



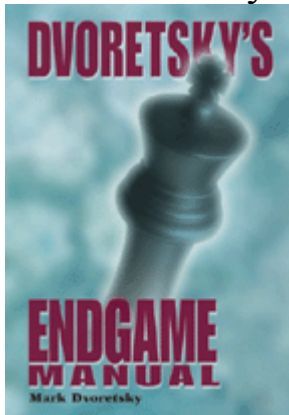
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COLUMNISTS

The Instructor

Mark Dvoretsky



Going for the Throat

One day, I was watching a group of English GMs (Jonathan Speelman, Daniel King, and someone else) analyzing a game one of them had just played. Black had an obvious endgame advantage; the problem was – how to do the most efficient job of converting it. Some very involved variations were examined; but at some point, Speelman would announce that the game was "out of control", and the GMs would return to their starting position. And in fact, when you have a great advantage, you should never let events on the board get out of your control – that is, enter complications where any result is possible.

Yet striving to keep everything under control from the very beginning of the game, although psychologically quite understandable (because, after all, it decreases the risk of losing), often leads, when two strong players are involved, to a rapid cooling of the struggle, and a lot of short draws – as happens, for example, in Linares, one of today's most boring tournaments. I believe that referring to today's tremendous opening preparation, which leaves nothing to independent creativity, can only partly explain what's going on. After all, Alexander Morozevich is one player who regularly succeeds in stirring up the most complicated struggles, even when playing the world's leading grandmasters.

The game I am now bringing to your attention involved a well-known opening variation, even though it might not have been the "latest word in theory", and led to a rather standard position. Yet it was enough for each player to find one moment, move 17 to be exact, to play forthrightly, consciously letting the game "get out of control" – when immediately there began an engrossing battle, whose outcome could not be predicted until deep in the endgame.

Robert J. Fischer has a well-deserved reputation as an outstanding annotator, forthright and exceptionally honest. Still there is no such thing as mistake-free annotation; and his notes from *My 60 Memorable Games*, on which I shall rely, will have to be added to or corrected in several places.

Reshevsky - Fischer

5th Match Game, Los Angeles 1961
(Fischer's notes appear *in italic*)

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 d7-d5 4. c4xd5 Nf6xd5 5. Ng1-f3 c7-c5 6. e2-e3 Nb8-c6 7. Bf1-d3 Bf8-e7 8. 0-0 0-0 9. a2-a3 c5xd4 10. e3xd4 Nd5-f6 11. Bd3-c2 b7-b6 12. Qd1-d3 Bc8-b7 13. Bc1-g5

13. Re1 was more accurate, the point being that Black will still have to play 13...g6 (13...Rc8? is met very strongly by 14. d5! ed 15. Bg5), when White could develop the bishop, not just to g5, but to h6 or f4 also; he might even leave it at home on c1, and play 14. h4! instead.

13...g7-g6 14. Rf1-e1 Rf8-e8 15. h2-h4!?

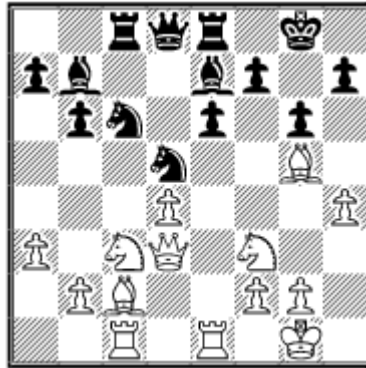
Evans criticized this "blatant aggression", while Barden praised it to the skies. I

don't see any other way for White to make progress. He has to create some threats on the kingside, before Black consolidates and puts pressure on the d4-pawn.
Fischer's right – the advance of the h-pawn in this position has become one of the standard attacking plans.

15...Ra8-c8 16. Ra1-c1

This move is arguable – in such positions, the queen's rook usually goes to d1.

16...Nf6-d5



17. Nc3-e4!?

Obviously, Black would prefer simplification after 17. Qd2 Bxg5 18. hg Nxc3 19. bc Na5, or 17. Bxe7 Nxe7, followed by Nf5. Fischer doesn't even comment on the text; but it, along with Black's reply, is in fact the move that sets the stage for the battle that follows.

In May, I held a training session for a group of young GMs in Dagomys, where the diagrammed position was replayed several times. In two games, the really combative

players with White chose **17. Nxd5!?** And not by accident, either. White's further play is pretty understandable: he opens the center by d4-d5, retaining some positional advantage. There's no risk in this line, and it's comparatively simple to control what follows; therefore, I am sure, the majority of today's grandmasters would have played the same. Let's examine some sample variations:

A) 17...Bxg5 18. hg Qxd5 19. Bb3 (19. Qe3 Ne7 20. Qf4 Nf5 21. Be4 Qd6 = is inaccurate) 19... Qd6 20. Rcd1 (here too, nothing comes of 20. Qe3 Na5 21. Ba4 Red8) 20... Red8 21. Qe3 Na5 22. Ne5, and White's position is preferable, since the threat to bring the knight to f6 is rather unpleasant.

B) 17...Qxd5 18. Bb3 Qd7! 19. d5 (19. Ba4 Qd5) 19... Bf8! 20. Red1 (20. Ba4 ed 21. Rxe8 Qxe8 22. Qxd5 Ne7 23. Qxb7 Rxc1+ 24. Bxc1 Qxa4 is not dangerous for Black) 20... ed 21. Bxd5 (perhaps the endgame after 21. Qxd5!? Qxd5 22. Bxd5 offers White more here) 21... Bg7, followed by 22...Ne5 or 22...Na5, when Black will most likely hold the balance.

The text is more principled: in view of his forthcoming attack, Samuel Reshevsky wanted to keep as many pieces on the board as possible.

