

GAMBIT CHESS OPENINGS

SCHILLER

Cardoza Publishing



Readable Books
for Chess Players

The essential concepts, strategies, tactics, and thinking
behind every gambit chess opening!

GAMBIT CHESS OPENINGS

The Complete and Definitive Reference to Gambit Chess Openings
More than 2,000 Opening Gambit Strategies Inside!



The Standard
Reference for all
Gambit Openings

A Must-Have
Chess Book!

ERIC SCHILLER

2,000 GAMBIT STRATEGIES!

More than 2,000 opening strategies, 250 annotated games, and 1,000 diagrams make this the bible of gambit chess openings! You'll learn every common gambit opening and variation ever played, plus rare, fascinating and shocking gambits. *A must have for chess players!!!*



Eric Schiller, author of more than 100 chess books, and the world's leading writer on chess openings, is widely considered one of the foremost chess analysts, writers and teachers.

LEARN ALL THE GAMBITS NOW!

This is the definitive reference on gambit chess openings. Differing from books which rely almost exclusively on bare notation, this easy-to-read guide features discussions and analysis on the gambits so that you learn and understand the concepts behind the moves.

Covers More than 2,000
Opening Strategies

Grandmaster and World
Champion Examples

More than 1,000
Supporting Diagrams

Three Comprehensive
and Detailed Indexes

Concepts and Thinking
Behind the Gambits



CARDOZA
PUBLISHING

FEATURING...

- Explanations, Important Concepts and Thinking behind Every Gambit Opening
- More than 250 Complete Annotated Games Illustrate How to Play Exciting Chess Using Chess Gambits and How to Play Against Them!
- The Best Openings for Aggressive and Exciting Play
- Multiple Indexes • Full Table of Contents
- Clear, Easy-to-Use Layout
- Openings Include Move List, Sample Position, Overview, Analysis, Variations and Illustrative Games



Cardoza Publishing chess books feature words (not hieroglyphics), clear explanations, and authoritative text at reasonable prices.

\$24.95 U.S.
(\$39.50 CAN)

Distributed by Simon & Schuster, Inc.

www.cardozapub.com

BY THE WORLD'S LEADING WRITER ON CHESS OPENINGS!

GAMBIT CHAMPION OPENINGS

ABOUT THE AUTHOR

Eric Schiller, widely considered one of the world's foremost chess analysts, writers, and teachers, is internationally recognized for his definitive works on openings. He is the author of over 100 chess books including definitive studies of many chess openings including Cardoza Publishing's definitive series on openings, *Standard Chess Openings*, *Gambit Chess Openings* and *Unorthodox Chess Openings* — an exhaustive and complete opening library of more than 2000 pages!

Schiller is also the author of multiple other chess titles for Cardoza Publishing including *World Champion Openings* and the *Encyclopedia of Chess Wisdom*. (Go online to www.cardozapub.com for a complete listing of titles).

Schiller is a National and Life Master, an International Arbiter, and the coach for many of America's top young players, including America's best under-18 team at the Chess World Championships. He has presided over world championship matches dating back to 1983, was the arbiter at the 2000 World Championship, and runs prestigious international tournaments. His games have been featured in all the leading journals and newspapers including the venerable New York Times. Dr. Schiller holds a Ph.D. in Linguistics from the University of Chicago.

His latest projects include new books for Cardoza Publishing as well as being the special chess advisor on Avery Cardoza's Chess, a ground-breaking multimedia CD ROM chess simulation game for the Windows platform featuring opponents who are not only intelligent in the game of chess, but are human-like as well with their responses, mistakes, animations and speech. The artificial intelligence adjusts to give competitive play for players of all levels, from beginners (where beginning opponents make human-like mistakes) to grandmasters, where the opponents get tough and play top-level chess.

THE OPENING REFERENCE LIBRARY BY ERIC SCHILLER

STANDARD CHESS OPENINGS - The new standard on opening chess play in the 20th century, references every important opening and variation played - more than 3,000 opening strategies! Includes more than 250 annotated games (including a game representative of each major opening) and more than 1,500 diagrams! The standard reference book necessary for competitive play. *A must have!!!* 784 pgs, \$24.95.

UNORTHODOX CHESS OPENINGS - The exciting guide to every major unorthodox opening contains more than 1,500 weird, contentious, controversial, unconventional, arrogant and outright strange opening strategies. Meet such openings as the Orangutang, Raptor Variation, Double Duck, Frankenstein-Dracula Variation, and even the Drunken King! Great against unprepared opponents. *Great Fun!* 528 pgs, \$24.95.

GAMBIT CHESS OPENINGS (GCO) by Eric Schiller - GCO presents every important gambit opening and variation ever played and currently in vogue – more than 2,000 opening strategies in all! Each gambit is covered in detail with a diagram showing the standard position representative of the gambit, the move orders taken to reach there, and an explanation of the thinking behind the moves. 784 pgs, \$24.95.

Get online now to learn more about upcoming titles! www.cardozapub.com

GAMBIT CHAMPION OPENINGS

**The Definitive Guide to Every Important Gambit Opening and
Variation Ever Played and Currently in Vogue**

ERIC SCHILLER

CARDOZA PUBLISHING

FREE ONLINE CHESS MAGAZINE

www.chesscity.com

Check out Cardoza Publishing's free online chess magazine with articles, columns, gossip, and more. The web's most interesting and informative chess magazine is free to you from Cardoza Publishing!

come visit us now! • www.chesscity.com

ACKNOWLEDGEMENTS

Proofing and Feedback: Royce Reece, Lionel Larfranchise, Lev Zilbermints, Clyde Nakamura

Copyright © 2002 by Eric Schiller

- All Rights Reserved -

FIRST EDITION

Library of Congress Catalog Card No: 2002101328

ISBN: 1-58042-057-5

CARDOZA PUBLISHING

PO Box 1500 Cooper Station, New York, NY 10276

Phone (718)743-5229 • Fax(718)743-8284 • Email:cardozapub@aol.com

www.cardozapub.com

Visit our new web site (www.cardozapub.com) or write us
for a full list of Cardoza books, advanced, and computer strategies.

TABLE OF CONTENTS

INTRODUCTION	Note: Page numbers and subheads are not accurate as they have not yet been done.	7
A quick tour of the book		8
What's not in the book		10
How to use this book		11
What is a gambit?		12
Types of compensation		13
Development		13
Open Lines		13
Control of center		14
Bishop pair		14
Deflection		14
Inability to castle		15
Types of Gambits		16
Accepting, Declining and Refusing Gambits		17
Gambiteers and Objectivity		18
Statistics: to count or not to count?		20
The "best" and "worst" gambits		21
The 20 most popular gambits		21
The 20 "best-looking" gambits		22
The high-risk gambits		23
Author's Choice		24
In search of a Hero		24
Gambit Repertoires		26
Naming Gambits		27
The Gambits	28 	
KING PAWN GAMBITS		28
White gambits the e-pawn to Black's d-pawn		28
Featured Gambit: Blackmar-Diemer Gambit Complex		28
More Gambits: In Brief		48
Other Diemer-Type Gambits		57
More Gambits: In Brief		64
Featured Gambit: Fingerslip Variation (French Defense)		67
Other e-pawn for d-pawn gambits		70
More Gambits: In Brief		85
White gives up the pawn at e5		93
White gives up the pawn at e3		94
White gambits the e-pawn to Black's f-pawn		95

More Gambits: In Brief	103
White gambits the pawn at e6	105
White gambits the e-pawn to a Black knight	106
Featured Gambit: Belgrade Gambit	106
Other Gambits 115	
More Gambits: In Brief	125
White gambits the e-pawn to a Black bishop	133
More Gambits: In Brief	135
White gambits the e-pawn to Black's queen	136
More Gambits: In Brief	138
Black gambits the e-pawn to White's d-pawn	138
Featured Gambit: Englund Gambit Complex	138
Englund Gambits In Brief	141
Featured Gambit: Albin Countergambit	145
Albin Countergambits In Brief	151
Featured Gambit: Budapest Defense	152
Other Gambits 155	
More Gambits: In Brief	171
Black gambits the e-pawn to White's f-pawn	178
Featured Gambit: From Gambit Complex	178
From Gambits In Brief	180
Other Gambits 181	
More Gambits: In Brief	186
Black gambits the e-pawn to a White knight	190
More Gambits: In Brief	204
Black gambits the e-pawn to a White bishop	208
Black gambits the e-pawn to the White queen	209
 QUEEN PAWN GAMBITS	 209
White gambits the d-pawn to the Black e-pawn	209
Featured Gambit: Scotch Gambit	209
Scotch Gambits In Brief	218
Featured Gambit: Goering Gambit	221
Goering Gambits In Brief	222
Other Gambits 223	
More Gambits: In Brief	241
White gambits the pawn at d5	251
Featured Gambit: Polugayevsky Gambit	251
More Gambits: In Brief	263
White gambits the d-pawn to Black's c-pawn	264
Featured Gambit: Smith Morra Gambit	264
Smith-Morra Gambits In Brief	270
Other Gambits 275	
More Gambits: In Brief	282

White gambits the d-pawn to a Black bishop	284
White gambits the d-pawn to the Black queen	284
Black gambits the d-pawn to White's e-pawn	288
Featured Gambit: Two Knights Defense: 4.Ng5 d5	288
Two Knights 4.Ng5 d5; In Brief	292
Featured Gambit: Elephant Gambit	296
Other Gambits	297
More Gambits: In Brief	317
Black gambits the d-pawn to White's c-pawn	328
More Gambits: In Brief	328
Black gambits the d-pawn to a White knight	331
Black gambits the d-pawn to a White bishop	331
Black gambits the d-pawn to the White queen	332
Featured Gambit: Hennig-Schara Gambit Complex	332
More Gambits: In Brief	338
 BISHOP PAWN GAMBITS	 339
White gambits the c-pawn to Black's d-pawn	339
Featured Gambit: Queen's Gambit	339
Queen's Gambit Accepted In Brief	347
Other Gambits	357
Queen's Gambit Declined Gambits in brief	386
More Gambits: In Brief	388
White gambits the c-pawn to Black's b-pawn	392
White gambits the c-pawn to a Black knight	393
White gambits the c-pawn to a Black bishop	395
White gambits the f-pawn to Black's e-pawn	395
Featured Gambit: King's Gambit	395
King's Gambits In Brief	429
Vienna Gambits	456
Vienna Gambits In Brief	458
Other Gambits	466
More Gambits: In Brief	469
White gambits the f-pawn to the Black queen	470
Black gambits the c-pawn to White's d-pawn	471
Featured Gambit: Botvinnik-Carls Gambit	471
Other Gambits	473
More Gambits: In Brief	483
Black gambits the c-pawn to White's b-pawn	488
More Gambits: In Brief	489
Black gambits the c-pawn to a Black knight	489
Black gambits the c-pawn to a White bishop	489
Black gambits the f-pawn to White's e-pawn	490
Featured Gambit: Latvian Gambit	490

Latvian Gambits In Brief	500
More Gambits: In Brief	501
Other Gambits	505
More Gambits: In Brief	510
Black gambits the f-pawn to White's g-pawn	518
Black gambits the f-pawn to a White bishop	519
 KNIGHT PAWN GAMBITS	 519
White gambits the b-pawn to Black's c-pawn	520
Featured Gambit: Sicilian Wing Gambit	520
Sicilian Wing Gambits In Brief	525
Other Gambits	526
More Gambits: In Brief	528
White gambits the b-pawn to Black's a-pawn	531
White gambits the b-pawn to a Black knight	532
White gambits the b-pawn to a Black bishop	533
Featured Gambit: Evans Gambit	533
Evans Gambits In Brief	544
Other Gambits	549
More Gambits: In Brief	551
White gambits the b-pawn to the Black queen	554
More Gambits: In Brief	560
White gambits the g-pawn to Black's f-pawn	561
Featured Gambits: Anti-Dutch Gambits	561
Other Anti-Dutch Gambits In Brief	568
More Gambits: In Brief	569
White gambits the g-pawn to Black's h-pawn	569
White gambits the g-pawn to a Black knight	570
Featured Gambit: Gibbins-Wiedenhagen Gambit	570
Gibbins-Wiedenhagen Gambit In Brief	571
More Gambits: In Brief	572
White gambits the g-pawn to a Black bishop	574
More Gambits: In Brief	575
White gambits the g-pawn to the Black queen	577
Black gambits the b-pawn to White's c-pawn	577
Featured Gambit: Benko Gambit	577
Benko Gambits In Brief	587
Other Gambits	590
More Gambits: In Brief	596
Black gambits the b-pawn to White's a-pawn	601
Black gambits the b-pawn to a White knight	601
Black gambits the b-pawn to a White bishop	602
More Gambits: In Brief	603
Black gambits the g-pawn to White's f-pawn	605

More Gambits: In Brief	606
Black gambits the g-pawn to White's h-pawn	607
Black gambits the g-pawn to a White knight	607
Black gambits the g-pawn to a White bishop	608
Black gambits the g-pawn to the White's queen	609
Featured Gambit: Fingerslip Gambit	609
Other Gambits	612
More Gambits: In Brief	613

ROOK PAWN GAMBITS	614
White gambits the a-pawn	614
White gambits the h-pawn	615
Black gambits the h-pawn	615
More Gambits: In Brief	616

KNIGHT GAMBITS	617
White gambits a knight at f3	617
White gambits a knight at f5	617
White gambits a knight at f7	617
Featured Gambit: Fried Liver Attack	617
Other Gambits	620
White gambits a knight at e5	626
More Gambits: In Brief	627
White gambits a knight at g5	629
White gambits a knight at d4	629
Black gambits a knight at c6	630
More Gambits: In Brief	632
Black gambits a knight at e5	633
Black gambits a knight at e4	634

BISHOP GAMBITS	634
White gambits a bishop at f7	634
Featured Gambit: Traxler Counterattack	634
Traxler Gambits In Brief	637
Other Gambits	638
More Gambits: In Brief	641
White gambits a bishop at h7	643
White gambits a bishop at b5	644
Black gambits a bishop at f2	645

EXCHANGE AND DOUBLE-MINOR SACRIFICES IN THE OPENING	646
--	------------

ROOK GAMBITS	647
---------------------	------------

White sacrifices a rook at h1	647
More Gambits: In Brief	649
Black sacrifices a rook at a8	649
Black sacrifices a rook at h8	651
 MISCELLANEOUS GAMBITS	 651
More Gambits: In Brief	657
Where to go from here	658
Indexes 	659
 INDEX BY OPENING	 659
 INDEX BY MOVES	 679
 INDEX BY GAMBIT NAME	 698



INTRODUCTION

Gambits are among the most fun and exciting of the ss openings! We'll take a look at sacrifices of one pawn, two pawns, perhaps a knight or more in return for game-winning momentum, attacking chances, or even a quick mate. You'll learn how to use these bts to intimidate your opponents right from the opening bell or even to get the quick kill at the chess board! 

