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Preface

It is safe to assume that the Blackmar-Diemer Gambit is one of the most controversially discussed opening systems of our time. Being a 1 e4 player for most of my life I never thought about adopting the Blackmar-Diemer as White, and being a successful practitioner of the Nimzowitsch Defence always allowed me to avoid it with Black (after 1 d4 d5 2 e4 lc6); only as I started to work on this project did I realize the tremendous momentousness of the controversy around the Blackmar-Diemer Gambit.

The Blackmar-Diemer Gambit is not a boxing jab; it is a knockout punch – and White gets to throw the first punch! Stop playing for the endgame; play to end the game! Be a winner. Play the Blackmar-Diemer Gambit!

(Rev. Tim Sawyer)

[...] the infamous and rather generous Blackmar-Diemer Gambit. I must say that I am delighted to see these moves as Black because I understand that my opening choice has been successful.

(IM Andrew Martin)

As can be seen by the two quotes above, players who set their wits to the Blackmar-Diemer Gambit can be split (except for the occasional one) into two opposite camps: Here, we have a legion of dedicated followers who wholeheartedly worship their beloved opening, sometimes even to the extent of religious proportions. And then we have the sceptics who simply cannot believe in the correctness of the many grandiose sacrificial lines that make the Blackmar-Diemer a living, breathing entity. But which side is correct? As I will try to point out in this book, the truth lies somewhere in between.

The Blackmar-Diemer Gambit in current literature

Since Emil Joseph Diemer published his (for the evolution of the Blackmar-Diemer

The Blackmar-Diemer Gambit

Gambit) groundbreaking work *Vom ersten Zug an auf Matt!* (which certainly is one of the best books I have read when it comes to chess entertainment), an enormous amount of written material advocating the Blackmar-Diemer (especially in German language) has been produced. Recent reference works (in English) include Gary Lane's *Blackmar-Diemer Gambit* and Rev. Tim Sawyer's *Keybook II*, not to mention the countless periodicals, be it the (now defunct) *Blackmar-Gemeinde*, the *Gambit Revue* or Tom Purser's magazine *BDG World*. There have also been a number of disquisitions from Black's perspective, but most of the works about the Blackmar-Diemer (from either side) have at least one serious problem...

What this book is about

When judging the quality of an opening book, one common criterion is whether the author has – or, at some point, had – the opening in his repertoire. I have never played the Blackmar-Diemer Gambit in a serious tournament game (yet), but for two reasons this might actually be an advantage. Firstly, a major problem with most (if not all) works about the Blackmar-Diemer (regardless of whether they are "for" or "against" it) can be summarized in three words: lack of objectivity. And secondly, whenever an accounted expert (such as Rev. Sawyer) writes about the Gambit, sometimes very elementary (but nevertheless important) concepts are left out; this is not because the expert is in any way sloppy, but rather that these concepts just have become too self-evident over the years. With this book, I would like to address both of these problems; and I like to think that my previous ignorance of the Blackmar-Diemer Gambit has been of great help.

What you will find in this book

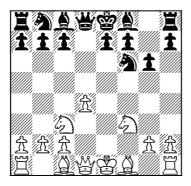
Upon closer reading, you will discover that this is neither a repertoire book (which treats only a few selected lines) nor a complete guide (which incorporates every possible crossroads). First and foremost, this book is meant as a stimulus to kindle an objective debate about the Blackmar-Diemer, and to introduce the opening to players who were previously unaware of it (like me). To these ends, it provides a sound basis by presenting the elementary concepts of this opening as well as the most important old ideas and many new ideas for both sides in the most critical variations. For the larger part of interested players, the conclusions will probably be hard to accept: the Blackmar-Diemer Gambit is neither a weapon that wins by force, nor is it refuted. The only thing for sure is that it remains to this day an uncompromising opening system with chances for both sides (which is why it is still played in a tremendous amount of correspondence games); and for now I would like to invite you, dear reader, to enter the matrix...

Acknowledgements

First of all, I would like to thank Rajmund Emanuel, David Flude, Peter Leisebein, Pablo Schmid, Patrick Schoupal and David Zimbeck for supplying me with very useful material to which I would otherwise not have had access. Also, special thanks go to those who frequently discuss the Blackmar-Diemer Gambit in the d-Pawn Specials subforum at www.ChessPublishing.com; without you, this book definitely would not have been the same. And finally, I would like to thank John Emms, who had to show enormous patience (which I sadly have to admit, is usual by now) before this project could be completed.

Chapter Nine Bogoljubow Defence

1 d4 d5 2 e4 dxe4 3 බිc3 බිf6 4 f3 exf3 5 බිxf3 g6



In the Blackmar-Diemer Gambit, fianchettoing the dark-squared bishop is usually known as the Bogoljubow Defence, even though Efim Dmitriyevich only played it occasionally (he also employed the Euwe Defence and the Brombacher Counter-Gambit). Among those who regularly deal with the Blackmar-Diemer, Georg Studier would undoubtedly have to be named as the one who contributed most to the basic theory underlying this system.

The design of Black's game plan quickly becomes obvious: the bishop on the a1-h8 diagonal puts itself forward for play against the white d-pawn by means of ...c7-c5 and/or ... (2)c6. White's main objective, on the other hand, has not changed from that in the previous chapters: a direct assault on the enemy king. The only question is how best to carry it out.

A:6 ≗c4 170 B:6 ≗f4 200

Sometimes White plays 6 \$g5 \$g7 (6...4)bd7 is note "c32' in Chapter 7) 7 [₩]d2 (7 \$\overline\$c4 is note 'd' to White's 7th move in line A below) 7...0-0 (7...h6 8 \$\overline\$f4 would render Black's castling problematic) 8 0-0-0, which can be compared with 6 \$\overline\$f4 in line B and may just transpose if White follows up with \$\overline\$g5-h6 (for instance, after 8...b6, 8...\$\overline\$Dbd7, or 8...c6).

The drawback to putting the bishop on q5 comes after 8...c5! (8...\$q4 9 \$e2 c6 10 h3 \$\overline{xf3} 11 \$\overline{xf3} \$\overline{w}a5 12 \$\overline{b1}b5?! 13 ②d5! 營d8 14 ②xf6+ exf6 15 皇f4 營c8 16 q4 a5 17 響q2 罩a6 18 h4 gave White a strong attack in K.Soller-Würgler, correspondence 1953) 9 d5 a6, since 10 d6 (as in line B) is clearly no good here. Instead, G.Müller-R.Pape, correspondence 1975, continued 10 h4 b5 (10... g4 may be stronger, and if 11 \"f4 then 11... ^wd6!) 11 h5 b4 12 ¹/₂xf6 exf6 13 ²/₂e2 盒q4 14 hxq6 hxq6 15 c3 a5 16 ②f4 營d6 17 邕h4 f5 18 皇c4 ②d7 19 邕dh1 ②b6? (19...bxc3 20 bxc3 罩fb8 was correct) 20 ②e6!! fxe6 (not 20... 公xc4?? 21 罩h8+ and wins) 21 邕h8+ 奠xh8 22 邕xh8+ 塗xh8 23 Wh6+ and White escaped with a draw.

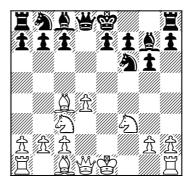
A: 6 🗟 c4 and the Studier Attack

To this day, the Studier Attack (6 &c4 &g7 7 0-0 0-0 8 We1) is the most popular way of dealing with the Bogoljubow Defence. And this is hardly surprising: the attacking patterns are as easy to learn as they are effective. Black has to play very accurately in order not to go quickly to the dogs.

6...≜g7

This is almost invariably played. It

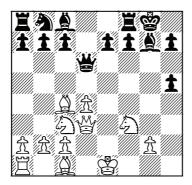
makes little sense to hold this move back; and, indeed, playing differently can cause problems. For instance, 6...&f5?! 7 0e5 e6 8 &g5! sees Black already in a mess (8 g4 0fd7! 9 0xd7Wh4+ is less clear), while after 6...0bd7?7 &xf7+! &xf7 8 0g5+ &g8 9 0e6 We810 0xc7 Wd8 11 0xa8 0b8 12 Wf3 0c613 d5 0d4 14 Wf2 0f5 15 Wxa7 White won in E.J.Diemer-M.Kloss, correspondence 1956.