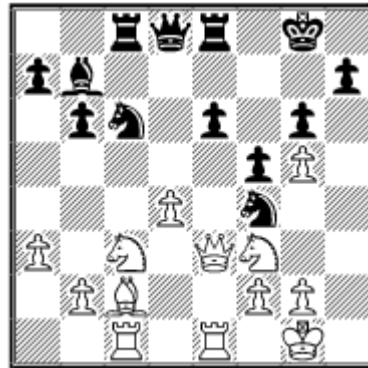
17...f7-f5!?

This is the principled answer. Black makes weaknesses in his own camp (the dark squares and the backward e6-pawn), but in return, gets interesting dynamic possibilities. Of course, Fischer was taking a risk – after all, the dynamics could fade out, when the weaknesses would remain.

I knew this was a "terrible positional mistake"; but I had only figured on 18. Nc3 Bxg5 19. hg Nxc3 20. bc (20. Qxc3? Ne5) 20...Na5!, threatening 21...Bxf3 and 22...Qxg5. One might add two more moves: 21. Ba4 Re7 22. Ne5 Rec7, and Black stands excellently.

The position after **18. Nc3 Bxg5 19. hg!?** occurred in one of those training games in Dagomys. Alexander Motylev, playing Black against Vladimir Potkin, of course understood that **19...Nxc3** would give him good play. Yet his attention was drawn to a brave combination, whose consequences could not be calculated. So the grandmaster allowed events to spin out of control. Look what happened:

19...Nf4!? 20. Qe3



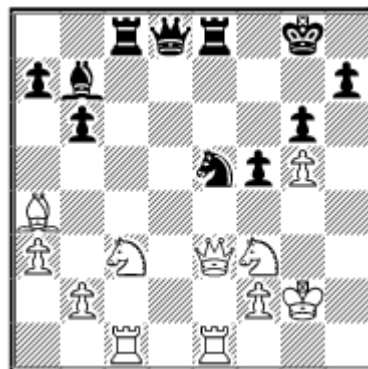
20...e5!

The immediate **20...Nxc3?** **21. Kxg2 Nxd4** would fail to **22. Be4! Nxf3 23. Bxf3 f4 24. Qe2 Qxg5+ 25. Kf1 Bxf3 26. Qxf3±.**

21. de Nxc2! 22. Kxg2 Nxe5 23. Ba4!?

A worthy response. White stops both **23...Nxf3?** (because of **24. Qxe8+**) and **23...Bxf3+?** (because of **24. Qxf3 Nxf3 25. Rxe8+ Qxe8 26. Bxe8**, and wins); and **23...Re7?** would lose to **24. Rcd1.**

23. Red1 was tempting, but after **23...Bxf3+ 24. Qxf3 Nxf3 25. Rxd8 Nh4+ 26. Kg3 Rxd8!** (**26...Rcxd8** was less exact, in view of **27. Bb3+ Kg7 28. Bd5!**) **27. Rd1!?** **Kg7 28. Kxh4 Rc4+ 29. Kh3 Rcd4**, we reach an ending in which Black's rook and pawn are no weaker than the two minor pieces.



23...Rc4!!

A brilliant response. There was even the weird move **23...Kf8!?**, intending to meet **24. Bxe8** with **24...Nxf3**, or **24. Qf4** with **24...Rc4!** But after **24. Rcd1! Nxf3**, both **25. Qxe8+ Qxe8 26. Rxe8+ Rxe8 27. Bxe8 Kxe8 28. Kg3 Nxc5** and **25. Rxd8 Nxe1+ 26. Kf1 Rxd8 27. Bxe8 Rxe8 28. Qf4 Nf3 29. Qd6+ Re7** are good for White.

24. Bb3!?

The attempt to untangle by **24. Kf1?** is refuted by the terrible blow **24...f4!** For example: **25. Qe2? Qc8! 26. Ng1 f3**, with a mating attack; or **25. Qd2 Nxf3 26. Qxd8 Rxd8**; or **25. Nxe5 fe 26. Nxc4 Rf8 27. Rxe3 Qxg5** – in every case, with a clear advantage to Black.

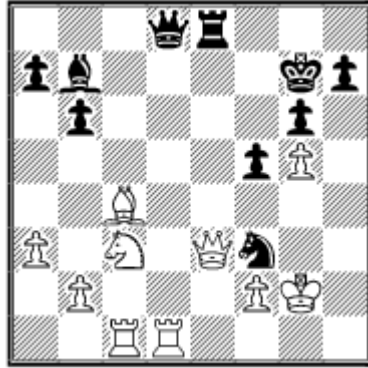
With the text, White neutralizes the active rook on c4. He might have removed the other rook, which is no less dangerous, by **24. Bxe8**. After **24...Bxf3+** (just not **24...Nxf3?** **25. Red1** and wins), White gets into an unclear situation after **25. Kh3 Qa8!** (threatening **26...Bg2+** or **26...Bg4+**) **26. Ne4!! Rxe4 27. Qb3+ Kf8 28. Bc6! Nxc6 29. Qxf3**. And there are also interesting variations after **25. Kf1 Rh4 26. Ne2 26...Qd5** is not a good choice: after **27. Ng3 f4** (expecting **28. Qxe5?! Be2+!** **29. Nxe2 Qxe5**) **28. Bc6! Bg2+ 29. Kg1 fe 30. Bxd5+ Bxd5 31. Rxe3 Nf3+ 32. Kf1 Bc4+ 33. Kg2 Nxc5 34. Re7**, Black will most likely lose. But there is **26...Ng4!** **27. Qb3+ Bd5 28. Red1! Rh1+ 29. Ng1 Nh2+ 30. Ke2 Qxe8+ 31. Qe3 Be4!**, and the chaos continues.