This book is an introduction to every major gambit opening in common use in tournament and correspondence games, as well as a wide array of rare, interesting and infrequently seen ones—more than 850 different gambits and 2,000 opening strategies in all! There are also over 250 complete games showing the principles of the gambit from the initial bold play all the way through to the conclusive ending!

Some are great gambits, where the attacker smashes down the enemy defenses quickly. Other gambits are investments in the long term and won't bring dividends until the late middlegame or endgame. And, it must be admitted, some gambits are not worth using, providing far too little in return. However, we'll provide the whole smorgasboard anyway, helping you pick and choose between the good and bad, the risky and the riskier, and the aggressive and very aggressive, so that you can find the gambits best suited for your style.

My emphasis is on understanding the gambits and how they might apply to the games you'll play. Each gambit includes a diagram of the standard position representative of the moves, the typical move order, the international opening code (ECO), commentary on the gambit, the popularity of the opening, and an indication of how a player might initially react to the gambit if caught by surprise.

The gambits are organized by the item sacrificed, the location of the sacrifice, and the capturing piece, so you can easily find what you are looking for. In addition, extensive indexes are presented in the back, including nicknames and aliases for the gambits (according to the Caxton Named Opening Database from the Caxton project at Chess City Magazine: www.chesscity.com). By the time you reach the end of the book, you should have quite a number of gambits to add to your repertoire!

I expect that readers will bring along many different skill levels and perspectives, and have tried to make the book useful for all levels of players. The material is laid out so that those interested in general issues can avoid the detailed opening commentary and just enjoy the gambits. At the same time, those looking for specific analysis of critical positions can find what they are after in the supplements.

This book is full of fun and exciting gambits that can take your game to new levels. Let's move on and begin our exploration!

OVERVIEW

WHAT IS A GAMBIT?

A gambit is an opening that involves a sacrifice of material, such as a pawn or piece, in order to achieve concrete advantages in the position. A gambit is used to establish greater control of the center, lead in development, weakness in the enemy king protection or pawn structure, or to open lines which can be used for an attack. A gambit is not used to win material, such a maneuver would be properly called a pseudo-sacrifice.

The definition isn't all that clear, actually. Sometimes a gambit is temporary, with the pawn recovered by force. In other cases, the material cannot be accepted without dire consequences. Then there are established gambits where the material is not recovered immediately, but is normally regained after a few developing moves. This is typical of the **Queen's Gambit Accepted** (1.d4 d5; 2.c4 dxc4). The **Queen's Gambit Declined** (1.d4 d5; 2.c4 e6) is far more common than the Queen's Gambit Accepted precisely because White is likely to get the pawn back in any case unless Black tries some very risky strategy to hold on to it.

So, I have tried to include the lines which could be reasonably called gambits, even if they do not conform to someone's technical definition or established prototype. If material is offered, it is a gambit. The opponent may decide not to accept it, but then the consequences are still obviously of interest to anyone who intends to play a gambit. There is a prejudice toward analyzing acceptance of the gambit throughout the book, but many variations where the offer is declined are also examined. After all, if you are going to play the gambit you have to be happy with both.

Measuring the sacrifice isn't easy, either. Although material is often described in terms of numbers (pawn = 1, rook = 5, etc.), it is much harder to place numeric values on positional factors. There are computer programs that use numbers to evaluate positions, but it is still an imprecise science. Chessplayers generally evaluate gambits by putting together the positional advantages received in exchange for the sacrificed materials, and judging whether there is "sufficient compensation" for the material.

Gambits used to involve sacrifices in the first few moves, back when opening theory wasn't well developed. As chess acquired the body of wisdom known as "opening theory," analysis has pushed deeper and deeper into the mysterious caves of the opening stage of the game. Opening theory now plows more than 30 moves deep in some variations. That's more than the initial time control (30 moves in 90 minutes) used in many amateur events! So it is reasonable to revise the notion of a gambit to include sacrifices in the first ten moves, perhaps even later. In some openings, such

as the Closed Variations of the Spanish Game, ten moves go by without any pawns or pieces being exchanged, so a gambit strategy may still be applied. In these cases, once can consider the amount of development completed by the defending side.

If the opening development can be said to end, more or less, when a player's rooks can see each other (as good a definition as any!), then it is fair to consider any material sacrifice which takes place before the gambiteer's opponent has completed development to be a gambit.

But when all is said and done, who cares? The gambiteer knows perfectly well what sort of position suits the fighting spirit, and will aim for it. If it involves a sacrifice, fine. If not, it is no different than a gambit declined. Gambiteers will find plenty of openings in this collection that meet their own definitions of gambit play, and can consider the others bonus openings that are also fun to play.

THE SURPRISE VALUE OF THE GAMBITS

I decided to use computer assistance to try to get a picture of how an opponent might react if confronted by the gambit for the first time or at least, being inexperienced in playing against it. I set the computer analysis on a fairly low level, forcing it to choose a reply rather quickly. In other words, I sought the evaluation after a shallow search (a depth of 6 moves for each side) that might represent the level of an average tournament player with about a 1400-1500 rating. Thus, it is possible for a "refuted" gambit to seem quite promising when the refutation may not be known by your opponent. This "impression" should not be confused with objective, thorough analysis. It assumes the opponent is taken unawares. I believe that this information may offer a picture of the surprise value of the opening, which is an important practical consideration.

When presenting the gambits, I provide a "computer impression" based on this shallow search, instead of a precise evaluation. No attempt has been made to thoroughly evaluate and analyze each gambit in this book. Gambit territory is vast and, as you'll see, there remain many unexplored areas. My goal is to show you the map, and you'll have to evaluate each gambit yourself or trust the impressions of man or machine presented in this book. Remember, your mileage may vary!

The impressions of the gambit are, in the computer case, superficial, and in the author's case, subjective. They are merely opinions. If you play a gambit that both the computer and I characterize as terrible, and you lose, don't say you weren't warned! But if you try to use gambits that are considered marginal, you may find they bring you success. And of course you, or others, may find analysis that supports a different conclusion. This book is intended as a starting point. Chess theory is constantly progressing, and computer analysis has rehabilitated many forgotten ideas. It is my sincere hope that evaluations of chess openings remain tentative, at least as long as I continue to play chess. When they are eventually all analyzed to death, chess will become more a matter of performance and less a matter of inspiration, as far as the opening is concerned.

Finally, and this is quite important, remember that chess is primarily a game played between human beings. Computers are immune to psychology. It is all well and good to dispassionately crank out mechanical analysis, but in a real game between real humans errors are inevitable, and it is easier to err on defense. On offense if you overlook a possible win, you can try again. When defending, a slight error is often fatal! So it really doesn't matter what the books say. It is what is in your opponent's head that counts. Remember, no chess game has ever been won without the opponent making a cooperative mistake. Mistakes will happen, and they will happen more often when under defensive pressure. To scoff at "unsound" gambits is easy, but to defend against them requires precision.

Many of the gambits in this book are, by any objective standard, unsound. Some of them, however, are quite practical, especially as surprise weapons, in that the opponent is unlikely to find the best defense at the board. Sure, the losers can go home later and look up the refutation, but the gambiteer will then have moved on to fresh pastures. If you play chess for fun, rather than as a profession, you can well afford to experiment with gambit lines that are dubious. My suggestion to those bold gambiteers is simply this: If you can't refute an opening without looking at a book, your opponent probably won't either. Just be prepared for the worst case scenario in case your opponent has anticipated your gambit and has studied ways of meeting it.

CHOOSING THE GAMBITS FOR THIS BOOK

It isn't possible to provide deep analysis of all of the gambits in this book and thus I've had to be quite selective about which gambits receive special attention. To concentrate on the most popular gambits would run into the problem of too much analysis, and to ignore the rare gambits would take a lot of fun and exploration out of the project, thus, I decided to present a smorgasbord of gambits with some light dishes, some main courses, and a few sweet gambits for dessert. Don't forget to visit www.chesscity.com where the publisher provides a great deal of additional analysis and gambit resources.

Some might object that the inclusion of gambits which haven't been played in a while (or ever!) is a bad idea, but I believe that gambiteers will enjoy them. Anyone with a chess playing computer program can dictate the opening, and play gambits with such odd move orders as 1.b4 a5; 2.a3. In addition, the Internet provides wonderful opportunities to explore unorthodox openings and rare gambits.

So, to make room for discussion, however brief, of over 850 gambits means that few gambits can be described in any sort of definitive detail. I've included a number of the most important gambit lines, that is, the lines which are most often seen in professional competition, and made sure that these gambits are presented with enough discussion to get a feel for the opening. On the other hand, mainstream openings which happen to involve some gambit line are not typically covered in detail. A book this size could easily be devoted to the Najdorf Variation of the Sicilian Defense, and several books have already been devoted to the Poisoned Pawn Variation, which is a

true gambit. Gambit players rarely head for the **Najdorf Poisoned Pawn** because it would require them to study primarily non-gambit lines in the many Sicilian defenses. The gambiteer is more likely to choose the **Smith-Morra Gambit** (1.e4 c5 2.d4) to handle all Sicilians. Thus, I've tried to give more space to openings that have more appeal to gambit players than to mainstream players.

Certain gambits have been selected for special attention. For the most part, these are the gambits with which I'm most familiar, and have played myself. They are usually the most typical gambits displaying the relevant theme. They are found at the start of the section. Specific strategies in that gambit are then presented in brief. The following section contains analysis of gambits that share the same theme with a concluding section briefly describing similar gambits. Please keep in mind that some of the most "important" gambits may only be described in brief. The choice of featured gambits is a purely subjective one, not a sign of inherent value. For example, the **Englund Gambit** (1.d4 e5) is, in my opinion, one of the weakest of the queen pawn capturing king pawn gambits, but it is the paragon of e-pawn for d-pawn gambits, and in any case there were a number of things I wanted to comment on in that opening.

In deciding whether to give a gambit a closer look, as opposed to a brief mention, I was guided in many cases by the existence of a brilliant or instructive game. If I wanted to include a particular game, the opening would have to be elevated to a more prominent status. Again, please don't assume that the gambits with games are necessarily superior to gambits mentioned only in brief. Indeed, in many cases you will find the analyzed gambits a bit out of the way, as far as your general opening repertoire is concerned. However, to learn how to play gambits in general, playing through the complete games is essential.

Over the years, some gambit inventors have corresponded with me about their novel ideas. In many cases, the gambit ideas have been quite challenging to crack. I've tried to include them, as most of the analysis was in correspondence and unpublished. Of course there isn't room to include all of the fascinating lines.

I haven't tried to make definitive evaluations or try to pin down all of the published analysis of each gambit. As discussed earlier, I've presented an "impression" of the gambit, indicating an evaluation that an unprepared amateur opponent might have. It is intended to help average players decide whether the opponent, taken by surprise, might not react correctly.

This book is intended to introduce the reader to a huge variety of individual gambits and provide a solid grounding in gambit strategy. Many games are not presented to the final move, but just up to the point where the result becomes inevitable. Exceptions are made for brilliant finishes because they illustrate important attacking ideas every gambiteer should be aware of.

Finally, readers cannot help but notice that game references in the book, except in complete games, give only the names of the players and the year of the game. In the past this would have been terrible because it would have been difficult to find the source games in books and tournament bulletins. Since there are now search engines

on the Internet which allow you to find games by position or player information, it is now possible for anyone to look up the full game information, even if you don't own a huge chess database. By shortening the reference to the essentials, a lot of space has been saved that I hope has been put to good use!

HOW TO USE THIS BOOK

If you are a beginner or club level player, the most important lessons can be learned by playing through the complete games. In order to maintain the flow of each complete game, detailed analysis of alternative plans in the opening have been placed in a supplement at the end of the game.

You can also browse the reference section, looking for interesting positions that you might want to consider. In usual games, you can try out some gambits without much preparation, and just see how it goes. Or you can develop a complete gambit repertoire, using this book to choose the gambits and looking at individual books or online sources on each of the openings. Remember, you only get a taste of each gambit in this book; there is always a lot more to learn.

Tournament players may already have established gambits in their repertoires and will want to examine the relevant annotated games and analytical essays. In the most popular gambits, I've tried to include all of the best defenses and common ways of declining the gambits so that you'll be able to incorporate the opening analysis into your repertoire.

More advanced players will be interested primarily in the analysis of individual gambits. There are many examples of positions where I take a position opposed to that of popular reference books and technical opening studies. I've offered up quite a number of suggested improvements which are not available elsewhere. I think you also can find some goodies by browsing the reference section, as you will find some gambits you haven't seen before.

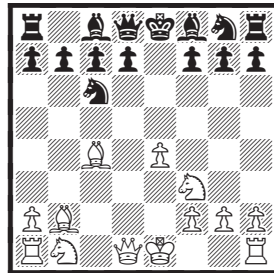
When you find a gambit you'd like to play, you'll want to search out additional literature or the Internet for more comprehensive coverage. Many gambits have an extensive literature and many games can be found in databases. In other cases, little is known and you'll have to rely on your own analysis and the few tips I've provided. In this book you'll be exposed to more gambits than have ever been collected in one source. It is up to you to decide which ones deserve further investigation.

