! Kxa3 36.c3! Qb6 37.Qc1+ Ka4 38.Qc2+ Ka3 39.Qa2 #.

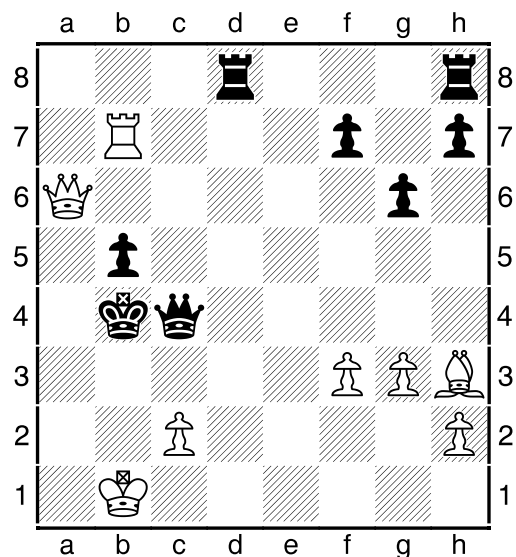
31.Qxf6 (D)



31...Kxa3?

Now White wins by force. The only way to fight was 31...Rd1+! 32.Kb2 Ra8 (32...Qd4+ 33.Qxd4 Rxd4 34.Rxf7 Rd6 35.Re7, planning Be6 +/-) 33.Qb6 Qd4+ (33...a5? 34.Bd7! Rd5 35.Qe3 axb4 36.Ra7+ +/-) 34.Qxd4 Rxd4 35.Rxf7 (35.Bd7? Rd6!) 35...a5 36.Be6 axb4 37.Bb3+ Ka5 38.axb4+ Kb6 (38...Rxb4 39.c3 Rc4 40.Bxc4 bxc4 41.Rxh7 Re8 +/-) 39.Rxh7 and with three pawns for the exchange White gradually wins, but there is still way to go. Note that 31...Ra8? was losing to 32.Qb6 a5 33.Bd7.

32.Qxa6+ Kxb4 (D)

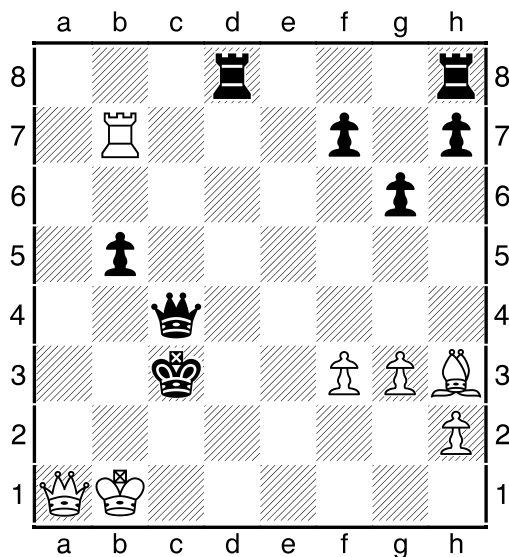


It looks like Black would escape...

33.c3+! Kxc3

33...Kb3?! was losing to 34.Qa2+ Kxc3 35.Qb2+ Kd3 36.Re7! +/-, as Bf1+ is following. 33...Qxc3? 34.Qxb5+ Ka3 35.Ra7+.

34.Qa1+ (D)

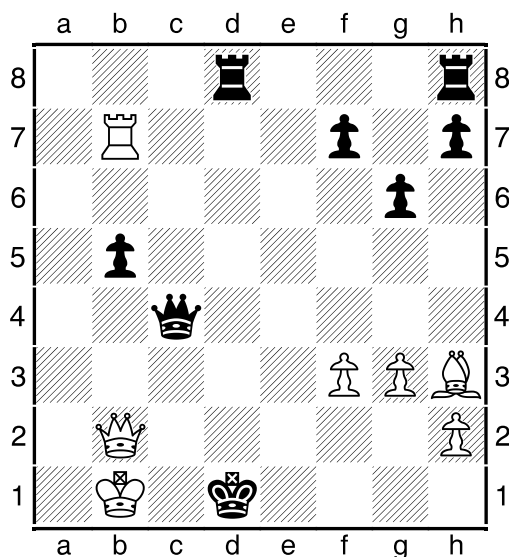


34...Kd2

No different was 34...Kb4 35.Qb2+ Ka5 (35...Qb3 36.Rxb5+ +-) 36.Qa3+ Qa4 37.Ra7+ +-.