7 0-0

I cannot recommend other moves:

a) **7 h4?!** is the so-called Mad Dog Attack. The idea is to take the black kingside by storm, but this rather primitive assault can be fended off quite easily: 7...0-0 8 h5 (Lane has suggested 8 & g5 followed by Wd2; this can be compared to the &g5 lines examined below, in which an early h2-h4 is often premature; nevertheless, as opposed to the text, this would still be the better choice) 8...Wxh5 9 \nexists xh5 gxh5 10 Wd3 (necessary, as otherwise Black plays ...&f5-g6) 10...Wd6! and White is lost as he cannot build enough force:



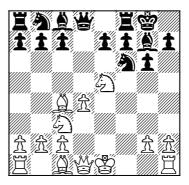
a1) 11 2g5 Wg6 12 Wf3 (12 2d5 2c6 13 c3 2f5 14 Wf3 e6 15 2xc7 \nexists ac8 16 2b5 2xd4! and wins was P.Fraemohs-A.Osipov, correspondence 2002) 12...e6 13 2d3 f5 14 2b5 2a6 15 c3 h6 16 2h3 Wg4 and even though White eventually won in N.J.Jensen-H.Scott, correspondence 1988, Black's advantage is undeniable.

a2) 11 20d5 13 2f4 12 2f1 20c6 13 2f4 14 2b3 2e6 15 c3 2xd5 16 2xd5 2d3+ 17 2g1 20a5 18 2a4 c6 19 2xa5 b6! 20 2c4 2xc4 21 2xh5 f6 and Black soon won in T.Purser-J.Richter Mendau, correspondence 1987.

a3) 11 20e4 is met by 11... 26 (better than 11... 265 12 2xf7+ 2xf7 13 2xd6 2xd3 14 2xf7 2xc2 when Black's advantage is only minimal) 12 20h4 294 13 g3 and now, instead of 13... 2d8?! from R.Holland-NN, England (skittles game) 1992, simply 13...h6 leaves Black with a clear advantage (Sawyer).

b) I would like to call **7 De5** the Outpost Variation (even though it is generally known as the Nimzowitsch Attack, for whatever reason). Obviously, the

main idea is to play aggressively against f7. After 7...0-0 we have:



b1) 8 @e2 was played in the game E.J.Diemer-Platz, correspondence 1950, which went 8...e6 9 &e3 0bd7 10 &g5 c6 11 0-0-0 @c7 12 h4 b5 13 &b3 a5 14 a4 b4 15 0xd7 @xd7 16 0e4 0xe4 17 @xe4 @c7 18 h5 @g3 19 &e7 Ξ e8 20 Ξ h3 @c7 21 &g5 e5? 22 hxg6 hxg6 23 @xg6 &f8 24 Ξ f1 &e6, when White forced mate by 25 @xg7+! &xg7 26 &f6+ &g6 27 Ξ g3+ &g4 28 Ξ xg4+ &h5 29 Ξ g5+ etc. However, after the critical 8...@xd4 9 0b5 (or 9 &d2 c6 10 0-0-0 0d5) 9...@b6 10 &e3 c5 as suggested by Nickl, it is highly doubtful if White has enough for two pawns.

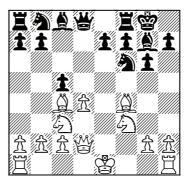
b2) 8 2f4 bd7 – to my surprise, this natural move was not examined by Sawyer. The idea is not so much to trade the knight on e5, but rather to close the a2-g8 diagonal by transferring the knight via b6 (an idea we have already seen in the Langeheinicke Defence and which will also feature quite frequently below). One example of how play might continue is 9 0-0 b6 10 2b3 c6 11 wd2 心bd5 12 急h6 兔e6 and Black has safely closed the a2-g8 diagonal, which leaves the knight on e5 grasping at nothing. After the further 13 當f3, as in G.Fiebig-Hartmann, correspondence 1985, then 13....兔xh6 14 響xh6 ②g4 15 ②xg4 兔xg4 would have led to simplifications that favour Black (who is, after all, still a pawn up).

b3) 8 \$\u00e9q5 has the advantage that if Black blocks the a2-g8 diagonal with ...²bd5 now, the bishop is not attacked on f4. On the other hand, the knight on e5 lacks additional support, which makes a counter-thrust by ...c7-c5 more attractive: 8...c5! 9 dxc5 (9 d5 2bd7 10 2xd7 ≜xd7 11 0-0 h6 leaves Black a clear pawn ₩xd6 exd6 14 0-0 \$e6 gave him two pawns in P.Grott-G.Fiebig, correspondence 1989) 9... 響a5 10 響e2 響xc5 is assessed as slightly better for Black by Sawyer. E.J.Diemer-M.Kloss, correspondence 1955, continued 11 🖄 f3 🖄 c6 12 🚊 e3 ₩b4 13 0-0 (13 0-0-0? @e4) 13...₩xb2 14 ②b5 響b4?! 15 罩ab1 響a5 16 龛f4 a6 17 د 7 b6 18 أ bd4 أ xd4 19 م xd4 أ d7? 20 ∅b3 ₩xa2 21 ₩xe7 and Diemer won eventually, but after 14...\$q4! there would not have been much hope for White, since 15 Zab1 doesn't trap the queen because of 15... \$xf3.

b4) Finally, 8 0-0 is well met by 8...心c6! (which was not considered by Lane at all). Black directly targets the dpawn, ignoring any temporary weaknesses occurring after 9 心xc6 (9 全e3 is no better: 9...心xe5 10 dxe5 響xd1 11

Ïaxd1 勾q4 12 怠c5 勾xe5 13 怠b3 c6 14 ≜xe7 罣e8 15 皇h4 was played in D.Rosner-J.Kessler, correspondence 2000, when 15... \$e6 leads simplifications with Black still a pawn up) 9...bxc6. Following 10 h3 (10 \$e3 runs into 10...②q4; or if 10 拿f4 ②q4 11 d5 e5! 12 dxe6 d4+ and Black was winning E.J.Diemer-S.Wolk, Germany 1951; while after 10 ②e2 ②h5 11 c3 e5 12 d5 皇b7 13 營b3 罩b8 14 dxc6 臭xc6 15 臭xf7+? 掌h8 16 響c2 響d7 17 拿c4 響q4 White was hit on the break in E.J.Diemer-E.Kos, Germany 1950; Diemer later described f7 as a "strychnine pawn") 10...公h5 (or 10...④d5 11 单b3 单a6 and Black is clearly better, as noted in Schach-Echo 6/1953) 11 ∅e2 e5! 12 q4 ₩h4! we reach a position where Black sacrifices a piece, but gets more than enough pawns after 13 qxh5 盒xh3 14 邕f2 響q4+ 15 🖄 h1 🖉 xh5 and has an ongoing initiative on top.

c) After **7** 全**f4** 0-0 8 營d2 (8 0-0 transposes to 7 0-0 0-0 8 全f4, see note 'd' to White's 8th move) Black again plays 8...c5!. White now has:



c1) After 9 d5 the d-pawn can be safely blockaded with 9...a6 10 a4 2e8!. M.Nicholls-R.Druon, correspondence 2001, continued 11 0-0 2d7 12 Zae1 2d6 13 2a2 b5 14 2h6 2f6 15 2xg7 2xg7 16 2e5 2b7 17 2c6 2xc6 18 dxc6 Zc8 19 2d5 2de4 20 We2 c4 21 2xf6 2xf6 and Black was better.

c2) 9 0-0-0 was played in A.Neumeyer-J.Kainz, correspondence 2002, but after 9...cxd4 10 ②xd4 皇g4 11 骂de1 ②h5 12 皇e3 e5 13 ②b3 螢xd2+ 14 ③xd2 ②c6 Black simplified the position and remained with an extra pawn.