24...Kg7!

Removing the king from the 8th rank, Black prepares to take the knight at f3.

25. Bxc4 Nxf3 26. Red1!

Of course not 26. Qxe8?? Nxe1 - double check!



Here, Motylev saw that he could force the draw by 26...Nd2+ 27. Ne4! Rxe4 28. Qc3+ Rd4+ 29. Kh3 Bg2+! 30. Kxg2 (30. Kh2 Nf3+ 31. Kxg2 Qxg5+ 32. Kf1 Nh2+ 33. Ke1 Qg1+ 34. Ke2 Qg4+ 35. Ke1 is also perpetual check) 30...Qxg5+ 31. Kh1! Qh4+; but, despite his shortage of time, decided to keep playing for the win.

26...Nd4+ 27. Kf1 Rxe3

The game ends in a draw after 27...Bg2+!? 28. Kxg2 Rxe3 29. fe Qxg5+ 30. Kf1 (or 30. Kf2 Qh4+) 30...Qxe3 31. Ne2 Qh3+. In the concluding phase of the game, marked by mutual time-pressure, Potkin succeeded in wresting the initiative.

28. fe Qxg5 29. Rxd4! Qxe3

29...Qg2+ 30. Ke1 Qxb2 was better.

30. Ne2 Qh3+ 31. Ke1 Bf3 32. Rc3! h5 33. Kd2 Qg2 34. Re3 Kh6 35. Rd6 f4?

On 35...h4 36. Bf7 Bh5 37. Bxg6 decides; however, 35...Bxe2 would have held out longer.

36. Ree6 Be4 37. Bd3 Bxd3 38. Kxd3 Kh7 39. Rxd6 Qf3+ 40. Kd2 Qe3+ 41. Ke1

Black resigned. Too bad we didn't see any games like this in Linares!

And now it's time to return to Reshevsky - Fischer.

18. Ne4-c3!

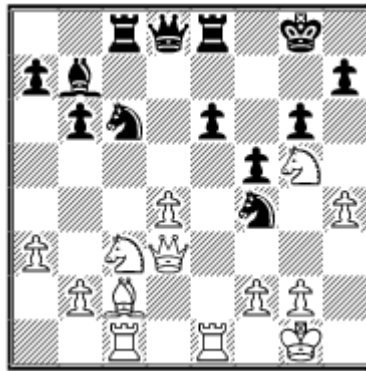
The knight would not stand very well on g3. For example: 18. Ng3?! Bxg5 19. hg Nf4 (19...Qd6!?) 20. Qe3 Nxd4 21. Kxg2 Nxd4 22. Be4! Nxf3 23. Bxf3 Rxc1 24. Rxc1 (24. Qxc1 Bxf3+ 25. Kxf3 Qd5+ 26. Ke2 Qb5+ leads to perpetual check) 24...f4! 25. Qxf4 Rf8 26. Bxb7 Rxf4 27. Rc8 Qxc8 28. Bxc8 Kf7, with an unclear ending.

And 18. Ned2 could have ended in a draw: 18...Bxg5 19. hg Nf4 20. Qe3 Nd5 21. Qb3 Nf4 22. Qe3, etc.

18...Be7xg5 19. Nf3xg5!

The knight capture is considerably stronger than the 19. hg!? we have already looked at.

19...Nd5-f4



20. Qd3-e3

As Fischer pointed out, 20. Qg3? Nh5 21. Qe3 Nxd4 leads to an advantage for Black.

But **20. Qf3!**, which Fischer did not mention, appears to be strongest. White attacks the knight on f4, just as in the game; but this way, he pins the other knight, so that it can't take on d4. Capturing the pawn with the queen can be refuted; after 20...Qd6, the long-diagonal pin is still operative, and White has time to reinforce his center pawn by 21. Rcd1!; and finally,

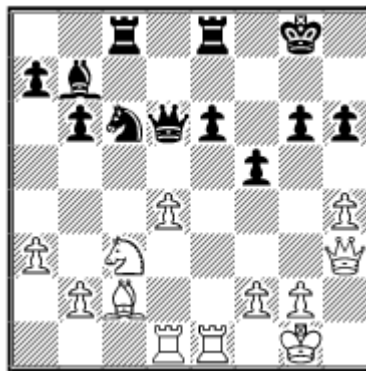
20...Qc7 is met by 21. Qe3!, which is an improvement over the game, in that the black queen no longer attacks d4. As a result, White successfully consolidates, with prospects of exploiting the weaknesses created by Black's ...f7-f5. This is the logical explanation of the point behind moving the queen to f3; now, let's look at some concrete variations.

I. 20...Qxd4 21. Rcd1 Qc4 22. Rd7 Ba8 23. Nce4!, and White's advantage is obvious, I will not bore the reader with further analysis demonstrating this conclusion;

II. 20...h6 21. Qxf4 hg 22. hg Qxd4 (22...Nxd4 23. Rcd1) 23. Qg3, or 23. Qh2 Qg4 24. Rcd1 Qxg5 25. Bb3 Kg7 26. Bxe6 Rcd8 27. Nd5 – in both cases, with advantage to White;

III. 20...Qd6 21. Rcd1 Less convincing is 21. g3 Nd5 22. Nxd5 ed! (but not 22...Qxd5? 23. Bb3 Qxf3 24. Nxf3, with great advantage), and although structurally speaking, Black's position is bad, the weakness of the d4-pawn affords him considerable counterplay. For example, 23. Rxe8+ Rxe8 24. Rd1 Ba6 or 24. Qc3 f4!

