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BLUNDER ELIMINATION!?

How often does one come across a pattern, a new idea, or something different in chess?

I would like to think that *Chess Reports* has some unusual material almost every week, but recently I came across something I hadn't exactly seen in print before.

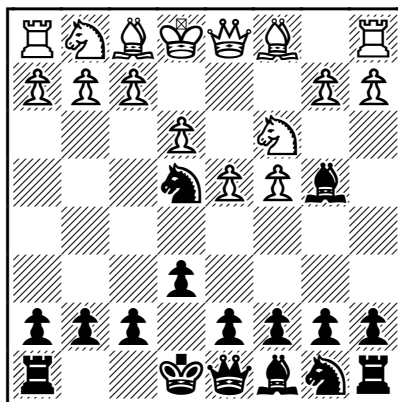
Let me back up a minute. I had seen ONE game discuss what I am about to outline as something important. But that was it.

It happened in an article by GM John Emms in the recently published *Dangerous Weapons The Nimzo-Indian*. He was the author of the chapter *An Idealistic Advance*.

In this chapter he begins with the moves: 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 Ne4!?

The idea is to quickly play Bd3, Nf3 (or Nge2) and 0-0, according to Emms. What you will see in the following piece

are these very moves, but in different openings!



You might say there is some transposability, but what it really depicts is a PATTERN. A pattern I discovered in a very long list of games, won by Black!

I didn't even play through the games Emms presented in this chapter ten. I just remember reading about the "action" while in the bathroom. I had been reading something else when my eye caught this.

Emms tries to talk himself out of this discovery, but then he tries to talk himself into it



SECRETS

Three may keep a secret, if two of them are dead.

Benjamin Franklin

It is a secret in the Oxford sense: you may tell it to only person at a time.

Oliver Franks

Curse not the king, no not in thy thought; and curse not thy bedchamber: for a bird of the air shall carry the voice, and that which hath wings shall tell the matter.

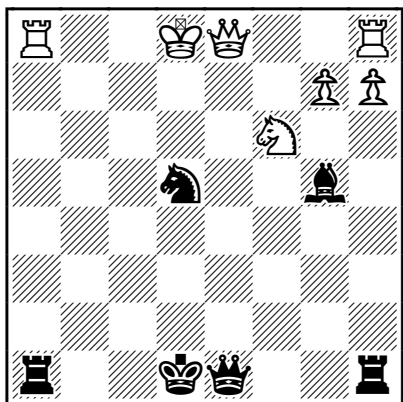
Ecclesiastices 10:20

to when he says, at the end of the chapter,

“...If a strong grand-master like Aleksandrov can come off worse in not one but two battles against 4... Ne4, there’s every reason to believe it could work at less exalted levels. ”

The way I intend to discuss this idea is quite a bit different from Emms. I am only interested in games where there is a white N/c3, a black N/e4, and a black B/b4.

As long as this set up shows in the first 10 moves or so, it does not matter to me what opening it came from!



Black's viewpoint—other pieces and pawns are on the board.

That’s the seminal idea. What turned up was quite a

few different openings, so this idea will be useful to MANY different players.

Blunder Blocking

Most of us would like to win more games, but every now and then we overlook something we’ve done which really bugs us. This causes anguish and lost games.

I can’t eliminate everyone’s blunders, but I CAN cut down on them! Isn’t that significant?

Several years ago my son Nate and I were in Denver and Alex Shabalov was giving a small simul. They ended up in a situation similar to what is on the board in the leftmost column.

I started thinking about some other troublesome games I have been in or that I had seen elsewhere and they all had that common theme of black N/e4, a white N/c3 pinned to the white K by a black B/b4.

It occurred to me, finally, that this situation shows up in a lot of games but I don’t recall anyone writing about it.

So I began looking at these types of positions—for all levels of players. Even the Big

Dogs have had problems with this setup.

To me this was a revelation. But it gets better. There are many different ways Black can win because there are many different positions which subsequently arise.

Themes

What is also remarkable is how these “wins” can be crossbred into other positions. Look through the examples I am including. Put this board position into your database and see what shows up. You will get the phone book.

That makes it significant. Another time I will do an article on when Black goes for this setup and it **backfires**. You can also do that for yourself.

If you “see” this TYPE of position about to come about in any of your games, **BE ON THE ALERT!** Forewarned IS Forearmed.

Look at the slim escapes, the hammer jobs, and the amazing kills from something that starts out so simple. Sometimes White has the advantage as he goes into a loss!

Here is Emms’ game.