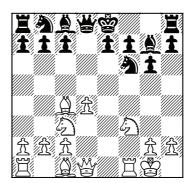
c3) 9 dxc5 seems critical, though there is little relevant practical material. Black should probably reply 9...公c6 10 響xd8 (10 0-0 響a5 11 公b5 a6 regains the pawn since 12 公c7 響xc5 is check, while after 10 0-0-0 響a5 11 公b5 Black can play 11...響a4) 10...罩xd8 11 0-0 (11 公g5 is coolly met by 11...h6! 12 公xf7 罩d4 and White lost material in H.Schulz-H.Acker, correspondence 2004) 11...童f5 12 童b3 公b4, followed by ...罩ac8, and it has become difficult to protect c5.

d) 7 &g5 should also be met by 7...0-0 8 $ilde{B}$ d2 (8 &)e5 returns to 'b3' above; while 8 0-0 transposes to note 'f' to White's 8th move) 8...c5! (Lane doesn't give this move even though it led to a clearly better position for Black in his line after 7 &f4) and then:

d1) 9 dxc5 allows Black to simplify the position with 9...響xd2+ 10 公xd2 全f5 11 0-0-0 公bd7 and it will be difficult for White to hang on to the c-pawn. d2) 9 d5 a6 10 a4 2bd7 11 0-0 2b6 12 Wf4 2xc4 13 Wxc4 2f5 14 Ξ ad1 Wb6 15 Ξ d2 Wb4 16 2e5 was played in P.Motta-P.Heikkinen, Billings 1991, and now instead of 16...Wxc4, either 16...2d7 or 16...2g4 is winning almost instantly.

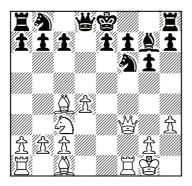
d3) 9 0-0-0 cxd4 10 $2xd4 \pm g4$ 11 $ade1 \equiv c7$ 12 $\pm b3 \equiv d8$ 13 $2cb5 \equiv d7$ 14 h3 a6 15 hxg4 axb5 16 $2xb5 \equiv xd2+17$ $\pm xd2 \equiv c6$ was seen in A.Neumeyer-P.Leisebein, correspondence 1998, but this allowed 18 g5 2e8 when a draw was agreed. The immediate 16...2c6 is better as now White cannot play g4-g5.

Returning to **7 0-0**:



7...0-0

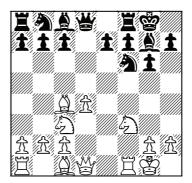
7....\$g4!? is not entirely without merit. White should refrain from 8 \$\overline\$xf7+?! as after 8...\$xf7 9 \$\overline\$e5+ \$\overline\$g8 (9...\$e8 is even better) 10 \$\overline\$xg4 \$\overline\$xg4 11 \$\overline\$xg4 \$\overline\$xd4+ 12 \$\overline\$xd4 \$\overline\$xd4+ 13 \$\overline\$h1 \$\overline\$xc3 14 bxc3 \$\overline\$c6 Black remained a comfortable pawn up in A.Frömmel-H.Schilling, correspondence 1986. Therefore, White should try 8 h3 \$\overline\$xf3 9 \$\overline\$xf3, when we have:



a) 9...豐xd4+? 10 息e3 豐xc4 11 豐xb7 豐c6?? (but 11...0-0 12 豐xa8 公c6 13 豐b7 單b8 14 豐xc7 單xb2 15 單ab1! is clearly better for White) 12 豐c8 mate was actually played in A.Hall-M.Darlow, correspondence 1986.

b) With 9...c6 Black can try to adopt defensive ideas already seen; in turn White may try to exert pressure via the half-open f-file after 10 皇e3 谷bd7 11 g4. Practical examples are still missing, but I think that White has good chances.

c) 9...2c6 is more active and requires precise play: 10 &e3 0-0 11 \exists ad1, when 11... \forall d6 12 g4 2a5 13 2e2 c6 14 a3 2d515 2e4 \forall c7 16 2c1 b5 17 \forall f2 \exists ad8 18 \forall h4 2f6 19 2g5 h6 20 2f3 2d5 21 \sharp f2 2f4 gave Black the better position in U.Gohla-C.Wunderlich, correspondence 2001. White should try 12 a3, which ensures that the light-squared bishop can stay on the a2-g8 diagonal. Black can strike in the centre with 12...e5, but after 13 dxe5 \forall xe5 (13...2xe5 allows 14 \forall xb7) 14 2d5 2xd5 15 2xd5 \forall xb2 16 2c52d4 17 2xf7+ 2h8 18 \forall e4 White has compensation in view of the bishop pair.



8 ₩e1

This move initiates the Studier Attack, which plans a straightforward assault with $extsf{W}h4$, hetah6 and $ilde{D}g5$. Many other ideas have been tried, but none of them are truly satisfactory:

a) 8 De5?!, despite its weaknesses, is surprisingly often played, but as given above Black has an effective counter in 8...Dc6! (see note 'b4' to White's 7th).

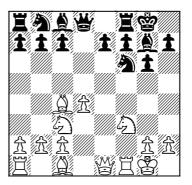
b) 8 h3 prevents ... \$q4 to take pressure off d4, intending to follow with &q5 and @d2 (as pointed out by Lane), but in my view it is too slow: 8..... (this is more to the point than 8...④bd7 9 響e1 ②b6 10 拿d3 c6 11 響h4 ②bd5 12 &h6 followed by @q5) 9 &q5 (or 9 &e3 ②e8 10 ₩d2 20d6 intending 11...2f5 with pressure against d4) 9... 創行 IO 單e1 (10 營d2 allows 10...②e4 11 公xe4 拿xe4 12 c3 \$\u00e9d5 with a better position for Black in R.Walmisley-E.Rasmussen, correspondence 1993) 10...h6 11 🚊 f4 q5 12 **≜**e3 e6 13 <a>2 <a>2 <a>b <a>b <a>4 <a>4 <a>b <a>3 <a>d White had no compensation for the pawn in J.Dowling-E.Rasmussen, correspondence 1993.

d) 8 🖄 h1 is the Kloss Attack. Sawyer only gives an unannotated White win, which is bad insofar as, to some, this might suggest a certain validity; in reality \$\cong h1 is just a loss of an important tempo: 8... 皇q4 9 皇e3 (or 9 皇g5 公c6 10 ②e2 ②e4 11 兔e3 ②d6 12 兔b3 ③f5 13 ≜q1 ≜xf3 14 ≣xf3 ⁽²⁾cxd4 15 ⁽²⁾xd4 ②xd4 16 邕d3 ②xb3! 17 axb3 響c8 and Black is two pawns up for nothing, while after 17 \arrow xd8 \arrow fxd8 and 18...\arrow xa1 Black has too much material for the 2b6 12 2b3 c6 and, in contrast to 7... \$q4, Black can close the a2-q8 diagonal just in time; e.g. 13 2e2 bd5 14 🚊 g1 e6 and White had no compensation for the pawn in A.Hollnbuchner-J.Strasser, Wattens 1999.

e) 8 急f4 is problematic because ...e7e5 is now even stronger; e.g. 8.... 全g4 9 營d2 (or 9 h3 全xf3 10 罩xf3 ②bd7 11 a3 ②e8 12 全b3 ③d6 13 ②e2 e5 14 dxe5 ③xe5 was clearly better for Black in R.Sicker-J.Kessler, correspondence 2000) 9... ②c6 10 罩ad1 全xf3 11 罩xf3 e5 12 dxe5 $ilde{W}$ xd2 13 $ilde{Z}$ xd2 $ilde{Q}$ h5 14 $ilde{Z}$ d7 (not 14 e6?! $ilde{Q}$ xf4 15 exf7+ $ilde{S}$ h8 16 $ilde{Z}$ xf4 $ilde{S}$ h6, skewering the rooks, H.Offenborn-F.Cottegnie, correspondence 2006) 14... $ilde{Q}$ a5 15 $ilde{S}$ xf7+ $ilde{Z}$ xf7 16 $ilde{Z}$ xf7 $ilde{S}$ xf7 17 $ilde{S}$ c1+ $ilde{S}$ e6 18 g4 $ilde{Q}$ c6 19 gxh5 gxh5 20 $ilde{Q}$ e4 $ilde{Q}$ xe5 21 $ilde{Z}$ g3 gave White just enough play to draw in W.Trumpf-C.Muck, correspondence 2007.

f) 8 295 can be rebutted as well. Black plays 8...公c6 9 響d2 (9 響e1 公xd4 10 罩d1 ②xf3+ 11 罩xf3 營e8 12 盒xf6 exf6 13 2d5, from A.Junker-P.Woelfelschneider, correspondence 2000, doesn't give White enough activity, as after 13...\#xe1+ 14 In the study of t bishops and an extra pawn; while 9 d5 is not recommended either, as after $9...62a_5$ 10 &e2 c6 White cannot play 11 b4 due to 11... 營b6+) 9... ②q4 10 罩ad1 (10 d5 is again met by 10...42a5 11 2e2 c6) 10...h6 11 \$f4?! (but 11 \$h4 a5 12 \$e2 \$f5 allows Black to secure his kingside) 11....e5! gave Black the better game in A.J.Dries-E.De correspondence Vries, 1991.

