

UON 25

BDG - Euwe Defense Zilbermints Gambit



Special Edition - Oct. 2009

Part 1 of 2

by Lev D. Zilbermints

Edited by G. K. Gifford

Foreword

The material in this special UON edition was written by Lev Zilbermints. It pertains to the gambit he developed for use in the *Euwe Defense to the Blackmar-Diemer Gambit*. Use of his analysis in other publications is prohibited without his prior written consent.

I have very lightly edited most chapters. A thorough edit was not possible due to time constraints and a many other projects in progress. I have added diagrams to chapters, with exception of Chapter 2, which is from an early pdf source. That chapter is essentially a graphic that appeared long ago in an earlier UON.



Lev Zilbermints

Lev and I are continuing to go through the games of other chapters scheduled to appear in UON 27 to complete the write up. The next UON (#26) will be a standard issue, not associated with this gambit, with possible exception of reader feedback.

If you try Lev's gambit out, feel free to send games with or without comments to me at penswift@yahoo.com. Theoretical questions, if sent to me, will be forwarded to Lev. Games for UON27 may find their way into an Appendix.

On another note, UON26, coming out in January of 2010, will have something from the *Women's Chess World Champion*, Alexandra Kosteniuk. A link to her chess blog is provided below.

On a third note, my place of employment will be shutting its doors; and on or before February 1, 2010 I will need to leave the building. I mention this as it will possibly impact UONs in the 2010 year. Lunch periods, in which I worked on UONs from my cubicle... well, I will no longer have the cubicle and use of the PCs within. And time will likely be needed for locating new work (at least that is how it appears) and the search has begun. I also imagine I might be distracted from chess and UON due to economic factors.

Best chess to all... and I hope you enjoy this contribution of Lev's.

Sincerely,

Gary K. Gifford
Cleveland, Ohio
28 September 2009



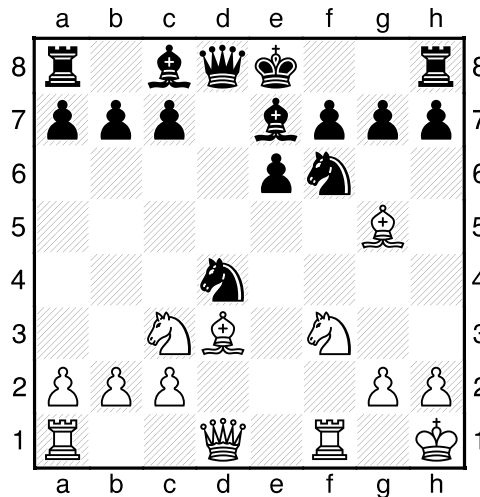
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Please forward UON comments, games, and article submissions to: penswift@yahoo.com

The
ZILBERMINTS GAMBIT
 in the EUWE DEFENSE
to the BDG
 (Part 1 of 2)

by *Lev D. Zilbermints*



1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00! Nxd4 9 Kh1!...

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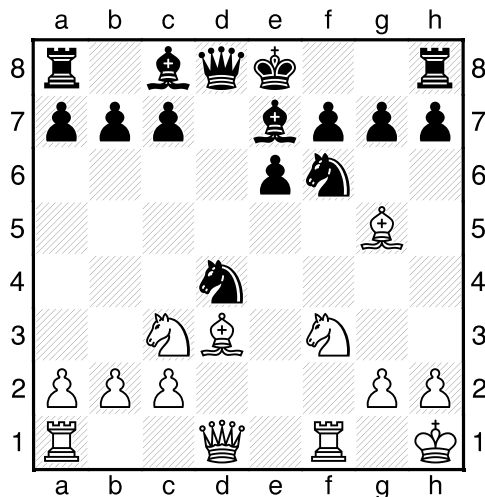
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THE ZILBERMINTS GAMBIT IN THE EUWE DEFENSE TO THE BDG

by Lev D. Zilbermints

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 (Euwe) 6 Bg5 Be7 7 Bd3 Nc6
8 00! Nxd4 9 Kh1! (Diagram)



Chapter 1: History

The Euwe Defense to the Blackmar- Diemer Gambit is a solid, yet very passive set-up. It was originally recommended by former World Champion (1935-1937) Dr. Max Euwe in 1950/1951 in the German chess press. Euwe's original line ran **1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 (Euwe Defense)**. Diemer continued **6 Bg5** here, pinning the Knight to the Queen. Now, here Dr. Euwe originally suggested **6...c5?!**. This was refuted brilliantly by **7 Bxf6! Qxf6 8 Bb5+ c6 9 00!** with advantage to White. The point is that after **9...cb5 10 Ne5!** leaves White with a crushing attack and a lead in development. Thus, it was not long before improvements were found for the Black side.

HISTORICAL GAMES:

(1) Diemer - Locher, Correspondence 1950:

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f4 ef3 5 Nxf3 This is probably one of the first games that Diemer played with the 5 Nxf3 line. Prior to 1950 he always played 5 Qxf3!, the Ryder Gambit. **5...e6 6 Bg5 Be7 7 Bd3 Nbd7 8 Qe2 00 9 00 Re8** Probably the *first* game with the Re8-Nf8 maneuver. **10 Qf2 Nf8 11 Qh4 Ng6 12 Bxg6 fxg6 13 Ne5 Nd5 14 Ne4 Nf6 15 c3 Nxe4 16 Bxe7 Qxe7 17 Qxe4 c6**

18 Rf7 Qd8 19 Raf1 Qd5 20 Ng6! 1- 0.

(2) Diemer - Berner, Aulendorf, 1951:

5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nbd7 8 00 00 9 Qe1 b6 10 Qh4 g6 11 Ne5 Nxe5
12 dxe5 Nd5 13 Bf6 Nf6 14 ef6 Bc5+ 15 Kh1 Re8 16 Rf3 e5 17 Rd1 Bd6 18
Be4 Rb8 19 Qh6 +- and White won.

The move **7...Nc6** was first introduced by Grandmaster Efim Bogoljubow in his ill-fated simultaneous exhibition game with Frau P. Oesterle at Wangen, Germany, in 1952. Another game, Diemer-NN, correspondence, 1952, also saw **7...Nc6 8 a3**. White won both games in fine attacking style. It would be another eight years (1960) before **8 00** would be played, and another sixteen (1968) before **8...Nxd4 9 Kh1** would become known. Until 1960 (and even later) everyone played **8 a3** so as to prevent **8...Nb4, 9...Nxd3**. However, many players felt that **8 a3** was too passive. Although **8 a3** prevents the exchange of the powerful **Bd3**, it gives up a tempo. In my opinion, this loss of a tempo gives Black the initiative.

Below are two games from 1952 with **7...Nc6 8 a3** line. I am not sure which game saw **7...Nc6 8 a3** first. My educated guess is that Diemer's was first, and Frau Osterle's, second. This is because she was his pupil, and Diemer was her chess teacher.

(3) Diemer - Anonymous, correspondence 1952:

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 That move! **8 a3 00 9 h4** Diemer keeps attacking! This was very typical of him. **9...h6?** And this is a mistake, as it allows a thematic Bishop sacrifice, weakening the King-side. **10 Qd2 hxg5??** This loses the game, as the h-file becomes open. **11 hxg5 Ne8 12 g4! 1- 0.** White threatens **13 Qh2 - 14 Qh8** mate, so Black resigned. However, it remained for another game, Oesterle - Bogoljubow, to really bring the move order **7 Bd3 Nc6 8 a3** to the attention of the world chess community.

**(4) Frau P. Oesterle - GM Efim Bogoljubow
Simultaneous Exhibition
Wangen, Germany, 1952**

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 That move! **8 a3 00 9 Qd2 h6** *Clearly misreading the position, underestimating his opponent, or both! This move should have been played before castling not after; here 9...Nd5 is more appropriate.* **10 Bxh6! gh6 11 Qh6 Nxd4 12 000 e5 13 Ng5 e4 14 Be4 Bf5 15 Bf5 Nxf5 16 Qh3 Nd6 17 Nd5 Kg7 18 Qg3 Kh6 19 Nf4 Nh5 20 Nxf7+ Resigns.** The notes in italics are from Anders Tejler and Jim Marfia 1995 reprint edition of Blackmar Diemer Gambit: Euwe Defense (first published 1979). This game made **8 a3** very popular among BDG fans, for here a

grandmaster was playing Black!

The next game illustrates the dangers of allowing the ...Nd3 for Black:

**(5) Focke – Kurt Stummer
Rastatt, Germany; 1955**

1. d4 d5 2. e4 dxe4 3. Nc3 Nf6 4. f3 exf3 5. Nxf3 e6 6. Bg5 Be7 7. Bd3 Nc6 8. Ne2 Nb4 9. a3 Nxd3+ 10. Qxd3 h6 11. Bf4 c5 12. O-O-O O-O 13. h3 cxd4 14. Nexd4 a6 15. g4 Nd5 16. Bd2 Bd7 17. h4 Rc8 18. Bxh6 gxh6 19. g5 h5 20. Ne5 Nf4 21. Qf3 Ng6 22. Nxd7 Qxd7 23. Qxh5 Qa4 0-1

In 1960, two little-known players, J. Capdevila and A. Brizzio, played what became the pre-Stammpartie (pre-Stem game) of the Zilbermints Gambit. Although the move order and position varied slightly, the position that arose that day in the Argentine tournament set the tone for further exploration.

J. Capdevila - A. Brizzio, Argentina, 1960

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Bb4 This Bishop move used to enjoy some popularity in the early days, but not anymore. Its main drawback is that it leaves the Nf6 pinned, and loses a tempo after White plays a3 at some point. **7 Bd3 Nc6 8 00 Nxd4 9 Ne4** Not the best, but then, 9 Kh1 was yet unknown. **9...Be7** This makes 6...Bb4, in effect, a wasted move. **10 Ne5 Bf5** In this position Black is two pawns up, while White has all the pieces developed. Now the fireworks start. **11 Nxf6+! gf6 12 Nxf7+ Kxf7 13 Qh5+ Kg8 14 Rxf5! Qd4+** 14...ef5 15 Bc4+ +- 15 Rf2 Bd7 16 Raf1 Qc5? 16...Bc5! offered better holding chances. **17 h4 Be8 18 Qh6 fg5 19 Qxe6+ Kg7 20 Kh1!** And now the Rook comes into decisive action. **20...Qd6 21 Rf7+ Bxf7 22 Qxf7+ Kh6 23 hg5 Bxg5 24 Rf3 Raf8 25 Rh3+ 1-0.**

The above game was the forerunner of the Zilbermints Gambit in the Euwe Defense. It has both 7 Bd3 Nc6 and 8 00 Nxd4. However, the follow-up move 9 Kh1 was not first played until 1968. It would be another quarter-century (1968-1993) before 7 Bd3 Nc6 8 00! Nxd4 9 Kh1! was extensively analyzed and understood by myself. Still another ten years (1993-2003) would pass before this gambit began slowly showing up in BDG correspondence games by German players.