Aleksandrov,Aleksej (2615) -

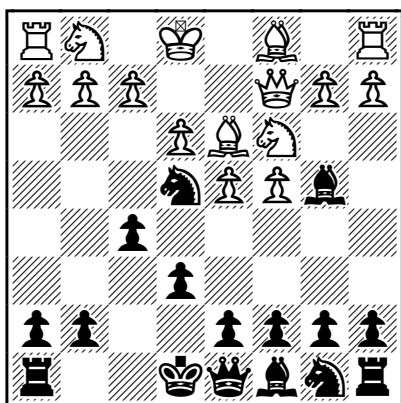
Sulskis,Sarunas (2485)

[E40]

New York Open, 1998

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4

4. e3 Ne4 5. Qc2 f5 6. Bd3



6... 0-0

There has also been:

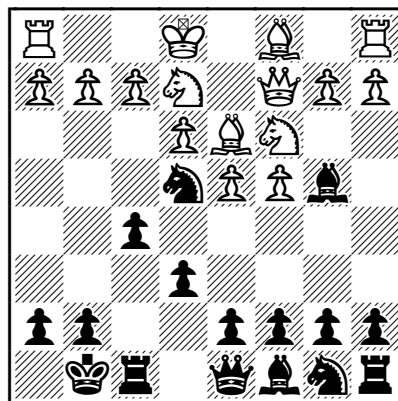
6... Bxc3+ (32) 0-1 Mitenkov,A-Rashkovsky,N/Moscow 1995;

6... Nxc3 (33) 0-1 Steudtmann,C-Paehetz,T/DDR-ch 1982; and (33) 1-0 Luckis,M-Reed Valenzuela,E/Mar del Plata 1944;

6... d5 (50) 1-0 Urbanec,K-Podgorny,J/CSR-ch 1954; (33) 1-0 Castillo,M-Poulsen,C/Dubrovnik olymp 1950; (31) 1-0 Goehring,K-Hauke,C/BL2-S 1996; (24) 1-0 Muir,A-Dunworth,C/BCF-ch 1987; (31) 0-1 Asgeirsson,A-Enevoldsen,J/Helsinki 1947; 1/2-1/2 Najdorf,M-Quinteros,M/Sao Paulo 1978.

These references are from L. Ftacnik.

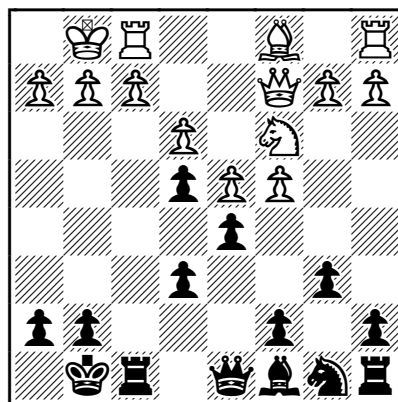
7. Nge2



7... b6

7... d5 (29) 1-0 Reshevsky,S-Kramer,G/USA-ch 1957.

8. 0-0 Bxc3 9. Bxe4 fxe4 10. Nxc3 d5



11. b4!?

Emms gives (!). Other moves are:

11. b3 ∞ (Ftacnik);

11. cxd5 \pm (Ftacnik).

11... Nc6!?

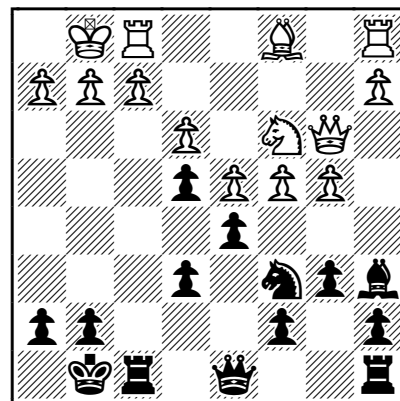
Evaluation by Emms.

12. Qb3?!

12. cxd5 Nxb4 13. Qb3

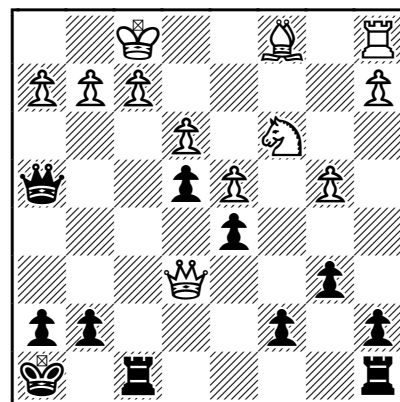
Nxd5 14. Nxe4 Ba6 15. Rd1 ∞ (Ftacnik).

12... Ba6!?