Returning to 8 **We1**,



Black has no less than four serious alternatives:

A1: 8...^②bd7 176 A2: 8....[§]f5 179 A3: 8....[§]g4 181 A4: 8...[©]c6 183

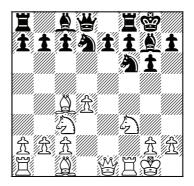
Two other moves should also be mentioned:

a) 8...c5?! is premature, as after 9 dxc5! Black has to waste time regaining the pawn. S.Soetewey-F.Wantiez, Antwerp 1997, continued 9...@a5 10 @e3@c6 (10...@g4 runs into 11 @d5!) 11 @h4 @f5 12 h3!? (preventing ...@g4) 12...@b4? (but otherwise White plays 13 a3 and 14 b4, e.g. 12...@xc2 13 a3 @ad814 b4 @c7 15 @b5 @c8 16 @h6 with the usual attack) 13 a3 @xb2 and now simply 14 @d2 followed by 15 @a2 would have won for White.

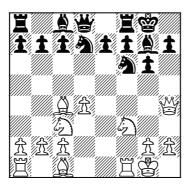
b1) 9...心bd7 10 单h6 心b6 11 单b3 transposes to line A1 (see the note with 10...c6).

b2) 9...全f5 10 全h6 全xc2 (10...全xh6 11 響xh6 ②g4 is only a temporary deterrent: after 12 響d2 ②d7 13 h3 ③gf6 14 罩ae1 ②b6 15 全b3 彎d6 16 彎h6 the attack was back on in K.Stummer-C.Sallner, correspondence 1990) 11 ②g5 全xh6 12 響xh6 響xd4+ 13 全h1 ②bd7 was W.Wittmann-K.Rakoczy, correspondence 1968, where White found 14 全e6! b3) After 9... 2g4 Lane suggests 10 2g4, but in the Studier Attack this bishop belongs on h6! It makes more sense to strengthen the d-pawn with 10 2g2, seeing as 10... 2g4 is not possible. The game F.Drill-A.Diehm, Griesheim 2002, continued 10... 2g4 is not possible. 12 2g5 2f6 13 2f1 2d7 14 g4 3f2 2h5 2g5 2f6 13 2f1 2d7 14 g4 3f2 15 2xf6 2hxf6 16 g5 2h5, and here 17 2g3! would have won for White.

A1: 8.... bd7



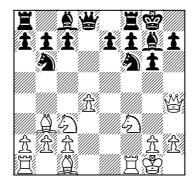
8...²bd7 is a flexible move that retains two possibilities: for one, Black is now even more ready to strike with ...c7c5, but more important is the idea to close the a2-g8 diagonal by means of ...²b6-d5, a defensive idea that should be familiar by now. The line was advocated by GM Ludek Pachman in his book *Damengambit*, which is why it is also known as the Pachman Variation. 9 ₩h4



9...Øb6

As mentioned above, there is also the idea of 9...c5. However, it is surprisingly easy to deal with; i.e. 10 dxc5! and then:

a) 10...@c7 11 &e3 @xc5 (instead, 11...@e5 was tried in E.J.Diemer-Schijlt, Zwolle 1959, but after 12 @b5! @xf3+ 13 \blacksquare xf3 @e5 14 &d4 @h5 15 &xf6 @xc5+? 16 @d4 Black also bit the dust) 12 @b5 @c6 13 @e5 @e4 was seen in a game NN-N.Barnett, correspondence 1978, when 14 @xe4 @fxe4 (or 14...@cxe4? 15 @xf7! \blacksquare xf7 16 &xf7+ @xf7 17 @c7 \blacksquare b8 18 &xa7 and wins) 15 &xf7+ (15 @xf7 &e6!) 15...@h8 16 &d4 would have given White a clear advantage.

b) 10...Oxc5 11 ee3 (the standard 11 eh6?! now runs into 11...Wb6) 11...ee6 (11...Oe6 can be met by 12 \blacksquare ad1 Wa5 13 Od5; e.g. 13...b5 14 Oxe7+ eh8 15 exe6 exe6 16 ed4! and the threat of 17 Wxf6! is quite annoying) 12 exc5 \Huge{W} c7 13 exe6 Wxc5+ 14 eh1 (14 Wd4 Wxd4+ 15 Oxd4 Oe4 16 \ddddot{E} xf7 \ddddot{E} xf7 17 Oxe4 exd4+ 18 eh1 ef6 19 \dddot{E} d1 Eg7 20 

10...a5

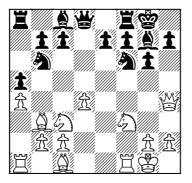
Alternatively:

a) 10...⁽²⁾bd5 closes the a2-g8 diagonal immediately, but it seems White has enough more than play for the pawn; e.g. 11 &h6 (11 ⁽²⁾xd5 ⁽²⁾xd5 12 &h6 might be met by 12...f6!?) 11...⁽²⁾xc3 (11...c6 is note ^(b)) 12 bxc3 &xh6 13 ⁽²⁾xh6 ⁽²⁾g4 14 ⁽²⁾h4 h5 15 ⁽²⁾g5 &f5? 16 ⁽²⁾xf5! gxf5 17 ⁽²⁾xh5 ⁽²⁾g7 18 &xf7 and Black resigned in G.Goanos-M.Donovan, Savannah 1999.

b) 10...c6 has the same idea, but suffers from being too slow; e.g. 11 &h6 0bd5 12 0g5 0e3? (but if 12...&f5 13 g4 &xh6 14 Wxh6 0e3 15 gxf5 Wxd4 16 Ph1 Wd2 17 Zg1 0xf5 18 Wh3 should win anyway) 13 &xg7 0xf1 14 &xf6 h5 15 0xf7 \dddot{Z} xf7 16 &xe7 1-0 A.Costa-A.Alvim, correspondence 1995. If instead 11...&xh6 12 Wxh6 0q4 13 Wh4 h5,

then 14 h3 \triangle f6 15 \triangle e5! resumes the attack. P.Leisebein-R.Fischer, correspondence 1989, continued 15... \doteq g7 16 Ξ f3 \blacksquare d6 17 Ξ af1 \triangleq e6 18 \triangleq xe6 \blacksquare xe6 19 \triangle e4 \triangle bd7 20 \triangle g5 \blacksquare d6 21 \blacksquare f4 Ξ ad8 22 c3 c5, and here 23 \triangle exf7! would have regained the pawn with a clear advantage as 23... \blacksquare xf4 24 Ξ xf4 Ξ xf7? loses the other rook to 25 \triangle e6+.

11 a4



Necessary, since the direct 11 &h6 is not sufficient here: 11...a4 12 & g5 axb3 13 &xg7 &xg7 14 \blacksquare xf6 h6 15 \blacksquare xf7+ \blacksquare xf7 16 \blacksquare xh6+ &xh6 17 & xf7+ &g7 18 & xd8 bxc2 and Black is winning; e.g. 19 \blacksquare c1 (19 \blacksquare f1 runs into 19...&g4! and should White save the knight, 20...&d1 is rather embarrassing; while 19 d5 allows the neat 19...&f5 20 & xb7 & xd5! 21 & xd5 \blacksquare xa2! 22 \blacksquare c1 \blacksquare xb2 winning) 19...c6 20 \blacksquare xc2 &f5 21 \blacksquare e2 \blacksquare xd8 22 \blacksquare xe7+ &h6 23 \blacksquare xb7 & c4 24 \blacksquare b4 & e3 followed by ...& c2 and a pawn falls.

