

Mini-Lessons From Short Games Of 21st Century

By IM Nikolay Minev

Some Instructive “Short Stories” from the 38th Olympiad

As the 39th Olympiad concludes, here are some valuable lessons gleaned from the most recent past Olympiad.

Always look for possibilities of double attack!

E14 V. Babula – G. Xie

Dresden (ol) 2008

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.e3 Bb4+ 5.Bd2 Be7 6.Nc3 Bb7 7.Bd3 d5 8.Qa4+!? c6

If 8...Nbd7 9.Ne5!

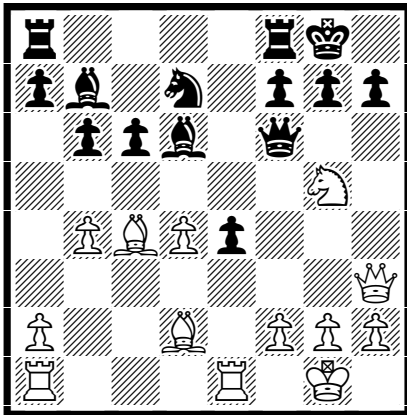
9.cxd5 exd5 10.O-O O-O 11.b4!

White stands better.

11...Nbd7 12.Qb3 Bd6 13.Rfe1 Re8 14.e4 Nxe4 15.Nxe4 dxe4 16.Ng5! Rf8

If 16...exd3? 17.Nxf7!

17.Bc4 Qf6 18.Qh3!



This decisive double-attack should be predicted when White has initiated the variation with 16.Ng5!

18... h6 19.Nxe4 Qxd4 20.Bc3!

But not 20.Qxd7?? Bxh2+ and it is White who is victim of double-attack.

20...Bxh2+ 21.Kxh2 Qxc4 22.Qg4! 1-0

Thematic win by another double-attack: 23.Qxg7# and 23.Nf6+, winning Black's Queen.

E97 C. Amura. – K. Kachiani

Dresden (ol) 2008

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Be2 O-O 6.Nf3 e5 7.O-O Nc6 8.d5 Ne7 9.b4 Nh5

Another common continuation in practice is 9...a5.

10.c5 Nf4 11.Be3

According to the theory, 12.Bxf4 exf4 13.Rc1 leads to equal chances.

11...h6 12.Rc1?

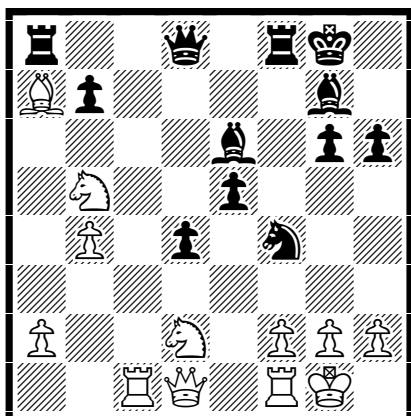
Correct is 12.Nd2, and if 12...f5 or 12...Nxe2+ 13.Qxe2, then f2-f3.

12...Nxe2+ 13.Qxe2 f5 14.cxd6 cxd6 15.Nb5 fxe4 16.Nd2 Nxd5 17.Bxa7 Nf4 18.Qxe4 d5 19.Qe3

The only move. If 19.Qc2 Ne2+, 19.Qf3 Nh3+ or 19.Qe1 Nd3.

19...d4 20.Qb3+ Be6 21.Qd1

Now another double-attack decides the game.



21...Qd5! 0-1

There is no defense against the threats 21...Qxg2# and 21...Qxb5.

Rare variations and experiments are a two-edged sword

A04 V. Akopian – H. Ziska

Dresden (ol) 2008

1.Nf3 d6 2.d4 Nf6 3.Nc3 Bg4?! 4.e4 Nbd7?

An experiment which, in my opinion, should not be recommended. Usual and better is 4...g6 or 4...c6.

5.e5! dxe5 6.dxe5 Bxf3

Or 6...Ng8 7.h3! with better game for White.