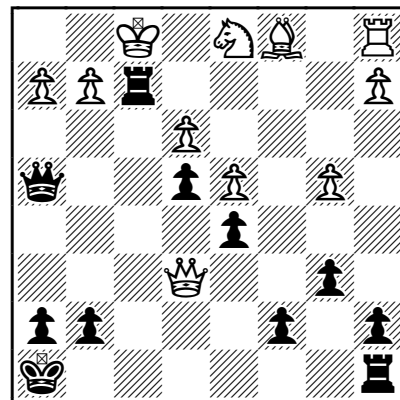


13. Qa4 Bxc4 14. Qxc6 Bxf1

15. Qxe6+ Kh8 16. Kxf1 Qh4



17. Nd1 Rxf2+! 0-1.



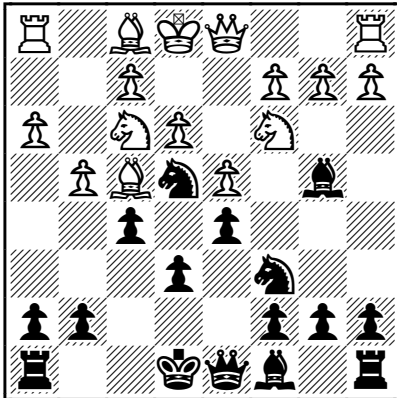
Let's get analogous.

Wikstrom,Per (2255) -
Johansson,Thomas (2241)

[A80]

Gausdal, April 2002

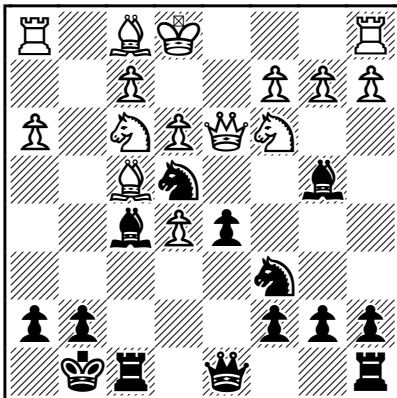
1. d4 f5 2. Nf3 Nf6 3. h3 d5 4.
g4 Nc6 5. Nc3 Ne4 6. Bf4 e6 7.
e3 Bb4



8. Qd3

8. a3 is a common move to
"force" things.

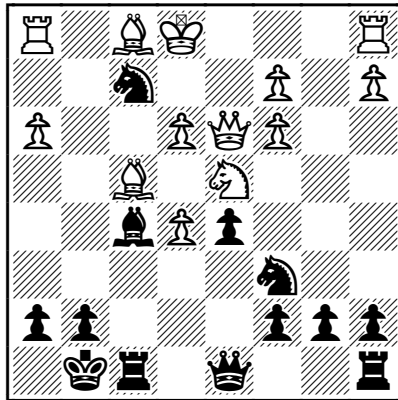
8... 0-0 9. gxf5? e5 10. dxe5
Bxf5



Now White has his hands
full. Beware of allowing the
black B to go to f5 when the Q
has gone or will go to d3.

11. Nd4 Bxc3+ 12. bxc3

Nxf2!



A "common" finesse.

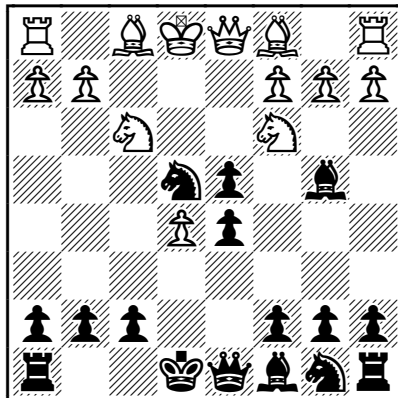
13. Nxf5 Nxd3+ 14. Bxd3
Qd7 0-1.

Dhar Barua,Saheli (2221) -
Ashton,Adam (2152)

[C29]

Torquay, August 2002

1. e4 e5 2. Nc3 Nf6 3. f4 d5
4. fxe5 Nxe4 5. Nf3 Bc5 6. d4
Bb4

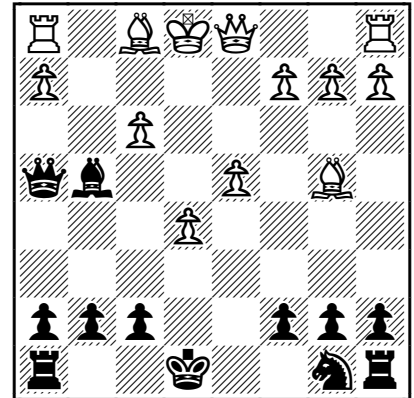


7. Bd2 Bg4

I'm trying to figure out why
Be2 is **not** good? It's fine. Ap-
parently White wants his B/f1
somewhere else, like b5 or

d3.