11...**ģ**g4

Pachman's continuation, which looks like the best here. Black has also tried: a) 11... \bigcirc g4?! 12 \bigcirc e2 \bigcirc d5 13 c3 &f6! 14 &g5 \oslash de3 saw Black clearly better in L.Hayden-D.J.Rogers, correspondence 1975. But it is hard to see what was intended after simply 12 h3, as given by Harding. Taking on d4 is near suicidal (12...&xd4+? 13 \oslash xd4 \textcircled xd4+ 14 \clubsuit h1 leaves the knight on g4 pinned to the queen, and 12...&f6 13 \textcircled g3 &xd4+ 14 \oslash xd4 \textcircled xd4+ 15 \clubsuit h1 \oslash f6 16 &h6 wins the exchange), while 12... \oslash f6 has just wasted two tempi.

b) 11...2bd5 is little different than on the previous move: 12 &h6 &xh6 (not 12...2xc3 13 bxc3 &gq? 14 &g5 &h5 15 &xg7 &xg7 16 &xf7! Wd7 17 &b3 Ξ a6 18 Ξ ae1 and White won in A.Hall-R.Mitchell, correspondence 1984) 13 Wxh6 &gq 14 Wd2 (14 Wh4!, as before, was more logical) 14...2xc3 15 bxc3 &g7 16 Ξ ae1 Ξ a6 17 h3 &h6 18 Wg5 f6 19 Wf4 Ξ c6 20 c4 Wd6 21 &e5! g5 22 Wf2 Ξ a6 23 c5 Wd8 24 &d3 with an unclear position in A.Hall-B.Thomas, correspondence 1986.

12 🚊e3

This time it is correct to put the bishop here as neither ... (2)d5 nor ... (2)g4 are now possible. Instead:

a) 12 0g5 was analysed by Studier and Gegner, but after 12...Wxd4+ 13 h1 h6! 14 0xf7 \blacksquare xf7 15 h3 (or 15 kxh6 \blacksquare af8) 15...0fd5! (rather than 15...g5? 16 kxf7+ wxf7 17 Wxg4 Wxg4 18 hxg4 and White is slightly better) 16 $\Huge{\Xi}$ xf7 wxf7 17 0xd5 Wd1+! 18 wh2 0xd5 Black comes out clearly on top.

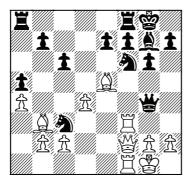
b) 12 ②e2 皇xf3 13 邕xf3 豐d7 14 皇h6

心bd5 15 罩af1 c6 also left Black a solid pawn up in J.Felber-V.Drüke, correspondence 1997, especially after the further 16 c3 營g4!.

12...≜xf3

Otherwise White will move the knight away; e.g. 12...c6 13 ②e5! 氢c8 14 罩ae1 ②bd5 15 氢h6 氢xh6 16 豐xh6 營b6 17 當h1 氢e6 18 ②e4! 豐xd4 19 ②g5 罩fd8 20 罩xf6 1-0 "Chochoyp"-"Salo", online game 2002.

13 볼xf3 ᄬd7 14 볼af1 ᄬg4 15 ᄬf2 c6 16 호f4 心bd5 17 호e5 心xc3



We are following P.Vanhamme-O.Masquelier, correspondence 2002. Here White should have recaptured with the pawn, 18 bxc3, when the bishop pair and the pressure along the f-file would yield enough compensation. Instead, the game continued:

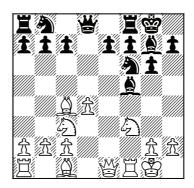
18 ≌xc3?! ②e4! 19 ≗xf7+ 🔄h8 20 \$xg7+ \$xg7 21 ₩e1 \$\car{2}xc3?!

It is true that Black should not play 21...黨xf7 22 罩xf7+ 肇xf7 23 h3 響e6 (or 23...彎f5 24 罩f3) 24 罩e3, but 21...公f6! 22 象b3 響xd4+ would have regained the pawn with a clearly better position.

22 ≝e5+ ≌h6 23 bxc3 ≝g5 24 ≝e1 e6 25 h4 ≝e7 ½-½

In view of 26 營e3+ 當g7 (but not 26...g5?? 27 hxg5+ 營xg5 28 罩f6+) 27 營e5+ 當h6 28 營e3+ etc, the players agreed to a draw.

A2: 8...⊈f5



Here Black decides to block the f-file with his bishop in order to pre-empt any sacrificial ideas involving $\exists xf6$ which are so common in the Studier Attack. Often the game will transpose to 8...Cc69 $\textcircled{W}h4 \pounds f5$ which is covered below (see line A42), though there is some independent value should Black decide to go after the poor white c-pawn.

9 ₩h4

The consequent reply. 9 &b3?! protects the c-pawn but allows Black to harass the bishop with 9...&c6 10 &e2 (or 10 Bh4 Ca5! – see note 'c' to White's 10th move in line A42) 10...a5! 11 c3 a4. P.Wölfelschneider-V.Ivanov, correspondence 2001, continued 12 &c4 Ca5 13 &b5 a3 14 Cg3 (or 14 b4 c6 15 &a4 Cc4 16 &b3 &d3) 14...axb2 15 &xb2 &e6 16 &a3 c6 17 &d3 \blacksquare e8, when White's pieces had been completely distracted, and after 18 &b4 b6 19 2g5 &d5 20 2e2 e5 21 dxe5 2h5 22 2xh5 \blacksquare xe5 23 \blacksquare xf7 &xf7 24 2xf7 2xf7 25 2f3+ &f6 26 2f4 b5 27 &xa5 \blacksquare xa5 28 2xc6 2e8 29 2xe8+ 2xe8 Black went on to win.

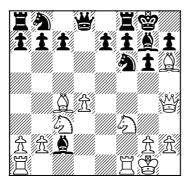
9...ዿ̂xc2?!

As already noted, 9... C6 transposes to 8... C6, while 9... C6 returns to 8... C6 above. Two other moves that have been tried (but should not be feared) are:

a) 9...②g4?! 10 h3 总xd4+? 11 含h1 息f6 12 響g3 and White wins a piece.

b) 9...⁴bd7 10 h3! (the immediate 10 ≜h6 is well met by 10...≜xh6 11 ₩xh6 ②q4 12 響h4? ②e3 or 12 響f4 ②b6 13 ≜b3 ₩d6 and Black is better. C.Herbrechtsmeier-B.Filipovic, Swiss Team Ch. 2005) 10... 约b6 (or 10... 皇xc2 11 🖗q5!) 11 2b3 🖄bd5 12 2h6 c5 13 Ïae1 Ic8 14 ②xd5 ②xd5 15 c4 ②f6 16 d5 b5 17 2q5 with a massive initiative in E.Höhne-Z.Ivanovic, correspondence game.

10 🚊 h6



10...ዿੈxh6

There was no way to successfully defuse the white attack:

a) 10...c6 is note 'b2' to 8...c6.

b) 10...e6 11 公g5 公h5? (11... 皇xh6 12 營xh6 returns to the main line) 12 皇xg7 肇xg7 13 罩xf7+! 罩xf7 14 公xe6+ is a standard motif in the Studier Attack that should be memorized.

c) 10...心bd7 11 公g5 皇f5 12 皇xg7 堂xg7 13 罩xf5! h6 (13...gxf5 14 皇xf7 is another version of the motif just introduced) 14 公xf7 罩xf7 15 皇xf7 gxf5 16 皇e6 was quite uncomfortable for Black in R.Rost-H.Erbe, correspondence 2003.

11 ₩xh6 e6

This seems most resilient, but White still has enough momentum. Other moves:

a) 11...②c6 12 ②g5 1-0 A.Junker-D.Rosner, correspondence 2000, due to 12...豐xd4+ 13 含h1 息f5 14 ②d5! 罩fd8 15 ③xf6+豐xf6 16 息xf7+ and wins.

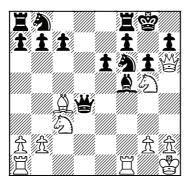
b) 11...公g4 drives the queen back only temporarily: after 12 營d2 皇f5 13 h3 公f6 14 g4 皇d7 15 營h6 she was back with more force in J.Andersson-T.Sawyer, correspondence 1996, which finished 15... (correspondence 1996).

c) 11...心bd7 12 ②g5 全f5 13 g4! 全xg4 14 當xf6! ②xf6 15 ②d5 全h8 16 當f1 was T.Sawyer-"SharpShooter", Internet Chess Club 1999, where Black had to give up his queen to avoid mate. In the further course of the game White did not manage to convert this material advantage (0-1, 43), but this is of no further theoretical interest.

12 ∅g5 ₩xd4+

12...全f5 13 罩f4! gives White an overwhelming attack.