TYPES OF COMPENSATION

The goal of a gambit is usually rapid development and some weakness in the enemy position. This weakness can be exploited by using open lines, thorough control of the center, or by using powerfully placed minor pieces. An alternative strategy is to give up a pawn (almost never more than that) to deflect an enemy piece from its station so that another objective can be achieved. Finally, there is a brutal method of simply demolishing the enemy defensive barrier regardless of the material cost. Each of these forms of compensation is presented below.

Before moving on to those specifics, it is worth mentioning that almost all gambits come with an added bonus: the initiative. The player with the initiative is on the offensive, and the opponent is usually required to defend. Many players are uncomfortable defending, and would much prefer to attack. So there is a certain psychological advantage in many gambits.

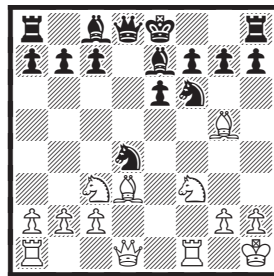
1. Development



Position from the Goering Gambit

In the diagram above, White has sacrificed two pawns to open up lines for the bishops and, importantly, the queen, which can now move to b3. White has already developed three pieces and is ready to castle. To complete development, White needs to castle, move the queen, and develop the knight. That will take just three moves. Black, on the other hand, has to move both knights, both bishops, the queen, and must also castle. That will require seven moves. It is Black's turn, so let's reduce that to six. For two pawns White has an advantage of three tempi. That is usually considered just enough compensation for one pawn. White had better achieve something quickly or eventually Black will be able to develop and defend. Theory properly considers this line suspect for White. In my book on the Goering, I considered this line too ambitious, preferring to recapture the Black pawn when it gets to c3. You can easily see why many players are afraid to play the Black side of this opening.

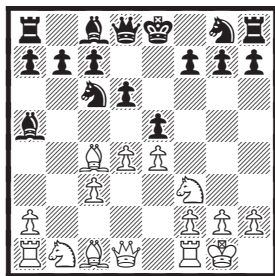
2. Open Lines



Position from the Blackmar-Diemer Gambit

White has sacrificed two pawns, but has many open lines. The e-file and f-file can be used for attacks, and if Black castles, then the bishop at d3 aims directly at the vulnerable h7-square. White can also arrange to put a rook on the d-file, controlling that important line. The open lines allow White to dominate the board, making it very difficult for Black to get the rest of the pieces into the game. If Black cannot activate all of the pieces, including the rook at d8, then White will have more than enough compensation.

3. Control of Center

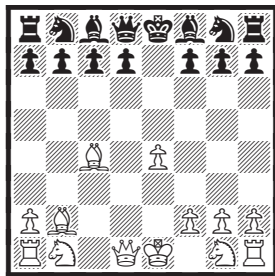


Position from the Evans Gambit

White has control of the center, despite the presence of a Black pawn at e5. White has more pawns (2 to 1) and minor pieces (2 to 1) covering central territory, and White's queen is also supporting d4. Black's bishop will retreat from a5 to b6, providing a bit more pressure. The central control is a large part of White's compensation, but it takes the additional lead in development and potential queen and bishop battery on the a2-g8 diagonal to provide full compensation. This position is considered to hold roughly equal chances.

4. Bishop Pair

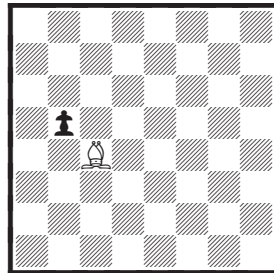
The **Danish Gambit Accepted** is a good example of a powerful pair of bishops, even if White had to sacrifice two pawns to get them. **1.e4 e5; 2.d4 exd4; 3.c3 dxc3; 4.Bc4 cxb2 5.Bxb2.**



Position from the Danish Gambit Accepted

White has a two-tempo lead in development, which is a bit short, as three are usually required to confidently give up a pawn. Unlike the Goering Gambit, mentioned above, the Danish doesn't have the knight developed from g1 so castling is further off, and the weakness of the a5-e1 diagonal means that White must be careful. However, the bishop pair on such beautiful squares should impress any player of the Black side, unless well prepared. It may be all White has in return for the pawn, but the bishop pair on an open board is a big asset and must not be underestimated.

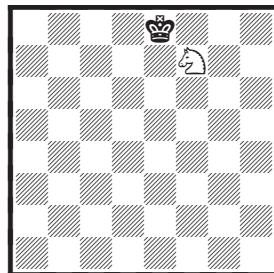
5. Deflection



Instructive position

Sometimes a pawn is offered simply to remove a piece from a dangerous attacking position. For example, if White has a bishop at c4, Black can sacrifice a pawn at b5 to deflect the bishop from its target at f7. This strategy is at the heart of the **Fritz Variation** (1.e4 e5; 2.Nf3 Nc6; 3.Bc4 Nf6; 4.Ng5 d5; 5.exd5 b5). It also is at the heart of the **Norwald Variation** of the King's Gambit (1.e4 e5; 2.f4 Qf6) where Black is willing to place the queen in a dangerous position at f4 in return for the pawn.

6. Inability to Castle



Instructive position

There are a number of gambits which involve capturing Black's pawn at f7, even investing a knight or bishop to accomplish the task. The most spectacular example is the **Cochrane Gambit** in the Russian Game. After 1.e4 e5; 2.Nf3 Nf6; 3.Nxe5 d6,

which is Black's normal move, White can play 4.Nxf7, leading to very exciting attacking chess. Sometimes White sacrifices a bishop at f7, even in combination with another sacrifice. The **Muzio Gambit**, for example, involves a knight sacrifice at f3 followed by a bishop sac at f7!

TYPES OF GAMBITS

The best way to classify gambits is to consider which piece is sacrificed, where the sacrifice takes place, and what enemy piece is used to capture the gambit material. If you are interested in exploring gambit possibilities, consider adopting some gambits which have the same characteristics as ones you already enjoy. Many gambits can be reached by a number of transpositional paths, so you can fit them into your repertoire in a variety of ways.

There are a number of typical gambit ideas that turn up in a variety of openings. The following list contains some of the most common types.

Diemer-Type Gambits	A White offer of a pawn at e4 to an enemy pawn, followed by f3
Englund-Type Gambits	A Black offer of a pawn at e5 to an enemy d-pawn
Danish-Type Gambits	An offer of the d-pawn at d4 to an enemy e-pawn, followed by c3
Scotch-Type Gambits	An offer of the d-pawn at d4 to an enemy e-pawn, followed by c3
Poisoned Pawn Gambits	The offer of a knight pawn on its original square to an enemy queen
Wing Gambits	The offer of a knight pawn on the fourth rank.
Desperado Gambits	The offer of a piece that was doomed in any case.

If you enjoy playing a particular gambit, you might want to take a look at related gambits to see if there are similar approaches. For example, if you like the **Scotch Gambit**, take a look at the **Goering Gambit** and **Relfsson Gambit** as well. You can add a bit of variety to your repertoire this way.

ACCEPTING, DECLINING AND REFUSING GAMBITS

A gambit may be accepted, declined, or refused. In the first case, the defender captures the offered material and accepts the challenge of staving off the attack, after which the extra material should prove to be a significant advantage, perhaps a decisive one. After accepting the gambit, it is often wise to return the extra material in order to free the position or take care of an important defensive task. The result is likely to be an even position with a very slight initiative for the gambiteer.

A gambit can be temporary or permanent. We can say that a gambit is finalized when the gambiteer offers to exchange a pawn for the enemy pawn which has captured the gambit pawn. For example, in the **Englund Gambit Complex** (1.d4 e5; 2.dxe5) Black can finalize the gambit by playing 2...f6, 2...d6 or 2...d5. In each case White can use the pawn at e5 to capture another Black pawn, and even when Black recaptures, White still enjoys a one pawn advantage.

You can, of course, politely decline the offer. Instead of capturing material, it is normally possible to simply continue with development. Then the gambiteer must

decide whether to leave the offer on the table or abandon the gambit strategy. This game of “chicken” doesn’t usually last more than a move or two, after which the game tends to move toward quiet play.

Suppose you don’t want to accept the gambit, yielding the initiative, or decline in some wimpish fashion and settle for a boring game. You might want to take the initiative yourself, by responding to the gambit with a confrontational move. Such a move might be a countergambit, for example in the Queen’s Gambit, after 1.d4 d5; 2.c4, Black can adopt the **Albin Countergambit** with 2...e5, offering a pawn as Black. Or, instead of declining with 2...e6 or 2...c6, the **Chigorin Defense** with 2...Nc6 takes White far away from the territory of either the Queen’s Gambit Accepted or Queen’s Gambit Declined!

When facing gambits for the first time, lacking any specific preparation, it is often wise to decline. Even if “objectively” the gambit is rubbish, there may be danger in the position unless you understand just what the gambiteers is after in the way of compensation. You might think an open f-file is no big deal, but your opponent may have hundreds of games experience in taking advantage of this little positional asset.

On the other hand, if you know what you are doing, then accepting a gambit is just fine. Many players feel that as a matter of honor they must accept whatever is on offer. That may seem silly, but it was actually an unwritten code of conduct at times in the 19th century! Well, if you are obliged to accept a sacrifice, then quite a few gambits would be more popular since it is often the declined variations which gambiteers find boring and which eventually lead to abandonment of the gambit. This is certainly the case in the **Goering Gambit**, where 4...d5 leads to sterile positions which can even be a bit uncomfortable for the first player.

Refusing gambits and offering countergambits is another good strategy. This is often used by gambiteers when they find themselves of the receiving end of gambit play. In general, you need to be well prepared to play such openings as the **Chigorin Queen’s Gambit** or **Budapest Defense**. I’ve used a number of confrontational replies for many years, including the **Schara Gambit** and various gambits in the **Tarrasch Defense**.

GAMBITEERS AND OBJECTIVITY

Gambits have been part of the chess world for hundreds of years. The word gambit was first applied to chess by Ruy Lopez, back in the 16th Century, to account for the bold opening sacrifices which were coming into vogue thanks to the new rules, which allowed pawns to advance two squares on their first move. At first, the gambits almost all involved the Open Games (1.e4 e5) since that’s what all the strong players used. Gambits flourished as White tried to challenge the center immediately with 2.f4 or 2.d4. Later, the gambiteers were not so rash, offering a pawn after a piece or two had already been developed.

One of the most extreme gambit lovers was Emil Josef Diemer who had a lifelong

devotion to gambits which involved Black capturing on e4 with a pawn at d5, which would later be challenged by White's advance of the f-pawn. He is immortalized as one half of the Blackmar-Diemer Gambit team, and to be fair, Diemer probably deserves more of the credit, as he steadfastly promoted the approach for White. He was much given to using exclamation marks in his writings, heaping tremendous praise on gambit moves.

When it comes to the Internet, fans are hardly bashful about proclaiming the superiority of their openings. There are even websites that sell "miracle cures," guaranteed to get you a good position. At the same time, the conservative faction is happy to throw cold water on any gambit, often offering up some rather silly computer "analysis" where the defending side obtains some minor numerical advantage.

Okay, so gambit players and writers on the subject aren't particularly objective. What about computer programs? Until recently, the silicon monsters were quite clueless when it came to gambits. They would calculate the material invested, which is of great importance to their calculations, and look for some way to regain it. That's hardly the spirit of gambit play! In recent years, computer programs have become strong enough to challenge the world's best players, not only because computers themselves have become more powerful but also because the programs have become far more sophisticated in evaluating the intangible forms of compensation.

In any case, each gambit has many variations and subvariations to explore, and that is a task best left to authors of books and articles on the individual openings.

STATISTICS: TO COUNT OR NOT TO COUNT?

With powerful computers and software available, and databases of millions of chess games, you might think that statistics could enlighten us. Far from it! You'll see how easily players can be misled when they rely on statistical analysis of the openings to determine which gambits are playable and which are rubbish. The correlation of the opening play with the result of the game isn't very high, and is usually based on the relative skill of the players. It is all fine and well to say that a particular gambit wins 90% of the time, but when a refutation is discovered, that becomes irrelevant.

However, I think that it is important to consider how often a gambit is seen in relatively recent games. I used a database of a bit over 170,000 games from the years 2000 and 2001, primarily tournament games but including correspondence games, amateur events and even a few fast games. In the summary line for each gambit, I give a report card on the popularity of a gambit. The rarer a gambit is, the less likely your opponent will be prepared for it, which is a good practical consideration. Those marked "Awaiting a hero!" are ones most likely to catch people by surprise, but remember, they may be unpopular because they flat out stink!

Don't get carried away with the popularity contest! After all, a gambit that starts 1.a3 a5 is not likely to show up in as many games as one that starts 1.e4 e5. On the other side of the coin, the most popular gambits aren't always the best ones. Some simply have a large fan base who actively pump games into databases. And not sur-

prisingly, many of those games just happen to be wins for the gambiteers! The chess community should be indeed grateful for the preservation of these often entertaining games, but again, databases are not a real-world sample of openings.

Many of the gambits included here don't have a single example from the past two years. There are many reasons for this. Often they are rare openings to begin with and some are just so bad that no one in their right mind would play them. In the chess world, however, there are plenty of gambit lovers, some of whose right mind, or left mind, seem fundamentally lacking. There are plenty of fans of the **Halloween Gambit** (1.e4 e4; 2.Nf3 Nc6; 3.Nc3 Nf6; 4.Nxe5), for example.

And why not? Chess is a game and it is supposed to be fun. If persistent use of an unsound gambit leads to many losses with one or two brilliant wins, it may well bring satisfaction to the artistically minded player. Statistics and cold logic are not part of the human chess scene, except sometimes at the very highest levels. Even in the chess stratosphere, you'll find plenty of gambit play, including such chestnuts as the **Evans Gambit** and **King's Gambit**. Even the sacrifice of a knight in the supposedly dubious **Cochrane Gambit** (1.e4 e5; 2.Nf3 Nf6; 3.Nxe5 d6; 4.Nxf7) turns up in super Grandmaster games in important competitions!