In 1968, the first round of the First Blackmar-Diemer Gambit World correspondence tournament started. The game Joachim Fechner - Walter Schneider, went **1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00! Nxd4 9 Kh1!** A new and radical move. However, this was the 1960s, and all sorts of new things were tried and invented... **Nxf3 10 Qxf3 c6** The 9...Nxf3 line

is the easiest to play against. White piles up the pressure on the squares f7, h7, and the open d- and e- files to get good play. **11 Rad1 Bd7 12 Ne4 00 13 Nxf6+ Bxf6 14 Qe4 g6 15 Bf6 Qe8 16 Qf4 1- 0.**

However, the dynamics of 8 00! Nxd4 9 Kh1! were not well-understood in the late 1960s by the public at large. It would be another 25 years (1968 - 1993) before the whole line was thoroughly analyzed and rediscovered by Lev D. Zilbermints. In this, the Zilbermints Gambit in the Euwe Defense was very similar to the Ryder Gambit, 1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Qxf3!. Both variations have double - pawn sacrifices; both had one game played; and both had to wait decades to be rediscovered. **The Ryder Gambit, 1898 - 1931; Zilbermints Gambit in the Euwe, 1968 - 1993.**

Editor's Note: I happen to be playing around with the Ryder Gambit these days. Being relevant to this Special Edition of UON, I have placed my Ryder games in an Appendix. -gkg

Deutsche Schachzeitung, 8/1901:

Dr. Ryder - NN, Leipzig, 1898

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Qxf3 Qxd4 6 Be3 Qg4 7 Qf2 Qb4 8 000 Ng4 9 Nd5 Qa5 10 Bb5+ c6 11 Bb6 Na6 12 Qc5 Qxb6 13 Bxa6 e5 14 Qxb6 axb6 15 Nc7+ Ke7 16 Nxa8 Nf2 17 Nxb6 Bg4 18 Be2 Nxb1 19 Bxg4 Nf2 20 Rd7+, 1- 0.

During the 1980s and early 1990s, interest in the 8 00 Nxd4 line re-awakened. Attempts were made to reintroduce the line into tournament play. The main question was: What should White play after 7 Bd3 Nc6 8 00 Nxd4 ? What is White's best chance to get a crushing attack for two pawns? Keep in mind that while the game Fechner-Schneider, 1 BDGW, 1968, was known, no one really bothered to analyze 9 Kh1!.

It must be noted that the early pre -1993 experiments focused on other 9th moves: 9 Nxd4 and 9 Ne5. Later, in 1997, a third move was discovered - 9 Bf4. Had it been played correctly in its inaugural game, 9 Bf4 could have given White good chances.

GAMES:

X. Richard - Jurgen Sparka

Aachen, Germany

Hochschule Championship; Round 7, November 1982

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Nxd4?! This move is speculative, as Black gets to recapture with check. Although Black has an extra tempo to consolidate his position, the Queen is somewhat exposed. 9...Qxd4 10 Kh1 Qe5 In the game Peter Grott - F. Binger, September 2003, Germany, Muensterland Verbandclasse, Black played the more conservative 10...Bd7. The game continued **11 Qe2 Qg4! 12 Qd2 Bc6 13 Rf2 Rd8 14 Raf1 00 15 Bf4 Bd6 16 Bxd6 Rxd6 17 b4 a6 18 Rf4 Qg5 19 h3 Nh5 20 Kh2 Nxf4 21 Rxf4 f5 22 Qf2 Bxg2 23 Be4 Bxe4 24 Nxe4 Qe7 25 Nd6 Qd6 26 Kg2 Rf6 27 Rd4 Qf6 28 Kh2 Rf8 29 c4 Qb6 30 c5 Qc6 31 a4 Qa4 32 Qd2 Qc6 33 Rd7 e5 34 Re7 e4 35 Qf4 Qf6 36 Rd7 Qd2+ 37 Rd2 Qc3 38 Rf2 Re8 39 Qc7 Qe5+ 40 Qxe5 Rxe5 0 -1 11 Bf6?** Perhaps this Bishop capture is not a good idea. **gf6 12 Qf3 c6 13 Rae1 Qc7 14 b4 Bd7 15 b5 000 16 Rb1 f5 17 Rb3 Bd6 18 Rfb1 b6 19 bxc6 Bxc6 20 Ba6+ Kb8 21 Qh3 Rhg8 22 Bf1 Bc5 23 a4 Rd2 24 Nb5 Rdxg2 25 Rf3 Bxf3 0-1**

In 1986 - 1988, Rev. Timothy Sawyer, a strong master, played two games with 7 Bd3 Nc6 8 00. However, in both games, his opponents played (after 6 Bg5) 6...Bb4. They also declined to capture the d4 - pawn immediately.

Sawyer - Anonymous

Fort Washington, Pennsylvania, USA

1986

PRE - ZILBERMINTS GAMBIT DELAYED

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Bb4 7 Bd3 Nc6 8 00 Rev. Sawyer decides to take a chance and play the gambit line. **8...00 9 Ne4 Nxd4** In the first edition of *Blackmar-Diemer Gambit Keybook (1992)*, Rev. Sawyer gives **9...Be7 10 Nxf6 gxf6 12 Kh1 Qd5 13 Ne5!?** as a way of declining the double gambit. The text move, 9...Nxd4, is a form of the Zilbermints Gambit Delayed. **10 Nxf6+ gf6 11 Bh6 Re8 12 c3 Nxf3+ 13 Qxf3 Bc5+ 14 Kh1 Kg8 15 Bxh7+ Kxh7 16 Bxf8 Rxf8 17 Qh5+ Kg8 18 Qg4+ Kh8 19 Rf3 1- 0**

The next game featured the Declined version of the gambit.

PRE-ZILBERMINTS GAMBIT DECLINED

Sawyer - Black
Horsham, Pennsylvania; 1988

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Bb4 7 Bd3 Nc6 8 00 Bxc3? It is not a good idea to trade the Bishop. White gets a strong d4 - pawn, and the two-Bishop advantage. **9 bxc3 00 10 Qe1** The thematic Queen maneuver. **Rb8 11 Qh4 b5 12 Bxf6 Qxf6 13 Qxh7 mate, 1-0.**

And finally, the game that connected the experiments of the 1980s to the 1990s. It also served as a prototype for the 8 00 Nxd4 9 Kh1 variation. Though it was published in Scottish and American chess magazines, I was unaware of it. Only recently did I come across this game, played by two German players in a correspondence tournament. Originally, the game was published in Scottish CC Association publication #36. Tom V. Purser then published this game in his magazine, *Blackmar-Diemer Gambit World #48. November/December 1991.* I reproduce much of his comments and analyses for the game here, with due credit. Purser's comments are in italics.

PRE-ZILBERMINTS GAMBIT DELAYED

B. Geisler – G. Heidemann
Correspondence, WT/H/739, 1989/1990

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 a3 To prevent 8...Nb4 **8...a6** A waiting move **9 00!** The gambit move! **Nxd4** Black accepts the challenge. **10 Kh1 Nxf3 11 Qxf3 Qd4?** What is the Black Queen doing out here so early? **12 Rad1 Qe5 13 Bf4** Here Tom Purser, former editor-in-chief of *BDG World*, writes, "*13 Bxf6 would provide interesting complications, e.g., 13... Bxf6 14 Rde1 and 15 Nd5; 13...Qf6 14 Qh5 g6 15 Qa5; but 13...gf6 could prove uncomfortable for White*". **13...Qh5 14 Qe3 Bd7 14...Ng4!?** (Purser) **15 Be2 Qc5 16 Qg3 00 17 b4 Qb6 18 Rb1 Nd5 19 b5 Nxc3 20 Qxc3 Bf6 20...axb5 21 Bxb5 (21 a4 b4) Bxb5 22 Bxb5 Rxb5 Qc6 -+ (Purser) 21 Qb4 Qd4? 21...Bb5 should hold (TVP) 22 c4 Qc3? 23 Qc5 e5 23...Qa5 24 Qa7 - Purser. 24 bxa6 bxa6 25 Qa7 Bc6? 26 Bg4+ 1-0. 25...Be6 26 Qxa6 Kd7 27 Rfc1 wins the Queen; 25...Bf5 26 Qxa6 Kd7 27 Rfc1 Bc2 - Purser**

The next game starts out as the rare Gedult Defense (5 Nxf3 a6) and ends up transposing into the Clark Gambit of the Euwe Defense.

PRE-ZILBERMINTS GAMBIT ACCEPTED

Hermann Kissel – Adolf Wenk
Hauenstein RLPF- championship Seniors; 1991

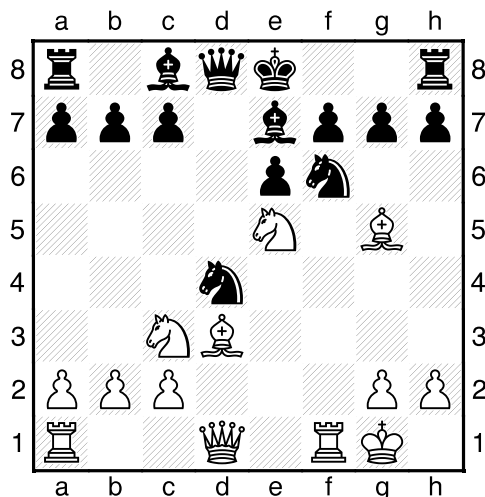
1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 a6 The Gedult Defense, named for David Gedult of France. It is extremely rarely played in both correspondence and over-the-board chess. 6 h3 e6 7 Bd3 Nc6 8 00 Nxd4 What we have now is a variation of the Clark Gambit. 9 Be3 Bc5 10 Kh1 Nxf3 11 Qxf3 Now the game has transposed into the Exchange Sub-Variation, which theory holds to be good for White. 11...Bxe3 12 Qxe3 00 13 Rad1 Qe7 14 a3 Re8 15 Ne4 Nd5 16 Qg3 h6 17 c4 f5 18 cxd5 fxe4 19 Be4 g5 20 d6 cxd6 21 Rxd6 Rd8

Here the game score mysteriously stops, the result being 1- 0. There may follow 22 Rfd1 Rxd6 23 Rxd6 with White advantage. I think that Black resigned because he had run out of good moves.

PRE - ZILBERMINTS GAMBIT ACCEPTED

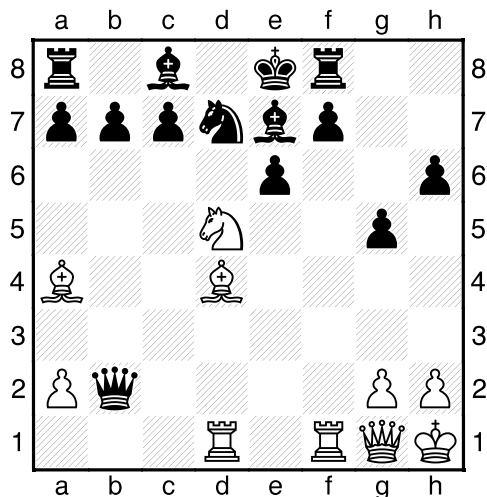
David Williams - Ian Wolfe
Spartanburg, South Carolina, Open; USA 1992

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4
9 Ne5 (Diagram)



This move centralizes the Knight and pressures the f7-square, among others. However, I am not certain it achieves the necessary pressure for two pawns.

9...h6? Sounds dubious. Black is just weakening his King-side for nothing.
 10 Be3 Rf8 11 Qe1 Qd6 12 Bf4 Qb6 13 Kh1 g5? Wow. Does Black want to help his opponent win the game? 14 Be3 Qd6 15 Qf2 Nxc2 16 Bxc2 Qxe5 17 Bd4 Qf4 18 Qg1 Qd2 19 Ba4 Nd7 20 Rad1 Qxb2 21 Nd5 (Diagram)



21... Qxa2 22 Bxd7 Kxd7 23 Nxe7 Kxe7 24 Bf6+ Ke8 1- 0 (Rd8 is mate)

PRE-ZILBERMINTS GAMBIT DELAYED

Zilbermints - Fritz Gaspard

5 - minute blitz; Marshall Chess Club, New York City, N.Y.; 1992

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 00 8 00 Nc6 9 Qe1 The Gambit Delayed Nxd4 10 Qh4 Nf5 In *Blackmar - Diemer Gambit Keybook II* (1999) Rev. Timothy Sawyer gives 10...Nxf3 11 Rxf3 g6?? 12 Rxf6! Kg7 13 Raf1 Bf6 14 Bxf6, 1-0, Sawyer - guest, ICC, 1997. 11 Bxf5 ef5 12 Rad1 Qe8 13 Ne5?? Be6?? Oops! Both players missed 13...Bc5+! winning the Ne5 and the game for Black. 14 Rf3 Rd8 15 Rh3 Rd1 16 Nd1 Qd8 17 Ne3 Bc5 18 Bf6 Qd1+ 19 Kf2 Qd2+ 20 Kf1 Qc1+ 21 Ke2 Qe3 22 Rxe3 Bxe3 23 Kxe3 gf6 24 Qf6 Re8 25 Kf4 Bd5 26 Kg5 Re6 27 Qxf7+ Kh8 28 Qf8 mate, 1- 0

The next game was played just a few weeks before I invented my gambit. I had an easy win, but did not see the winning move. I believe that this game played a critical part in inventing the Zilbermints Gambit.

