B21

□ **Allanbeard** **2316**
■ **GM King David**
Rated game, 3 min: Playchess.com
[Beardsworth,Allan]

Blitz 3m **1.e4** 0.6 **c5** 1.9 **2.d4** 0.9 **cxd4** 1.6 **3.c3** 0 **dxc3** 0 **4.Nxc3** 0.3 **Nc6** 0.7 **5.Nf3** 0.4 **e6** 0.4 **6.Bc4** 0.4 **Nge7** 1.9 **7.Bg5** 25 **f6** 1.7 **8.Be3** 0.9 **a6** 0.6 **9.0-0** 6 **Ng6** 1.3 **10.Bb3** 7 **b5** 2 **11.Nd5** 0.8 Professional's choice, chapter 7 of Esserman. This game follows Esserman- van Wely. **exd5** 9

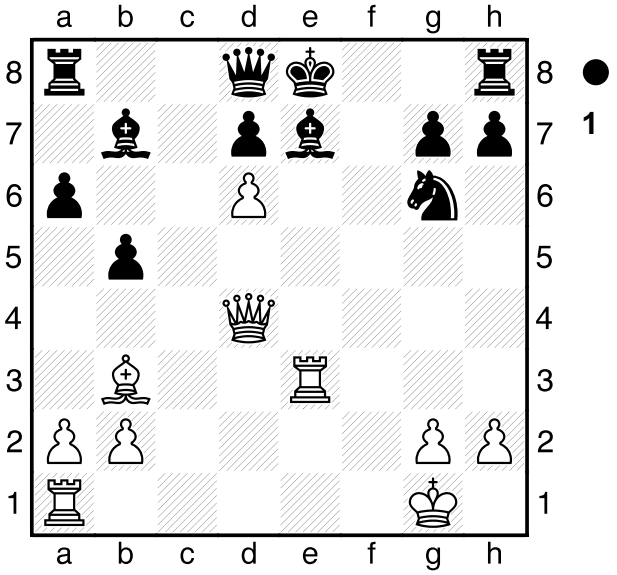
[11...Be7?? 12.Bb6 was a game I played against the same GM four days earlier: that was 1-0 a few moves later.]

12.exd5 4 **Nce5** 1.2 **13.d6** 3 **Bb7** 4 **14.Nxe5** 3 **fxe5** 19 **15.f4** 4 **exf4** 6

[15...Qf6 van Wely game: pg 171]
[15...Nxf4? 16.Rxf4 exf4 17.Qh5+ g6 18.Qe5++−]

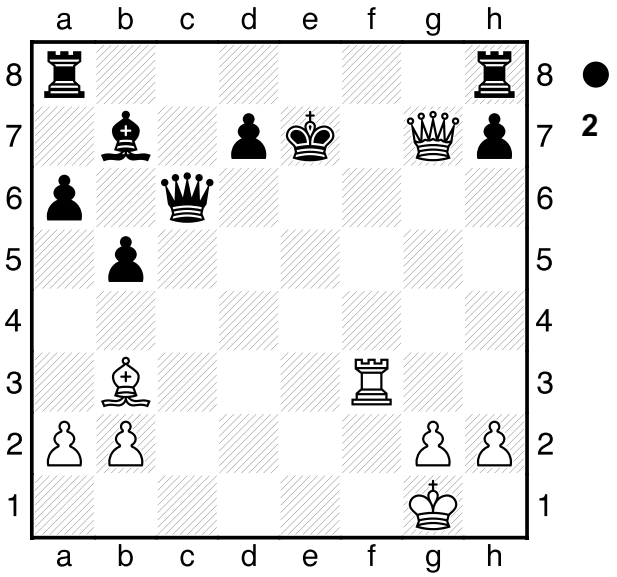
16.Re1 7 end of my knowledge of the theory of this line: I knew that 16 Re1 was meant to be very good: in fact, as we shall see, black has a single narrow path to equality. **fxe3** 20 **17.Rxe3+** 0.9 **Be7** 0.6 **18.Qd4** 0.6 Diagram