35.Qb2+ Kd1 (D)

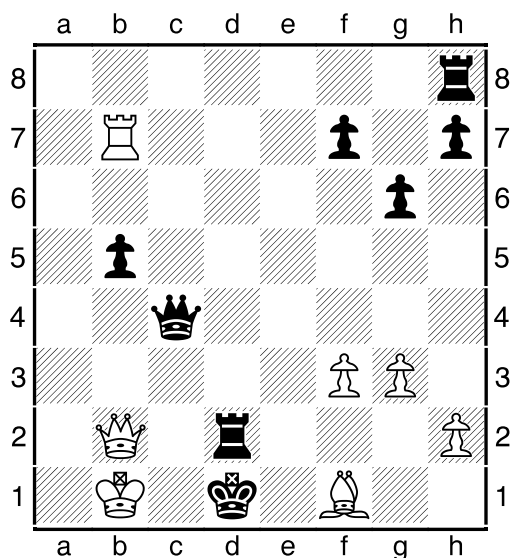
35...Ke3? 36.Re7+ Kd3 37.Bf1 # or 35...Ke1 36.Re7+ Kd1 37.Bf1! +- is the same as in the game.



You are not dreaming, the black king went all the way from e8 to d1!

36.Bf1! Rd2 (D)

Black has no alternatives: 36...Qxf1 37.Qc2+ Ke1 38.Re7+ Qe2 39.Qxe2 #. Well, it suddenly seems that Black finally defended and he is out of danger...



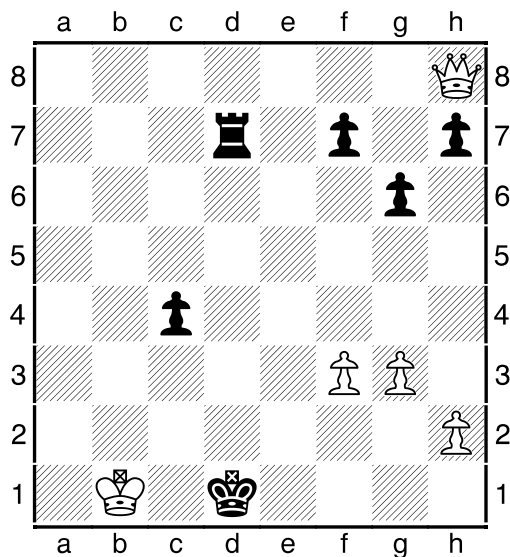
37.Rd7!

The final trick, but White is completely right; the game is finally over.

37...Rxd7 38.Bxc4 bxc4

38...Rb8 39.Qc1 #.

39.Qxh8 (D)



39...Rd3

39...Rb7+ 40.Ka2 Kc2 41.Qd4 +-.

40.Qa8 c3 41.Qa4+ Ke1

41...Kd2 42.Qc2+ Ke3 43.Kc1 +-.

42.f4 f5 43.Kc1 Rd2 44.Qa7!

1-0

Conclusion

There is nothing really to say or think; just to remain speechless...