PRE-ZILBERMINTS GAMBIT DELAYED

Zilbermints - Della Selva

United States Amateur Team East; February 14, 1993

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 00 8 00 Nc6 9 Qe1 Nxd4 10 Qh4 Nxf3? 11 Rxf3 h6? 12 Bxh6 e5 13 Bg5? This is incorrect. The winning move is 13 Bxg7! which wins in all variations. 13...Qd4+ Forcing a Queen trade. 14 Qxd4 exd4 15 Nb5 c5 16 Nc7 Rb8 17 Re1 Bd8 18 Bxf6 Bxc7 19 Be7 Re8 20 Bb5 Bg4 21 Ra3? Rxe7 22 Rxe7 Bd6 23 Re8+ Rxe8 24 Bxe6 a6 The game score in Blackmar-Diemer Gambit Keybook II (1999) stops here, with "+=, 0 -1." Given is the continuation. Black's two Bishops are very powerful. Perhaps with accurate play they could be neutralized. Eleven years earlier, I was not that good. Nowadays (2004) I can beat International Masters, but this was 1993... 25 h3 Bc1 26 c4 Be2 27 Ba4 Bxc4 28 Bb3 Bb5 29 Ba4 Be2 30 Kf2 d3 31 Rc3 Be5 32 Rc1 Bxb2 33 Rb1 Bd4+ 34 Ke1 b5 35 Bd1 Bc3+ 36 Kf2 Bxd1 37 Rxd1 c4 38 Ke3 Kf8 39 h4 Ke7 40 g4 f6... Eventually 0-1

While I was busy analyzing the variations after 8 00 Nxd4 9 Kh1! another two games were played. In the first game, White tried getting into form of the Gambit Delayed; in the second White could have won early on.

Harper - Dowling

Blackmar - Diemer Gambit Thematic; Correspondence, 1993

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 a3 Intended to prevent the ...Nb4 maneuver. Usually there are no double-gambits here...but watch what happens. 8...h6 9 Bd2 Nxd4 What did I say earlier? There we go! 10 Bf4?! Better is 10 00! transposing to Zilbermints Gambit-like lines. 10...c5! This move can be extremely complicated even in regular ZG lines! Here Black might have an edge. 11 00 Bd7 12 Ne5? Another mistake. Best was 12 Nxd4!? 12...Bc6 13 Qe1 a6 14 Qg3 g5 15 Rae1 Nh5 16 Qg4 Nxf4 17 Rxf4 gf4 18 Qg7 Rf8 19 Bg6 Nf3+ 20 gf3 Qd4+ 21 Kf1 000 22 Bxf7 Bh4 23 Bxe6+ Kb8 24 Re2 Bxf3, 0-1

The following game makes me wonder: If White had a Queen, why on Earth did he play so sloppily?

Wedge – Hoffman; USA 1993

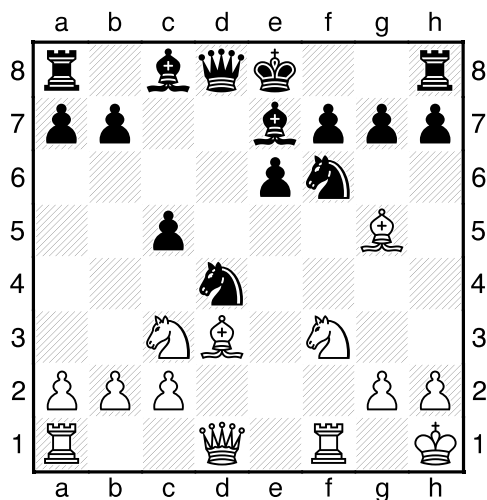
1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Ne5 This move was more often seen in the early 1990s than other. Williams - Wolfe, Spartanburg, SC, Open, 1991, was already well-known by this time. In that game, Black played 9...h6, chasing away the Bg5. Here the game takes on a

different turn. **9...a6 10 Qe1 Bd7 11 Qh4 Nf5 12 Bxf5 gf5 13 Rad1 Bd6 14 Rae1?** A mistake. Best was **14 Bxf6! gf6 (14...Qxf6 15 Qxf6 gf6 16 Nd7 Kd7 17 Rf6! +=) 15 Nxd7 Qxd7 (15...Kxd7 16 Rxf5! ++-) 16 Qxf6! +-+** with winning chances (or at least a draw) in all variations. **14...Be6 15 Nd5 Bxe5 16 Nxf6+ Bxf6 17 Rd8 Bxd8 18 Bxd8 Rxd8 19 Qh5 00 20 Rd1 g6 21 Qf3 c6 22 Rxd8 Rxd8 23 Qe2 Rd4 24 b3 b5 25 c3 Re4 26 Qd2 Bd5 27 h3 a5 28 c4 bc4 29 bc4 Rc4 30 Qxa5 Rc1+ 31 Kf2 Rxa2 32 Ke3 Rxa2 33 Qd8+ Kg7 34 g4 Ra3+ 35 Kf4 h6 36 gf5 Rf3+ 37 Ke5 Rxf5 38 Kd6 Bg2 39 Kc7 c5 40 h4 h5 41 Kb6 Bf1 42 Ka5 Rf6 43 Ka4 Bc4 44 Ka3?? Rf2! 0-1**

And finally, my first game with the Zilbermints Gambit Accepted:

Zilbermints - Kopiecki, Edward
First Blackmar-Diemer Gambit Discussion Match (1 BDM)
Marshall Chess Club, New York City; Game/5 minutes; 4 April 1993

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 c5 (Diagram) This was a new move at the time. Luckily, I had spent considerable time analyzing it the previous month.



10 Bxf6 Bxf6 11 Ne4 b6? 12 Nd4 Bd4 13 Qf3! 00 14 Nf6+ Qf6 15 Qa8 I win a Rook and the rest is just technique. **15...Qh6?! 16 Qf3 Bb2 17 Rab1 Be5 18 h3 Bd7 19 Rbe1 f6? 20 Rxe5! Bc6 21 Qc6 fxe5 22 Rf8 Kf8 23 Qd7+ Kf6 24 Qd7+ Kf6 25 Qd8+ Kf7 26 Be2! Qc1 27 Qd1 Qxd1+ 28 Bxd1 Kf6 29 Kg1 e4 30 Kf2 Ke5 31 Ke3 c4 32 c3 b5 33 Bc2 a5 34 a3 g6 35 Be4 b4 36 cb ab 37 ab c3 38 Bc2 Kd5 39 Kd3, 1-0**

So, we have traveled from the beginnings of the Euwe Defense and the 6 Bg5 Be7 (and 6...Bb4) 7 Bd3 Nc6 line in the early 1950s to 1968. After that, we saw the gradual development of the 8 00 Nxd4 line in the between 1982 and 1993.

The **Zilbermints Gambit**

in the Euwe Defense to the BDG

- Chapter 2 -

by Lev D. Zilbermints

Editor's Note:

The original files for this chapter are apparently lost. The material, as presented in the following pages (for chapter 2) appeared in UON 12, August 2005, along with the following foreword.

Foreword

by Lev D. Zilbermints

I should note that this file is the oldest, going back to 1995/1996. Back then, the German correspondence player Helmut Warzecha and I decided to try writing something up. I sent him a photocopy of my games and analyses; he put it up with diagrams on a disk. This is the result.

You will see that the English is sometimes not proper. That would be Warzecha's writing. In some places, the English is well and good -- that is my writing. Also, you will see some German words -- that is me writing. In a couple of places, the German is Warzecha's comments.

Basically, the authorship of the article is wholly mine, with the exception of some comments and analyses by Warzecha.

Also, this article is copyrighted by me,

Lev Zilbermints – August 2005

The "Zilbermints Gambit" in the Euwe Defense to the BDG
© 1995/1996 by Lev D. Zilbermints

A short introduction is in order. The idea of sacrificing on d4 is not new; it originated with the game Fechner – Schneider, corres. 1968, 1BDGW.

That game went **8...♗xd4 9.♖h1! ♗xf3** (Sawyer, in "Blackmar–Diemer Gambit Keybook", p. 74, gives 9...♗c6!? without any comment. I will analyze this line in my article on the Euwe) **10.♖xf3 c6 11.♖ad1 ♕d7 12.♗e4 0–0 13.♗xf6+ ♕xf6 14.♖e4 g6 15.♕xf6 ♖e8 16.♖f4, 1:0.** For some reason or other, however, this variation lay largely unused as a weapon against 7...♗c6 in the Euwe. I strongly believe that it is because the move **8.a3?!** was considered "theory" ever since Frau Österle upset Bogoljubow at Wangen in 1952. The thinking goes, "Heck, if it was good enough to beat Bogoljubow, a world-class player, then why can't I use it?" My answer is simply that the move is too slow and allows Black to consolidate as he pleases. More to the point, **8.a3?!** can be said to be in some ways a "chicken move" because in gambits you must not be afraid to make sacrifices if you want to win.

As I noted earlier, Tim Sawyer in his BDGK, p. 74, states, "This (8.a3?!) is played to keep the ♕d3 from capture following ♗c6–b4–xd3. But such a slow pawn move invites danger". I happen to agree with his assessment. And now, the games.

Before I begin, it is necessary to understand just how many possible answers Black has and how to **play** against each line. The moves are designated by the numbers, I.–IX. Hence, IV. is 9...c5, III. is 9...♗f5, etc. This article will cover variations I.–III.; future installments will cover IV.–VI. and VII.–IX. Each variation will be supplemented by deep analysis and games. And so, I begin:

1.d4 d5 2.e4 dxe4 3.♗c3 ♗f6 4.f3 exf3 5.♗xf3 e6 6.♕g5 ♕e7 7.♕d3 ♗c6 8.0–0! ♗xd4 9.♖h1!

Possible Black Answers:

I.	9...♗c6	–	20 games
II.	9...♗xf3	–	13 games
III.	9...♗f5!?	–	4 games
IV.	9...c5	–	2 games
V.	9...c6	–	1 game
VI.	9...h6 (tp)	–	1 game
VII.	9...0–0(?) 10.♗xd4! +-.		
VIII.	9...♕c5		
IX.	9...e5?!		

1.d4 d5 2.e4 dxe4 3.♗c3 ♗f6 4.f3 exf3 5.♗xf3 e6 6.♕g5 ♕e7 7.♕d3 ♗c6 8.0–0! ♗xd4 9.♖h1! ♗c6!?



play

This move serves two aims: to exchange the dangerous ♕d3 and to avoid the advantageous for White 9...♗xf3 10.♖xf3 (covered elsewhere in this article). The 40-game Blitz-Discussion-Match (Zilbermints Gambit Accepted) was played over a period of two-and-a-half months, from 4 April to 20 June 1993. In this and future articles, I will cite the game number from this match. Thus, Z/K, BDM, Game 25, means the twenty-fifth game of the Zilbermints–Kopiecki Blitz Discussion Match. Simple, right? And now, the analyses.

Z/K, BDM, Game 11, 4/25/93:

10.a3?! e5 11.♖e1 0–0(?) 12.♖h4 g6 13.♖ad1 ♖e8 14.♕xf6 ♕xf6 15.♖xf6, 1:0.