8. Nxe4 dxe4 9. Bxb4 exf3
10. gxf3 Qh4+

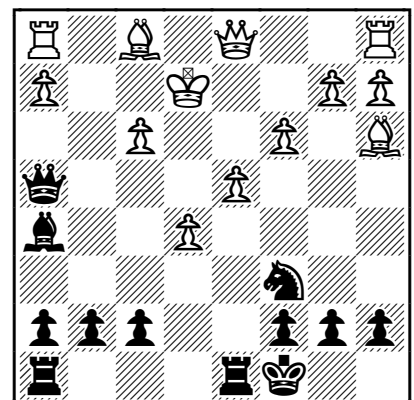


Another "common" move
you will see in these systems.

11. Ke2

11. Kd2. Very few people
should enjoy moving their
K to e2, but some do. 11...
Qh6+ 12. Ke1 Nc6 13. fxg4
Nxb4=

11... Nc6 12. c3 Bh5 13. Ba3
0-0-0



14. Qc2?

14. Qe1! Qe4+ 15. Kf2
Qxf3+ 16. Kg1=

14... Rxd4! 15. Qf5+ Kb8 16.

Rd1 Re4+ 17. Kd2 Rxe5 18. Qh3 Rd5+ 19. Kc2 Qf2+ 0-1.

Gusakovskaya, Yana (1898) -
Szekeres, Sandor (2144)

[C29]

Gyongyos, July 2003

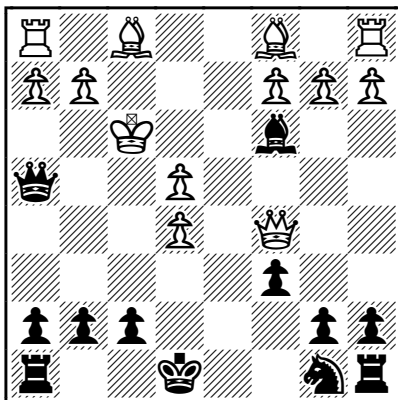
1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. d3 Bb4 6. dxe4 Qh4+

Often a surprising and yet "key" move.

7. Ke2 Bg4+ 8. Nf3 Bxc3 9. Qxd5

9. bxc3 White complicates to lose.

9... c6 10. Qc5 Bxf3+ 11. Kxf3



11... Be1 12. Be3 Nd7 13. Qd6 0-0-0 14. Bxa7 Rhe8 15. Ke2 Qxe4+ 16. Be3 Nxe5 0-1.

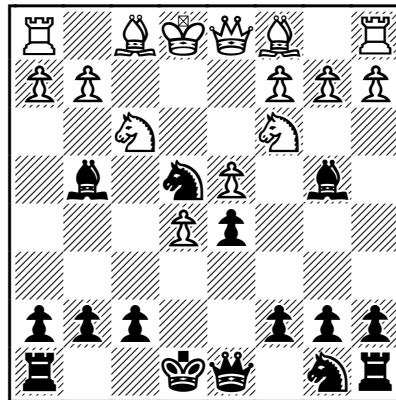
White has no moves.

Neumann, Peter (1830) -
Kirsch, Andreas (1957)

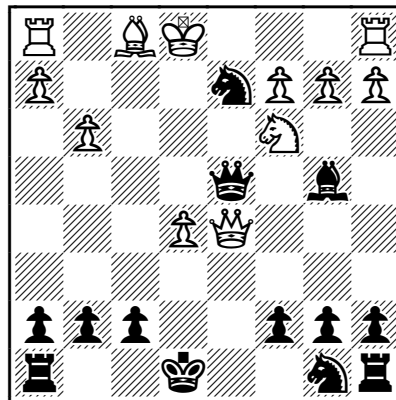
[C29]

Stadallendorf, 2004

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. Nf3 Bg4 6. d4 Bb4



7. Bd2 Bxf3 8. Qxf3 Qh4+ 9. g3 Nxd2 10. Qxd5 Qxd4!



Very sneaky.

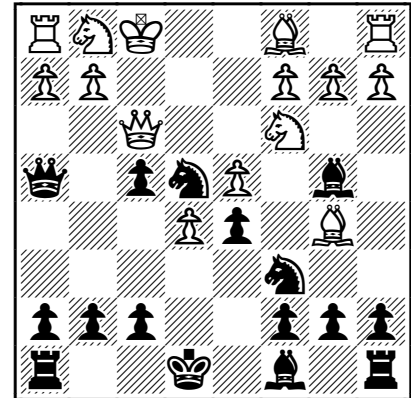
11. Qxb7 Ne4 12. Qc8+ Ke7 0-1.