13 🖄 h1 🄱 f5



14 🖾 xf5! gxf5

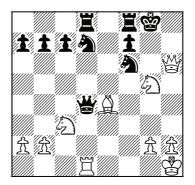
14...exf5 allows 15 신d5! 신bd7 16 신e7+ 솔h8 17 호xf7 신e5 18 신xf5 with a winning position (Lane).

15 🚊 xe6! 🖄 bd7

15...fxe6 16 ②xe6 wins the queen or king, while 15...豐e5 16 ②d5! ③bd7 17 ②e7+ 當h8 18 ③xf7+ 簋xf7 19 ②g6+ 當g8 20 ③xe5 ③xe5 21 豐xf6 1-0 was D.Gedult-Thelliers, Paris 1973.

16 ≗xf5! ≌ad8 17 ≗xh7+ 🔄 h8 18 ≗e4+

ģg8 19 ⊒d1



Black has no defence. T.Sawyer-S.Wead, correspondence 1991, concluded:

19...[₩]f2

Nothing else is any better:

a) 19...鬯e3 20 急h7+ 1-0 was T.Sawyer-S.Wead, correspondence 1995.

b) 19...響e5 is met by 20 罩xd7! 響f4 21 鱼h7+ 當h8 22 鱼g6+ 當g8 23 鱼xf7+ 罩xf7 24 彎g6+ and mate next move.

c) 19...豐xd1+ 20 公xd1 is hopeless; e.g. 20...罩de8 21 公e3 罩xe4 22 公xe4 公xe4 23 公f5 followed by 豐g7 mate.

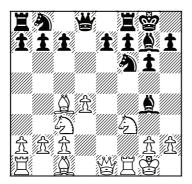
20 皇h7+ 當h8 21 皇g6+ 當g8 22 公ce4! fxg6

In the earlier game R.Berthelsen-N.Grant, correspondence 1970, Black just resigned here.

23 [₩]xg6+ ⁽sh8 24 ⁽2)xf2 ^{II}de8 25 ⁽2)f7+ 1-0

A3: 8...≗g4

This move has even less independent value than 8...\$f5. As it usually transposes to 8...\$c6 lines of A43, I will only cover a few separate ideas here.



9 ₩h4 c5!?

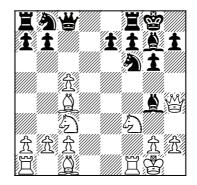
The most interesting deviation. Instead, 9... (the best course of action) and 9... (c) again transpose to 8... (c) and 8... (c) respectively. Black has also tried:

a) 9...&xf3 10 $\Xi xf3$ 0c6 is inaccurate in that it gives White the choice between 11 &e3 (transposing to the 8...0c6 main line) and 11 0e2!, which reaches note 'a' to White's 10th move in A43 (while avoiding the stronger possibility of 8...0c6 9 0h4 &g4 10 0e2&f5!). Alternatively, 10...c5 11 dxc5 0bd7 12 &e3 0e5 transposes to 9...c5 10 dxc5 0c6 below.

b) After 9...0bd7 10 0g5 is both primitive and effective: 10...h6? (10...0b6? failed to 11 \blacksquare xf6! h5 12 0xf7+ \blacksquare xf7 13 \blacksquare xf7 0xd4+ 14 0f1! 1-0 F.Keller-H.Tuchtenhagen, correspondence 1989; 10...h5 11 h3 \oiint f5 12 g4! and 10...e6 11 d5! are also good for White) 11 0xf7 \blacksquare xf7 12 \oiint xf7+ \oiint xf7 13 0xg4 and White went on to win in H.Klett-H.Erbe, correspondence 2000.

10 dxc5 \cong c8

13 \blacksquare h3 xc4 (similarly 13...h5 14 b4 a5 15 \blacksquare d1 c8 16 a3 axb4 17 axb4 \blacksquare d8 18 \blacksquare f1 eq4?! 19 e4 c6 20 g5 \blacksquare f8 21 \blacksquare g3 e5 22 b3 \blacksquare ad8 23 d4 fg4 24 c3 gave White a huge advantage in J.Böhm-Y.Razuvaev, Dortmund 1985, when Black took his "grandmaster draw") 14 \blacksquare d1 c8 15 xc4 led to a decisive endgame advantage for White after 15...c6 16 d4 \blacksquare ad8 17 \blacksquare hd3 \blacksquare d7 18 b4 a6 19 a4 \blacksquare fd8 20 b5 c8 21 xf6 axb5 22 axb5 \blacksquare xd3 23 \blacksquare xd3 xf6 24 d5 in P.Leisebein-A.Neumeyer, correspondence 1999.



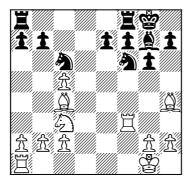
11 🚊 e3

Gegner's idea 11 2 g5 $\frac{1}{2}$ sc5+ 12 $\frac{1}{2}$ graves well after 13... $\frac{1}{2}$ c6? 14 $\frac{1}{2}$ xf6! and wins, or 13... $\frac{1}{2}$ c8 14 2 d5 $\frac{1}{2}$ e8 15 $\frac{1}{2}$ xf6 h6 (15...exf6 loses to 16 2 xf6+ $\frac{1}{2}$ f8 17 2 gxh7+) 16 2 xf7, when it is obvious that it is Black who has to be more careful. Unfortunately, a third queen move refutes this variation: 13... $\frac{1}{2}$ c7! 14 $\frac{1}{2}$ xf6 h5 15 $\frac{1}{2}$ f1 $\frac{1}{2}$ xc3!? (or just 15... $\frac{1}{2}$ c6) 16 bxc3 $\frac{1}{2}$ xc3 and White has zero compensation for the material deficit.

11...ዿ̂xf3 12 ॾxf3 ₩̈g4 13 ዿ̂g5

13 罩f4!? 營xh4 14 罩xh4 公c6 15 罩f1 might be a better try, when White has more control over the centre.

13...[.]^wxh4 14 🔔 xh4 🖄 c6



Lane assesses this position as equal, quoting H.Schuh-H.Neunhoeffer, Viernheim 1984, which concluded:

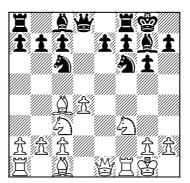
15 **Ξe1 Ξad8**

15...2g4 (as in K.Kent-J.Heikkinen, correspondence 1997) should be met by 16 Ξ f4 (but not 16 2xe7?, due to 16...2d4+! 17 2h1 2f2+ 18 Ξ xf2 2xf2 19 Ξ f1 2xe7 20 Ξ xf2 Ξ ac8 21 2e4 2g7 and Black is clearly better) 16...2xc3 17 bxc3 2ge5 18 2b3, when the two bishops and active rooks give White enough play for his wrecked pawn structure.

16 프d3 신g4 17 신d5 오xb2 18 신xe7+ 신xe7 19 프xe7 프xd3 20 cxd3 오d4+ 21 알h1 오xc5 22 프xb7 알g7 23 h3 신e5 24 오e7 오xe7 ½-½

A4: 8....⁄ြ)c6

This move, directly attacking the white d-pawn, leads to the main lines of the Studier Attack.



9 ₩h4

A pawn down, White doesn't have the luxury of playing defence; for example, 9 22 £f5 10 c3 saves the cpawn as well as the light-squared bishop, but after 10...235 11 £b5 a6 12 24 4 b5 13 £d1 2c4 Black was in complete control in R.Smook-J.Labelle, Canadian Ch., Toronto 1972; or 10 £b3 a5 11 a4 2b4 and Black already has everything in place while White lags behind.