(Diagram 1)



end of Esserman's analysis. I somehow let it slip, only for him to blunder at the end. In fact, Houdini thinks black has one saving move. **Qb8** 26

[⌓18...Qc8! trying to set up the same motif as in the game: a counter attack, on g2. 19.Rae1 *(19.Rf1 Qc6 20.Rf2 Qc1+=)* 19...Qc6 20.Rf3 Kd8 21.dxe7+ Nxe7□ *(21...Ke8?? 22.Bf7# ; 21...Kc7?? 22.Rc3+−)* 22.Rxe7! Kxe7 23.Qxg7+ Diagram

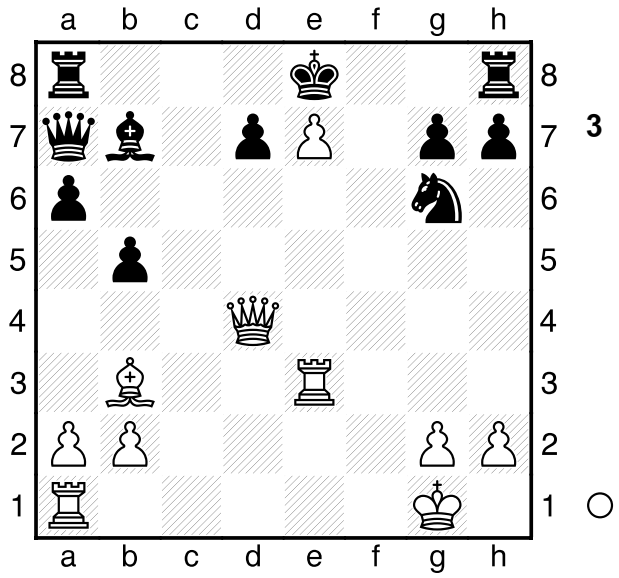


and Houdini suggests the Q v 2R ending is only equal: that may or may not be true, but the worst is over for black.]

19.Rae1? 24

[⌓19.dxe7!! which Houdini gives as over +4: my move, 19 Rae1, and all other white moves, it gives as = or worse. I completely missed black's resource of 0-0-0, else I would have taken on e7. Qa7 Diagram *(19...d5 20.Bxd5 Bxd5 21.Qxd5 Nf4 22.Qc6+ Kf7 23.Rf1* there are many similar lines, depending on how black

tries to defend, but the computer evaluation is always horrendously high. *)*



and again Houdini finds a remarkable move, though it says 20 Qa7 Ra7 21 Bf7+!! is also +1.4: but the concept of Bf7+ is really hard.

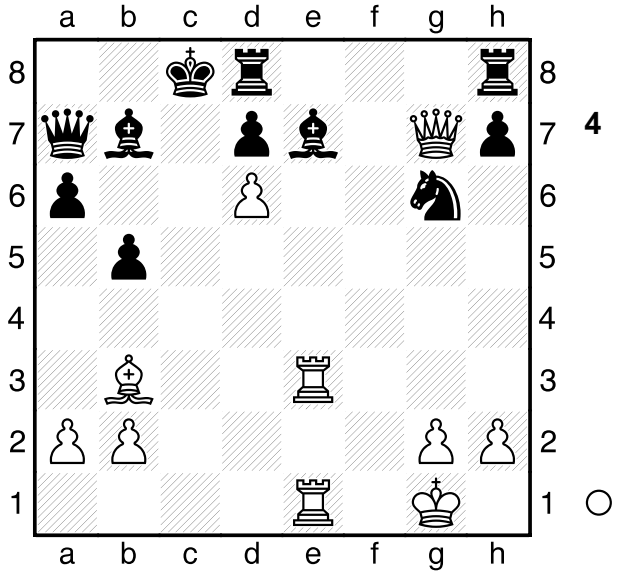
A) the natural 20.Qxa7 Rxa7 21.Rf1 loses to *(21.Bf7+* is not too hard to spot, winning the exchange *Kxf7 22.e8Q+ Rxe8 23.Rf1+ Nf4 24.Rxf4+ Kg6 25.Rxe8* and white has an advantage, but whether it is won is not clear to me. *)* 21...d5 a typical Morra outcome: one fluff and white loses. ;