Efstratios Grivas

***Efstratios Grivas** (30.03.1966)*

is a highly experienced chess trainer and chess author

Has been awarded by the International Chess Federation (FIDE) the titles of:

- *International Chess Grandmaster*
- *FIDE Senior Trainer*
- *International Chess Arbiter*
- *International Chess Organizer*

His main successes over the board were:

- *Silver Medal Olympiad 1998 (3rd Board)*
- *Gold Medal European Team Championship 1989 (3rd Board)*
- *4th Position World Junior Championship U.20 1985*
- *5 Balkan Medals (2 Gold - 1 Silver - 2 Bronze)*
- *3 times Winner of the International 'Acropolis' Tournament*
- *28 times Winner of Greek Individual & Team Championships*
- *Winner of Various International Tournaments*
- *Among the 120 best players of the World in 1993*
- *Rating Record in 1999 *2528* (equal to today 2630 ~)*
- *Best Individual Results: Z.Almasi ½ ½ - V.Anand ½ - Z.Azmaiparashvili 1 - J.Benjamin 1 - F.Caruana ½ - M.Chiburdanidze ½ ½ ½ - L.Christiansen ½ - Z.Efimenko ½ - J.Ehlvest ½ - B.Gelfand ½ - Kir.Georgiev 1 - R.Huebner ½ - V.Kramnik 0 - P.Leko ½ ½ ½ - S.Lputian 1 - S.Movsesian ½ - J.Nunn 1 ½ ½ ½ - J.Polgar ½ ½ - S.Polgar ½ - A.Shirov ½ - N.Short ½ - I.Smirin ½ - V.Smyslov ½ ½ ½ - P.Svidler ½ - V.Topalov ½ - R.Vaganian ½ - L.Van Wely ½*
- *An opening variation has been named after him. The '**Grivas Sicilian**' is characterized by the moves 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Qb6*

What he does/did:

- *Secretary of the FIDE Trainers' Commission*
- *Director of the FIDE Grivas International Chess Academy (Athens)*
- *Director of the UAE Chess Federation FIDE Academy (Abu Dhabi)*
- *Technical Director of the Greek Chess Federation (1996-1999)*

- *Technical Director of the United Arab Emirates Chess Federation (2014-2016)*
- *Head Trainer of the Turkish Men's National Team (2006-2012)*
- *Head Coach of the Greek Men's National Team (2013)*
- *Head Coach of the Sri Lanka Men's National Team (2014)*
- *Head Coach of the United Arab Emirates Men's National Team (2016)*
- *Workshops with National Teams of Austria (Women), Jordan (Women), Mauritius (Men) and Sri Lanka (Men & Women)*
- *Winner of the FIDE Boleslavsky Medal 2009 & 2015 (best author)*
- *Winner of the FIDE Euwe Medal 2011 & 2012 (best junior trainer)*
- *Winner of the FIDE Razuvaev Medal 2014 (Trainers' education)*
- *Trainer of Various GMs & IMs - In 2009-2011 alone, he formed 7 GMs!*
- *Trainer of the FIDE World Women Champion Antoaneta Stefanova*
- *Trainer of the FIDE World Junior Champion U.20 2012 Alex Ipatov*
- *Trainer of the Gold Medal Winner (Group D') Team of Sri Lanka in the 41st Chess Olympiad*
- *Worked over 12.000 hours on training!*
- *Official Commentator of the FIDE World Rapid & Blitz Ch 2013*
- *Organiser of the European Youth Championships 1999, FIDE Congress 2015 & Asian Nations Cup 2015*
- *Lecturer at FIDE Seminars for Training & Certifying Trainers*
- *Author of 88 Books in Arabic, English, Greek, Italian, Spanish & Turkish*
- *Cooperating with the World's Most Important Magazines*

Efstratios Grivas tutorial program contains:

- *Build an Opening Repertoire*
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*E.Grivas & V.Anand
Wijk aan Zee 2008*



*Boleslavsky Medal Award 2010
S.Polgar, U.Boensch, E.Grivas,
A.Mikhalchishin, K. Ilyumzhinov,
Z.Azmaiparashvili, A.Petrosian*

*For more information visit **Efstratios Grivas**'s personal internet site:*

www.GrivasChess.com - <http://trainers.fide.com>

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What do teachers know anyway? Michael Jordan, the greatest basketball player in the history of the game, was told by his High School coach that basketball was not a good fit for him. He cut Jordan from the High School basketball team and told him to take up baseball...

The good trainer is not dogmatic; he is trying to become better day by day...

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- *Training/Coaching*
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