Pitl, G (2300) - Gyimesi, Z (2580)

[C33]

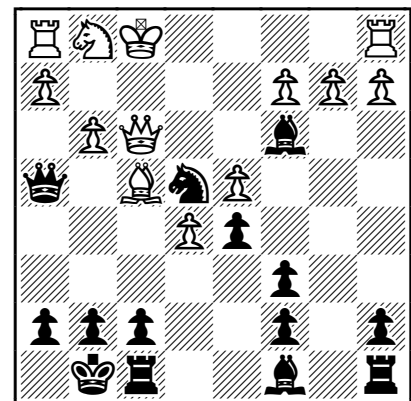
Pardubice, July 2002

1. e4 e5 2. f4 exf4 3. Bc4 Nf6 4. Nc3 Nc6 5. d4 Bb4 6. e5 Ne4 7. Qf3 d5 8. Bb5 Qh4+ 9. Kf1



Amazing how soon White gotten into trouble.

9... 0-0 10. Bxc6 bxc6 11. Bxf4 Bxc3 12. g3



12... Qe7 13. bxc3 f6 14. e6 Bxe6 15. a4 Rae8 16. Kg2 Ng5 17. Qd3 Qd7 0-1.

With the idea of ...Bf5 and ...Be4.

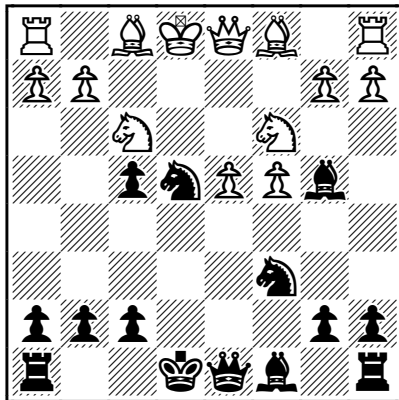
Grafl, Florian (2351) -

Berzinsch, Roland (2472)

[C36]

Germany, January 2003

1. e4 e5 2. f4 d5 3. exd5 exf4 4. Nf3 Nf6 5. c4 c6 6. dxc6 Nxc6 7. d4 Bb4+ 8. Nc3 Ne4



9. Bd2 0-0 10. Nxe4 Re8

Always be prepared for this Rook move.

11. Bxb4 Rxe4+ 12. Kf2 Nxb4 13. Qd2 Bg4 14. Be2

14. Qxb4 Bxf3 15. gxf3 Qxd4+ 16. Kg2 Re6!-+

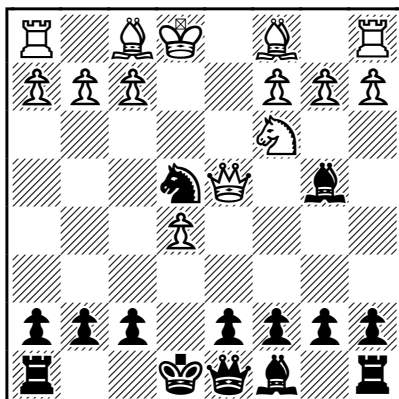
14... Bxf3 15. Bxf3 Rxd4 16. Qxb4 Rd2+ 17. Ke1 Rc2 18. c5 Qd3 0-1.

Susovic,H (2063) - Ivic,M (2186)

[C47]

Omis, October 2004

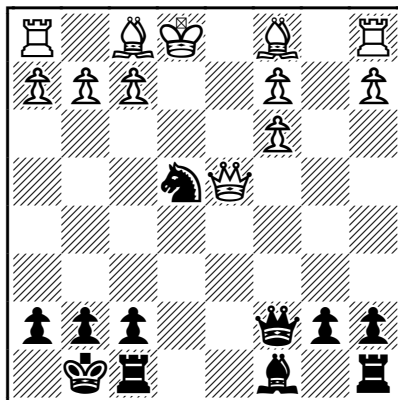
1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. d3 Bc5 5. Nxe5 Nxe5 6. d4 Bb4 7. dxe5 Nxe4 8. Qd4



8... Bxc3+ 9. bxc3 d5 10. exd6 0-0

It looks cheap, but it IS effective. Cheapos have their advantages—the other side starts squirming and often makes a serious error.

11. dxc7 Qxc7



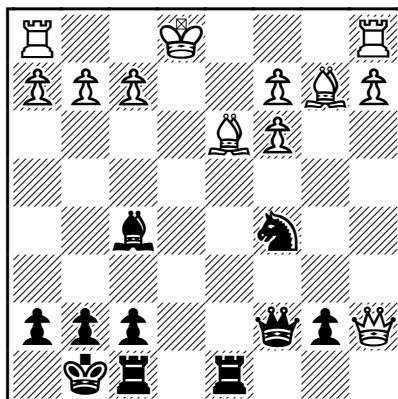
12. Bb2

12. Qxe4? Qxc3+ Just because Black can't easily play ...Re8 doesn't mean the danger has gone.

12... Bf5 13. Bd3 Rad8 14. Qxa7

Maximum chutzpah.

14... Nc5!