Analysis: Although 13...♖e8? was an outright blunder, what could Black do in this position? The only other move,

13...♗d7, fails to 14.♙b5! when Black has no good moves and stands to lose at least a piece or the Exchange by force. On 14...♗h5? White plays 15.♗xe7! winning a clean piece after the exchange is over.

Z/K, BDM, Game 13, 5/9/93
continued

10...h6! As in Sawyer - O'Connell
11.♗xf6? ♗xf6 12.♗e4 ♖e7 13.♖e1 ♗d7
14.♟b1 0-0-0 (He wants to face a
Queenside attack) 15.b4 ♗e5 16.♗c3 ♗xd3
17.cxd3 ♗c6 18.♖e3 ♗xf3 19.♖xf3 ♟d5?
20.a4? ♟hd8? 21.a5 ♗d4 22.♗e4 f5
23.♗g3 ♗f6 24.♟fd1 g5 25.b5 g4 26.♖e3
♗d4 27.♖e2 f4 28.♗e4 ♗c3 29.♗c3 ♟d4
30.♖xg4 ♟xd3, 1:0. Black overstepped.
=+.

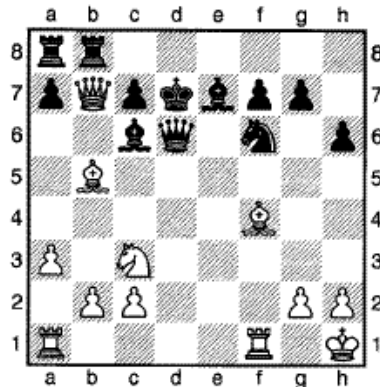
Analysis: Well, what can I say about this game? The fact is that both of us were in terrific time scramble, which accounts in some way for the goofs for three moves straight. More to the point, I was keeping score with one hand and moving the pieces and hitting the clock with the other. If you think it's easy, try it yourself; it takes a while to get the hang of it. Anyway, I won the game, but decided that I needed better moves than 10.a3?!

Z/K, BDM, Game 14, 4/9/93
continued

10...h6! 11.♗d2 (as in Sawyer - O'Connell) 11...e5 (the new move!) 12.♖e1 ♗g4 13.♗xe5 ♗xe5 14.♖xe5 ♖d6 15.♖b5+ ♗d7 16.♖xb7 ♗c6 17.♗b5 ♗d7 18.♗f4 ♟hb8

See next diagram

19.♗xc6+?! (The correct winning sequence ist 19.♖xa8! ♟xa8 20.♗xd6 ♗xd6 21.♗xc6+ ♗xc6 22.♟ael! with a won endgame for White) 19...♖xc6 20.♟ad1+ ♗d6 21.♟xd6+! ♖xd6 22.♖f3 ♖e6 23.♗g3 ♗e8 24.♟d1+ ♗d6 25.♗e4! (The winning move!) 25...♟b6? 26.♗xd6 Black overstepped the time limit. 1-0.

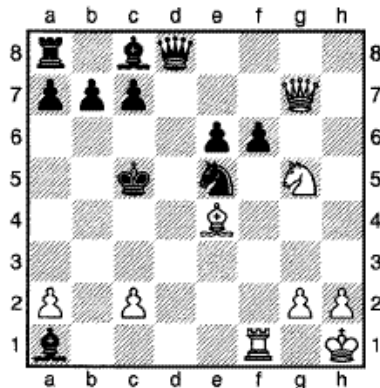


Analysis: This game was the last in which I tried 10.a3?!. In all the other, 9...♗c6 games I played 10.♖e1! with excellent results.

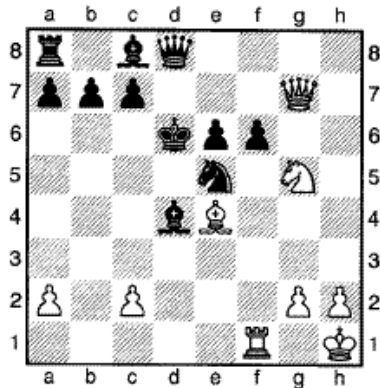
Before I start analysing this line, there is one more test of the other option, 10.♗xf6?!

Z/K, BDM, Game 12, 4/25/93:

9...♗c6!? 10.♗xf6?! ♗xf6 11.♗e4 ♗xb2? (Now that's being greedy. The simple 11...♖e7 wti ♗d7-0-0-0! was much more logical. After 11...♗xb2? Black pays the price for his greediness) 12.♗fg5! 0-0 13.♗xh7! ♗xa1 14.♖h5! f6 15.♗xf8 ♗xf8 16.♗g5! ♗e5 17.♖h8+ ♗e7 18.♖xg7+ ♗d6 19.♗e4 c5? What good move does Black have? 19...♗d4 seems to be just about the only thing available other than the interesting seems to be just about the only thing available other than the interesting 19...♗c5! The problem with 19...♗c5



is that after 20.♞xa1! Black cannot take the ♖g5 for fear of mate (21.♝xe5! and it's kaput for Black in three moves at the most. Now let us analyze 19...♞d4



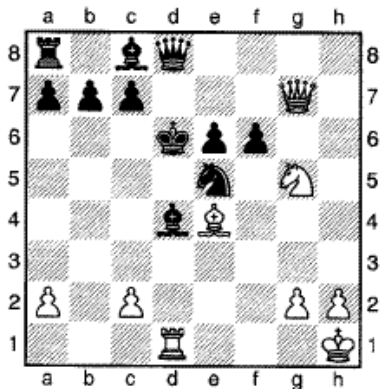
20.c3?! and now the following variations are possible:

I. 20...fxg5 21.cxd4 ♖d7! (The seemingly obvious 21...♖c6 loses to 22.♞xc6! ♖xc6 23.d5+!! with a mating attack for White.)
—+.

II. 20...♞xc3?? II. 21.♞d1+ wins the Queen and game.

III. 20...♝e7 21.♞h8!? fxg5 22.cxd4 ♖f7 23.♞h7 ♝f6! and Black survives. So, the move 20.c3?! must be considered suspect.

Let us analyze 20.♞d1

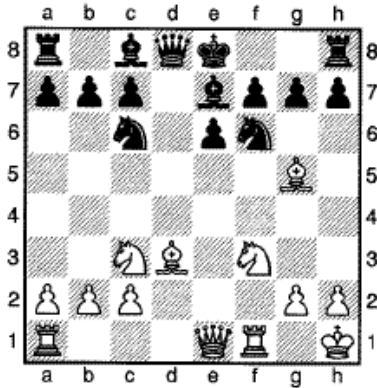


20...c5 21.c3 ♝e7 (trying to trade Queens) (Of course 21...♝c7 fails to the simple but effective 22.♞xf6!) 22.♞h8! and now if 22...fxg5 then 23.cxd4!! with excellent chances for White.

20...♖c5 21.c3!! gives White tremendous advantage.

After 19...c5? the game concluded with 20.♞xa1 ♖c6 21.♞d1+ ♖d4 22.♖f7+ and Black resigned. 1:0.

And now, the line with 10.♝e1,



which was by far the most popular with my opponent (20 games played!):

Z/K, BDM, Game 15, 5/9/93

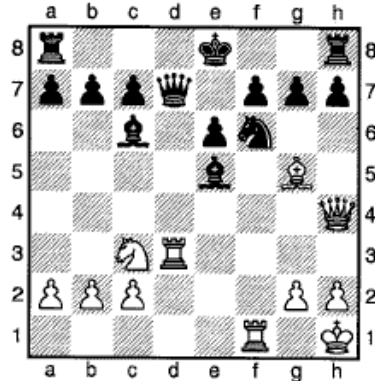
10...♖b4 11.♞d1 ♖xd3 12.♞xd3 ♞d7 13.♖e5 ♞d6 14.♖c4 (14...♞c6



was the main line, played in games 16–29 of the Z/K Blitz-Discussion-Match. However, in one game Black tried a new move, 14...♝e7!? trying to Castle Queenside. The game concluded with 15.♖xd6+ cxd6 16.♖e4 0–0–0 17.♖xf6 gxf6 18.♞xf6 ♝e8 19.♝c3+ ♞c6 20.♞xh8 ♝xh8 21.♞xf7 ♝g8 22.♞g7 ♝f8 23.♞f3 ♝h8 24.♞ff7! ♖b8 25.♝b4 ♞f8 26.♞xb7+! ♖c8 27.♞bc7+ ♖d8 28.♝xd6+ ♖e8 29.♞ge7# mate, 1–0.

Z/K, Game 16, 5/16/93

14...♙c6 15.♖h4 ♗d7 16.♗e5 ♙xe5!?



(An interesting Queen Sacrifice. But is it 100% sound? Fact is that my opponent does appear to have the two Bishops, plus Rook and two extra pawns as compensation, so the answer is probably yes.) 17.♗xd7 ♙xd7 18.♖b4 0-0-0 19.♗e7 ♗he8 20.♖a3 ♗b8 21.♖a5 ♙d6 22.♙xf6 gxf6 23.♗xf6 ♗g8 24.♗e4 ♙c6 25.♗e1 (I don't have to like this move, but it's necessary) 25...♗g4 26.♗xd6 ♙xg2+ 27.♗g1 ♙c6+ dis. ch. 28.♗f2 ♗xd6 29.♗xf7 ♗g2+ 30.♗f1 a6 31.♗f2 and I eventually won on time, but here Black has probably more than enough compensation for the Queen. 1-0.

Z/K, Game 17, 5/16/93:

15...♗e7 (First 15 moves same as in Game 16) 16.♗xf6?! gxf6 17.♙xf6 ♗f8 18.♙xh8 ♗xh8 19.♗xd6+ cxd6 20.♗xd6 ♗g7 21.♗d2 h6 22.h3 ♗g5 23.♗f2 ♗d8 24.♗xd8+ ♗xd8 25.♗e2 ♗d2 26.♗d4+ ♗xd4 27.♗xd4 ♗c7, ½-½, 37.

Z/K, Game 18, 5/16/93:

15.♗e5 (First 14 moves as in Game 17) 15...♗e7 (This move was played in Games 18-21, and 29. The idea is to avoid the pin and prepare Queenside Castling, if possible. The problem, however, is that White has just too much piece activity...) 16.♗xc6 bxc6 17.♖h4! ♙e5 18.♗e4 0-0 19.♗h3 h6 20.♙xh6 ♗fe8 21.♙xg7! ♗xg7

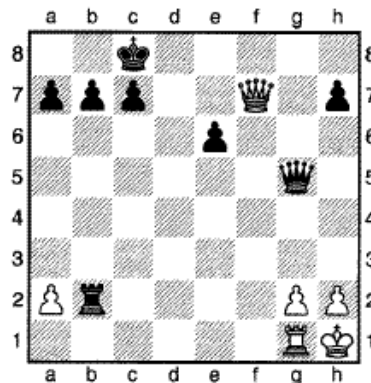
22.♗g5+ ♗f8 23.♗h8+ ♗g8 24.♗xg8# mate, 1-0.

In the next game, Game 19, I played an even stronger move, 17.♗df3! (first 16 moves the same as in Game 18) 17...♗d7 18.♗e4 ♗hg8 19.c4 ♗ad8 20.♙xf6! gxf6 21.♗xf6+ ♗c8 22.♖a5! ♙e5 23.♗xg8 ♗xg8 24.♗xf7 ♗g5?? 25.♗xc7# mate, 1-0.

Game 20 saw Black try to improve his play with 17...♗g8 (moves 1-16 as in previous game). There followed 18.♗e4 ♙e5 19.♖a5 h6 20.♗xf6+ gxf6 21.♙xf6 ♙xf6 22.♗xf6 ♗g6 23.♗xf7 ♗d6? (23...♗xf7 still left Black some chances to defend himself. Now he is lost.) 24.♖h5 e5 25.♗f6! ♗e7 26.♗xg6, Black overstepped on time. 1-0.