21...h6 (if 21...Re7, then 22. g3, with great advantage) **22. Nh3 Nxh3+ 23. Qxh3**

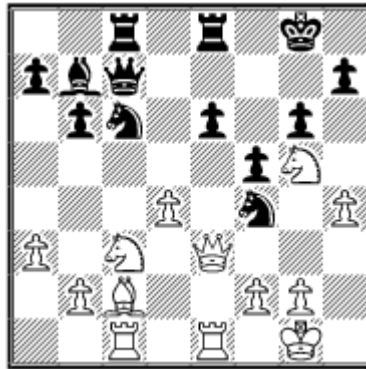


This was the position reached in the training game Inarkiev - Najer. Black has a difficult defensive task. 23...Nxd4? is bad, because of 24. Nb5. The attempt to prepare the capture on d4 by 23...a6 is met by 24. Qe3! (but not by 24. h5?! Nxd4 25. hg Kg7 26. Ne2 Nxe2+ 27. Rxe2 Bd5, with unclear play) 24...Kg7 25. Bb3. A possible continuation might be 25...Na5 26. Bxe6 Nc4 27. Qe2 Nxb2 28. Qxb2 Rxe6 29. Rxe6 Qxe6 30. d5 Qf6 31. d6 b5 32. d7 (32. a4!? would also be strong) 32...Rd8 33. Rd6! Qe5 34. Qd2 Kh7 35. h5! g5 36. Rb6 Qc7 37. Qd4 Rxd7 38. Qf6, with a powerful attack.

Evgeny Najer played **23...Rcd8 24. h5! Nxd4** (on 24...g5, the standard central break 25. d5! would be decisive) **25. Ba4! Rf8 26. Nb5** (26. Bb3!? isn't bad) **26...Qf4 27. Nxd4 Rxd4**, and now **28. Rxe6! Rxd1+ 29. Bxd1** would have won. Ernesto Inarkiev was distracted by the line 28. Rxd4? Qxd4 29. hg Qxa4? 30. Qxh6 Qd7 31. Rxe6, with the decisive threat 32. g7. However, his opponent coolly replied 29...Bd5!, and after 30. Qxh6 Qg7 31. Qh5 Qh8!, it was clear that White's advantage was not enough to win: 32. Qe2 Qf6, or 32. Qg5 Qxb2 33. Bd7 Qf6 34. Qh6 Qg7 35. Bxe6+ Bxe6 36. Qxg7+ Kxg7 37. Rxe6 Rc8 (37...Rf6).

Not a bad game, either! Inarkiev improved on Reshevsky's play, continued excellently and stumbled only just before achieving his goal.

IV. 20...Qc7 At first, I thought that this was the move to neutralize the try 20. Qf3!; the continuation I had in mind was 21. g3?! (White also gets an inferior position after 21. d5?! Nd4 22. Qe3 Nxc2 23. Rxc2 Qb8!, with a slight edge to Black) 21...Nh3+! (21...Nxd4 is weaker: 22. Qxf4 Qxf4 23. gf h6) 22. Nxh3 Nxd4 23. Qe3 Qc6! (23...Nf3+ 24. Kf1 is enough to draw) 24. Be4! fe 25. Qxd4 e3 26. Ne4 Qxe4 27. Qxe4 Bxe4 28. fe, with a small endgame advantage for Black. But then the consolidating move **21. Qe3!**

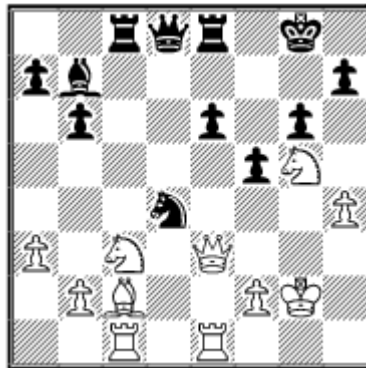


was discovered. The main line runs: **21...Na5 22. Be4! fe** (21...Ba6 is refuted by 22. Nd5! Ne2+ 23. Kh1 Qxc1 24. Rxc1 Rxc1+ 25. Kh2, winning; and 21...Nc4 by 22. Nb5! Nxe3 23. Nxc7, with great advantage) **23. Nxe4 Qb8 24. Nf6+ Kg7** (24...Kh8 loses to 25. Nf7+! Kg7 26. Nd7) **25. Nxe8+ Rxe8 26. g3 Nd5 27. Nxe6+ Kg8 28. Qh6 Re7 29. Ng5 Qf8** (29...Rg7 30. Re6 and 31. Rce1) **30. Qxf8+ Kxf8 31. Rxe7 Kxe7 32. Nxh7**, and the rook and three pawns outweigh the two minor pieces.

And once again, after another long digression, we return to our stem game.

20...Qd8xd4

Worth examining is **20...Nxg2?! 21. Kxg2 Nxd4+**



A) 22. f3? h6 23. Ba4 (23. Red1 Nxc2) 23...hg 24. Bxe8 Nxf3 25. Qxe6+ Kh8 26. Kf1 Nh2+! 27. Kgl Qd4+ 28. Re3 (the only defense) 28...Qg4+ 29. Kf2 Qf4+! 30. Ke2 Ng4, when Black has a winning attack;

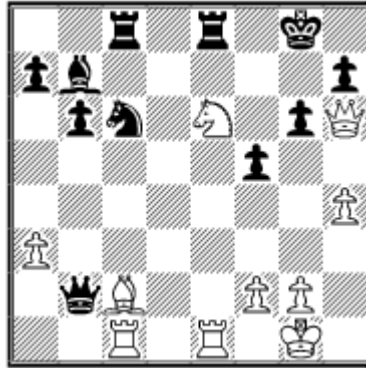
B) 22. Kh3 e5 (but not 22...h6? 23. Nxe6! Nxe6 [or 23...Rxe6] 24. Bb3 and wins) - in this complex position, Black's activity may compensate for his missing piece;