THE "BEST" AND "WORST" GAMBITS

I don't know of any objective standards that can be used to decide whether or not a gambit should be played. Much depends on the players and circumstances of the game. What works in a 3-minute online game might lead to disaster in a classical 4-hour encounter and what might work against an amateur might be suicidal against a top level player. Still, we can take a look at some factors which can help you decide whether a gambit might be worth investigating for serious play.

We'll start by looking at the most popular gambits. Although this is hardly a guide to soundness, it is likely that a gambit which has attracted a big following has something going for it. Then we'll look at gambits which appeal to both man and machine as offering excellent compensation for the sacrificed material. These gambits are not likely to get you into trouble. The section that follows shows the opposite side of the coin: high risk gambits. Play them if you dare!

The lists in this section are based on computer evaluations and I don't always agree. I have my own ideas about which gambits are best, or at least best for me. So I present a section on the gambits I most enjoy playing. Those who wish to boldly go where few have gone before will naturally look for openings that haven't built much of a fan base. A final section, "In search of a Hero," presents these.

THE 20 MOST POPULAR GAMBITS

Some gambits are seen so frequently in serious competition that they are standard opening strategies, for which most tournament players are well-prepared. It is reasonable to conclude that such gambits are eminently playable. The gambits in the following list all appear at least once for every thousand games in the database. Subvariations of gambits don't count, but even if the Queen's Gambit were limited

to the Accepted lines it would still win hands down.

	Gambit	Popularity
1	Queen's Gambit	Extreme
2	Scandinavian Defense:Modern Variation	Very High
3	Benko Gambit	Very High
4	Sicilian Defense Alapin Variation:Smith-Morra Declined	Very High
5	King's Gambit	High
6	Sicilian Defense Smith-Morra Gambit	High
7	Slav Defense Czech Variation	High
8	Scotch Gambit Dubois-Reti Defense	Moderate
9	Budapest Defense	Moderate
10	Italian Game Two Knights Defense Knight Attack with 4...d5	Moderate
11	Spanish Game Berlin Defense Rio Gambit Accepted	Moderate
12	Spanish Game Schliemann Defense	Moderate
13	Benko Gambit Accepted Pawn Return Variation	Moderate
14	Semi-Slav Defense Noteboom Variation	Moderate
16	Catalan Opening Open Defense	Moderate
17	Vienna Game Vienna Gambit	Moderate
18	Queen's Gambit Declined Vienna Variation	Moderate
19	Evans Gambit	Moderate
20	French Defense Winawer Variation Alekhine-Maroczy Gambit	Moderate

THE 20 "BEST-LOOKING" GAMBITS

The following lists show the 20 gambits which, according to the computer, deserve the highest confidence level. If you manage to get one of these positions, then you should emerge from the opening with an advantage for White, or at least equality as Black according to computer analysis. Most of these are rare, for the obvious reason that there are superior alternatives for the players before the position is reached. Still, you'll find such mainstream lines as the **Poisoned Pawn** line in the **Winawer Variation** of the French, which is a highly respected line for Black but is still attractive to players of the White side.

Keep in mind that by "best-looking," I don't mean that the positions are, indeed, as favorable as they seem to the computer programs. I sometimes disagree. I'm fully prepared to defend the Black side of some of these, for example the **Forcing Line** of the **Lion Defense**. I used the **Smyslov Variation** of the **Queen's Gambit Accepted** to defeat a Grandmaster in a simul when I was young (see page REF) and  I've been tempted to use it recently.

You can study the gambits in these lists to see how computer programs evaluate positions, submitting them to various chess engines for analysis. You'll get many different evaluations, depending on the program you choose, the computer hardware, and above all the amount of time and resources the machine is allowed to consume. With proper conditions and prodding, you can "rehabilitate" at least a few of the "worst" gambits and may find that the "best" ones aren't quite as good as they seemed. 

BEST-LOOKING GAMBITS FOR WHITE

Two Knights Defense Traxler Counterattack Knight Sac line
 Vienna Game Vienna Gambit Wurzburger Trap
 King's Gambit Accepted Middleton Countergambit
 Philidor Defense Lion Variation Forcing Line
 King's Gambit Declined Senechaud Countergambit
 Italian Game: Two Knights Defense Traxler Counterattack Bishop Sac line
 Italian Game Two Knights Defense Ponziani-Steinitz Gambit
 King's Gambit Accepted Salvio Gambit Viennese Variation
 Sicilian Defense Smith-Morra Gambit Accepted Fianchetto Defense
 Queen's Gambit Accepted Furman Variation
 Italian Game Rousseau Gambit
 King Pawn Game La Bourdonnais Gambit
 Polish Defense Spassky Gambit Accepted
 Spanish Game Berlin Defense Rio Gambit Accepted
 Queen's Gambit Accepted Smyslov Variation
 King Pawn Game Clam Variation Radisch Gambit
 Dutch Defense Staunton Gambit Balogh Defense
 French Defense Hoffmann Gambit
 King's Gambit Accepted Abbazia Defense Main Line
 Sicilian Defense Smith-Morra Gambit Accepted Kan Formation

**BEST-LOOKING GAMBITS FOR BLACK**

King's Gambit Accepted Kieseritsky Gambit Anderssen-Cordel Gambit
 Spanish Game Spanish Countergambit Harding Countergambit
 Grob Opening Grob Gambit Basman Gambit
 Vienna Game Stanley Variation Bronstein Gambit
 King's Gambit Accepted Kieseritsky Gambit Paulsen Defense Deferred
 Englund Gambit Complex Declined Diemer Counterattack
 Queen's Gambit Accepted Central Variation McDonnell Defense
 King's Gambit Accepted Bishop's Gambit Bledow Countergambit
 King's Gambit Accepted Bishop's Gambit: Bishop's Countergambit
 Blackmar-Diemer Gambit Kaulich Defense
 Van Geet Opening Pfeiffer Gambit
 French Defense Winawer Variation: Poisoned Pawn Variation: Paoli Variation
 Nimzo-Indian Defense Spielmann Variation Gambit Accepted
 King's Gambit Falkbeer Countergambit Charousek Gambit Keres Variation
 Bishop's Opening Lewis Countergambit Walker Variation
 Indian Game Gibbins-Wiedenhagen Gambit Oshima Defense
 Four Knights Game Scotch Variation Krause Gambit
 King's Gambit Falkbeer Countergambit Charousek Gambit Morphy Defense
 King's Gambit Accepted Bishop's Gambit Bryan Countergambit
 Four Knights Game Scotch Variation Krause Gambit Leonhardt Defense

THE HIGH-RISK GAMBITS

The following gambits are considered terrible for the gambiteer, as far as computer evaluations are concerned. One might think that they are entirely unsound but it is not always so. Some of these are generally considered playable in the books, others are acknowledged as refuted. In a few cases, the computer evaluation seems

way off because experience has shown good results. The **Frankenstein-Dracula Variation** of the Vienna Game is one which is theoretically unclear and claims of refutation have never held up. On the other hand, there isn't much dispute that the **Rice Gambit**, an old favorite, is dead and buried, at least for the moment.

HIGH-RISK GAMBITS FOR WHITE

King's Gambit Accepted Double Muzio Gambit
 King's Gambit Accepted Kotov Gambit
 King's Gambit Accepted Allgaier Gambit Thorold Attack
 Italian Game Evans Gambit Mortimer-Evans Gambit
 Vienna Game Vienna Gambit Hamppe Allgaier-Thorold Gambit
 King Pawn Game Schulze-Muller Gambit
 Italian Game Jerome Gambit
 Italian Game Scotch Gambit Canal Variation
 King's Gambit Accepted Kieseritsky Gambit Rice Gambit
 Four Knights Game Halloween Gambit
 King's Gambit Accepted Orsini Gambit
 King's Gambit Accepted Allgaier Gambit Urusov Attack
 King's Gambit Accepted Rosentreter Gambit Soerensen Gambit
 Vienna Game Vienna Gambit Hamppe-Muzio Gambit
 King's Gambit Accepted Greco Gambit Calabrese Gambit
 Four Knights Game Halloween Gambit Plasma Variation
 King's Gambit Accepted Muzio Gambit
 Vienna Game Vienna Gambit Hamppe Allgaier Gambit
 King's Gambit Accepted Double Muzio Gambit Main Line
 King's Gambit Accepted Kieseritsky Gambit Cotter Gambit

HIGH-RISK GAMBITS FOR BLACK

Latvian Gambit Corkscrew Gambit
 Latvian Gambit Fraser Defense
 Vienna Game Stanley Variation Frankenstein-Dracula Variation
 Latvian Gambit Polerio Variation
 Italian Game Giuoco Pianissimo Lucchini Gambit
 Italian Game Two Knights Defense Traxler Counterattack King March line
 Kadas Opening Schneider Gambit
 Bishop's Opening Thorold Gambit
 Sicilian Defense Double-Dutch Gambit
 Modern Defense Fianchetto Gambit
 King's Gambit Falkbeer Countergambit Pickler Gambit
 Modern Defense Masur Gambit
 Borg Defense Langhorst Gambit
 Four Knights Game Scotch Variation Oxford Gambit
 Borg Defense Troon Gambit
 Borg Defense Borg Gambit
 Nimzowitsch Defense Scandinavian Variation Aachen Gambit
 Philidor Defense Duke of Brunswick Gambit
 English Defense Hartlaub Gambit Accepted
 Bird Opening From Gambit Langheld Gambit

AUTHOR'S CHOICE

My personal view of the best and worst gambits can be found in this section, together with lists of some of the ones I consider the most fun. I can't possibly be objective about my favorite openings, and don't really try. You may find that what works for me, works for you. You may find my preferences to be totally out of line with reality and prefer to use gambits I treat rather dismissingly in this book. Either way, find the gambits that suit you, and enjoy browsing the lists below! I've selected some gambits as personal recommendations. The list below is not based on statistical results or my own record with them, but are simply the gambits I most enjoy playing. I've organized it as a repertoire, so that you can see how they might work together.

In the Open Games, I've used my favorite **Relfsson Gambit** in many encounters with Grandmasters and International Masters, and it has served me well indeed. In casual play, the **Goering Gambit** is a lot of fun. I use the 1.e4 e5; 2.d4 move order to get to these, denying my opponents the opportunity to offer up a Latvian or Elephant Gambit. Against the French Defense, I've been a fan of the **Fingerslip Gambit** for many years. It leads to very complicated positions, or to endgames that I find comfortable. The Caro-Kann offers me an opportunity for the **Hennig Gambit**, though I don't use it against professionals. Against hypermodern openings such as the Pirc or Modern, there are no gambits that really offer much appeal. When faced with the Scandinavian, the **Blackmar-Diemer Gambit** often makes an appearance, especially in rapid games.

I'm more of a 1.d4 player these days, and stick to 2.Nf3, as I don't want to give my opponents the opportunity to introduce gambit complications. However, I have played 2.c4 and successfully used the **Florentine Gambit** against the King's Indian and Benoni, as well as the **Taimanov Gambit** in the Queen's Indian. In younger days I played both sides of the **Botvinnik Variation** of the Semi-Slav. Against the **Benko Gambit**, I have run up a huge score as White in the Sosonko Variation.

As Black, gambits are the mainstay of my repertoire, and have been for some time. In the Tarrasch Defense, both the **Schara**, **Hennig** and **Old Tarrasch Gambit** have all played a prominent role. I used to play the **Albin Countergambit** quite a lot. In the Caro-Kann, I often offer a pawn in the **Fianchetto Gambit** of the Panov Attack. I played the **Jaenisch Gambit** for some time before switching to the **Dilworth Variation** of the Open Spanish. 

IN SEARCH OF A HERO

Many of the gambits in this book have not been played in recent years. Some have never been "officially" played (that is, no games in databases of serious tournaments). You can find all of the out-of-fashion gambits by consulting the index, but I've selected some plausible gambits that I think would be a lot of fun to try. I have left out any that require bizarre situations such as 1.h4 as a first move, and chosen only gambits that can be reached without departing from standard opening play.

Gambit

Alekhine Defense Hunt Variation Matsukevich Gambit
 Bird Opening Hobbs-Zilbermints Gambit
 Blackmar-Diemer Gambit Declined Lamb Defense
 Blackmar-Diemer Gambit Von Popiel Gambit Zilbermints Variation
 Gruenfeld Defense Zaitsev Gambit
 King Pawn Game Gunderam Gambit
 King's Gambit: Accepted Bishop's Gambit: Bishop's Countergambit
 King's Gambit: Accepted Bishop's Gambit MacDonnell Attack
 King's Gambit: Accepted Bishop's Gambit Sec. Jaenisch Variation
 King's Gambit: Accepted Blachly Gambit
 King's Gambit: Accepted Double Muzio Gambit Young Gambit
 King's Gambit: Accepted Middleton Countergambit
 King's Gambit: Accepted Salvio Gambit Cochrane Gambit
 King's Gambit: Declined Classical Variation: Euwe Attack
 Philidor Defense Bird Gambit
 Pirc Defense Roscher Gambit
 Queen's Gambit Accepted Alekhine Defense Borisenko-Furman Variation
 Queen's Gambit Accepted Alekhine Defense Haberditz Variation
 Queen's Gambit Accepted Yefimov Gambit
 Queen's Gambit Accepted Korchnoi Gambit
 Queen's Gambit Refused Austrian Defense Haberditz Variation:
 Sicilian Defense Smith-Morra Gambit Accepted Larsen Defense
 Spanish Game Closed Defense Alekhine Gambit
 Spanish Game Closed Variations Center Attack Basque Gambit
 Van Geet Opening Klüver Gambit
 Vienna Game Mieses Variation Erben Gambit
 Vienna Game Paulsen Variation Polluck Gambit
 Vienna Game Stanley Variation Eifel Gambit

GAMBIT REPERTOIRES

I have presented gambit repertoires for White and Black in my Gambit Opening Repertoire books, and here I can just offer some general advice. The most important thing to remember is that a gambit does you no good if you never get to play it! Many gambits in this book are unlikely to arise except in thematic tournaments, which require that a specific opening be used. These tend to be correspondence tournaments, but now the Internet provides many special gambit opportunities. Inquire at the Internet Chess Club or your preferred online playing site for opportunities to play your favorite gambit openings!