Z/K, Game 21:

10.♗e1 ♗b4 11.♗d1 ♗xd3 12.♗xd3 ♙d7 13.♗e5 ♙d6 14.♗c4 ♙c6 15.♗e5 ♙d7 16.♗df3! ♙xe5? 17.♗xe5! ♗g8 18.♙xf6 gxf6 19.♗xf6 ♙c6 20.♗6f2? (In time scramble, I do not see 22.♗1f2! hemming in the Black Queen) 20...♗g5 21.♗e2 0-0-0 22.♗e4 ♙xe4 23.♗xe4 ♗d2 24.♗e1 ♗gd8 25.♗e2 ♗xe2 26.♗xe2 ♗d2 27.♗f3 ♗xc2 28.♗g1 ♗xb2 (28...♗g7! gives Black the advantage) 29.♗xf7! Black overstepped on time. In the final position



White still has some chances, despite being two pawns down.

Zilbermints–Koplecki, Game 22, 1993:

1.d4 d5 2.e4 dxe4 3.♖c3 ♖f6 4.f3 exf3
5.♗xf3 e6 6.♙g5 ♗e7 7.♙d3 ♖c6 8.0-0!
♗xd4 9.♗h1! ♖c6!? 10.♗e1 ♖b4 11.♙d1
♗xd3 12.♙xd3 ♙d7 13.♗e5 ♙d6 14.♖c4
♙c6 15.♗e5 ♙d7 16.♙df3! ♙g8 17.♗g4 ♙c6
18.♙xf6 gxf6 19.♗xf6+ ♗f8 20.♗xh7+ ♗g7
21.♙xf7+ ♗h8 22.♗e4! ♙g4 23.♗hf6 Rest
der Partie nicht möglich, Warzecha;
23...♙xf6 nicht möglich 1-0

In Games 23–29, Kopecki tried to save his position with In Games 23–29, Kopecki tried to save his position with 15...♙d7:



Let's see what happened here:

Zilbermints–Kopiecki, Game 23, 5/16/93, G/11:

16.♙df3! ♙xe5 17.♗xe5 h6 18.♙xf6! hxg5
19.♙xf7 g4 20.♗d5! ♗h4 21.♗xc7+ ♗d8
22.♗xa8 g3 23.♗c7+, 1:0. Fast work, right?

Zilbermints–Kopiecki, Game 24, BDM, 6/1/93:

(First move same as in Game 23) 17...♙c6
18.♙xf6?! gxf6 19.♙xf6 ♗d2 20.♗xc7??
♗xg2# mate! A swindle, and Eddie's first
win in 24 games (Game 17 was a draw).
0-1.

Game 25, BDM, 6/1/93:

(Moves 1–17 same as in Game 24)
18.♙d3! ♗e7 19.♙xf6! gxf6 20.♙xf6 ♙g8

21.♙xe7 ♙xg2 22.♗d5! ♙xc2 23.♗h8+ ♗d7
24.♗xa8 ♙xd5+ 25.♙xd5+ exd5 26.♗d8+
♗c6 27.♗e8+ ♗b6 28.♗xf7 c6 29.♙a3 a6
30.♗f1 c5 31.♗d3 ♙c1+ 32.♗g2 d4 33.b4
♙c3 34.bxc5+, Black overstepped. 1-0.

Game 26, 1993

(Moves 1–20 identical to game 25)
20...♗b4 21.♗xc7 ♙xg2+ 22.♗xg2 ♙g8+
23.♗f1! ♙g1+ 24.♗xg1 ♗b6+ 25.♗xb6
axb6 26.♙d8+ ♙xd8 27.♙xd8 ♗xd8
28.♗f1, Black overstepped the time limit.
1-0.

Game 27, 1993

(Moves 1–18 same as in Game 25)
18...♗c8 19.♙xf6 gxf6 20.♗xf6 ♙f8
21.♙fd1 ♙d5 22.♗xd5 exd5 23.♙xd5?!
(overlooking mate in five with 24.♙e1+)
23...♙g8 24.♙e1+ ♗f8 25.♗h6+ ♙g7
26.♙g5, Black Resigns. 1-0.

Game 28:

(Moves 1–17 identical to Games 24–27)
18.♙xf6?! gxf6 19.♙xf6 ♗d2 20.♗g3! ♙f8
21.♙g1 ♗h6 22.♙f1 ♗g6 23.♗f2 ♙g8
24.♙g1 h5 25.♗e2 ♗xc2 26.♗e3 ♗e4
27.♗c5! ♗xg2+?! (27...♗d7 was the only
move) 28.♙xg2 ♙xg2+ 29.♗g1 ♙h3+
30.♗g3, Black overstepped. 1-0.

Why did Herr Kopiecki repeat moves in most of these games? In my opinion, he probably felt that there was an improvement for Black somewhere down the line. For this reason alone, it is why the analysis of most of the **Zilbermints Attack** games is so deep.

Game 29:

1.d4 d5 2.e4 dxe4 3.♖c3 ♖f6 4.f3 exf3
5.♗xf3 e6 6.♙g5 ♗e7 7.♙d3 ♖c6 8.0-0
♗xd4 9.♗h1 ♖c6 10.♗e1 ♖b4 11.♙d1 ♗xd3
12.♙xd3 ♙d7 13.♗e5 ♙d6 14.♖c4 ♙c6
15.♗e5 ♙d7 16.♙df3 ♙xe5 17.♗xe5 ♙c6
18.♙d3 ♗e7 19.♙xf6! gxf6 20.♙xf6 ♗b4
21.♙xh8 ♗xb2 22.♗e2 ♗b1+ 23.♗g1 ♗xc2
24.♗e2 ♗xe2 25.♗xe2 ♗e7 26.♙e5 ♙g8

27.♗g3 h5 28.h4 ♖g4 29.♞d4 f6 30.♞xg4
 hxg4 31.♙xc7 e5 32.♙a5 ♘e6 33.h5 f5
 34.♙d2 f4 35.♙f1 ♘f5 36.♘g1 ♘g5 37.g3,
 1:0 (time).

Game 30:

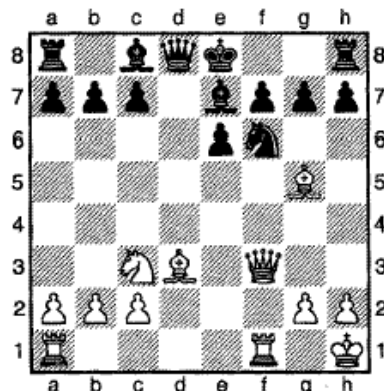
(moves 1–20 as in game 29): 21.♙xc7!
 ♙d5 22.♙xh8?! (22.♞d4! ♙f8 23.♙xd5!
 exd5 24.♙e5+ wins) 22...♙xb2 23.♙e7+
 ♘xe7 24.♙xd5+! exd5 25.♙xb2 ♞c8 26.c3
 ♘d6 27.♘g1 ♞c6 28.♘f2 ♞a6 29.a3 ♞a4
 30.♘e3 ♞h4 31.h3 ♞h6 32.♞d4, eventually
 1:0.

Comments: The overall score in the 9...♙c6
 variation was +18, -1, =1 in White's
 favor. As the reader can see from the
 record, the best line for White is 10.♙e1!
 ♙b4 11.♞d1 ♙xd3 12.♞xd3 ♙d7 13.♙e5
 when White's lead in development and
 three open files more than make up for the
 two-pawn deficit. I would not recommend
 10.a3?! as it is too slow and does not do
 anything to pressure Black. If the reader
 has any suggestions, I would like to hear
 them.

Variation II.

(1.d4 d5 2.e4 dxe4 3.♙c3 ♙f6 4.f3 exf3
 5.♙xf3 e6 6.♙g5 ♙e7 7.♙d3 ♙c6 8.0-0!
 ♙xd4 9.♘h1!)

9...♙xf3 10.♙xf3



**Zilbermints–Kopiecki , Game 5, Blitz–
 Discussion–Match, 1993:**

10...h6 11.♙f4 ♙d5 12.♙xd5 exd5 13.♙e5
 (13.♙xc7) 0-0 14.♙g3 f6 15.♙g6 ♙g4
 16.♙h7+ ♘f7 17.♙g6+ ♘g8 18.h3 ♙h5
 19.♙xh5 fxe5 20.♙g6 e4!



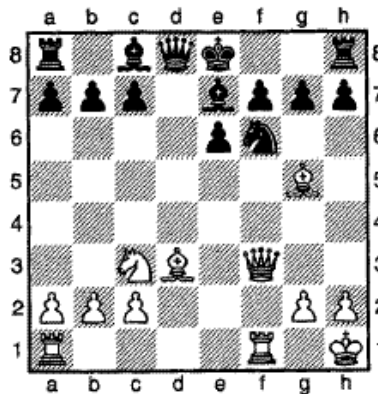
With a better position for Black but White
 won on time 1:0, 32.

Better was game 6:

Zilbermints–Kopiecki , BDM, Game 6:

(Moves 1–14 same as above) 14...♙g5
 15.♙xc7! (An improvement over the
 previous game) 15...♙d7 16.♙f5 ♙c6 17.h4
 ♙xh4 18.♙xh4 ♙xc7 19.♞ad1 ♙xf5
 20.♞xf5 ♙xc2 21.♙g4 ♞ad8 22.♞h5 ♙g6
 23.♙h3 d4 24.♞d3 f5 25.♞g3!, Black
 overstepped the limit. 1:0.

Analysis: After 9...♙xf3 10.♙xf3

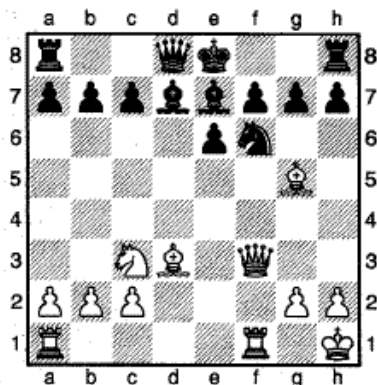


the most common move is 10...0-0,
 getting the King to safety. The biggest
 drawback to this move is that Black cannot

stop the thematic ♖e1-h4-♙xf6-♗xh7 mate, nor can he ease White's pressure on the f-file. But what is Black to do? He does not have that many alternatives, just 10...h6 and 10...♙d7. I already examined 10...h6 in Games 5-6 and won't repeat myself here. The other alternatives, 10...♙d7 leaves Black with a cramped position as was convincingly demonstrated in the following game:

Zilbermints-Koplecki, Game 8, Blitz-Discussion-Match, 4/24/93:

1.d4 d5 2.e4 dxe4 3.♗c3 ♗f6 4.f3 exf3 5.♗xf3 e6 6.♙g5 ♙e7 7.♙d3 ♗c6 8.0-0! ♗xd4 9.♗h1! ♗xf3 10.♗xf3 ♙d7



11.♞ad1 ♙c6 (Anyone got better ideas? Let's hear them! Me, I don't see anything for Black.) 12.♙e4! ♗c8 13.♙xc6+ bxc6 14.♗xc6+ ♗f8



15.♙xf6 ♙xf6 16.♞d7 a5 17.♞xc7 ♗a6? (This loses immediately, but even after

17...♗e8 18.♗c4! with the threat of 19.♙e5! the defense will soon collapse) 18.♗xa6 ♞xa6 19.♞c8+ ♙e7 20.♞xh8 g6 21.♞c8 e5 22.♙e4 ♙g7 23.♞c7+ ♙e6 24.♙c5+ Black Resigns. 1:0.

This however, did not stop my opponent from bravely trying 10...♙d7 in two other games. Let us see how I played in these games:

Zilbermints-Koplecki, BDM, Game 35, 6/19/93:

10...♙d7 11.♞ad1 ♗c8 12.♙e4! ♙c6 13.♙xf6! ♙xf6 14.♙xf6+ gxf6 15.♗xf6 ♞f8 16.♙xh7 b6 17.♙g6! ♙xg2+ 18.♙xg2 ♗b7+ 19.♙g1 e5 20.♞f3 ♗e7 21.♗xe7+ ♙xe7 22.♙e4 +-, eventually won, 1:0, 28.