C) 22. Kg1 h6 (but not 22...e5 23. Ba4) 23. Red1 (both 23. Nxe6? Qxh4 and 23. Ba4? hg 24. Red1 e5 25. Bxe8 Qxe8 are bad) 23...e5! 24. Bb3+!? (24. Rxd4 ed 25. Bb3+ Kg7 26. Ne6+ Rxe6 27. Qxe6 Qxh4! 28. Qf7+ Kh8 29. Qxb7 Qg5+ 30. Kh2 is a perpetual check) 24...Nxb3! (24...Kg7? is a mistake, in view of 25. Ne6+! Rxe6 26. Bxe6 Qxh4 27. Qxe5+ Kh7 28. Bd5 and wins, or 26...Rc5 27. Qh3, with great advantage) 25. Rxd8 Rxd8, with chances for both sides.

D) 22. Kf1! Nxc2 (on 22...h6, the bishop maneuver 23. Ba4! is unpleasant; on 22...e5, White also plays 23. Ba4! Re7 24. Red1) **23. Rxc2 h6 24. Rd1!** (stronger than 24. Rd2 Qc7 25. Nh3 Qc4+ and 26...Qxh4, or 24. Nf3 Bxf3 [24...e5 is worse: 25. Rd2 Qf6 26. Nd5! Bxd5 27. Rxd5 e4 28. Rd7, with great advantage] 25. Qxf3 Qxh4 26. Rce2 Qc4, with an edge for White) **24...Qxd1+** (Black loses after 24...Qc7? 25. Nd5! Qxc2 26. Nf6+ Kh8 27. Rd7) **25. Nxd1 Rxc2 26. Nh3**, and White keeps the upper hand.

21. Nc3-b5! Qd4xe3?!

Fischer considers the move he made to be the best. After the game, he and his opponent analyzed **21...Qd5** **22. Qxf4 Qxb5** (22...Nd4? 23. Be4! Rxc1 24. Qxc1! fe 25. Qc7 and wins) **23. Nxe6 Qxb2** (Black's position remains dangerous after 23...Qd5 24. Nc7 Rxe1+ 25. Rxe1 Qf7 26. Ne6 or 25...Qd4 26. Bb3+ Kh8 27. Qg5) **24. Qh6!** (threatening 25. Bb3), continuing:

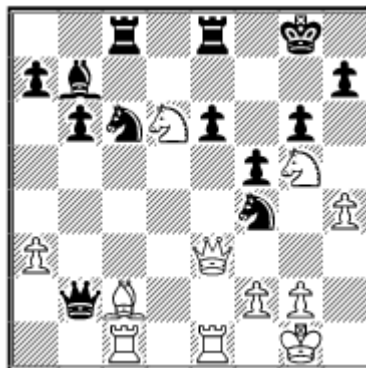


24...Rxe6? 25. Rxe6 Nd4 26. Re7, and wins;

24...Na5 25. Bxf5! gf (25...Rxc1 26. Rxc1 gf? 27. Rc7 wins; 25...Qf6 26. Ng5! [Fischer] 26...Rxc1 27. Rxc1 Re7 28. Be6+ Rxe6 29. Qxh7+ Kf8 30. Nxe6+ Qxe6 31. Qh8+, and White's advantage is decisive [Dvoretsky]) 26. Rb1! Qh8 (26...Qc3 27. Re3 wins) 27. Qg5+ Kf7 28. Qxf5+ Kg8 (28...Qf6? 29. Qxh7+ wins) 29. Re3 Rc3 30. Ng5! Rf8 31. Re8, and wins.

Note, however, that Fischer ignores the sturdier defense **24...Ne7!?** Now 25. Bb3 is no longer dangerous, in view of 25...Rxc1! 26. Ng5+ (27. Rxc1 Bd5) 26...Qxb3 27. Qxh7+ Kf8 28. Rxc1 Rd8 29. Re1 Be4! with equal chances. And after 25. Ng5 Qg7 26. Bb3+ Nd5 27. Rxe8+ Rxe8 28. Bxd5+ Bxd5 29. Qxg7+ Kxg7 30. Rc7+ Kf6 31. Nxh7+ Ke5 32. Rxa7, White's extra pawn in the endgame is no guarantor of victory.

More important still, however, is that Black had, in addition to the move he played in the game, and 21...Qd5?!, the courageous capture of the pawn at b2, which does not seem to be refutable.

21...Qxb2! 22. Nd6

22...Nxc2! 22...Nd4? (threatening 23...Nfe2+ and 24...Nxc1) does not work, in view of 23. Qxf4 Rxc2 24. Rxc2 Nxc2 25. Nxe8 Nxe1 26. Qc7, winning.

23. Kxc2 Nd4+! 23...Nb4+ is much weaker: after 24. Be4! Bxe4+ 25. Ngxe4 Nd5 26. Qh6 Rxc1 27. Rxc1 Rd8 28. Ng5 Nf4+ 29. Kg3! Nh5+ 30. Kf3! Nf6 (30...Qxa3+ 31. Kg2 Nf4+ 32. Kh2 wins) 31. Rc7! Qxf2+! 32. Kxf2 Ng4+ 33. Ke2 Nxh6 34. Nc8, White has a decisive endgame advantage.