After the text Black has three main ways of handling the position:

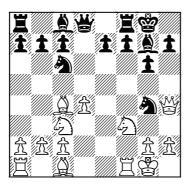
A41: 9...[©]g4!? 184 A42: 9...[©]f5 189 A43: 9...[©]g4! 194

Others:

a) 9...b6? 10 \$h6 \$b7 11 \$\]ad1 \$\[Delta a5 is far too slow: 12 \$\[Delta g5! \$\[Delta xc4 13 \$\)scg7 \$\[Scale xg7 14 \$\]Exf6 h6 15 \$\]Exf7+! \$\]Exf7 16 \$\[Delta e6+ wins in a familiar way (but not 16 \$\[Delta xf7? \$\]Scale xf7 17 \$\]Wxh6, as in G.Alexopoulos-S.Niculescu, Jamaica rapid 1992, when 17...\$\]Wh8! defends).

b) 9... b4!? is a recent try. Then 10 \$b3 (10 \$h6? fails to 10... كxc2 11 @q5? 13 營h4 e5 etc) 10... 創行 11 邕f2 (still not ₩xd4+ 14 \$h1 De3 15 \$ae1 Deg4 16 19 當xh2 h6 20 ②f3 ②q4+ 21 當q1 ②e3 22 ②d5 ②xd1 23 ②xe7+ 當h7 24 罩xd1 204 and Black should have won in P.Leisebein-P.Woelfelschneider. correspondence 2002) 11...勾q4 12 邕e2 公c6 13 d5 🖄 d4 14 🖄 xd4 🌲 xd4+ 15 🖆 h1 e5 16 \$ q5 f6 17 \$ d2 q5 (to give the knight a retreat) 18 \u00eeqq3 was quite unclear in K.Behrendorf-N.Luzuriaga, correspondence 2000. Black has retained his pawn, but his position is somewhat loose. The game continued 18... \$h8 19 罩f1 ②h6 20 ②b5 象b6 21 罩xe5!? a6 22 \$c3 \$a5 23 \$xa5 axb5 24 \$c3 b4 25 \$ \$xb4 fxe5 26 響xe5+ 響f6 27 \$c3 響xe5 31 h3 皇c8 32 皇xf7 ②xf7, leading eventually to a draw.

A41: 9...🖄g4!? – The Kloss Variation



Black's simple idea is to prevent $\poundsh6$ while attacking the white d-pawn; though, as we will see, taking the pawn creates its own problems.

10 ĝf4!

Gegner's move. Other lines are less promising:

a) 10 2e2? is just bad as it trades a precious attacking piece without eliminating Black's dark-squared bishop: 12 公xd4?? 響xd4+ and 13...響xc4) 創6 "#d6! (better than 15...e6 16 ₩h4 \$xq5 17 公xq5 h5 18 罩ad1 營e7 19 q4 f6 20 ②e4 hxq4 21 ₩xq4 q5 22 \u2264q1 q5 23 響h5 罩f7 24 ②xq5 罩q7 25 ②f7 皇e6 26 響h8+ 塗xf7 27 罩xg7 mate, E.J.Diemer-M.Kloss, correspondence 1958) 16 罩ad1 營b6 17 營f4 怠f5 18 怠xf6 營xf6 19 營xc7 ₩xb2 was good enough in L.Czismadia-K.Kerek, Paks 1994, although 16... Wxb2 17 響xc7 創f5 would have been even better.

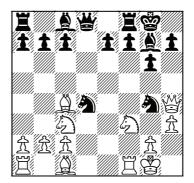
b) 10 d5 can be met by 10...@d6! 11 @h1 (11 dxc6 @c5+ is the point) 11...@ce5 12 @b3 @f6 13 @g3 @xf3 14 gxf3 @xg3 15 hxg3 @e5 16 @e4 @g7 17 @g5 @e8 and White had no compensation in J.Hobson-A.De Vriendt, correspondence 1970.

c) 10 當h1, removing the king from the g1-a7 diagonal, is met by 10...②xd4 11 ②g5 ②h6 12 單d1 (or 12 皇e3 ②df5 13 罩xf5 皇xf5 14 單d1 響e8 15 ②d5 罩d8 16 g4 皇xg4 17 罩d4 皇h5 and Black fought off the attack in another Soller-Müller game) 12...e5 13 ②e2 皇e6 14 皇xe6 fxe6 15 c3 was played in K.Soller-G.Müller, correspondence 1987, and now Black uncorked 15...公f3! 16 營a4? (but after 16 黨xd8 公xh4 17 黨xa8 黨xa8 18 公xe6 c6 Black remains a clear pawn up) 16...公g4!! 17 gxf3 營xd1+ 18 營xd1 公f2+ 19 會g1 公xd1 20 公g3 鶑fd8 21 公xe6 鶑d6 22 公xg7 會xg7 23 會f1 and here, according to my database, the game was drawn – though that's hard to believe, as Black is winning easily, for instance with 23...黨b6!.

d) 10 $2d_5$? was awarded an exclamation mark in Eric Schiller's book on the Blackmar-Diemer. His analysis runs (12...h6 13 ②xf7+ 邕xf7 14 ②xg6+ and 12...④f6 13 罩xf6 are equally losing even better is 13 \vert xh7+!! \vert xh7 14 ②xf7+ 罩xf7 15 ②xq6+ 當q8 16 盒xf7 mate) 13 ②xf7+ 邕xf7 14 ②xg6+ and White won in A.Melchor Munoz-A.Günther, correspondence 1990. Unfortunately, the more natural 10... 2e6! is ignored. Then the direct attack 11 2 g fails to 11...h5 12 🖄 xe6 fxe6 13 🖉 e3 Ïxf1+ 14 营xf1 公xd4 15 公xq4 公xc2 16 \$xe6+ \$h7 17 \$e2 ₩d6 18 \$c4 罩d8 0-1 Feldtmann-M.Jager, correspondence 1985; while after 11 c3 &xd5 12 &xd5 ₩xd5 13 ₩xq4 e5 14 dxe5 ②xe5 15 ②xe5 營xe5 16 拿f4 營c5+ 17 會h1 罩ad8 White was just a pawn down in V.Bürger-A.Freidl, correspondence 1970.

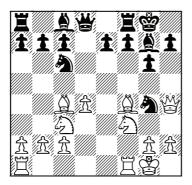
e) 10 ②e4?! was Smith & Hall's choice for the exclamation mark, but without mentioning 10...皇f5! 11 c3 (equally hopeless are 11 ②g3 皇xd4+ 12 堂h1 ②f2+ 13 堂q1 ②e4+ 14 堂h1 龛f6 15 ④q5 ②xq5 16 \$\u00e9xg5 \$\u00e9xg5 17 \$\u00e9xg5 e6, as in H.Burger-P.Leisebein, correspondence 1989; and 11 2eq5 h6 12 c3 hxq5 13 🖄 xq5 🖄 h6 14 q4 🛓 xq4 15 🖄 xf7 ≜xd4+ 16 ≌h1 ∅xf7 17 ₩xq4 ≜q7 18 響xq6 ②ce5 19 響q2 ②xc4 20 罩q1 ②q5 correspondence 1992, when 22 \vert xb7 當h8 23 邕q4 c6 24 皇xe7 譽d5+ 25 當q1 邕fb8 26 營c7 邕q8 27 ዿq5 ዿd4+ 28 cxd4 $\exists xq5 29 h3$ 2e3 led to a fitting end)11...\$xe4 12 2q5 h5 13 2xf7 (or 13 ②xe4 ②xd4!) 13...邕xf7 14 龛xf7+ 當h7 15 ₩e1 (if 15 h3 \$xd4+! or 15 \$q5 \$xd4!) 15.... 全d3 16 罩f3 響d6 17 全f4 e5 18 全q3 罩f8 19 象b3 罩xf3 20 qxf3 約h6 and Black was clearly better with his knights in H.Wundt-R.Brachtel, correspondence 1994.

f) 10 h3?! was Studier's idea, but this also is too slow; i.e. 10... 🖄 xd4! and then:



f1) 11 hxg4 doesn't win a piece because Black has 11...②xf3+ 12 罩xf3 營d4+ followed by 13...營xc4. Note that 13 鱼e3 營xc4 14 罩h3 can be met by either 14...h6 or 14...h5. f2) 11 罩d1, pinning the knight, is met by 11...營d6! 12 hxg4 營c5 13 營f2 ②xf3+ 14 gxf3 營xc4 15 ②d5 皇e6 as in M.Pape-R.Genz, correspondence 1968.

f3) The desperate 11 2d5 fails to 11... $2xf3+12 \equiv xf3 2f6 13 \equiv d3 2f5 14$ 2xf6+ 2xf6 15 2xf7+ 2h8 (or even 15... $2xf7 16 \equiv xh7+ 2e8! 17 \equiv xd8+12 d8 18 \equiv h6 \equiv d1+19 2e5+20$ $2f4 2xf4+21 \equiv xf4 \equiv xa1$) 16 $\equiv xd8$ $2xh4 17 \equiv xa8 \equiv xa8$ and Black went on to win in H.Krongraf-P.Leisebein, correspondence 1991.