The other game was even quicker:

Zilbermints-Koplecki, BDM, Game 31, 6/19/93:

(Move 1-11 same as in Game 8) 12.♙b5! ♗c8 13.♙xc6+ bxc6 14.♗xc6+ ♙d7 15.♞xd7! ♙xg5 16.♞dx7+, Black resigned.

And so, as I have demonstrated, Black's best choice is to Castle Kingside, for all it is worth. There can be no doubt that both 10...h6 and 10...♙d7 leave Black with a cramped position while White enjoys a terrific lead in development and excellent attacking chances.

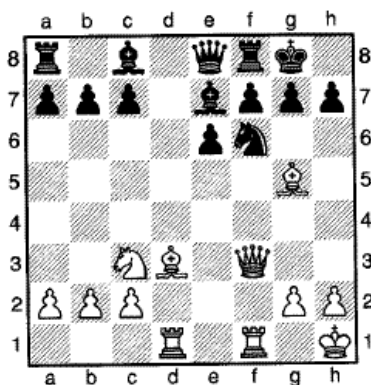
As I have demonstrated already, it is not a good idea for Black to delay Castling. I shall now consider Black's main continuation as 10...0-0 11.♞ad1 ♗e8

See next diagram

Alternatives don't promise much:

a) 11...♙d7? 12.♗h3! g6 13.♙h6 ♞e8 14.♙c4! +.

b) 11...♙d6? 12.♙e4! and I will not give two pfennigs for Black's position.



c) 11...♔d7 12.♖xb7! ♗b8 13.♜f3! ♖xb2 14.♗h3! g6 15.♕xf6 ♕xf6 16.♞xf6 ♜xc3 17.♞f3!! and Black is in deep trouble, as these sub-variations show:

c1) 17...♗g7 18.♕e4! ♞ad8 19.♞fd3 f5 20.♕c6! ♞f7 21.♗h4! g5 22.♗a4!! and wins.
c2) 17...♗c6 18.♞f6! (Preventing the freeing manoeuvre ...f5!) 18...♔g7 (best) 19.♞df1!! and White will soon win after 20.♗g3 or 20.♗g4 followed by a rook sac, as the Black king is a sitting duck.

But let us return to the position after 10...0-0 11.♞ad1 ♖e8:

In this position, White has four different moves. They are:

A: 12.♗g3?; B 12.♕xf6; C 12.♖b5; D 12.♗h3!

Zilbermints–Kopiecki, BDM, Game 32, June 19, 1993:

1.d4 d5 2.e4 dxe4 3.♖c3 ♖f6 4.f3 exf3 5.♖xf3 e6 6.♕g5 ♕e7 7.♔d3 ♖c6 8.0-0 ♖xd4 9.♔h1 ♖xf3 10.♗xf3 0-0 11.♞ad1 ♖e8 12.♗g3? (A bad mistake, as this move allows Black to trade down some of the attacking pieces) 12...♖h5! 13.♗h4 ♕xg5 14.♗xh5 ♕h6 15.♖e4 f5?! 16.♖f6+! gxf6 17.♗xh6 ♗g6 18.♗f4 ♔d7 19.♗xc7 ♕c6 20.♞g1 ♞f7 21.♗d6 ♞g7 22.♗xe6+ ♔h8 23.♕f1 ♞ag8 24.♗e2 f4!! and Black eventually won 0:1. All because of the blunder 12.♗g3?

Having learned my lesson in Game 32, I improved in the next game:

Zilbermints–Kopiecki, Game 33:

(Moves 1–11 same as in Game 32) 12.♕xf6 ♕xf6 13.♖e4 ♕e7 14.g4! (stopping 14...f5) 14...♔d7 15.g5 ♕c6 16.♞g1 f5 17.gxf6 ♕xf6 18.♗g4 ♗g6 19.♗xe6+ ♗f7 20.♗g4 ♞fe8 21.♞g2 ♔d4 22.c3 ♞xe4 23.♗xe4 ♗f1+ 24.♞g1! Black overstepped the time limit. 1:0.

Although I won this game, I still felt that an even better provement was needed. I soon got the chance to try out a new move in Game 34:

Zilbermints–Kopiecki, Game 34:

(Moves 1–11 same as in Game 32) 12.♖b5 ♗c6 13.♗g3 ♖h5 (A variation similar to Game 32, but with certain important differences). 14.♗h4 ♕xg5 15.♗xg5 g6 16.♖d4 ♗d5 17.♗e3 ♖g7 18.♖b5 ♗c6 19.♗f4 f6 20.♖xc7 e5 21.♗c4+! ♕e6 22.♗xc6 bxc6 23.♖xa8 ♞xa8 24.♕e4 ♞b8 25.♞xf6, 1:0.

Still, this was not the best move I needed. I continued my experiments and soon found the best move, as shown in Game 36:

Zilbermints–Kopiecki, Game 36, June 20, 1993:

(Moves 1–11 same as in Game 32) 12.♗h3! h6 13.♕xh6! e5 14.♞f5?! (Best is 14.♗h4!) 14...♕xf5 15.♕xf5 ♞d8 16.♞f1 ♗c6 17.♕g5! ♞fe8 18.♕h6! gxf6 19.♗xh6 ♕f8 20.♗g5+ ♕g7 21.♔d3 e4 22.♖b5 ♗e6 23.♕xe8 ♞xe8, and 1:0 on Time! I would note, however, that after 14.♗h4! White wins.

Zilbermints – Luis Antilus, freie Partle, Blitz, Newark, Dec. 9, 1995:

(Moves 1–11 same as in Game 32): 12.♗h3 e5 13.♗h4 h6 14.♕xh6 ♖g4 15.♕g5! g6 16.♕xe7 ♖e3 17.♕f6 ♖xf1 18.♗h8 # (over)

Game 37 transposed into the 12.♖h3 sub-variation (Moves 1–10 as in the previous three games) after 11.♖h3 h6 12.♖ad1 and now the continuation was:

Zilbermints–Kopiecki, Game 37, June 20, 1993:

11.♖h3 h6 12.♖ad1 hxg5 13.♖xf6! g6 14.♖xg6! ♖xd1+ 15.♗xd1 fxg6 16.♖xg6+ ♗f7 17.♖h7+ ♕e8 18.♖g8 ♖d7 19.♖g6+ ♗d8 20.♖f7! ♖xg8 21.♖xg8+ ♕e8 22.♖xe6 ♖c6 23.♗e3 ♖d6 24.♗f5 ♖d7 25.♖g8+ ♕e8 26.♖xg5+ ♗d7 27.h4 ♖d8 28.h5 ♖f7 29.♖g7 ♕e6 30.♗d4+ ♕e7 31.h6, and White eventually won. 1:0.

Game 38 was less successful for me:

Zilbermints–Kopiecki, Game 38, 1993:

(Moves 1–11 same as in previous game) 11...e5! 12.♖h4 ♖d4! (This move must be blocked at all costs!) 13.♖xd4 exd4 and although I managed to win this game on time, I resolved never to make the same mistake again.

Zilbermints–Kopiecki, Game 39, ended in a draw:

(Moves 1–11 same as in Game 38) 12.♖f5! ♖xf5 13.♖xf5 g6! 14.♖d1! ♖e8? 15.♖h6 gxh6 16.♖g3+ ♗g4 17.h3 ♖d8 18.♖f1 ♖c6 19.♖xf8 ♗xf8 20.hxg4 f4 21.♖f3 ♖xf3 22.gxf3 ♖d2 23.♖c1, eventually drawn. ½–½.

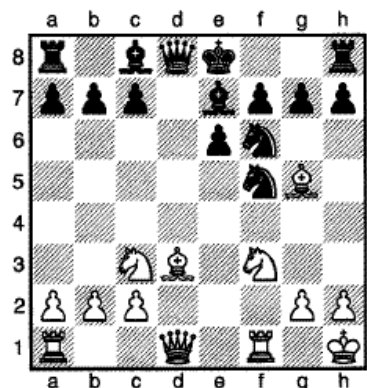
Game 40 was the last game of the Zilbermints–Kopiecki Blitz–Discussion–Match. In this game, Kopiecki tried to protect his Queen by interposing the ♖c8. The game in question continued (after 9...♗xf3 10.♖xf3 0–0 11.♖ad1):

11...♖d7 12.♖h3! e5 13.♖h4 h6 14.♖xh6 ♗g4 15.♖g5 f6 16.♖c4+ ♖f7 17.♖h5 ♖e8 18.♖xd7 ♖xd7 19.♖xf7+ ♗h7 20.♖h5+ ♗h6 21.♖xh6 gxh6 22.♖f7+ ♗h8 23.♖xf6! ♖d2 24.♖f1 ♖f8 25.♖xe7 ♖xf1+ 26.♖xf1 ♖f2 27.♖e8+ ♗g7 28.♖xe5+ ♗f8 29.♖e2, 1–0.

Variation III: 9...♗f5!?

(1.d4 d5 2.e4 dxe4 3.♗c3 ♗f6 4.f3 exf3 5.♗xf3 e6 6.♖g5 ♖e7 7.♖d3 ♗c6 8.0–0! ♗xd4 9.♗h1!)

9...♗f5!?



This variation was basically a "testing ground" for Scf. Kopiecki, who thought that it was quite solid-looking. I must admit that this move gave me about a week of sleepless nights, as I often stayed up until 1 a.m. to polish up the analysis. By April 24, however, I had worked out the antidote to this variation as well. Let us see how this variation was vanquished:

Zilbermints–Kopiecki, Game 3, 4/17/93:

10.♖e1 0–0 11.♖d1 ♖e8 12.♖xf6 ♖xf6 13.♗e4 ♖e7 14.♗eg5 h6 15.g4?! ♗d6? 16.♗h7! ♖c6 17.♗xf8 ♗xf8 18.♗g1 ♖d7 19.♗e5 ♖c5+ 20.♗g2 ♖c6+ 21.♗h3 ♖f6 22.♗xc6 ♖xc6 23.♖f2 ♖d5 24.♖e2 ♖g5 25.♖f4 ♖h4+ 26.♗g2 ♖g5 27.♖f3 ♖e8 28.♖xd6! Black forfeited. 1:0.

Nevertheless, I was not satisfied with the quality of my attack and so continued analyzing. I will now give the reader a clear picture of my exhaustive analysis:

1.d4 d5 2.e4 dxe4 3.♖c3 ♖f6 4.f3 exf3
5.♗xf3 e6 6.♕g5 ♕e7 7.♗d3 ♗c6 8.0-0!
♗xd4 9.♔h1! ♗f5!? 10.♖e1!



What is the purpose of ♖e1? Simply put, the move serves many functions. First, it frees the d1-square for the ♖a1, thereby creating pressure on the d-file; second, it shifts the Queen to the Kingside, getting ready to attack there; third it threatens to give Black no more no less than tripled pawns (!) on the f-file. For example, after 10...h6?



11.♗xf6! gxf6 12.♗xf5! exf5 13.♖d1 ♗d7
14.♗d4! +=, White has excellent play.

Because of this, Black should play 10...0-0, avoiding the above variation and getting the King to safety.

10...0-0 11.♖d1 and now Black has four moves: A 11...♖e8; B 11...♗d6 (The first two were tried out in Games 3,4,9 & 10); C 11...♗d6; D 11...♗d7 (the last two moves were never tried in this Discussion-Match, but my analysis shows them to be insufficient).