15. Qa3?

15. 0-0 is better. On 15. Bxf5?, then 15... Ra8 16. Qxa8 Qe5+!

15... Bxd3 16. 0-0-0 Ra8 0-1.

White was looking one way and Black a different way.

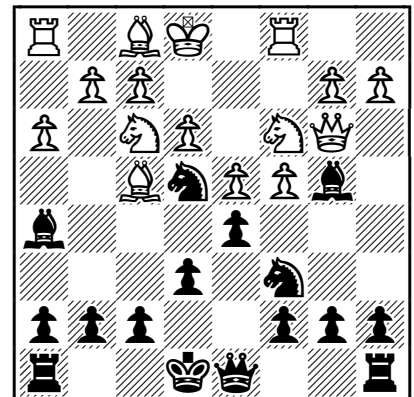
Kazarian,Georgy (2133) -

Leshchenko,Vasilij (2154)

[D02]

Kiev, July 2002

1. d4 Nf6 2. Nf3 d5 3. Bf4 Nc6 4. e3 Bg4 5. h3 Bh5 6. c4 e6 7. Nc3 Bb4 8. Rc1 Ne4 9. Qb3



Also common.

9... 0-0 10. cxd5 exd5 11. Ne5

How can this be recommended? Get the B out and castle. Better is 11. Bd3.

11... Bxc3+ 12. bxc3 Na5

Looking for something to do? 12... Nxe5 13. Bxe5 c5

13. Qa4

What's the point of this

move? My idea, **never give up hope in the opening.**

13... c6 14. c4 g5?

14... f6.

15. Bh2 dxc4 16. Nxc4? Nxc4

17. Qxc4?

17. Bxc4 b5 18. Qa3 bxc4

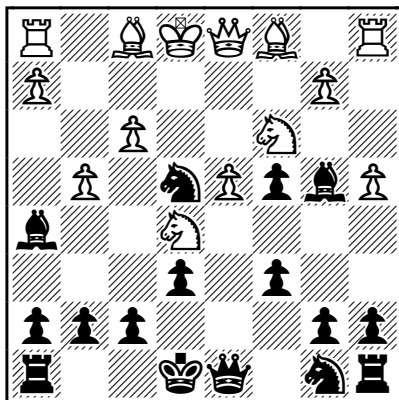
17... Qa5+! 0-1.

**Brunner,Nicolas (2252) -
Gozzoli,Yannick (2373)**

[D16]

Accession, August 2002

1. d4 Nf6 2. c4 c6 3. Nc3 d5 4. Nf3 dxc4 5. a4 Bg4 6. Ne5 Bh5 7. f3 e6 8. e4 Bb4 9. g4 Nxe4!



10. fxe4 Qh4+ 11. Ke2 Bxc3 12. bxc3 Bxg4+ 13. Nxg4 Qxg4+ 14. Kd2 Qf4+ 0-1.

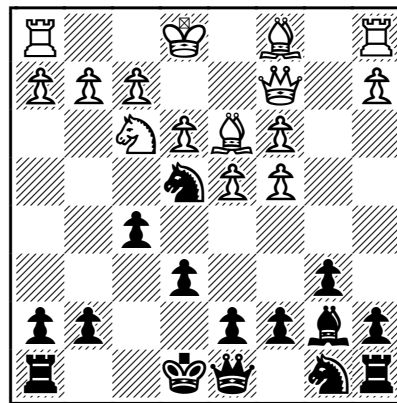
Next is ...Qxe4+ and picking up the R/h1.

**Nazarov,Valerij (2152) -
Zhumabaev,Rinat (2295)**

[E43]

Voronezh, June 2004

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Nf3 Bb7 6. Bd3 Ne4 7. Qc2 Bxc3+ 8. bxc3 f5

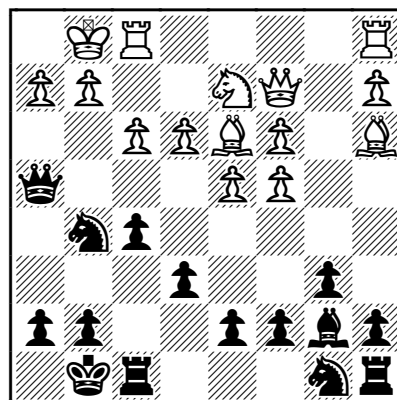


Common in positions of this type, to support the N/e4.

9. 0-0 0-0 10. Nd2 Qh4 11. f3

11. Nxe4 fxe4 12. Be2 d6

11... Ng5 12. Ba3



Problematical in positions of this type. White wants to get the B off of c1 and make it active. But he just provokes Black into lifting his R to f6 (which he was probably going to do anyway, now or soon).