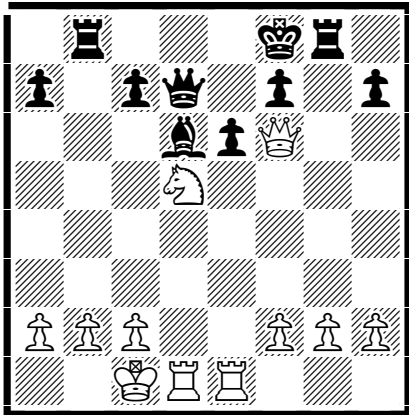
7.Qxf3 Nxe5 8.Qxb7 e6 9.Bb5+ Ned7 10.Bg5

Black is already in big trouble.

10. Qc8 11.Qf3 Rb8 12.Bxf6 gxf6 13.O-O-O Bd6 14.Rhe1!

Stronger than 14.Qxf6.

14...Ke7 15.Nd5+ Kf8 16.Bxd7 Qxd7 17.Qxf6 Rg8



18.Qh6+ Rg7 19.Nf6 Qb5 20.Nxh7+ Kg8 21.Nf6+ Kf8 22.b3 1-0

E20 M. Bluvshstein – J. Rowson
Dresden (ol) 2008

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.f3

A rare continuation, usually used as a surprise. As we shall see, this time the surprised side is White!

4...O-O

The theory recommends 4...c5 as best for Black.

5.a3

5.e4!?

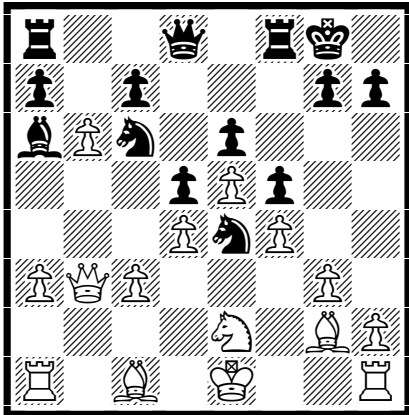
5...Bxc3+ 6.bxc3 Nh5 7.g3?!

Better is 7.Nh3, and if 7...Qh4+ 8.Nf2.

7...f5 8.e4 d6 9.f4 Nf6 10.e5 Ne4 11.Ne2 b6 12.Bg2 Ba6! 13.Qb3

If 13.Qa4 Qe8!

13...Nc6 14.c5 d5 15.cxb6



15...cxb6! 16.Qc2 Rc8

Black has the advantage.

17.Bb2 Na5 18.Bxe4 dxe4! 19.O-O Qd5 20.Bc1 e3! 21.Bxe3 Bb7 22.Kf2 Qf3+ 0-1

C40 S. Azarov – R. Khouseinov
Dresden (ol) 2008

1.e4 e5 2.Nf3 Qe7

A very rare opening idea, still without a name and without established theory.

3.Nc3 c6

3...Nf6!?

4.d4 d6 5.a4 a5 6.Be2 g6

6...Nf6!? And if 7.O-O Qc7.

7.O-O Nh6

More natural is 7...Bg7, followed by 8...Nf6.

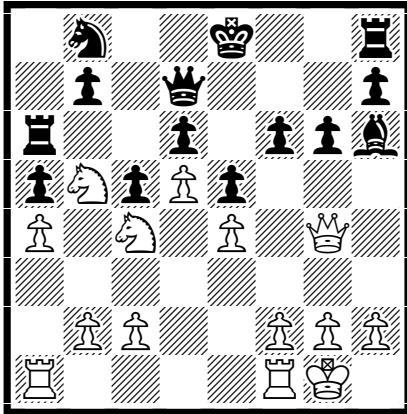
8.d5! c5

Or 8...Bg7 9.Nd2 O-O 10.Nc4 with the better game for White.

9.Nd2 f6 10.Nc4 Qd8

If 10...Nd7?? 1.Nb5.

11.Bxh6! Bxh6 12.Nb5 Ra6 13.Bg4! Bxg4 14.Qxg4 Qd7



15.Qe6+! Qxe6 16.dxe6 Ke7 17.Rfd1 Rd8 18.Ra3!

The point of White's idea 15.Qe6+. Now Black loses a pawn and the game.

18...Nc6 19.Rh3 Bg7 20.Rxh7 Kf8 21.Nc7 1-0

C42 N. Umudova – A. Shyngys Kyzy
Dresden (ol) 2008

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.Nc3!?

Usual is 5.d4 d5 6.Bd3.

5...Nf6

Avoiding the sharper 5...Nxc3 6.dxc3.