24. Be4! fe! Inserting the rook trade 24...Rxc1? 25. Rxc1 fe first is a mistake (or 25...Bxe4+ 26. Ngxe4 Rf8! 27. Nf6+! Rxf6 28. Rc8+ Rf8 29 Rc7): 26. Rc7! wins.

a) 25. Rxc8 Rxc8 26. Nxb7 Nc2 27. Qxe4 Nxe1+ 28. Qxe1 Qb3 gives Black a slight edge;

b) 25. Nxb7 Nf5 26, Qf4 e3 (26...Rxc1 27. Qxc1 Qe5 is also possible) 27. Rxc8 Rxc8 28. Rxe3 Nxe3+ 29. Qxe3 Qa2 30. Nd6 Qd5+ 31. Nge4 Rf8, with mutual chances.

Whereas the text lands Black by force in a difficult endgame.

22. f2xe3



22...Nf4xg2! 23. Kg1xg2 Nc6-d4+

23...Nb4+ is no better: 24. Be4! Nd3 25. Bxb7 Rxc1 26. Rxc1 Nxc1 27. Nxe6!± (Dvoretsky).

24. Bc2-e4!

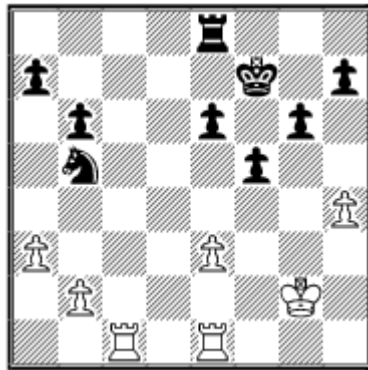
This game was played in the Beverly Hilton Hotel in Los Angeles; and I will never forget the reaction of the spectators, who all thought that we had both blundered in turn. You could hear them in the hall, whispering: "Fischer's winning!" "No, Reshevsky's winning!" The true state of affairs would become evident in a few moves.

According to the American grandmaster's commentary, although Black stands worse here, he ought to be able to draw, but the truth is that White has excellent winning chances.

24...Bb7xe4+

24...Rxc1 25. Rxc1 Bxe4+ offered no prospects at all: 26. Nxe4 Nxb5 27. Nf6+ Kf7 28. Nxe8 Kxe8 29. Rc8+ Ke7 (29...Kd7 30. Rh8) 30. a4 Nd6 31. Rc7+.

25. Ng5xe4 Nd4xb5 26. Ne4xf6+ Kg8-f7 27. Nf6xe8 Rc8xe8



28. a3-a4!

28. Red1?! would have been inaccurate, owing to 28...Re7!, when the Black knight once again comes into play by Nb6-c7-d5.

White must play this endgame most alertly: the tiniest inaccuracy will give his opponent time to co-ordinate his forces and equalize, or even to seize the initiative.

28...Nb5-d6 29. Rc1-c7+

After 29. Red1!? Ne4 30. Rd7+ Kf6 31. Rxa7 (31. Rxh7?! is less accurate: 31...Rd8 32. Rc2 a5 33. Rb7 Rd6) 31...h6 (31...Rd8!?), we reach the same position as in the game.

29...Kf7-f6!

29...Re7 30. Re1 was no good for Black. The rook must help Black advance his kingside pawns.

30. Re1-c1!

30. Rxa7 (or 30. Rxh7) would not work, because of 30...Rc8. One line is 31. Re2

Rc4, with counterplay.

30...h7-h6

30...Ne4!? 31. Rxa7 Rd8 was worth considering.

31. Rc7xa7

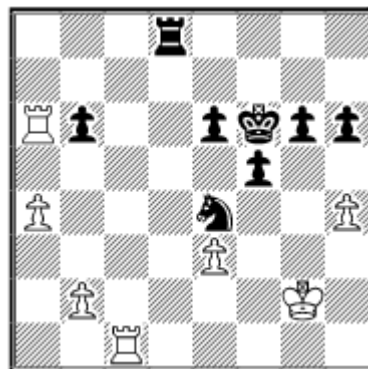
An interesting plan, starting with **31. b4!?**, was found by Artur Yusupov. White is in no hurry to grab pawns, preferring instead to strengthen his position as much as possible first, in order to limit his opponent's counterplay. Black loses after 31...Ne4 32. Rc8 Re7 33. R1c7, trading a pair of rooks – which is usually good for the side that is the exchange ahead. And 31...Rd8 32. Rd1 Nb5 33. Rcd7 Rxd7 34. Rxd7 is bad for Black, too. If 31...b5, then White has either 32. Rxa7 or 32. ab!? Nxb5 (32...Rb8 33. R1c6!? Nxb5 34. Rd7±) 33. Rd7± - domination! And finally, White meets 31...g5 with 32. h5! g4 33. b5 Ra8 34. Rh7 a6 35. a5! ab 36. ab Nc4 37. b7 Rb8 38. Rb1 Nxe3+ (38...Nd6 39. Rxh6+) 38. Kf2 Nc4 (39...f4 40. Rxb5) 40. Rxh6+ Kg5 41. Rh7 Nd6 42. Rg7+ Kh6 43. Rd7, with a winning position.

31...Nd6-e4 32. Ra7-a6

32. Rb7 is the same thing.

32...Re8-d8!

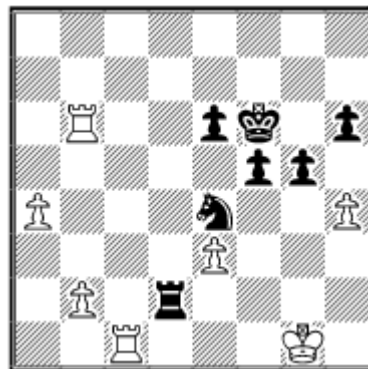
32...Rb8? would have been hopeless, in view of 33. Rc6.



33. Rc1-c2

In Fischer's opinion, this was *the only way to retain winning chances*. This is not true: taking the pawn would not only have won, there were different ways to do so. Fischer's variations contain inaccuracies.