If you are looking for gambits that you can add to your current repertoire, just find the ones listed in the openings you already play and see how they fit in. Keep in mind that there are many transpositional paths! You can also use the thematic index to find gambits similar to those you already know about. For example, if as Black you like to play 1.e4 e5; but offer up the f-pawn, you can look at the list of gambits involving an early ...f5 for Black.

As a trainer, I recommend gambits as a small part of a healthy chess diet. Most of my students have a few in their repertoire, mostly to be used for special occasions,

especially in tournaments where multiple games per day don't allow for preparation time. However, keep in mind that there is a lot of advice available for those seeking to play well against gambits. As I was working on this book, I was also collaborating with John Watson on a book of advice for players who want to confront or avoid sharp lines, including gambits. Though the two goals seem contradictory, in fact it is all part of chess. Even top players use gambits as part of their repertoire, but rarely with great regularity. You can try to build a repertoire consisting exclusively of lines where you part with material and get the initiative and other compensation. If you succeed, however, you abandon a great deal of interesting chess. It is fun to play gambits, but it can be fun to defend them, to try to refute them and go home with an easy victory thanks to the extra material.

NAMING GAMBITS

The naming of chess openings is a complex matter, and I've dealt with that subject in the other books in this encyclopedic series, including *Unorthodox Chess Openings*. The situation with gambits is even messier than usual, as gambits are often discovered in various countries at various times. They acquire names that may or may not be "accurate" (whatever that means!). In this book I have used the names generally found in the literature, and in the index, I cross-reference other names that have come to my attention. Where a gambit has no established name, I have used the same criteria I have adopted for 20 years. The first person to play and actively promote a gambit idea has the priority, either to determine the name or have the innovator's name attached. Simply being the first game found in a database somewhere is not conclusive evidence, but if there is nothing else to go by, the player name, or in some cases the event name, is used. In all cases the name used is the one applied in the Caxton Named Opening List.

The moves of each gambit are presented in whichever reasonable order they happened to get in the Caxton list. Throughout the book significant transpositions are noted, but no attempt has been made to trace each transpositional path.

SUMMARY

Some of the games included here were the most fun, and the most painful, for the author. I include a sampling of my own games in gambit openings, both wins and losses. Sometimes the main criteria for selection was an opening novelty, often it is a combination or fierce attack. Many of the games involve Grandmasters and International Masters as opponents, and though I do get thrashed from time to time, I also have quite a few upsets. And a bit of luck! By playing through the games you will truly experience the life of a gambiteer (keep in mind, please, this is only one of my chess personalities!) as seen in practical play. The risks, the opening traps, missed middlegame opportunities and even demanding endgames will provide a good overall picture of the gambit experience.

With that said, let's now move on to the gambits!

KING PAWN GAMBITS

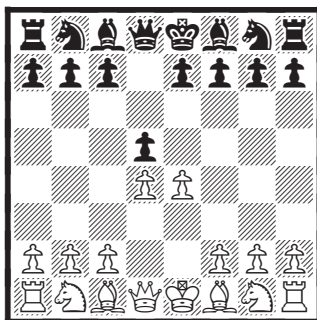
Sacrificing the e-pawn brings one immediate rewards in that the e-file is open for business. If White castles quickly and brings a rook to e1, this can lead to a strong attack. The queen can come to e2 even before castling and can wreak havoc on the open file. Since the e-pawn has moved, a bishop can quickly be deployed to aim at the enemy king. It is therefore unsurprising that many gambits involve this strategy.

WHITE GAMBITS THE E-PAWN TO BLACK'S D-PAWN

This is one of the most common themes in romantic gambits. Emil Diemer, of Blackmar-Diemer fame, was one of the greatest exponents of this plan, and in his honor it is only right that this theme be known as the Diemer Type. The classic example of the f-pawn variety is the **Blackmar-Diemer Gambit Complex** (1.d4 d5; 2.e4). After an eventual f3 and ...exf3, White recaptures with a piece (knight or queen) and the f-file is available for immediate use. This is the Diemer type, and it is seen even in combination with the Queen's Gambit move c4, as in the Diemer in the Slav.

It is also possible to give up the e-pawn at e3 or e5, as seen in the gambits at the end of this section.

FEATURED GAMBIT: BLACKMAR-DIEMER GAMBIT COMPLEX



1.d4 d5
2.e4

The Blackmar-Diemer is the gateway to a variety of well-explored gambits. It is one of the most fun openings at amateur levels, though almost never seen among professionals. Black can accept or transpose to the French or Caro-Kann, but in any case White can leave the pawn on offer after Nc3 and eventually play the thematic move f3.

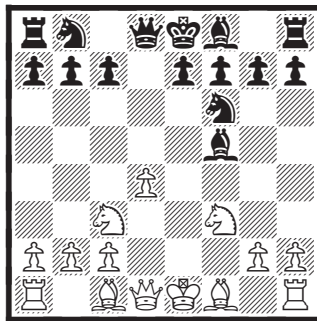
Although Blackmar did experiment with the opening, it is Diemer who promoted it with evangelical fervor. Blackmar's original gambits are rarely seen, but the Blackmar-Diemer turns up in many amateur and correspondence games. It does not achieve full compensation against best defense, but there is enough compensation to make it a playable opening against opponents with inferior defensive technique.

The Blackmar-Diemer Gambit Complex is one of the most beloved collections of gambits, and the opening has a huge following all over the world. There aren't any strong players who use it, this is strictly amateur stuff. Black has a number of established defenses, but in most cases White does obtain a strong initiative for the pawn. The BGD is a complex of gambits because Black can steer the game into many different channels. For example, the immediate 2...c6 or 2...e6 transpose directly into the Caro-Kann and French Defenses. In these cases White often adopts the gambit strategy by allowing the pawn to be captured at e4. For example, after 3.Nc3 (in either case) 3...dxe4, White can play 4.f3, re-installing the Diemer gambit device. So the Blackmar-Diemer Gambit Complex can be reached via many paths and has a great deal of internal diversity.

We will begin with a brilliant gambit by Diemer himself, and then survey both accepted and declined forms of the gambit. Special attention will be paid to the Lemberg Countergambit because this defense (after 2...dxe4; 3.Nc3 e5) is often recommended. If White can find a way to get an attacking position against that line, then the rest of the Blackmar-Diemer is sound enough for use in amateur contests.

Impression: Black looks a bit better. **Popularity:** Rare.

TARTAKOWER VARIATION [D00]



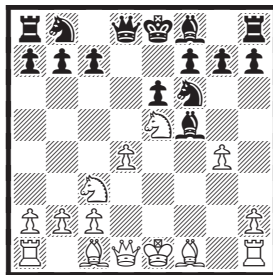
1.d4	d5
2.e4	dxe4
3.Nc3	Nf6
4.f3	exf3
5.Nxf3	Bf5

A very logical defense, taking aim at c2. Of course this is a gambit, and in some cases White can let the c-pawn go, too. Although Black's position is quite solid, White almost always obtains more than enough compensation for the pawn by simply developing and then launching an attack.

Impression: Black looks a bit better. **Popularity:** Rare.

DIEMER vs. WITTE**Postal, 1969**

6.Ne5. White immediately shifts the knight into attacking position. This leads to some of the most exciting positions in the gambit complex. 6.Nh4 is recommended by Andrew Martin in a video, but hasn't had sufficient tests. Moving the bishop to g4, or retreating it to d7, leaves the knight looking rather silly at the edge of the board. **6...e6; 7.g4!?**



Normally White uses the bishop at c4 in the Blackmar-Diemer, but here it heads to g2, taking advantage of the fact that b7 is undefended. **7...Bg6.**

7...Be4 leads to truly crazy play, and is seen in our next game.

7...Ne4 is covered in the supplement.

8.Bg2. Moving the queen to f3 is more common now. 8.Qf3 Bb4. The pin on the knight allows Black to hope for ...Be4. 9.Nxg6 hxg6; 10.Qxb7 Bxc3+ 11.bxc3 Nbd7; 12.Qf3. White has the bishop pair and useful open lines, Gedult vs Soria, Paris 1972. As in the game, however, Black can seek equality with 8...c6, for example: 9.g5 Bh5; 10.Qf4 Nfd7; 11.Be2 Nxe5; 12.Bxh5 Ng6 gives Black a solid position, Diemer vs. Gunderam, 1972.) **8...c6; 9.h4.**

The pawnstorm is directed against the bishop, not the enemy king. Still, it does discourage Black from castling on that side of the board. It is important to note that this position is also reached via the Teichmann Variation with 4...Bg4, where White plays h3, kicking the bishop back to h5, and later g4 and h4. **9...Bb4.** The pin is needed to secure e4 for the bishop in case White pushes the h-pawn. **10.0-0.**

10.Bg5 is stronger, according to Blackmar-Diemer Gambit authority Alfred Friedl. 10...Qa5; 11.Bd2 and now instead of his capture on c3 in Sneiders vs. Fogel, 1965, I think that Black's queen should retreat and attack the pawn at d4. 11...Qb6; The position requires further analysis and tests, especially in the double pawn sac line: 12.h5 Qxd4; 13.Nf3! Qxg4!; 14.hxg6 Qxg6! (14...Qxg2; 15.Rg1 Qh3 16.gxf7+ White has plenty for the pawns because the pawn at f7 is taboo thanks to the fork at g5.) 15.Kf1 Nbd7; Black has four pawns for the bishop, and is ready to castle. Still, I think that the chances are about even.

10...Bxc3. The capture is not Black's only plan.

10...Nbd7; 11.Nxg6 hxg6; 12.g5 Nd5; 13.Qf3 provides excellent compensation, Cherubim vs. Studier, 1973.

More interesting is 10...Bxc2!; Black sacrifices the bishop, but will pick up the d-pawn if White accepts. White can play Qd2, but that's a bit awkward. A gambiteer is most likely to head for f7. 11.Nxf7! Kxf7; 12.Qxc2 Qxd4+ 13.Kh1 Bxc3; 14.Rf4! An important intermezzo. White defends the g-pawn before recapturing at c3. 14...Qe5; 15.Qxc3 Qxc3; 16.bxc3 e5; 17.Rf1. White is down two pawns but has the bishop pair and many open lines, as well as an annoying pin on the knight at f6. Black probably has an objective advantage, but as usual, the

gambit position requires precise defense, which is often more than the defender is capable of. 17...Ke8; This is all analysis by Rev. Sawyer. 18.Rb1 b6; 19.g5 Nfd7; 20.Ba3 g6; 21.Rbd1. Sawyer claims that White has sufficient compensation here, and I fully agree. Black is paralyzed. I think that 17...Ke8 is inaccurate. 17...h6 is good. 18.g5 hxg5 forces 19.Bxg5 since the h-pawn is pinned. 19...Nbd7. White might have enough compensation for one pawn, but two?

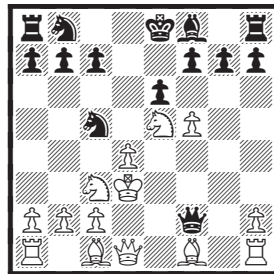
11.bxc3 Nbd7; 12.Nxd7. 12.Nxg6 hxg6; 13.Qf3 Qe7; 14.g5 Nh5; 15.c4 gave White full compensation in Cherubim vs. Studer, 1973. **12...Qxd7; 13.h5 Be4; 14.h6!** The defender of f6 is at risk. **14...Bxg2; 15.hxg7! Rg8 16.Rxf6! Be4.** 16...Qe7 is worth a try. 17.Rf2 is handled by 17...Bd5, and 17.g5 Rxg7 is no problem for Black. That leaves 17.Bg5!? where 17...Rxg7; 18.Qd2 (Or 18.Rg6 Qf8) 18...Bd5; 19.Qf4 remains unclear.

Material is even. Black hasn't castled, but White's castled position is history and many pawns are weak. Bishops of opposite color add attacking chances for both sides. **17.Qe2 Bg6; 18.Bh6 Qd6 19.Qf2 0-0-0 20.Bf4!** The prized pawn at g7 will go but the attack on Black's king will benefit from the dark square coverage. **20...Qd5 21.Re1 Rxg7; 22.Re5!?** 22.Bg3 followed by Qf4 is another idea. **22...Qxa2; 23.Bg3 Qxc2; 24.Qf4.** White has once again parted with three pawns, and another is hanging. The battery on the b8-h2 diagonal gives Black a lot to worry about. **24...Qxc3;** .There is no reason not to take the fourth pawn. **25.Re3 Qa1+ 26.Kh2 Qb2+; 27.Kh3.** The king is now sheltered from checks. **27...Qb6; 28.Rb3! Qa5; 29.Qb8+ Kd7; 30.Qxb7+ Ke8.**

The king seems to be getting away, but White unleashes a powerful sacrifice that keeps him in his place until the remaining forces finish him off. **31.Rxe6+!! fxe6.** Or 31...Kf8; 32.Qe7+ Kg8; 33.Qe8+. **32.Qxg7 e5.** Black is lost in any case. **33.Rb7. Black resigned.**

Supplement: 7...Ne4

7...Ne4; 8.gxf5!? White has to switch to defense, but a piece is a piece! **8...Qh4+; 9.Ke2 Qf2+; 10.Kd3 Nc5+.**



11.dxc5 is rarely played, but offers White excellent chances of maintaining a significant advantage.