10...ዿxd4+

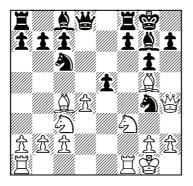
Black has also tried:

a) 10...2xd4 is the most direct move, but after 11 \equiv ad1 c6 (not 11...2xf3+? 12 gxf3! 2d4+ 13 2g2 e5 14 2g5 2e3+ 15 2h1, winning material) 12 2xd4 2xd4+ 13 2h1 White has a dangerous initiative; e.g. 13...2f5 14 h3 2f2+ 15 \equiv xf2 2xf2 16 2wf2 2a5 17 2h6 \equiv fd8 18 \equiv e1 2b4 19 2h4 2e6 20 \equiv xe6 1-0 P.Leisebein-K.Behrendorf, correspondence 1995.

b) 10...\$f6 11 ₩q3 🖄xd4 12 ≌ad1 c6 is similar, except that here the white queen in on q3. After 13 🖄h1 (13 🖄xd4 ≜xd4+ 14 \$h1 gives Black the extra option of 14...e5!?, though this didn't help him in P.Leisebein-B.Riepe, correspondence 2001: 15 \$c1 b5 16 \$b3 \$b6? 17 h3 $\textcircled{}{}$ f2+ 18 \blacksquare xf2! and wins. since 18...拿xf2 19 響xe5 is terrible for Black due to the weakness of the dark squares) 13...響b6 14 公xd4 皇xd4 (here 14...e5?! 15 h3! exf4 16 \"xf4 is good for White) 15 ②a4 ②f2+ 16 罩xf2 皇xf2 17 ₩c3 Id8! 18 2d5! cxd5 19 2xb6 2xb6 20 \$h6 f6 21 a4 a5 22 \$e3 \$xe3 23 ₩xe3 with rough material parity which eventually led to a draw in W.Trumpf-M.Michalek, correspondence 2002.

c) 10...h6 denies access to g5 (and h6 for that matter). Therefore, White concentrates his attention on the c7-pawn with 11 ¥g3. Now in A.Lannaioli-R.Watson, correspondence 1997, Black tried to simplify matters with 11...e5, but was rather disappointed after 12 dxe5 ②gxe5 13 &xe5 xe5 14 營d4+ 15 當h1 營xe5 16 營xg6 毫e6 17 愈xe6 營xe6 18 營g3, when White had regained his pawn with a slight advantage.

d) Striking the centre at once with 10...e5 is critical. After 11 \$g5 we have:



d1) Interposing with 11... & f6 fails to 12 &xf6 @xf6 (or 12... @xf6 13 @g5) 13 @xe5 &f5 (not 13... @xd4? 14 @xd4 $@xd4 15 <math>\buildreft xf6$) 14 $@xc6 bxc6 15 \buildreft ad1$ with a clear advantage.

d2) 11...@d6 allows 12 @e4 @b4 13 &b3 exd4 (13...&f5 should be met by 14 c3 @b6 15 @g3, while 13...@xd4?! 14 &e7 @xf3+ 15 gxf3! @d4+ 16 @h1 is even better) 14 &d2 @e7 15 @fg5 h6 16 @xf7 @xf7 17 &xf7+ @h8 18 &d5 and White had a good game in P.Leisebein-K.Behrendorf, correspondence 2000.

d3) 11...@d7! seems best. P.Leisebein-J.Plock, correspondence 2000, continued 12 @d5 e4 13 @e5 @gxe5 14 dxe5 @g4(14...@xe5 15 &f6!) 15 @e7+ @xe7 16@xg4 &xg4 17 &xe7 &xe5 18 leae1<math>&d4+ 19 @h1 &f5 20 &xf8 leaxf8 21 g4&d7 22 lead1 c5 23 c3 &xg4 and a drawwas agreed. It is unclear if White can

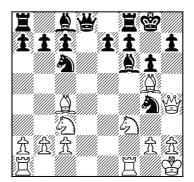
11 🖄 h1 🌲 f6

Nothing else is any good here:

a) 11...&xc3? 12 bxc3 e5 leaves the kingside too weak. R.Allen-B.Nater, correspondence 2000, continued 13 &g5 $\textcircledadd14h3e4$ and now 15 $\bar{a}ad1!$ $\textcircledadc5d2b6$ $\textcircledadd2h617$ &f4 would have won for White, e.g. 17...g5 18 $\textcircledadf5berghaf5$ $\textcircledadf5berghef3berghaf5bergh$

b) 11...2g7? unpins, but after 12 h3 e5 13 2g5 f6 14 hxg4 fxg5 15 2xg5 White's attack is just too strong: 15...h6 16 \blacksquare xf8 2xf8 (or 16...2xg5 17 \blacksquare f7+ 2h8 18 2xg5 hxg5 19 2e4 and Black is helpless against the threat of 20 2f6) 17 2f7 2e3 18 \blacksquare f1 2e7 19 2xe7 20 2xe5 restores material equality while retaining decisive threats.

12 🚊 g5



12...Øe3

Other moves:

a) 12...\$f5 is once again meant to close the f-file, but White has 13 \[ad1]

響e8? 14 公d5 罩c8 15 h3 h6 16 호xf6 公xf6 17 響xh6 and wins, as in D.Lewis-A.Harju, correspondence 1980.

b) The direct 12...h6 doesn't work either: 13 Ξ ad1! (13 &xf6 exf6 14 h3 2e3 15 Ξ ad1 We7! is less clear) 13...&d7 14 &xf6 exf6 15 h3 2e3 16 Wxh6 2xc4 17 2e4 2d6? (17...We7 was correct, though White is still better after 18 2e5! 24xe5 19 2f6+ Wxf6 20 Ξ xf6) 18 Ξ xd6 cxd6 19 2h4 2e5 20 2xf6+ Wxf6 21 Ξ xf6 and White won in T.Purser-C.A.Magee, correspondence 1993.

c) In view of the two previous lines, one might think that 12...2g7, which removes the king from the a2-g8 diagonal and additionally supports ...h7-h6 might be a problem solver. However, White also gets his way here: 13 Ξ ad1 2d7 (13... Ξ e8 14 2d5 2a5 doesn't help after simply 15 2e2!) 14 h3 2ge5 (14...2xg5 is met once again with 15 2xg5 2h6 16 2xf7!, while after 14...h6 White can play 15 Ξ xd7! Ξ xd7 16 Ξ xg4) 15 2xe5 2xe5 16 Ξ h6+ 2h8 17 2xf6 exf6 18 2e4 Ξ g8 19 2xf6 Ξ g7 20 Ξ d4 2xc4 21 Ξ h4 and Black has to give up the queen in order to avoid mate.

13 🖾 ad1! 🚊 d7

Taking the rook at once leads to disaster: 13...2xd1? (13...2e8? also fails to 14 2xf6! exf6 15 2de1 or 14...2f5 15 2f4 exf6 16 2d5) 14 2xd1 2d7 15 2d5! 2xg5 16 2xg5 h5 17 2f4 2g7 18 2xh5+! gxh5 19 2xh5 e6 (19...2f5 20 $\Huge{2}$ xd8 2xd8 21 2xf7!) 20 $\Huge{2}$ f1 1-0 W.Schneider-J.Prins, correspondence 1984.

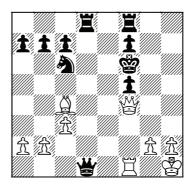
14 🛓 xf6 exf6

15 🖓 e4 🖄 xd1

Not 15... 當g7?! 16 罩xd7! 響xd7 17 響xf6+ 當g8 18 響g5 with a clearly better position for White, T.Purser-N.J.Jensen, correspondence 1985.

16 ②xf6+ 當g7 17 豐xh7+! 當xf6 18 ②h4+ 息f5 19 ②xf5 gxf5 20 獸h6+ 當e5 21 c3! ②f2+ 22 罩xf2 獸d1+ 23 罩f1 罩ad8 24 獸f4+

24 營g7+ 含e4 (not 24...f6? 25 營g3+ and mates) 25 營g3 營xf1+ (or 25...營d2 26 邕e1+) 26 息xf1 also looks promising. 24...含f6 ½-½



The game P.Leisebein-K.Behrendorf, correspondence 1998, was agreed drawn at this point, though White still seems slightly better: after 25 營xf5+ 塗g7 26 罩xd1 罩xd1+ 27 全f1 罩fd8 28 h4, the queen, bishop and passed h-pawn should be more effective than Black's knight and two rooks, especially in view of his exposed king.