33. Rxb6!? Rd2+ **34. Kg1 g5** (see next diagram)



Now, **A) 35. a5?** gh 36. a6? fails to 36...h3 37. a7 h2+ 38. Kh1 Ng3 mate.

B) 35. Rcc6! (this may even be a simpler winning method than the exchange of pawns on g5) **35...gh 36. Rxe6+ Kg5 37. Rg6+ Kh5**, and Fischer only continues 38. Rxh6+ Kg4, with counterplay, while after **38. a5!**, the draw has disappeared. Nor does 35...Rd1+ save Black: 36. Kg2 Rd2+ 37. Kf1 Ng3+ 38. Ke1 Re2+ 39. Kd1 Rxe3 40. hg+ hg 41. a5 f4 42. a6 f3 43. Rxe6+! Rxe6 44. Rxe6+ Kxe6 45. Ke1, and Black loses by a tempo.

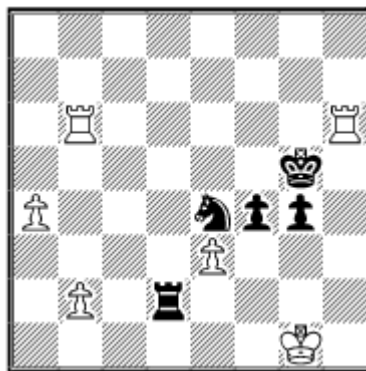
C) 35. hg+ (Fischer's main line) **35...hg**. Black does no better with 35...Nxg5 36. Rf1 Nh3+ (36...Ke5 37. a5 Ke4 38. Rb4+!) 37. Kh1 Nf2+ 38. Rxf2!? Rxf2 39. a5, when he'll have a hard time saving the rook endgame. Besides, he doesn't have to give

back the exchange. I also examined 38. Kg2 Ng4+ 39. Kg3 Nxe3 40. Rh1 (40. Re1 f4+! 41. Kf3 Kf5) 40...Ng4 41. a5 Kg5! 42. Rxe6 h5, with plenty of counterplay for Black. However, as Dmitry Plisetsky told me, in the 3rd volume of *My Great Predecessors*, now going to the printers, Garry Kasparov demonstrates that White keeps his won position by retreating his king to g1. For example: 39. Kg1! Nxe3 40. Re1 f4 41. a5 Rg2+ 42. Kh1 Rg5 43. a6 Ra5 44. b4 Ra3 45. b5 f3 46. Kg1 Ng4 47. Rf1 f2+ 48. Rxf2 Nxf2 49. Kxf2, and wins.

36. Rcc6 (of course not 36. a5? g4 37. a6? Ng5 38. a7 Nf3+ 39. Kf1 g3, and wins)
36...g4 Not the most obvious move.

In the sharp variation we are already familiar with, 36...Rd1+ 37. Kg2 Rd2+ 38. Kf1 Ng3+ 39. Ke1 Re2+ 40. Kd1 Rxe3, Black loses: 41. a5 f4 42. a6 f3 43. Rxe6+! Rxe6 44. Rxe6+ Kxe6 45. Ke1. Yet the following continuation of Inarkiev's is interesting: 36...f4!? 37. Rxe6+ Kf5. The trade of pawns by 38. ef? gf only leads to a draw: 39. Re8 Rd1+ 40. Kg2 Rd2+ 41. Kf1 f3 =, or 39. a5 f3 40. Rxe4 Kxe4 41. a6 Rd1+ 42. Kf2 Ra1 43. b4 Ra2+ 44. Kg3 Rg2+ 45. Kh3 Rg1 46. Rf6 Ke3 (46...Rb1 is weaker: 47. Kg3 Rg1+ 48. Kf2 Rg2+ 49. Kf1 Rb2 50. Rf8!) 47. b5 Ra1 48. b6 Rxa6 49. b7 Rxf6 50. b8Q Rh6+ 51. Kg3 Rg6+ 52. Kh4 f2 =. But after the immediate 38. Re8!, there seems to be no salvation: 38...f3 39. Rb5+; or 38...fe 39. Rb5+ Kf4 40. Rb4 Kg3 41. Kf1; or 38...Rd1+ 39. Kg2 Rd2+ 40. Kf1 Ng3+ 41. Ke1 Re2+ 42. Kd1 fe 43. Rd6!? (or 43. a5 Rd2+ 44. Kc1 Ne2+ 45. Kb1).

37. Rxe6+ Kg5 38. Rh6 (Kasparov claims 38. Rb5! wins) **38...f4!**



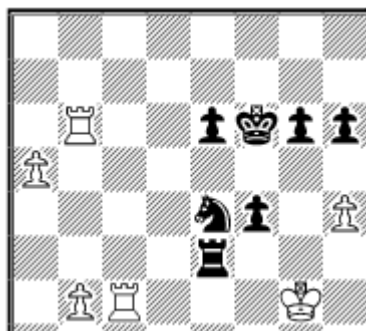
Fischer erroneously claims that *Black holds on*. Let's continue: 39. Rhg6+ (39. ef+ Kxf4 40. Kf1 Rd1+ 41. Ke2 Rd2+ 42. Ke1 Rd3 43 Rh2!? is probably also enough to win) 39...Kf5 (39...Kh4 40. ef Kg3 41. Rb3+ Kxf4 42. Rg8 changes nothing) 40. ef Kxf4, and now White wins either by 41. Rg8 Ng5 42. Rb4+ Kf3 (42...Kg3 43. Kf1) 43. Rb3+ Kf4 44. Rf8+ Ke4 45. Kf1 Nf3 46. Rb4+, or by 41. a5 Ng5 42. Rbf6+! (but not 42. Rb4+ Kf5 43. Rxe5+ Kxe5 44. Rb3 Rd6! =, or 44. a6 Rd1+ 45. Kf2 Ra1 46. Rb6 Kf4 =) 42...Ke5 43. a6 Nf3+ 44. Kf1.