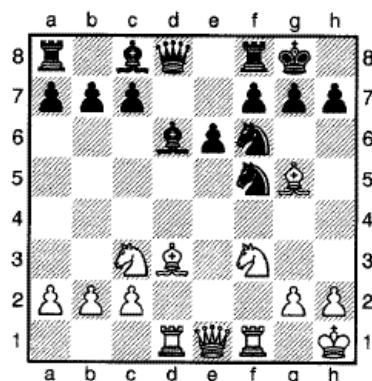
And so:

A 11...♖e8 (To get the Queen off the dangerous d-file) 12.♗e5?! h6? (The best move for Black here is 12...♗d5!!) 13.♗d2 ♗d5?? (A blunder; 13...♗d6! was better) 14.♗xd5 exd5 15.♗xf5 ♗xf5 16.♖xf5 ♗d6 17.♗xh6! ♖e6 18.♖h5? ♗xe5! 19.♖xe5 ♖xh6 20.♖dx5 (Black has equalized material, but his position is rapidly deteriorating) 20...g6 21.♖d7 ♔g7 22.♖c3 ♖c1+?? 23.♖e1+! Black Resigns. 1-0.

Zilbermints-Kopiecki, Blitz- Discussion-Match, Game 4, 4/17/93.

Still, since 12.♗e5?! appeared to be speculative, I continued my search for a better 12th move for White. Before I start examining these options, let us conclude the examination of Black's other two playable moves.

C. 11...♗d6



fails to 12.♗e4! and now:

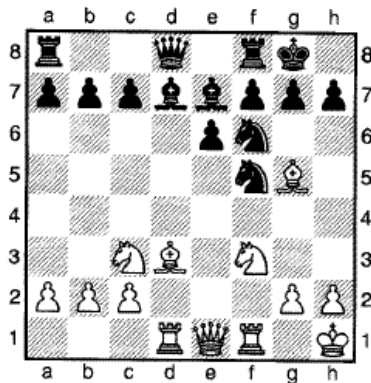
i. 12...♙e7? 13.♗xf6+! gxf6 (if 13...♗xf6 then 14.♗xf5! wins a piece after the exchanges are done) 14.♗xf5! ♜e8 15.♗h6! and Schwarz ist kaput! Der Zug 11...♗d6 ist nicht gut für Schwarz, sondern für Weiß!

ii. 12...h6 13.♗xf6+! gxf6 14.♗c1!! threatening to win the h6-pawn. A sample continuation might be 14...♗g7 15.♗xf5! exf5 (yummy pawns, aren't they?) 16.♞h4! ♜h8 17.♗d4! ♗c5 18.♗e3! and Black is in deep trouble.

iii. 12...♜c7?? 13.g4!! wins a Knight after both 13...h6 14.♗xf6 gxf6 15.gxf5 exf5 16.♞h4! winning (Mattangriff).

So the move 11...♗d6 stands only to benefit White.

D 11...♗d7



12.♗xf5! exf5 13.♗e5! ♗d6 14.♗xd7 ♜xd7 15.♗xf6 gxf6 16.♞h4! and White has a decisive advantage.

Back to the main line. After 11.♞d1 ♗d6 White has two good moves: 12.♞g3 and 12.♞h4! I analyze both.

Note: My original analysis (March 1993) continued with 10.♞e1 ♗d6! 11.♞d1 c6 12.♞g3! and although White is two pawns down, he has tremendous pressure in the center and on the Kingside. Sample variations:

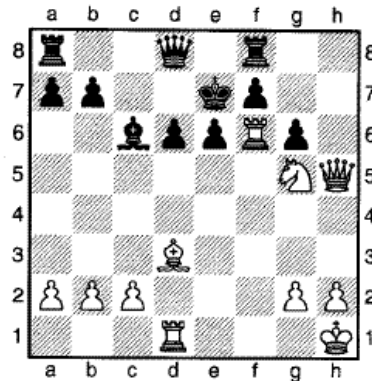
a) 12...♗h5 13.♞h4! and now:

a1) 13...♗xg5 14.♗xg5 ♗f6 (this was in the original analysis) and now, instead of 15.♗ce4!? 15.♞xf6! wins immediately.

a2) (Added by me when manuscript was being typed up; not in original 1993 analysis) 13...g6? 14.♞h4! with White advantage.

Zilbermints-Kopiecki, Game 9, 4/24/93, continued

(Moves 1-11 same as in Game 4) 12.♞g3 ♜e8 13.♗b5! ♗d7 14.♗xd6 cxd6 15.♞h4 ♗c6 16.♗xf6 ♗xf6 17.♞xh7+ ♗f8 18.♞h5 ♗e7 19.♗g5 g6 20.♗xg6?! (Only now, two years later, do I see that 20.♞xf6!!! spells kaput! for Black if he plays 20...♗xf6?? as after 21.♞f1+ ♗e5 or (21...♗g7 22.♞h7+ mate) 22.♗xf7+ ♗d4 23.♞f4+ ♗e3 24.♞e2+ ♗xf4 25.♞f2+ ♗g4 26.♞g3+ ♗h5 27.♗xg6# mate! However, things get real unusual after 20...♞f8!



To this White answers with 21.♗xg6! and now Black has two choices:

i. 21...fxg6 22.♞xc6+ ♗d7 23.♞exd6+! ♗c7 24.♞h7+ ♗b6 25.♞xd8 ♞axd8 26.♞g1 and White wins easily, as he has a Queen.

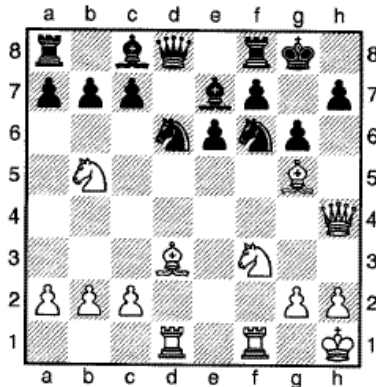
ii. 21...♗xf6 22.♞f1+ ♗e7 23.♗xf7 ♞b6 24.♞h7! and the Black King is a prisoner at the mercy of the White pieces. All this is well and good, but I did not see all this over the board. I remember analyzing 20.♞xf6!!! but could not find the proper follow-up. Maybe with a normal time control I would have, but in blitz it is quite tricky to figure out all these variations. But led us return to the game.)

20...fxg6 21.♖xg6 ♜f8 22.♗h7 ♜e8?
 (22...♜g8!) 23.♗xf8! ♜xg6 24.♗xg6+ ♕f7
 25.♗f4, Black overstepped the time limit.
 1-0.

The next game is my favorite in this variation, as it features some pretty strong improvements that I had prepared at home. Let us first take a look at the analysis and then the game.

(1.d4 d5 2.e4 dx e4 3.♗c3 ♗f6 4.f3 exf3
 5.♗xf3 e6 6.♙g5 ♙e7 7.♙d3 ♗c6 8.0-0!
 ♗xd4 9.♗h1! ♗f5!? 10.♜e1! 0-0 11.♙d1
 ♗d6)

12.♜h4! g6 (There isn't any choice really, as 12...h6? fails to 13.♙xh6! and Black is kaput. As you may see, 12.♜h4! is a vast improvement over 12.♜g3 and 12.♙xf6) 13.♗b5!

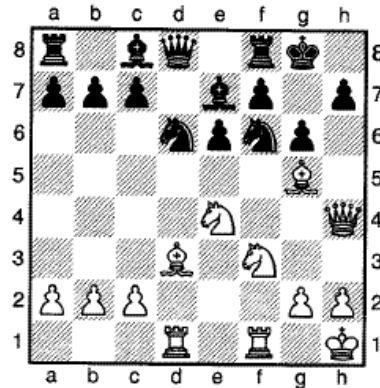


Only this move (wti ♗c7!) ♗d6! keeps the tactics alive. Since Black is trying to hold on, drastic measures are needed to pry him open. Variations: (Alternative 13.♗e4!

See next diagram

NM Geller – may be even better!):

- i. 13...♗xb5 14.♙xg6! +=.
- ii. 13...♙d7 14.♗xd6 cxd6 15.♗e5! ♗d5 16.♗xf7! +=.
- iii. 13...c6? 14.♗xd6! +=.
- iv. 13...♕g7 14.♙h6+ ♕g8 15.♙xf8 (originally I gave 15.g4!? but text move looks better) and now:
 iv.-a: 15...♙xf8 16.♗xd6! cxd6 17.♗g5! h6 18.♗xf7!! ♕xf7 19.♜xf6+!! ♜xf6 20.♜f1 ♜xf1+ 21.♙xf1 and White has a winning



advantage.

iv.-b: 15...♕xf8 16.♜h6+ ♕g8 17.♗g5! and White wins; on 17...♙f8 18.♜h4! there is no defense against the transposition to iv.-a.

v. 13...a6? see 13...♙d7.

vi. 13...♗d5 14.c4!! +=.

So much for the analysis. And now, the game:

Zilbermints–Kopiecki, BDM, Game 10, 4/24/93:

13...♗d5 14.c4!! (All this is home analysis!) 14...♗xb5 15.cxd5 f6 16.♙h6 f5 17.♙g5! ♙xg5 18.♗xg5 ♜e7 19.♙xb5 exd5 20.♜de1 ♜g7 21.♗e6 ♙xe6 22.♜xe6, Black overstepped on time. 1-0.

Comments: This was the last game of the 9...♗f5 variation. My opponent switched to 9...♗c6 after this game, but there, too, I got a decisive advantage. So what he did was go back to 9...♗xf3 which he played in Games 5, 6, and 8 in hope of finding an improvement for lack further down the line. As I demonstrated this in one line, which is no problem for White.

CHAPTER 3 : The Sawyer Sub -Variation

This chapter deals with a critical line in the Zilbermints Gambit. Some years ago, when Rev. Sawyer was still writing his second edition of *Blackmar – Diemer Gambit Keybook* we discussed this line by telephone. He told me that he found an improvement for Black, i.e., 10...Bd7! Later, when his *Blackmar-Diemer Gambit Keybook II* (1999) came out, I saw two of his games. Since Rev. Sawyer played this sub-variation with some regularity, I decided to name the line for him.

In BDGK II, Rev. Tim Sawyer gives two of his correspondence games with the Zilbermints Gambit in the Euwe. According to Sawyer, 9...Nc6 10 Qe1 Bd7! is supposed to be good for Black. I disagree: White can improve too! Let us now take a look at Sawyer's games. The line in question runs **1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 O0 Nxd4 9 Kh1! Nc6 10 Qe1 Bd7 11 Rd1 h6.**

Rev. Timothy Sawyer – T. Just, correspondence 1996:

12 Bh4 The Bishop has to retreat somewhere. But what is the best move? **12...O0 13 Ne5??** After this blunder, White loses the game. The only correct move was 13 Bb5! It activates the White pieces and wins back one pawn. **13...Ne5 14 Qe5 Ng4 15 Be7 Ne5 16 Bd8 Rad8 17 Be4 Nc4 0-1.**

In the next game, the person playing White was Volker Drucke, then-editor-in-chief of the German magazine "Gambit Review."

Volker Drucke - Rev. Timothy Sawyer, correspondence 1996

12 Qh4? This move is premature, because Black has not Castled yet. Again, the correct move was not found. White should have played either A) 12 Bxf6 or B) 12 Bh4. As will be seen later on, I used both moves successfully. The game concluded **12...Kf8! 13 Be4 Kg8 14 Bf6 Bf6 15 Qf2 Qe7 16 Nb5 a6 17 Ndb4 Nxd4 18 Nxd4 c5 19 Ne2 Bb5 0 – 1.**

Okay, so now what? Personally, I think that the above two games are prime examples of how the Zilbermints Gambit in the Euwe Defense *should not* be played! When you are two pawns down, you should always try to stir up piece activity and attacking chances. This does not mean, however, that you should always attack the King before it has castled! Sometimes it is best to regain one pawn and use the active pieces as compensation for the second one. That said, let us take an analytical look at how I handled this pesky sub-variation.

