

□ Duras,Oldrich
 ■ Levenfish,Grigory

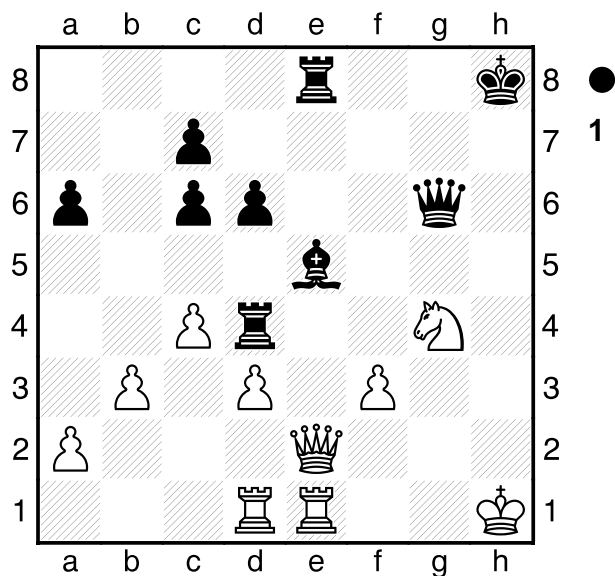
Karlsbad

[Beardsworth,Allan]

C77

1911

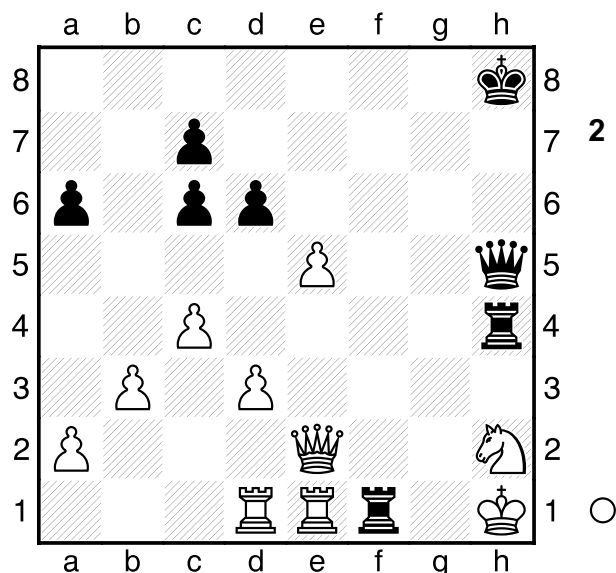
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4
 Nf6 5.d3 d6 6.c4 Be7 7.h3 0-0
 8.Be3 Nh5 9.Nc3 f5 10.Nd5 Nf4
 11.Bxf4 exf4 12.exf5 Bxf5 13.0-0
 Bf6 14.Nxf4 g5 15.Nd5 g4 16.hxg4
 Bxg4 17.Ne3 Bh5 18.g4 Bg6
 19.Bxc6 bxc6 20.Rb1 Qd7 21.Nh2
 Bd4 22.Qd2 Qg7 23.Ng2 Rab8
 24.b3 Bc3 25.Qc2 Kh8 26.Nh4 Be5
 27.f3 Rf4 28.Rbd1 Rbf8 29.Qg2
 Rd4 30.Nxg6+ Qxg6 31.Qe2 Re8
 32.Rfe1 h5 33.Kh1 hxg4 34.Nxg4
 Diagram



Rxg4 Obvious: all that is needed is to calculate a few lines.

[34...Qh5+? If you follow the maxim "when you see one good move, then first look for an even better one", you might think of this, but it is in fact far worse because of the defence 36 f4, when the best black can do is draw 35.Nh2 Rh4 36.f4! and now black has only one very narrow, but pretty,

way to equality. Rf8! 37.fxe5
 (37.Qxh5+ Rxh5 38.fxe5 Rf2)
 37...Rf1+!!= Diagram

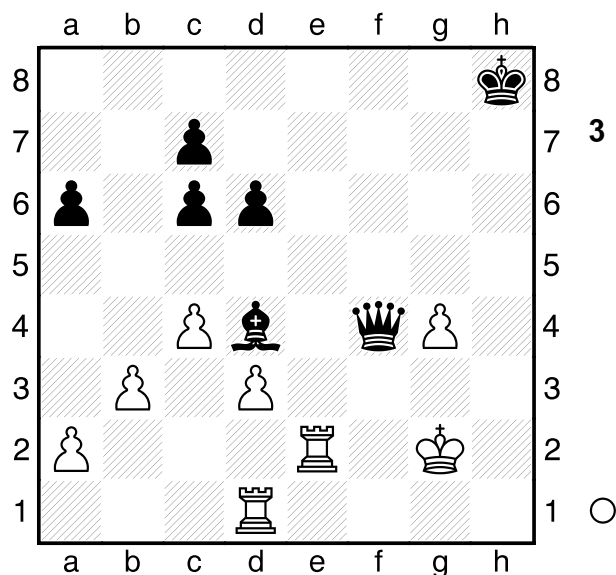


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35.fxg4 Qh6+ 36.Kg1

[36.Kg2? Qh2+ 37.Kf3 (37.Kf1
 Rf8+ 38.Qf2 Rxf2#) 37...Qg3+
 38.Ke4 Qf4#]

**36...Bd4+ 37.Kg2 Rxe2+ 38.Rxe2
 Qf4 Diagram**



and here my analysis ended: at worst, it is a long grind out of a win; at best, a pawn or two will drop off if white can't get coordinated; and black need only

pay some attention to king safety
before pushing. 39.Rh1+ Kg7 40.Rh3
Be5 41.Ree3 Qg5 42.Rhf3 c5 43.a3
Bb2 44.Re4 Bxa3 45.Rf5 Qd8
46.Ref4 Bb2 47.g5 Be5 48.Rf2 Qb8
49.R5f3 Bd4 50.Re2 Qxb3 51.Re7+
Kg6 52.Re6+ Kxg5 53.Re4 Bf6
54.Kh3 Qc3 55.Rg4+ Kh5 56.Rf5+
Kh6 57.Rg3 Be5 58.Rgf3 Qd2
59.Kh4 Kg6 60.Rf2 Qh6+ 61.Kg4 a5
62.Rf1 a4 63.R1f3 a3 64.d4 a2
0-1