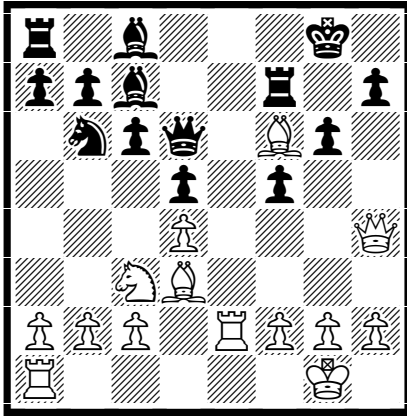
6.d4 d5 7.Bd3 Bd6

Here perhaps 7...Be7 is more suitable.

8.O-O O-O 9.Bg5 c6 10.Ne5 Nbd7 11.Re1 Qc7 12.Nxd7 Nxd7 13.Qh5 g6 14.Qh6 f5

An interesting defense is 14...f6, and if 15.Bxg6 Nb6!?

15.Qh4 Nb6 16.Be7 Rf7 17.Bd8! Qd7 18.Re2 Bc7 19.Bf6 Qd6



20.Re8+ Rf8 21.Be5 Qd7 22.Re7 1-0

Examples of typical mating attacks

B71 J. Ziogaite – S. Oliver
Dresden (ol) 2008

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.f4 Nc6 7.Nf3

One of many possible continuations. As we shall see in our game, the idea is to build a typical attack against Black's fianchetto.

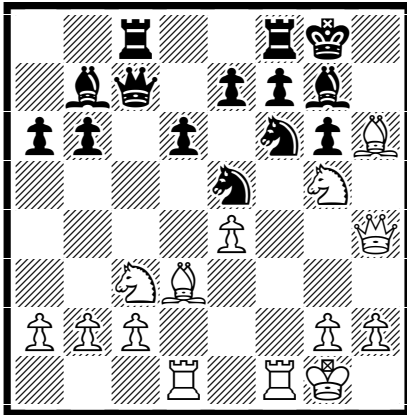
7...Bg7 8.Bd3 O-O 9.O-O b6?

The wrong plan. Correct is 9...Bg4 followed by ...Bxf3, exchanging an important piece for White's attacking pattern.

10.Qe1

Now, pay attention how, move by move, White builds his attack.

10...Bb7 11.Qh4 Rc8 12.f5 Qd7 13.Bh6 a6? 14.Rad1 Qc7 15.fxg6 hxg6 16.Ng5 Ne5



All White's pieces are in right place and the execution begins.

17.Rxf6 Bxf6 18.Bg7!! Nf3+ 19.gxf3 Qc5+ 20.Kh1 1-0

B17 M. Sergeeva – E. Nakagawa
Dresden (ol) 2008

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Nf3

The classical line. Recently very popular is 5.Bd3 Ngf6 6.Ng5, which stirs immediate tactics: 6...h6?? 7.Ne6!

5...Ngf6 6.Ng3 e6 7.Bd3 Bd6 8.O-O O-O 9.Re1 Qc7

9...c5!?

10.Qe2 b6

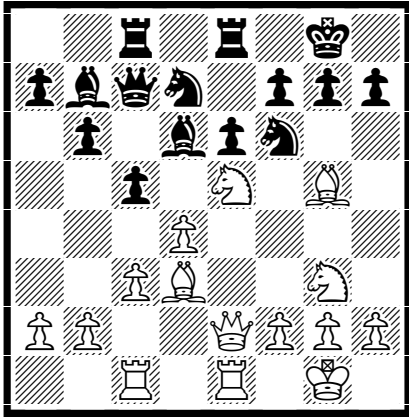
Too slow. This gives White time to build an attacking position. Better is immediately 10...c5!?

11.Ne5 Bb7 12.Bg5 c5 13.c3 Rfe8?

Weakening the f7 pawn – when White's knight is posted on e5 – is always dangerous! Better is 13...h6.

14.Rac1 Rac8

Now begins the typical attack, which deserves to be remembered.



15.Nh5 Nxh5 16.Bxh7+!

The point of White's attack. If now 16...Kxh7, then 17.Qxh5+ Kg8 18.Qxf7+ Kh8 19.Re3 and White wins.

16...Kf8 17.Qxh5 Nxe5 18.dxe5 Bxe5? 19.Rxe5! f6

If 19...Qxe5 20.Be7+.

20.Re3 f6 21.Bg6 Qc6 22.Qh8+ 1-0