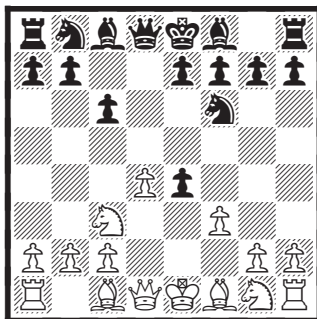
11.Kc4 a6; 12.a4 b5+; 13.axb5 axb5+; 14.Nxb5 Rxa1; 15.Nxc7+ Kd8 16.Nb5 has been seen in many games and White usually comes out on top. Objectively, however, the game seems about even, whether Black moves the king to e8, implicitly offering a draw or captures the pawn at f5 with the queen.

11...Qxf5+! Or 11...Na6; 12.Nxf7!! Qxf5+; 13.Kd2 Qf4+; 14.Ke2 Qxf7; 15.Ke1 is Hanison vs. Stummer, 1991. 15...Bxc5! In the game, Black captured with the knight and went down to defeat, but taking the pawn with the bishop is much more logical, attacking f2 and preparing to castle. Black has two pawns for the piece, but enough of an attack to claim decent compen-

sation.

12.Kc4 Qxe5; 13.Qd4 Qxd4+; 14.Kxd4. With the queens off the board, the White king has less to worry about. Black does not have enough compensation for the missing bishop.

O'KELLY VARIATION [D00]



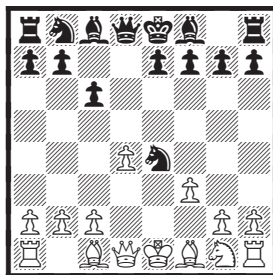
1.d4	d5
2.e4	dxe4
3.Nc3	Nf6
4.f3	c6

The O'Kelly Defense, which can also be used in the Caro-Kann against 1.e4 c6; 2.d4 d5; 3.Nc3 fxe4; 4.f3 and then 4...Nf6. White has tried at least half a dozen plans, but none of them bring any advantage. The situation is far more dangerous for Black if the pawn on f3 is captured, as ...c6 is not a very helpful defensive move. By declining the gambit, Black should be able to avoid fierce attacks.

Impression: Black looks a bit better. **Popularity:** Rare.

Analysis:

5.Nxe4. The McGrew Variation. It is the main line in Tim Sawyer's authoritative *Blackmar-Diemer Gambit Keybook II*. Alternatives are presented in the supplement. **5...Nxe4.** Black exchanges knights, leaving White with a weak kingside, which may be exploited after Black plays ...e5.



6.fxe4 e5 forces **7.Nf3** to stop ...Qh4+. **7...exd4; 8.Bc4.** 8.Qxd4 Qxd4; 9.Nxd4 Bc5 was evaluated in the *Big Book of Busts* as better for Black on the basis of a much superior pawn structure. This is not like an isolated d-pawn. The pawn on the e-file is much harder to support. This is also hardly the kind of position that gambiteers aspire to as White!

A practical example: 10.Be3 0-0; 11.0-0-0 Bg4; 12.Re1 Nd7; 13.c3 Rfe8; 14.Bf4 Nf6;

15.e5 Nd5; 16.Bg3 Rad8; 17.h3 Bh5; 18.Bh4 (18.e6 fxe6; 19.Rxe6 Rxe6 20.Nxe6 Be3+!; 21.Kc2 Re8 and Black is clearly better) 18...Rd7; 19.Bf2 Bg6; 20.Bc4 b5; 21.Bxd5 Rxd5; 22.Re2 b4; 23.Nxc6 bxc3; 24.Rd1 cxb2+? (24...Rxd1+!; 25.Kxd1 Bd3! should give Black a winning endgame.) 25.Rxb2 Rxd1+; 26.Kxd1 Bxf2; 27.Rxf2 was agreed drawn in Anuruddha vs. Maung, 1995.

8...Qa5+. This may be a very strong reply.

9.Kf2. What else? **9...Bc5; 10.Nxd4.** 10.Ne5 Qc7!; 11.Qh5 0–0; 12.Ng6 hxc6; 13.Qxc5 Qb6 with a terrible game for White, but 10...0–0; 11.Bxf7+ Rxf7+; 12.Nxf7 Kxf7; 13.Qh5+ Kf8!; 14.Rf1 Be6; 15.Kg1+ Ke7; 16.Qg5+ Kd7; 17.Qxg7+ Kc8 is certainly no worse for White. **10...Qd8** was suggested by the computer program Crafty. **11.c3 Qh4+; 12.Kf1.** 12.g3 allows 12...Qh3! **12...Be6!!** A beautiful move, exploiting the pin on the knight against the mate at f2. Black castles next and the defense is complete. There is nothing to worry about after **13.Bxe6 fxe6** which threatens...e5. **14.Qe1 0–0+; 15.Nf3 Qg4!** Keeps queens on and White cannot develop while taking care of the king.

White can also consider four bishop moves and a capture. 5.Bc4 (A), 5.Bg5 (B), 5.fxe4 (C), 5.Be3 (D) and 5.Bf4 (E).

A) 5.Bc4. This logical move is the main line, but 5...Qa5! is a key move, not mentioned by Lane or in *BDG Keybook III*! The pin on the knight at e3 is excruciating, and White is not even ahead in development! The knight at g1 does not have much of a future for White. Black can open up the center with e5 if desired. All things considered, a great value for Black! 6.fxe4 Nxe4; 7.Qf3 Nd6. The knight defends f7 and attacks the unguarded bishop at c4. 8.Bb3 Bf5! It also supports the f5-square! 9.Nge2 e6; 10.Bf4 Nd7; 11.0–0 h6; 12.Rad1 0–0–0; 13.Ng3 Nf6. This is analysis by Howell. Black is a pawn up with no weaknesses.

B) 5.Bg5. 5...Nbd7! Transposes to a Veresov Attack, into a good line for Black.

C) 5.fxe4. 5...e5 6.Nf3 exd4; 7.Qxd4 Qxd4; 8.Nxd4 Bb4 is awkward for White, for example:

a) 9.e5 Ne4; 10.Bd2 Nxd2; 11.Kxd2 0–0 with a superior endgame for Black who has the bishop pair and an isolated pawn target at e5.

b) 9.Bc4 Bxc3+; 10.bxc3 Nxe4; 11.0–0 0–0; 12.Ba3 c5; 13.Rae1 Nd6!; 14.Bd5 gets White some compensation. Black should look to 9...0–0! for example: 10.0–0 Bc5! 11.Rd1 Rd8; 12.Be3 Ng4; 13.Nf5 Bxe3+; 14.Nxe3 Re8.

c) 9.Bd3 allows 9...Bxc3+; 10.bxc3 0–0; 11.0–0 Re8; 12.Re1 Nbd7. The bishop pair doesn't really make up for the lousy pawns.

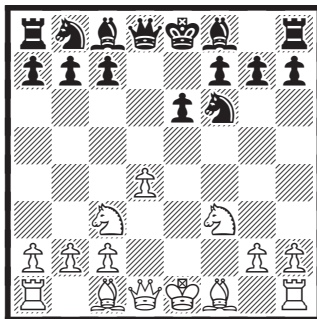
D) 5.Be3. I used to think that this is best met by capturing at f3. On reconsideration, Black should delay the capture and create a little mischief with 5...Qb6.

6.Qd2 exf3; 7.Nxf3 Qxb2; 8.Rb1 Qa3; 9.Bc4 may seem impressive, but Black has two extra pawns and no weaknesses. Vigorous reaction is possible while the only potential attackers are the knight at f3 and bishop at c4. 9...b5; 10.Bb3 Bf5; 11.0–0 e6 12.Nh4 Bg6 and Black can complete development.

6.Rb1 should be handled by 6...Bf5; 7.Qd2 and only now 7...exf3; 8.Nxf3 when 8...Nd5; 9.Nxd5 cxd5 just leaves White a pawn down.

E) 5.Bf4. 5...Qa5 6.Bc4 Nbd7 keeps the pawn and a good game.

EUWE DEFENSE [D00]



1.d4	d5
2.e4	dxe4
3.Nc3	Nf6
4.f3	exf3
5.Nxf3	e6

The Euwe Defense at least grabs a pawn before shutting in the light square bishop with ...e6. I've always thought that this solid defense is a theoretically sound approach for Black, but as a practical matter White often manages to build an attack. Gambiteers tend to enjoy the White side, even if full compensation for the pawn is wishful thinking. In some ways it may be the best defense, but I'd never play it as Black.

The Euwe Defense is one of the most solid replies to the BDG. Black simply develops. Note that this position can also be reached from the French Defense, via 1.e4 e6; 2.d4 d5; 3.Nc3 dxe4; 4.f3 exf3; 5.Nxf3 Nf6.

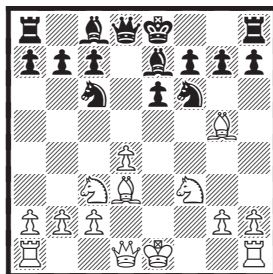
Impression: Black looks a bit better. **Popularity:** Rare.

BUIS vs. DIEMER

Postal, 1955

6.Bg5 Be7; 7.Bd3. 7.Qd2 should be met by 7...h6!; 8.Bxf6!? (8.Bf4 is a promising alternative.) 8...Bxf6; 9.Ne4 Nd7; 10.0-0-0 Nb6; 11.Nxf6+ Qxf6; 12.Be2 Bd7; 13.Rhf1 Rf8!; 14.Kb1 Qe7; 15.c4 0-0-0; 16.Qa5 Kb8; 17.c5 Nc8; 18.Ne5 c6 (18...Be8 is safer than it looks. 19.c6 is the obvious reply, when 19...Bxc6; 20.Nxc6+ bxc6; 21.Rd3 runs into 21...Qg5!; 22.Qb4+ Nb6; 23.Rg3 Qd5; 24.Qe7 Qe4+; 25.Bd3 Qxd4 with three extra pawns and White has no attack.) 19.Rf3 Be8; 20.Ng6 fxg6; 21.Rxf8 White went on to win in Marktwardt vs. Lagland, 1968.

7...Nc6!?



The key defensive idea in these positions is to delay castling. Concentrate on the center,

that's where the action is. **8.a3**. The move recommended by Sawyer and Lane, though there are fans of the Zilbermints Gambit where White simply castles. 8. O-O is Zilbermints vs. Kopiecki as in the next game. **8...h6; 9.Bf4 g5**. Aggression is justified. The weak square at f7 is inaccessible, and the rook can come to f8 if it has to. **10.Be5**.

10.Bg3 is a reasonable alternative, though White fails to get much for the pawn if Black plays carefully. 10...a6; 11.h3 Rg8; 12.Qd2 h5; 13.0-0-0 g4; 14.hxg4 hxg4; 15.Ne5 is countered by 15...Nxe5! (15...Qxd4?; 16.Qe1! was good for White in Purser vs. Suit, 1991.) 16.dxe5 Nd5; 17.Kb1 Bg5 gives Black good counterplay.

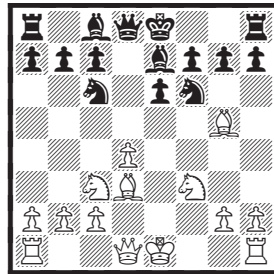
10.Be3 Ng4; 11.Bg1 a6; 12.Qe2 Bd7 (12...Rg8!?); 13.0-0-0 Nf6; 14.Rf1 is Bozicevic vs. Sawyer, 1997, but there Black retreated the bishop to c8. Instead, queenside play may be better with an early ...a5. 14...a5; 15.Ne5 Nxe5; 16.dxe5 Nd5; 17.Nxd5 exd5; 18.Qh5 Be6 looks solid enough for Black. **10...g4**.

11.Nh4?! 11.Nd2! is better, and offers White reasonable compensation for the pawn. 11...Rg8; 12.Bb5 Bd7; 13.Bxc6 (Stronger is 13.Qe2!) 13...Bxc6; 14.0-0 Nd5; 15.Nxd5 Qxd5; 16.Qe2 let Black break with 16...f6!; 17.Bxf6! g3!; 18.Kh1!? gxh2; 19.Rf3 Bxf6; 20.Rxf6 Ke7 and Black was clearly better in Eddlemon vs. Lane, 1997. **11...Rg8; 12.g3 Nxe5; 13.dxe5 Nd5**. The White position is bankrupt, for example **14.Ng6?! fxe6; 15.Qxg4 Bg5; 16.Rd1 Qe7; 17.h4 Ne3; 18.Bxg6+ Rxe6; 19.Qh5 Qf7; 20.hxg5 Rxe5; 21.Rd8+ Ke7; 22.Qxh6 Qf2+; 23.Kxf2 Ng4+; 24.Kf3 Nxe6; 25.Rxc8 Rxc8; 26.Rxh6 Rf8+**. Black resigned.

ZILBERMINTS vs. KOPIECKI

Marshall Chess Club Blitz, 1993

1.d4 d5; 2.e4 dxe4; 3.Nc3 Nf6; 4.f3 exf3; 5.Nxf3 e6; 6.Bg5 Be7 7.Bd3 Nc6.

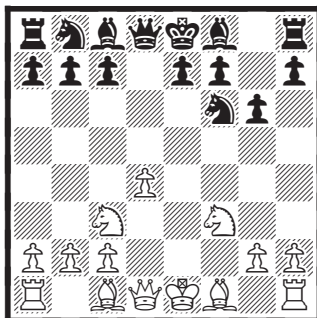


8.0-0 Nxd4. 8...h6; 9.Be3 Nb4; 10.Bc4 Nbd5 of Weitthoff vs. Chakis, 1988, is a viable alternative. **9.Kh1**. 9.Nxd4 Qxd4+; 10.Kh1 Qe5; 11.Bxf6 gxf6; 12.Qf3 is Richard vs. Sparka, 1985, where 12...f5 would have given Black a great game.