12... Rf6 13. Rf2 d6

13... Rg6!? 14. g3 Qh5

14. Rb1

Isn't there a fire on the other side of the board?

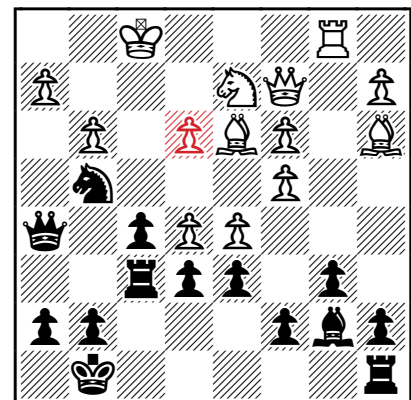
14... Nd7 15. d5 Ne5

Of course.

16. g3 Qh5

Heaping coals on f3.

17. f4 Nh3+ 18. Kf1 Nxf2 19. fxe5 Ng4 0-1.



Nothing can touch Black's King, but White's will topple very quickly. SAFETY!

I had another 15-20 annotated when I accidentally deleted the database instead of one particular game.

However, the point is that there are a LOT of patterns in this type of position which put pressure on White even when he is prepared.

I would like it if you could send some examples from your own games.

READER'S FEEDBACK

Hi Bob.

I recently took advantage of your "special," receiving your first 19 issues at one time, then subscribing to the remaining weekly issues.

Each evening I have been reading a weekly issue, just completing through # 9.

I have an expert rating and play seldom, usually one USCF tourney per year and one night of casual 20 minute clock games every other week with a friend. With work and family demands, my chess time has lately been reduced further with the biweekly casual games becoming monthly or bimonthly activities. I have been fairly successful in my previous tournaments, usually scoring in the top 25%.

However, I recently played in a couple of local Saturday Play for Rating tournaments and did not score 50% in either. I lost almost 60 rating points, dropping to 2026. **I found my lack of chess playing and practice exhibited itself in reduced tactical awareness, strategic vision and clock management.**

This is where you come in. I realized that if I was to play chess competitively to the standard I have set for myself, I need a more structured and focused study plan. I realize I need to study tactics much more, as well as middle game strategy and attacking motifs. Your tactics' page in each issue helps. I also play through all the games and opening articles for ideas about chess practice. I know I need to play regularly, either with friends, or in a weekly club format.

The Bob Holliman articles have been interesting. His comments on chess improvement have merit.

I particularly have had success in the past by following the guidelines from the "Purdy" books. That is, by studying annotated master game collections by covering each move of the winner and guessing it before uncovering it. In 2001, I played

over 60 games of Alekhine utilizing that method and soon realized I was better understanding middlegame plans and where pieces should go. **It is hard work, like studying in college.** I have drifted away from that study regime and realize I need to return to it. Holliman's study plan with *Informants* is similar.

I have never studied openings much and feel below other players in that regard. However, studying with the Purdy method has also minimized that weakness.

Your weekly *Chess Reports* help provide me the structure to return to a formal chess study program...

Thanks,

Gary (White)

[Ed. Note: You've given me a new idea Gary! Thank you!]