On the other hand, the move in the game doesn't throw away the win, either.

33...Rd8-d3 34. Ra6xb6

If 34. Kf3 Rb3, and Black has a great game.

34...Rd3xe3 35. a4-a5 f5-f4



36. Rc2-f2?

In time-pressure, Reshevsky probably overlooked that Black's rook could get back in time to stop the a-pawn. Now, even the draw is problematic.

Fischer thinks that White should have taken the drawing line 36. a6 f3+ 37. Kf1 (37. Kh2? Re2+) 37...Rd3! 39. Ke1 Re3+ 39. Kf1 Rd3,

and 40. Kg1 Rd1+ 41. Kh2 f2 42. Rxf2+ Nxf2 43. Rb3 (43. a7 Ra1) 43...Rd7 44. Rf3+ Kg7 45. Rxf2 Ra7 = is useless.

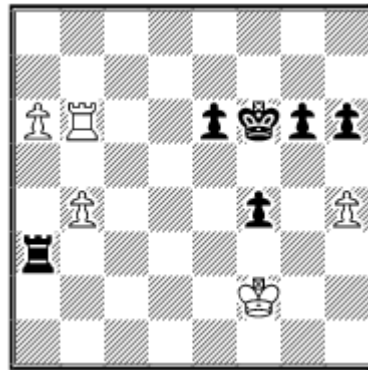
However, White was right to expect more from his position! The fine move **36. Rb4!!** wins. White targets the enemy knight, preparing to exchange it at the right moment for his rook. For example, **36...f3+** (36...g5 37. hg+ hg 38. a6 g4 39. a7 wins) **37. Kf1 Kf5** (37...f2 38. Rxf2+ Nxf2 39. Kxf2 is hopeless for Black) **38. a6 Rd3 39. Rc1 Rd2 40. Rxe4 Kxe4 41. a7 Rd8 42. b4 Ra8 43. Rc7!** (on 43. Ra1?, Black's king gets to the queenside) **43...Rd8 44. b5**, and White wins.

Fischer's notes to the remainder of the game appear error-free, so I will do very little interfering with his commentary the rest of the way.

36...Ne4xf2 37. Kg2xf2 Re3-e5! 38. b2-b4 Re5-e3!

This maneuver allows the Black rook to get behind the passed pawn.

39. a5-a6 Re3-a3



Now the White pawns are stymied. In order to get them moving again, White will have to play b5, Rb7, a7, b6, etc. But a half-dozen moves is a whole lifetime in chess.

40. Rb6-c6?

The last move before the time-control loses. His best chance was 40. b5, intending Rb8 and b6 (giving up the a6-pawn), followed, in some lines, by b6-b7. In that event, the game would have ended in a draw. Here's an approximate line: 40...g5 41. hg+ hg 42. Rb8! g4 43. b6 g3+

44. Kg2 =.

40...g6-g5 41. h4xg5+ h6xg5 42. b4-b5 g5-g4 43. Rc6-c8

As Fischer pointed out, 43. Rc1 (with the idea Rb1) isn't enough to save White after 43...g3+ 44. Kg1 (44. Kg2 Ra2+ 45. Kf3 Kf5) 44...Ra2! 45. Rb1 (if 45. b6 Rxa6 46. Rb1 Ra8 47. b7 Rb8 48. Kg2 e5 49. Kf3 Ke6, with an easy win - Dvoretzky) 45...f3 46. b6 Rg2+ 47. Kf1 Rh2! 48. Ke1 Rh1+ 49. Kd2 Rxb1 50. a7 f2 51. a8Q f1Q, and Black wins, since White has no perpetual check.

43...Kf6-f5 44. b5-b6 g4-g3+ 45. Kf2-e1

Reshevsky would rather see the pawns advance than get mated after 45. Kg2 Ra2+ 46. Kg1 f3, etc.

45...Ra3-a1+ 46. Ke1-e2 g3-g2 47. Rc8-f8+

Or 47. Rg8 Rxa6 48. b7 (48. Rxx2 Rxb6) 48...Rb6, with a decisive advantage to Black.

47...Kf5-e4 48. Rf8xf4+ Ke4xf4 49. b6-b7



49...g2-g1Q

Hasty play, which fortunately doesn't blow the win. As Isaac Kashdan noted after the game, 49...Ke4! would have won immediately. For example, 50. b8Q Ra2+ 51. Ke1 g1Q mate. "What will the Russians say, when they see this match?" he asked, smiling ironically.

50. b7-b8Q+ Kf6-f5 51. Qb8-f8+ Kf5-e4 52. Qf8-a8+

White has no perpetual. Fischer gives the variation 52. Qf3+ Ke5 53. Qc3+ (53. Qh5+ Kd6) 53...Qd4 54. Qg3+ Kd5 55. Qf3+ Qe4+.

52...Ke4-d4 53. Qa8-d8+

More stubborn than 53. Qh8+ Kc4 54. Qc8+ Qc5 55. Qxe6+ Kb4 56. Qe4+ Qc4+.

53...Kd4-c4 54. Qd8-d3+ Kc4-c5 55. Qd3-c3+ Kc5-d6 56. Qc3-d2+ Kd6-e5 57. Qd2-b2+ Ke5-f5

White resigned, in view of 58. Qb5+ Kf6 59. Qb2+ e5.

It is just this kind of game, in which both players "go for the throat," which becomes the sort of event that is still interesting to look at half a century later!



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