9.Ne5 Qd6!; 10.Nc4 Qc6; 11.Bxf6 Bxf6; 12.Ne4 b5; 13.Nxf6+ gxf6. White does not have enough compensation for the pawns. **9...c6!?**

10.Bxf6 Bxf6; 11.Ne4 Be7; 12.Ne5 Nf5; 13.g4 Qd5. 13...Nh6! is simple and strong. **14.Nxf7 Kxf7; 15.gxf5 exf5; 16.Qf3 Rf8?! 16...g6** and Black is much better. **17.b3 Kg8?** Black has to play **17...Ke8!; 18.Bc4 fxe4? 18...Be6; 19.Bxd5 Bxd5; 20.Kg1 Bxe4** is equal **19.Bxd5+ cxd5** and White went on to win.

BOGOLJUBOW DEFENSE [D00]



1.d4	d5
2.e4	dxe4
3.Nc3	Nf6
4.f3	exf3
5.Nxf3	g6

The Bogoljubow Variation is one of the most popular defenses to the Blackmar-Diemer Gambit. Black fianchettoes and castles into a secure position which is no easier to attack than in non-gambit lines, except that the f-file is open. This sets up exchange sacrifices at f6 after White castles kingside. An important strategy for White is the plan Qe1-h4.

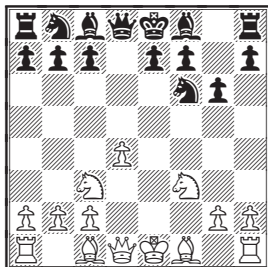
The fianchetto plan appeals to some defenders because it is simple to play. Black will castle and rely on the surrounding pieces to provide protection.

Impression: Black looks a bit better. **Popularity:** Rare.

DIEMER vs. DOPPERT

Worms, 1958

1.d4 d5; 2.e4 dxe4; 3.Nc3 Nf6; 4.f3 exf3; 5.Nxf3 g6.



This is known as the Bogoljubow Defense, even though Bogoljubow was seen more frequently on the White side. It is a popular defense to the Blackmar-Diemer Gambit, though it requires precise handling by Black. **6.Bc4.** 6.Bd3 makes less sense as the bishop is biting on granite. 6...Bg7; 7.0-0 0-0; 8.Bg5 Bg4 is awkward for White. **6...Bg7; 7.0-0.**

7.h4 is known as the Mad Dog Attack. 7...0-0; 8.h5 Nxh5; 9.Rxh5. This is the only way to justify White's play, but it falls way short of the goal. 9...gxh5; 10.Qd3 Qd6!; 11.Ng5 Qg6. White has nothing to show for the material and is busted, Kuiper vs. Lagemaat, 1995. 7.Ne5 0-0; 8.Bg5 Nbd7; 9.0-0 c6; 10.Bb3 Nxe5; 11.dxe5 Nd7!; 12.Rxf7! Rxf7; 13.e6 Qb6+; 14.Kh1 Ne5; 15.exf7+ Nxf7 gave Black equality in Clauser vs. Pimm, 1996. This branch is one of

White's more promising lines.

7...0-0; 8.Qe1. The normal strategy, bringing the queen to h4 where it can support a kingside attack. **8...Nc6 9.Qh4 Bg4.**

White is not without compensation for the pawn, but has no advantage. Black's solid position is hard to crack. **10.Be3 Bxf3.** 10...Nb4; 11.Bb3 (11.Rac1 Bf5!?) Bf5 is an interesting alternative. 12.Rd1 Bxc2; 13.Bxc2 Nxc2; 14.Bh6 Qd7; 15.h3 Nh5; 16.Bxg7 Kxg7 is better for Black. The game Sawyer vs. Hucks, Postal 1996, is not mentioned in Sawyer's book. **11.Rxf3.**

Now Black has to choose a plan. **11...e5.** The consistent move, pressuring d4. **12.d5.**

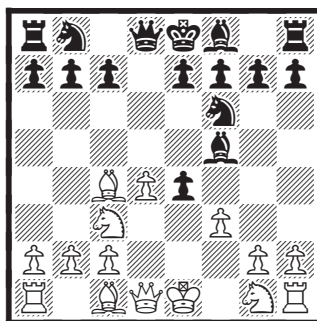
12.Rd1 is best, according to Sawyer. 12...Nxd4; 13.Rf2 Ne8; 14.Bg5 Qd7; 15.Nd5 Nd6; 16.Ne7+ Kh8; 17.Bf6 Ne8! gave Black a good game in Sawyer vs. Purser, Postal 1995. **12...Nd4.** 12...Nxd5; 13.Bg5 Qd7; 14.Nxd5 Qxd5; 15.Bxd5 caused Black to resign in Sawyer vs. Sorsak, Postal 1985. **13.Rf2.** 13.Bxd4 exd4; 14.Qxd4 Nd7 was even in Sawyer vs. Strumidlowski, Postal 1990. 13.Raf1?! Nxf3+; 14.Rxf3 c6; 15.Rh3 h5 and White was just down a piece in Rasmussen vs. Orlov, President's Congress 1992. **13...Nf5.**

13...Nd7; 14.Qxd8 Raxd8 was better for Black in Sneiders vs. Caliguire, Postal 1984. **14.Rxf5!** A strong exchange sac. **14...gxf5; 15.Bg5.** White's powerful bishops provide adequate compensation for the exchange. **15...Qd6; 16.Rf1.**

Now Black fell prey to material temptation, but this position may in fact be better for Black. **16...Qb6+.** 16...h6 is a move which definitely deserves consideration. What follows is my own analysis. 17.Bxh6 Bxh6; 18.Qxh6 Qb6+!; 19.Kh1 Ng4 and White has to do something about the hanging queen. **17.Kh1 Qxb2; 18.Bxf6 Bxf6; 19.Qxf6 Qxc2; 20.Rxf5 Qc1+; 21.Bf1.**

Black's attack has run out of steam, and now it is time to hand the initiative over to White. **21...Rfe8; 22.Qxf7+.** 22.Rg5+ Qxg5; 23.Qxg5+ Kf8; 24.Qf6 was simpler. **22...Kh8; 23.Qf6+ Kg8; 24.Rg5+ Qxg5; 25.Qxg5+ Kh8; 26.Qf6+ Kg8; 27.d6.** Black resigned.

ZELLER DEFENSE: SOLLER ATTACK [D00]



1.e4	d5
2.d4	dxe4
3.Nc3	Bf5
4.Bc4	Nf6
5.f3	

Black's defense is logical. The pawn at e4 is defended, the bishop is developed outside and a barrier can be erected at e6. All that is true, but White nevertheless can keep the pressure on, and can expect plenty of compensation whether the Black pawn remains at e4 or later captures at f3. Transposition to the Gunderam or Vienna Defenses are possible.

Impression: Black looks a bit better. **Popularity:** Rare.

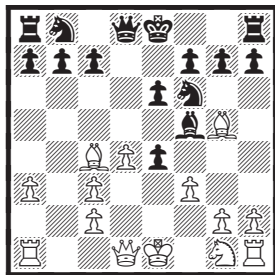
Analysis:

5...e6; For alternatives, see the supplement. **6.Bg5.**

6.fxe4 Nxe4; 7.Nf3 transposes to the Gunderam Defense. On 6.g4, Black can sacrifice at g4 or simply retreat. 6...Nxg4; 7.fgx4 Qh4+; 8.Kf1 Bxg4; 9.Qd2 Nc6; 10.Qf2? 10...Qxf2+; 11.Kxf2 Nxd4 was better for Black in Bellin vs. Boehm, 1977. White should play 10.Nxe4 Bh3+; 11.Nxh3 Qxe4; 12.Rg1 Qxd4; 13.Qxd4 Nxd4; 14.Bd3 and the piece is worth more than the pawns. A safer path is 6...Bg6; 7.g5 Nd5; 8.Nxe4 h6; 9.h4 hxg5; 10.Nxg5 (Or 10.Bxg5 Be7; 11.Qd2) 10...Bd6; 11.Ne2 c6; 12.Bd3 Bxd3; 13.Qxd3 Nd7 was equal in Portisch vs. Jankovits, 1959. An improvement is 12...Bxc5!; 13.dxc5 Nd7 and Black is better.

6...Bb4. 6...exf3; 7.Nxf3 again transposes to the Gunderam, as in Bryan vs. Owen, 1988. 6...c6?; 7.fxe4 Bg6; 8.e5 Nbd7?? (Black should play 8...Qa5!; 9.Bd2 Nfd7; 10.Nf3 gives White a slight advantage.) 9.exf6 Nxf6; 10.Nf3 earned Black's resignation in Wall vs. Geer, 1992.

7.a3. 7.fxe4 Bxc3+ (7...Bxe4; 8.Nf3 is yet another way to transpose to the Gunderam Defense); 8.bxc3 Bxe4; 9.Qe2 Nbd7; 10.Nh3 (10.Nf3 is more natural.) 10...h6; 11.Bh4 Bf5 (11...g5!; 12.Bg3 Bf5; 13.Nf2 c5); 12.Nf2 0-0; 13.0-0, Kulig vs. Mitchell, 1990. 13...c5! (7.Nge2 is examined in the next game.) **7...Bxc3+; 8.bxc3.**



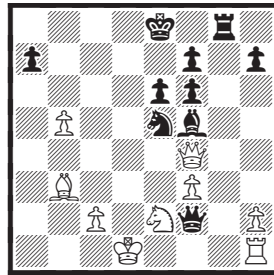
8...c6. A new move. Previously, Black had castled. 8...0-0; 9.Qe2 e3 (9...exf3; 10.Nxf3 c5; 11.0-0 Nc6 should be fine for Black); 10.f4? (10.g4! Bg6; 11.Rb1! b6; 12.h4 h6; 13.Bxe3 Nd5!; 14.Bd2 is still unclear, as 14...Bxc2; 15.Rc1 Bh7; 16.g5 h5; 17.Nh3 Qd6; 18.f4 Qxa3; 19.Qxh5 with a potential kingside attack.) 10...c5; 11.Nf3 b5; 12.Bxb5 Qa5; 13.0-0 Qxc3; 14.Bxf6 gxf6; 15.dxc5 Qxc5; 16.Nh4 (16.Rfe1 Rd8; 17.Bd3 Bxd3; 18.cxd3 Qf5; 19.Rac1! Qxf4; 20.Qxe3 Qxe3+; 21.Rxe3 with a much better game for Black.) 16...Be4; 17.Bd3 Bxd3; 18.cxd3 Nc6? (18...Rd8!; 19.Rfe1 Qc3!); 19.Rf3 (19.Rac1! Qd6; 20.Qxe3 Rac8; 21.f5! e5; 22.Rc4 is unclear); 19...Nd4; 20.Rg3+. Amazingly, a draw was agreed in Lipecki vs. Mathur, 1996. Well, it was a Christmas tournament, Black was in a generous mood. 20...Kh8; 21.Qxe3 allows 21...Ne2+!

9.Rb1 Qa5!; 10.Qd2 b5!; 11.Bxf6 gxf6; 12.Bb3 Qxa3; 13.Ne2. 13.g4 Bg6 (13...exf3; 14.gxf5 exf5 would give Black four pawns for the piece, and the bishop at b3 is immobile. But the pawns are quadrupled and one falls immediately.) 14.Qf4 a5; 15.Qxf6 Rg8; 16.h4 exf3!; 17.Qxf3 h5 (17...a4; 18.h5 axb3; 19.hxg6 hxg6; 20.cxb3 is far from clear); 18.gxh5 Bf5 and Black has consolidated with ...a4 inevitably in the future. **13...exf3; 14.gxf3 Nd7.**

15.Qf4. 15.Rg1 Bg6; 16.Qf4 a5; 17.Kf2 might have been a better plan, as here 17...a4; 18.Ra1 Qe7; 19.Ba2 at least saves the bishop. 19...Bxc2; 20.Qc7 Nb8; 21.Qc8+ Qd8; 22.Qb7 Ra6; 23.Rg7 Bg6; 24.Nf4 puts a lot of pressure on Black, though 24...Rb6; 25.Qa7 gives Black a choice between repeating or trying 25...Nd7; 26.Bxe6 Kf8; 27.Rxg6 hxg6; 28.Bxd7 Rxh2+; 29.Kg1 Rh8 which is hard to evaluate. Black has three pawns and a rook for the two minors, but White has plenty of compensation. No better is 26...fxe6; 27.Nxe6 Qc8; 28.Nc5! Bf7;

29.Nxd7! Rb7; 30.Re1+ Kd8; 31.Qa5+ Qc7 with another form of repetition available, though White would no doubt prefer 32.Nc5! Ra7; 33.Ne6+! Bxe6; 34.Qxa7! Qxa7; 35.Rxa7 Bd7; 36.Rg1 with doubled rooks on the seventh rank coming and all the Black pawns contained.

15...Rg8?! 15...a5!; 16.d5 (16.0–0 a4; 17.Ra1 Qe7; 18.Qc7 Qd8; 19.Qxc6 Rb8!) 16...a4; 17.dxc6 Nb6; 18.Bxe6 fxe6; 19.Rxb5 Qa1+; 20.Kf2 Qxh1; 21.Rxb6 0–0. Black wins. 16.d5. 16.Ng3!? 16...Qc5; 17.dxc6 Qxc6; 18.c4 Ne5!; 19.Nd4 Qc5!; Threatening ...Qxd4 and ...Nxf3+. 20.Rd1 Rd8. Renewing the threats and d4. White is lost. 21.Ne2 Rxd1+; 22.Kxd1 Qf2?! 22...Qd6+ was simplest, as queens must come off. 23.Qd4 (23.Nd4 allows 23...Rg4!! Black meets 23.Kc1 with 23...Rg2!) 23...Nxc4!; 24.Bxc4 Qxd4+; 25.Nxd4 bxc4; 26.Nxf5 exf5 and Black wins. 23.cxb5.