B) 20.Bf7+!! Kxf7 21.e8Q+ Rhxe8□ 22.Rf1+ Kg8 23.Rxe8+ Rxe8 24.Qxa7+− Easy once you see it: the Ra8 guarded the Q.]

19...Qa7= 14 **20.Qxg7** 8 **0-0-0!=** 8 Diagram

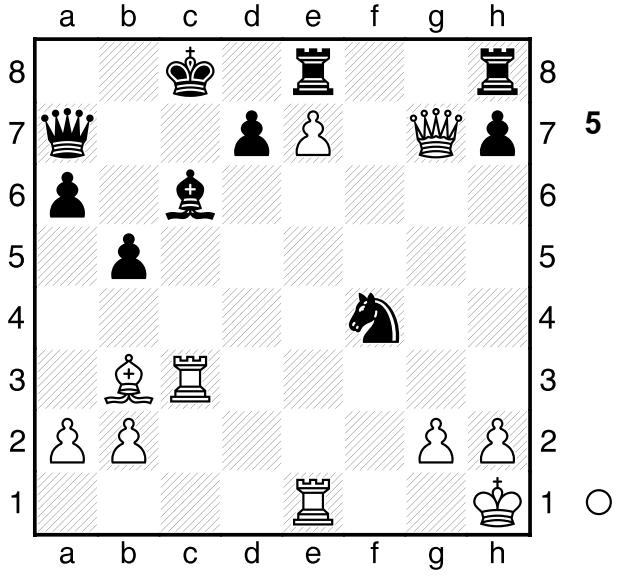
(Diagram 4)

the resource I had totally missed. Now it is anyone's game. **21.dxe7** 3 **Rde8** 4 **22.Kh1** 4 **Nf4?** 9



[⌓22...Kb8=]

23.Rc3+ 12 **Bc6** 1.8 Diagram



24.Qe5? 18

[24.Qg4! double attack: winning; the desperate 24..QF2 loses to taking on c6, and returning to c1; with the Bb3 protecting g8.]

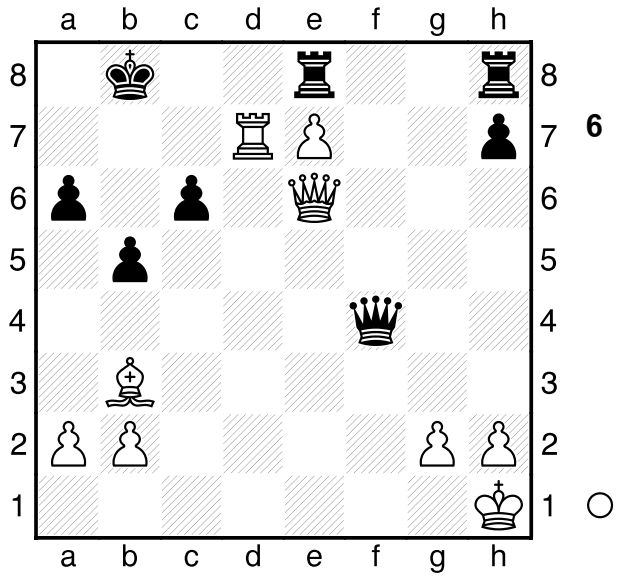
24...Qf2? 2

[24...Qc7−+]

25.Rg1??−+ 7 But the law is "he who makes the last blunder loses", and black makes further big mistakes.

