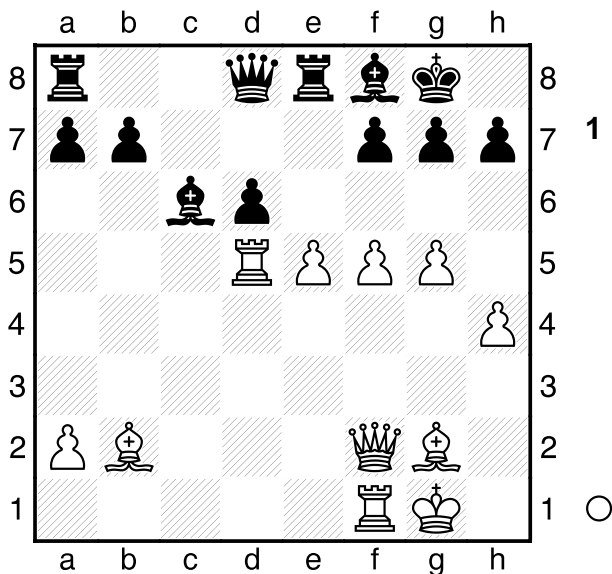


**A53**

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1.d4 Nf6 2.c4 d6 3.Nc3 Nbd7 4.e4  
 e5 5.Nge2 Be7 6.g3 0-0 7.Bg2 Re8  
 8.0-0 Bf8 9.h3 exd4 10.Qxd4 Ne5  
 11.f4 c5 12.Qf2 Nxc4 13.b3 Na5  
 14.Bb2 Nc6 15.Rad1 Qa5 16.g4  
 Nd4 17.Nxd4 cxd4 18.b4 Qxb4  
 19.Rxd4 Qa5 20.g5 Nd7 21.Nd5  
 Qd8 22.h4 Nb6 23.f5 Nxd5 24.Rxd5  
 Bd7 25.e5 Bc6 Diagram



**26.e6**

[ 26.g6 This was the choice I eventually plumped on; though it turns out it is nothing special. fxg6 ( Δ26...Bxd5 27.Bxd5 Rxe5 28.gxf7+ Kh8 29.f6 Qxf6 30.Qxf6 gxf6 31.Rxf6 Bg7 32.Bxe5 dxe5 33.Re6 Rf8 34.Re8 is Houdini's main line (way too far to be considered in practice) which it assesses as +0.6. Of course, horizons come into play here, but the assessment might be right, or white could simply be winning: it is not a drawn bishops of opposite colour

ending, because of the presence of the rooks and black's constriction. ; 26...f6 27.gxh7+ Kh8 when, interestingly, Houdini prefers ef to the move I envisaged, e6: though it only assesses ef as +0.16. ) 27.fxg6 h6 ( Δ27...Kh8 which Houdini says is just 0.0 after either Rd2 or e6. ) 28.exd6 was my main line where I thought white would be winning: including often with the manoeuvre Rh5-Rh6+, especially when the Qf7 pins the g7 pawn. Houdini confirms that this position is +10. ]

**26...fxe6?**

[ 26...Bxd5 27.Bxd5 fxe6 28.fxe6 Qe7 when Cordingley gives 29.Qd4 -- Δ30.Rf7+- I didn't see Qd4 (I looked at Qf7, which is less good); but felt that 1...Bd5 couldn't be black's best line; so didn't focus on how to defeat it. ]  
 [ 26...f6 when only after a while does Houdini come up with 27.h5! ( 27.Rd2 or 27 Rc1 it gives as +0.7 ) 27...h6 28.gxf6 gxf6 29.Rd3 which Houdini assesses as 2.4; though its evaluation keeps rising, the more time it is given. ]  
 [ Δ26...Qe7! 27.exf7+ Qxf7 28.f6± Re6 ( 28...g6 was the move I wanted to play, but Houdini steps up white's plus to 0.4. Interestingly, 28...g6 doesn't make Houdini's top four preferences. )]

**27.fxe6 Qe7?**

[ 27...Bxd5 28.Qf7+ Kh8 29.Bxd5 **A**) 29...Qb6+! 30.Rf2 Re7 31.Qf5 ( 31.Qxf8+?? Rxf8-- as the rook is pinned ) 31...Qc5! ( 31...-- Δ32.Be4 ) 32.h5! when suddenly Houdini's assessment jumps to +7. Kg8 33.Kg2 Diagram interesting how the machine unpins