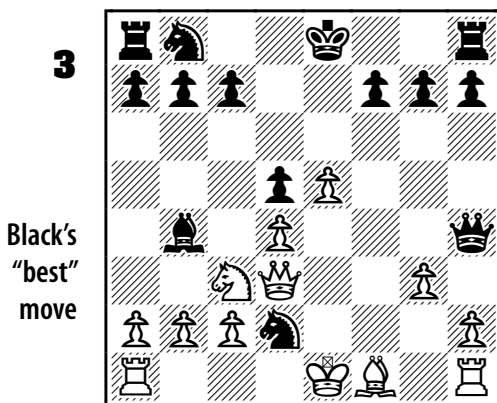
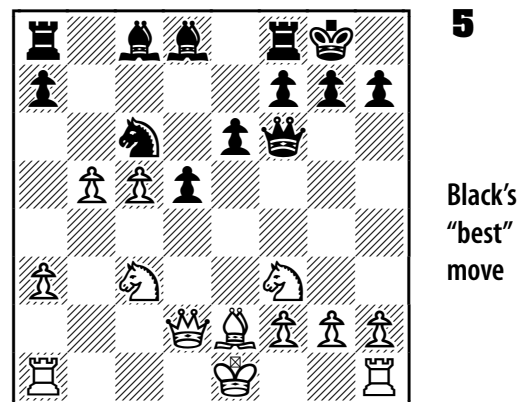
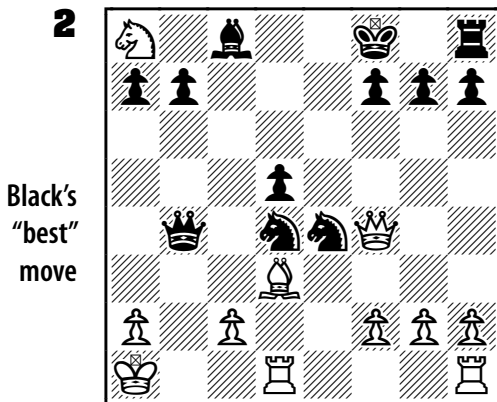
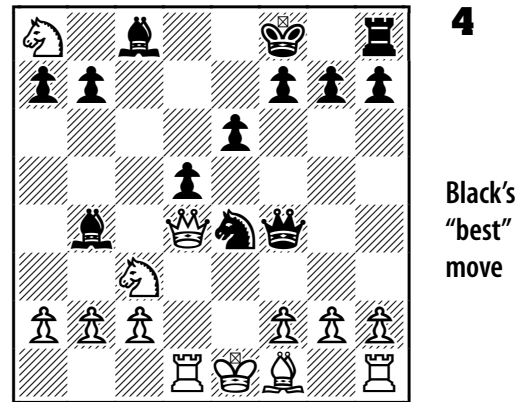
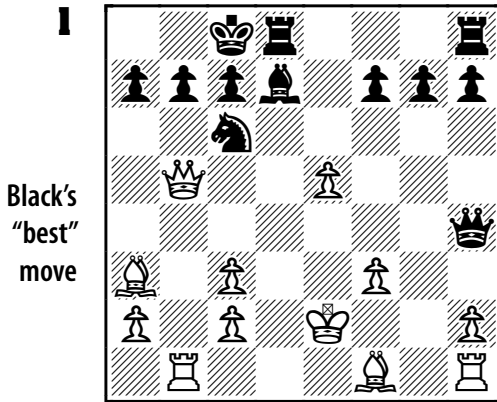
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The **QUIZ** Page (side to move wins)

Try to solve these in 5 minutes or less. Put down the first move on the "report" sheet supplied with "Chess Reports" issue #14. Do not use any kind of help, just your own brain. Visualize the solution without moving the pieces. We are trying to HELP you!



Quizzes are an excellent way to warm up, stay in shape, and discover new possibilities. They are part of the Course. Some are not too hard, others are harder. There may be 1-2 which tax you.

They are also necessary for you to get a refund in case you are unhappy with what we are trying to do. If you don't have a filled out sheet, how can we help you? Please, help yourself!

(Be sure to enter your FIRST move on your Score Sheet, sent with issue #15).

MORE ON THE N/B/N SETUP LEARNING THE NIMZO-INDIAN

You've learned something in this issue which can help you almost no matter what opening you play, even the BDG!

As I said in the article, the initial reason I thought of this was because of the *Dangerous Weapons: The Nimzo-Indian* by GMs John Emms, Chris Ward, and IM Richard Palliser.

The key chapter in this book is chapter 10 for reviewing the material I have written about.

But, if you are looking for Nimzo-Indian material I can recommend TWO things:

a) GM Tony Kosten's Bad Bishop video on the NID (contact Bill Whited and tell him I sent you: wlwhited@comcast.net).

b) This book, which you can order from Chess4Less.

Here's the contents:

A) 4. Qc2 with six chapters including the Romanishin and the Topalov Gambit!

B) 4. e3 with three chapters including the Vitolinsh specialty.

(C) 4. Nf3 which includes the Milov Gambit.

(D) Saemisch/f3 (including the Souped-up Blumenfeld), and

(E) Good Old Others. An original Leningrad and a Radical Queen Adventure.

Here's the lowdown on this "Dangerous" series. As someone put it to me, the "recommended" lines are not what you would call MAIN line theory in some instances.

However, think about this. If Topalov "invents" a gambit, how can it be ignored? Same for Romanishin and the other bits.

The lines tend to be "gritty," in-your-face toast your victim chess. Again, as they say, with "perfect" play you might be getting a slight disadvantage. Well, GMs aren't perfect or they wouldn't be featured as losses in this book.

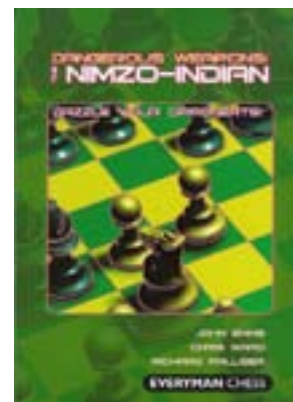
Another GREAT feature in this series is called TRICKY TRANSPOSITIONS. The icon for these show a little "fir-

ing cannon," which is pretty appropriate!

The "Dangerous Weapons" programs leaves plenty of room for research. If you KNOW more than your opponent, plus have a LITTLE more skill, you are going to come out on top.

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