[25.Rc2± Qh4 26.Rxc6+ dxc6 27.g3 Qxe7 28.Qxe7 Rxe7 29.Rxe7

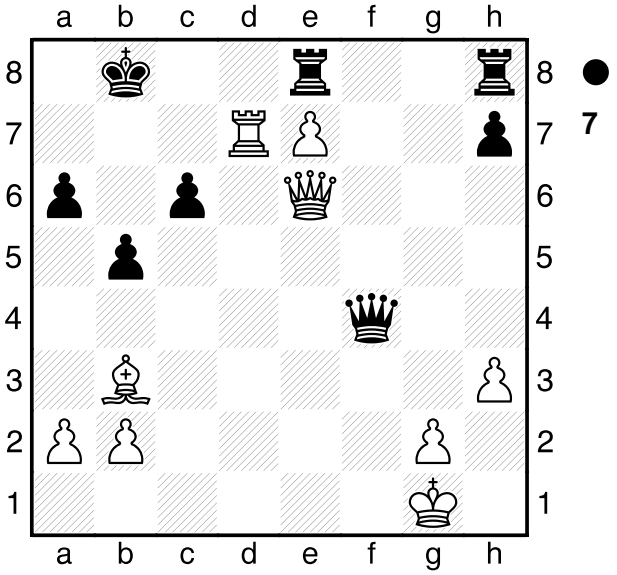
Nd3±]
25...Ne2 11 **26.Rxc6+** 6 **dxc6** 2
27.Rd1 5 **Qf4??** 13
[27...Nf4−+]
28.Qxe2 6 **Qc7??** 1.4
[28...Kb8±]
29.Qe6+ 2
[⌓29.Be6+ Kb8 30.Bd7]
29...Kb7?? 1.5
[29...Kb8 30.Rd7 Qf4 Diagram



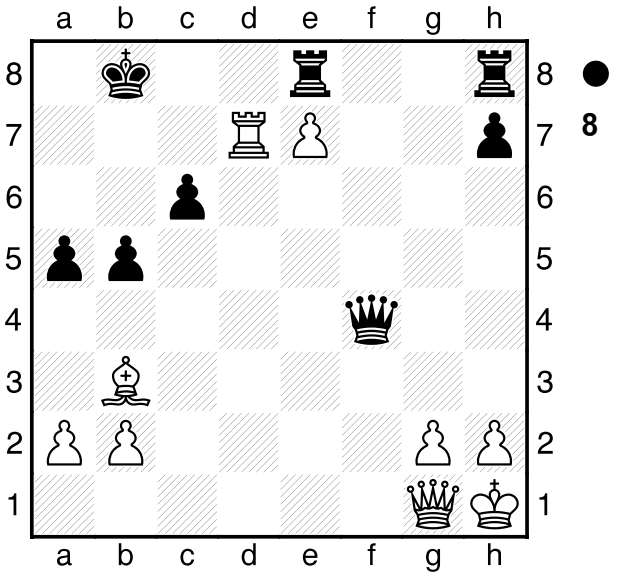
A) 31.h3 is +2 per Houdini: white can escape the checks. Qf1+ 32.Kh2 Qf4+ 33.Kg1 Diagram

(Diagram 7)

I wonder whether in practice I would have been able to win this? After 33...Rhg8 the engine gives 34 Qe1 as the only winning move, for reasons which aren't obvious. But after you examine it a bit more with the machine, all becomes clear. White's queen goes on the circuit Qe6-e1-c3-c5, always controlling e3. Beautiful. Rhg8 34.Qe1 Rh8 35.Qc3 h6 36.Bd5 *(36.Qc5)* 36...cxd5 ;



B) 31.Qe1!! a5 32.Qg1!! Diagram



a beautiful computer concept.]
30.Rd7 0.8 (Lag: Av=0.30s, max=0.8s)
1-0