23...Rg2! 23...Qxf3; 24.Rf1 Qxf4; 25.Rxf4 Rg2 takes longer. 24.Bc4 Nxc4. 24...Bxc2+; 25.Kxc2 Nxc4; 26.Qxc4 Qxe2+; 27.Qxe2 Rxe2+; 28.Kc3 Re3+; 29.Kc4 Rxf3; 30.Ra1 isn't all that simple. 25.Qxc4 Qxf3? 25...Kf8! leaves White with no counterplay. 26.Re1 Qxf3; 27.Qc5+ Kg7 where 28.Qxa7 loses to 28...Qe4; 29.Qc5 Bg4. 26.Qc8+ Ke7; 27.Qc5+ Kd8; 28.Kc1! Suddenly the Black king is in danger, and there is a trick if Black takes the knight. 28...Be4. There were a number of alternatives that had to be taken into account.

28...Qxe2; 29.Rd1+ forces 29...Qxd1+; 30.Kxd1 Rxc2; 31.Qxa7 Rc7; 32.Qa8+ Rc8; 33.Qa7 etc. 28...Bxc2; 29.Qxc2 Qa3+; 30.Kb1 Qb4+ draws. 28...e5; 29.Qf8+ Kc7; 30.Qe7+ Bd7; 31.Rd1 Qf5; 32.Qd6+ Kd8; 33.Qf8+ with a draw.

29.Qf8+ Kd7; 30.Qxf7+ Kd6; 31.Qf8+ Ke5; 32.Qc5+? 32.Qb8+! wins on the spot. 32...Bd5; 33.Qc7+ Ke4; 34.Ng3+ Rxg3; 35.Re1+ Kd4. 35...Kf5; 36.hxg3 Qa3+; 37.Kd2 Qb4+; 38.c3 Qb2+; 39.Ke3 Kg6! is still unclear. 36.hxg3 Qa3+; 37.Kd2 Bc4; 38.Qd7+. A fingerslip. 38...Bd5; 39.Qc7 Bc4; 40.Qd8+! Bd5; 41.Qxf6+ Kc4; 42.Re3?!

42.Qh4+ is best, but I missed 42...Kxb5; 43.c4+! since 43...Bxc4; 44.Rb1+ Kc5; 45.Qe7+ picks up the queen. **42...Qb4+; 43.Qc3+ Kxb5; 44.Re1 a5; 45.Qxb4+ Kxb4; 46.Rb1+ Kc4; 47.c3 Be4; 48.Ra1 Kb5. The king must retreat to defend the pawn, so my king gets to d4. 49.Ke3 Bc2; 50.Kd4 a4; 51.Rc1 Bb3; 52.c4+ Kc6. 52...Kb4; 53.c5 a3; 54.c6 Ba4; 55.c7 Bd7; 56.c8Q Bxc8; 57.Rxc8 a2; 58.Ra8 Kb3; 59.Ke5. 53.Rh1! Bc2. 53...a3; 54.Ra1 a2; 55.Kc3. 54.Kc3 Bg6; 55.Ra1. Black resigned since the a–pawn falls.**

Supplement: Options for Black at move 5

Black can also try 5...Nc6 (A), 5...c6 (B), accepting the gambit at f3 (C), 5...Nbd7 (D) or the rather pathetic 5...e3 (E).

A) 5...Nc6. 6.Bb5 (6.Be3 e5!; 7.Nge2 exf3; 8.gxf3 Nxd4; 9.Nxd4 exd4; 10.Bxd4 Be7; 11.Rg1 Bxc2!; 12.Qxc2 Qxd4; 13.Ne2 Qh4+; 14.Ng3 0–0; 15.0–0–0 Qf4+; 16.Kb1 Rad8 looks clearly better for Black.) 6...exf3; 7.Nxf3 Ne4 (7...e6; 8.Ne5 Qd6; 9.Qf3 gives White enough compen-

sation.) 8.Nxe4 Bxe4; 9.c4 e6; 10.0–0 Be7; 11.Re1 Bxf3; 12.Qxf3 Qxd4+?! (12...0–0; 13.Bxc6 bxc6; 14.Be3 Rb8 is far from clear); 13.Be3 Qd8; 14.Bxc6+ bxc6; 15.Qxc6+ Kf8; 16.Rad1 Qc8 was played in Simler vs. Novag, Fremont 1992. 17.Rd7 is good for White.

B) 5...c6. 6.g4 Bg6; 7.g5 b5!; 8.gxf6 bxc4; 9.fxe4 gxf6; 10.h4 h5; 11.Nge2 Qa5 looks better for Black, not so much due to the extra pawn since the pawn structure is a mess, but because White's king is exposed. 6.fxe4 Nxe4; 7.Qf3 Qxd4. Greedy. (7...Nd6; 8.Bb3 e6 is clearly better for Black.) White cannot win with 8.Bxf7+! (Dietrichs vs. Fogel, 1961 saw the inferior 8.Qxf5.) 8...Kxf7; 9.Qxf5+ Nf6; 10.Nf3 Qd8; 11.Ne5+ Ke8; 12.Qe6 Qc7 looks forced; now 13.Bf4 wins.

C) 5...exf3 6.Qxf3 (6.Nxf3 transposes to the Gunderam Defense.) 6...Qc8; 7.Bg5 (7.Nd5 Bxc2; 8.Bf4 Nxd5; 9.Bxd5 c6; 10.Bxf7+! Kxf7; 11.Bxb8+ Qf5; 12.Qxf5+ Bxf5; 13.Be5 e6; 14.Ne2 is worse for White, but the endgame is not hopeless.) 7...Bxc2; 8.Rc1 Bg6; 9.Bxf6 exf6 (9...gxf6! and White lacks compensation.) 10.Qe3+ Be7 (10...Kd8 seems necessary.) 11.Nd5! Nc6; 12.Bb5 Qd7 (12...0–0 is correct. 13.Bxc6 Bd6!; 14.Ba4 to stop ...Re8. 14...Qf5!; 15.Ne7+ Bxe7; 16.Qxe7 Qa5+!) 13.Rxc6 bxc6; 14.Bxc6 and Black resigned in Gedult vs. Schabaschoff, 1970.

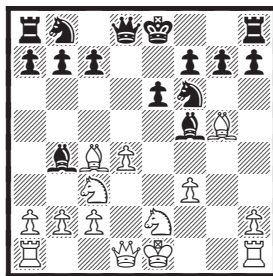
D) 5...Nbd7. 6.g4 Bg6; 7.g5 Nb6!; 8.Bb5+ c6; 9.Bxc6+ bxc6; 10.gxf6 exf6; 11.Nxe4 remains a bit obscure, but in the long run Black should be able to use the bishop pair.

E) 5...e3 is a cowardly move. 6.Bxe3 e6; 7.Bd3 Bxd3; 8.Qxd3 c6; 9.Nge2 Nbd7; 10.0–0–0 Qa5; 11.g4 Be7; 12.h4 0–0; 13.Kb1 h5; 14.g5 Ne8; 15.Bd2 Qc7; 16.Bf4 Bd6; 17.Qe3 Bxf4; 18.Nxf4 g6 was drawn in Kopp vs. Boeringer, 1994, but why? 19.Ne4 Nd6; 20.Nxd6 Qxd6; 21.Rhe1 followed by Nd3 vs. e5 looks strong for White.

DE FREITAS vs. WEITHOFF

Postal, 1954.

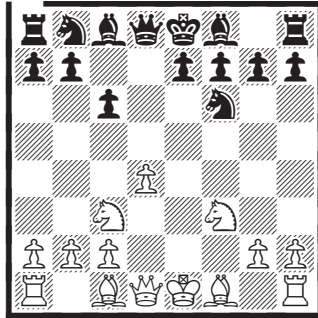
1.e4 d5; 2.d4 dxe4; 3.Nc3 Bf5; 4.f3 Nf6; 5.Bc4 e6; 6.Bg5 Bb4 7.Nge2 exf3; 8.gxf3.



This is a strange approach as White has messed up the kingside pawn structure. **8...Nc6; 9.Qd2 h6; 10.Bh4 0–0; 11.0–0–0 Be7; 12.Rhg1 Kh8; 13.Rg2 Nh5.** Black might consider 13...g5! **14.Bxe7 Qxe7; 15.Rdgl Rg8; 16.Ng3 Nxc3; 17.hxc3 Qb4!; 18.g4 Bh7.** Black missed a shot. 18...Bxc2!; 19.Bxe6 fxe6; 20.Qxc2 Nxd4; 21.Qe4 Rgf8; 22.g5 Rxf3; 23.Qg6 Rxc3+!; 24.bxc3 Qxc3+; 25.Kb1 Nb5; 26.a4 Qb4+. Threatening 26...Nc3; 27.Kc1 Qa3+; 28.Kc2 Qxa4+; 29.Kc1 Qa1+; 30.Kc2 Nd4+; 31.Kd3 Qa6+ is a nice line from the computer program Junior. **19.b3 Rad8; 20.g5 Nxd4; 21.Qe3 b5?** Black has an easy win. 21...Nf5!; 22.Qe5 Qd6; 23.Qxd6 cxd6; 24.gxh6 gxh6 is hopeless for White. **22.gxh6 bxc4; 23.hxc3+ Rxc3; 24.Qe5.** Here the score indicates White won. Did Black resign in a winning position?

24...Bg6; 25.Rh2+ Kg8; 26.Ne4 Nc6; 27.Rgh1 Rh7; 28.Nf6+ Kf8! is a key defense. 29.Nxh7+ Bxh7; 30.Qh8+ Bg8; 31.Rg1 Ne7 is defensible, for example 32.Qg7+ Ke8; 33.Rh8 Qd2+; 34.Kb2 Kd7; 35.Rg4 Kc8; 36.Rxc4 Qd6. Black has two pieces for the rook, though they aren't active.

ZIEGLER DEFENSE [D00/B15]



1.d4	d5
2.e4	dxe4
3.Nc3	Nf6
4.f3	exf3
5.Nxf3	c6

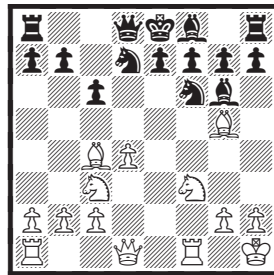
This is an important, if not particularly reliable defense because it can be reached via the Caro-Kann move order as seen in our example game. White can use either the Von Hennig Gambit or Rasa-Studier Gambit to transpose into these lines.

Impression: Black looks a bit better. **Popularity:** Rare.

SCHILLER vs. NATH

U.S. Open, 1996

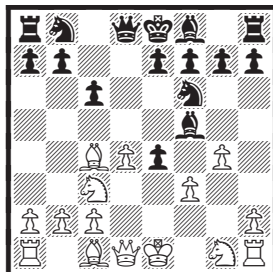
1.e4 c6; 2.d4 d5; 3.Nc3 dxe4; 4.Bc4 Nf6 5.f3 exf3; 6.Nxf3 Bf5; 7.0-0 Bg6 8.Bg5 Nbd7; 9.Kh1.



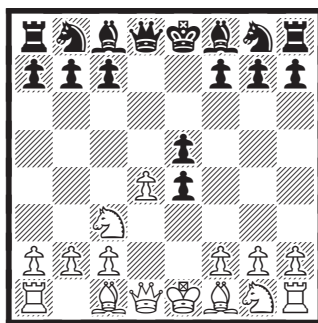
A useful move in Diemer gambits since the d-pawn can later be sacrificed without worrying about a nasty check. **9...e6; 10.Qe2 Be7; 11.Rae1 0-0; 12.Bxf6 Bxf6; 13.Ne4 Bxe4; 14.Qxe4.** Black has reduced the fighting force through exchanges. However, White's superior development and control of space provide sufficient compensation. **14...Qe7; 15.Ne5!?** White is fully developed, so must take some concrete action.

15...Nxe5. 15...Bxe5; 16.dxe5 Qb4 seems strong but in the long run the f-file provides White with enough counterplay, for example **17.b3 Nc5; 18.Qe3 Rad8; 19.c3 Qa3; 20.b4 Nd7; 21.Rd1** with strong pressure. **16.dxe5 Bg5; 17.Rf3!** The rook lift is available in gambits where the f-pawn is gone. **17...Rad8; 18.h4 Bxh4?** Black should have settled for **18...Bh6; 19.Bd3 g6; 20.Qg4 Bg7; 21.h5** after which careful defense might hold the game. **19.Rh3 Rd4.**

20.Qxd4 Bxe1; 21.Qe4! Black had missed this move, which attacks the bishop and threatens mate at h7. **21...g6; 22.Qxe1 Qg5; 23.Qe3 Qxe3; 24.Rxe3.** White eventually won.

WOOD vs. SCHILLER**Berkeley Class Struggle, 1994****1.e4 c6; 2.d4 d5; 3.Nc3 dxe4; 4.f3 Nf6; 5.Bc4 Bf5; 6.g4?!**

The g-pawn harasses the Black pieces but each advance creates new weaknesses in White's position. **6...Bg6; 7.g5 Nd5; 8.Nxe4 e6; 9.Ne2 Be7; 10.Rg1 Nd7; 11.Bd2 e5; 12.Bxd5 cxd5; 13.N4c3 exd4; 14.Nxd5 Ne5!; 15.Nxe7 Qxe7.** Also good is **15...Nxf3+; 16.Kf2 Nxf3; 17.Kxg1 Qxe7; 18.Nxd4 Qe4. 16.Rg3? Or 16.Kf2 d3!; 17.cxd3 Nxd3+; 18.Kf1 0-0! White's position is a mess. 16...Rc8; 17.Rc1 d3!; 18.cxd3 Nxd3+; 19.Kf1 Nxc1; 20.Bxc1 0-0.** Black has castled to safety, so **White resigned.**

LEMBERG COUNTERGAMBIT [D00]

1.d4	d5
2.e4	dxe4
3.Nc3	e5

The Lemberg Countergambit is one of the most reliable defenses to the Blackmar-Diemer Gambit. Many lines lead to early endgames which must be frustrating to a devotee of the wild middlegames of the BDG Accepted. Objectively, White can capture at e5 and allow the exchange of queens, but this is rarely seen. Instead, most gambiteers pin their hopes on the developing move **4.Nge2** or the attacking **4.Qh5**. **Impression:** Black looks a bit better. **Popularity:** Rare.