Here I must mention that much of the theory in this gambit would not have been possible without the assistance of my good friend Edward Kopiecki, of New York, USA. He was kind enough to play two blitz-discussion-matches with me in the Zilbermints Gambit, in 1993 and 2001/2002. Eddie, as everyone calls him at the Marshall Chess Club, is a fine attacking player, who has beaten Grandmasters on occasion. He used to

be a correspondence chess master, back in the 1980s. Many of the games are from these matches.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nc6 10 Qe1 Bd7 11 Rd1 h6

First, an example where Black plays moves other than 11...h6 :

11...00? 12 Qh4 e5?? and Black resigned, 1- 0. Zilbermints – TimDC, 3 0 unrated blitz, 3/21/2003.

**Lev D. Zilbermints – Edward Kopiecki
Marshall Chess Club, New York
Friday Rapids, game/5 minutes
February 23, 2001**

A) 12 Bxf6 This is the move that I first played. Historically speaking, this was the game that began the Second Blitz Discussion Match. It lasted from February 2001 to August 2002. The match consisted of three parts. The first lasted 23 February – 17 March 2001; the second, sporadically, 16 March - 26 May 2002; and the third, 14 July - 25 August 2002. Between 17 March 2001 – 16 March 2002 the match was not played due to my poor health. **12...Bxf6 13 Nd5 Be7 14 Nxe7 Qxe7 15 Qg3 000 16 Qg7 Rd8 17 Qc3 e5 18 Be4 f5 19 Bd5 Rg4 20 Rf2 h5?** Zilbermints – Kopiecki, Blitz-Discussion-Match II, game 2, 2/23/2001, saw Black improve with 20...Re8 . There followed 21 Re1 e4 22 Nd4 e3 23 Nc6 Bc6 24 Rf5 Bd5 25 Rxd5 Qe4 26 Rf2 Qd5 27 b3 Qd1 28 Re1 e2, =+, but eventually 1-0. **21 Bxc6 Bxc6 22 Nxe5 Be4 23 Nxg4 Rg8 24 Nf6 Bxg2+ 25 Rxc2 Rxc2 26 Rd7 Qe2 27 Qxc7 mate.**

**Lev D. Zilbermints – Edward Kopiecki
Second Blitz-Discussion Match (first part)
Marshall Chess Club, New York
Game 1, 2/23/2001**

12...Bxf6 13 Nd5 Be7 14 Nxe7 Qxe7 15 Qg3 000 16 Qg7 Rd8 17 Qc3 e5 18 Be4 f5 19 Bd5 Rg4 20 Rd2 Having tried 20 Rf2, I decided to experiment a little with the text move. **20...Re8 21 Re1 e4 22 Nd4 Ne5 23 Qa5 Kb8 24 Re3 f4 25 Ra3 a6 26 Bb7 Qh4 27 g3 fg3 28 Qa6 g2 29 Kg1 Qe1+ 30 Rg1 Qxg1 mate**

Zilbermints – guest1349
Internet Chess Club
July 4, 2003

12...Bxf6 13 Ne4 Here I vary from the Kopiecki games. **Qe7 14 Bb5 000 15 Nxf6 gf6 16 Qc3 Qb4?? 17 Bxc6! Qc3 18 Bxd7+ ! Rxd7 19 bc3, 1-0**

It looks like there is a lot of room for experimentation after 12 Bxf6 Bxf6 13 Ne4. This is because in many lines, the Ne4 is part of the attack. For example, *after 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3 e5 12 Qh4 Qd4 13 Ne4!!* puts so much pressure that White wins the game. This particular line, 9...Nxf3 10 Qxf3 will be examined later. And now, let us take a look at the other move, 12 Bh4.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nc6 10 Qe1 Bd7 11 Rd1 h6

B) 12 Bh4 This move gets the Bg5 out of danger and preserves the pin. Black is asked to declare his intentions. Should he play 12...g5 and risk further weakening his King-side? Or should some other move be played? Here I consider 12...Kf8 and 12...g5?!

B1) 12...Kf8 By moving the King, Black tries to get out of the line of fire. However, he forfeits Castling, and is vulnerable to White attacks.

13 h3 Kg8 14 Bb5 Nd5 15 Bc6 Bh4 16 Nh4 Nc6 17 Nd5 ed5 18 Qf2 Qd7 19 c4 Kh7 20 cd Bb5 21 Qc2+ g6 22 Rf6 Rg8 23 b3 Re8 24 Qf2 Rg7 25 Rd2 Qd5 26 Kh2 Qe5+ 27 g3 g5, Black overstepped on time, 1-0, Zilbermints – Kopiecki, BDM II, game 3, Marshall CC, New York, 2/23/2001.

13 Bb5 Nd5 14 Nd5 Bxh5 15 Nh5 de5 16 Rd5 Qe8 17 Ng6+ Kg8 18 Nxh8 Kxh8 19 Bc6 Bc6 20 Rd5 Qd7 21 Re7 Qd5 22 Qf2 f5 23 Qg3 Rg8 24 b3 f4 25 Qf2 Qg5 26 Re7-e1 Rd8 27 Kg1 f3 28 Qg3 fg2 29 Rxf2 Qc5 30 h4 Rd2, Black overstepped, Zilbermints – Kopiecki, BDM II, game 4, 2/23/2001.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nc6 10 Qe1 Bd7 11 Rd1 h6 12 Bh4

B2) 12...g5 and play now divides:

B21) 13 Bg3 Bd6 14 Bb5 Qe7 15 Bc6 Bc6 16 Nd4 Bd7 17 Ncb5 e5? 18 Nf5 Bf5 19 Rf5 000 20 Na7 Kb8 21 Nb5 Ng4? 22 h3 h5 23 Nd6 ed 24 hg hg 25 Kg1 d5 26 Qe5+, Black resigns, Zilbermints – Kopiecki, BDM II, game 5, 2/23/2001.

13 Bg3 Bd6 14 Bxd6 cd6 15 Nb5 Ke7 16 Bf5 d5 17 Nfd4 Qb6 18 Be6 fe 19 Nf5 Kf7 20 Nfd6+ Kg7 21 Rf6! Rf8! 22 Rf8 Rf8 23 Qc3, Black overstepped on time, Z-K, BDM II, game 7.

B211) 13 Bg3 Bd6 14 Bb5 Qe7 15 Bc6 Bc6 16 Nd4 Bd7 17 Bd6 cd6 18 Ndb5 Bb5 19 Nxb5 000? 20 Qc3+ Kb8 21 Rf6 Rc8 22 Qa3 a6 23 Qd6 Qd6 24 Nd8 Rd8 25 Rff1 Rc8 26 Nf7 Rd1 27 Rd1 Rb2 28 Ra1 g4 29 Nh6 Rb4 30 Kg1 b5 31 Kf2 a5 32 Kg2 a4 33 Ng4 a3 34 h4 Re4 35 h5, Black resigns, Z-K, BDM II, game 11, 2/24/2001.

B22) 13 Bb5?! This is an unsound sacrifice that does not work. At that moment, I thought White had something interesting. **13... gh4 14 Bc6 bc 15 Ne5 Bd6 16 Nc4 Qe7 17 Qh4 Nd5 18 Qd4 e5 19 Qe4 f5 20 Rf5 Bf5 21 Qf5 Rf8 22 Qh5 Kd7 23 Ne4 Rf4 24 Qe2 R8f8 25 Na5 h5, eventually 0–1, Z-K, BDM II, game 6, 2/23/2001.**

B23) 13 Bg5? hg5 14 Ng5 Ng4! 15 Nf3 Nh2? 16 Nxh2 Bd6 17 g3 Qg5 18 Ne4 Qh5?? 19 Nf6+ , Black resigns, Z-K, BDM II, game 8, 2/24/2001.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nc6 10 Qe1 Bd7 11 Rd1 h6 12 Bh4 g5

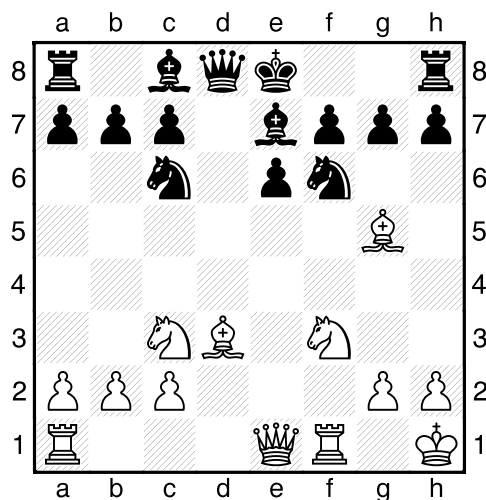
B24) 13 Bf2 This is another one of my improvements. After playing 13 Bg3, 13 Bb5?!, 13 Bg5?, I decided it was time for something else. The text move removes the Bishop out of harm's way, while leaving Black with an overextended pawn structure. Two examples:

13...Nh5 14 Bb5 Bd6 15 Ne4 Qe7 16 Qc3 000 17 Nd6 cd6 18 Ba7 Nf4 19 Bb6 20 Nd4 Nd5 21 Nxc6 Bxc6 22 Rd5 ed5 23 Bc6 bc6 24 Qc6 Kb8 25 Qd5, Black overstepped the time limit, 1- 0, Z-K, BDM II, game 9, 2/24/2001.

13...Nf4 14 Bb5 Nxf2+ 15 Qf2 Bd6 16 Ne4 Qe7 17 Bc6?! Bc6 18 Qd4 e5 19 Qe3 Bxe4 20 Qxe4 000 21 Rfe1 Qe6 22 b3 f5 23 Qa4 Kb8 24 Nd4 Qg6 25 Nb5 a6 27 Nc3, eventually 1-0 on time, Z-K, BDM II, game 10, 2/24/2001.

From, the above games we see the results after 10...Bd7!?, which Rev. Sawyer suggests in *Blackmar-Diemer Gambit Keybook II* (1999). Let us now look at the games where Black *does not* play 10...Bd7:

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nc6 10 Qe1 ...



10...Nd5 Black seeks to trade pieces and relieve some of the pressure against his King.
11 Bxe7 Qxe7 12 Nd5 ed5 13 Qg3 e6 14 Bb5 c5 15 Bc6 Qc6 16 Ne5 Qd6 17 Qg7 Rf8 18 Rae1 000 19 Nf7 Bf7 20 Rf7 Rf7 21 Qf7 b6 22 Qh7??? A major blunder. Correct was 22 Re8! Now Black gets the initiative and defends everything.
22...Qb4! 23 Qf5+ Kb7 24 Rb1 Re8 25 h3 Qd2 26 Qd3 Qa5 27 a3 c6 28 Kh2 Qc5 29 Rf1 Qd6+ 30 Qg3 Qc5 31 Rf7+ Ka6 32 c3 Re2 33 Qc7 Rb2 34 Qa7 Kb5 35 a4+ Kc4 36 Rf4+ Kb3 37 a5 Qxa5 38 Rb4+ Kxc3 39 Qa5 ba5 40 Ra4 Rb5 41 h4 d4 42 g4 d3 43 h5 d2 44 Ra1 Kb2 45 Kd1 Kc2 46 Rxd2 Kxd2 47 Kg3 a4 48 Kf4 a3 49 g5 a2 50 h6 a1/Q, 0-1, Zilbermints-WilsonBond (2180) United States Chess Live, 5/17/2002.

10...h6 11 Bf6 Bf6 12 Ne4 Be7 13 Rd1 Bd7 14 Bb5 Qc8 15 Rd7?! Qd7 16 Ne5 Qd5 17 Bc6 bc6 18 Nf7 Rf8 19 Nc3 Qd7 20 Ne5 Qd6 21 Nf3 000 22 Qe2 Kb8 23 Qc4 e5 24 h3 Bf6 25 Na4 Qd5 26 Qb4+ Qb5 27 Qb5 cb5 28 Nc5 Rd6 29 Ne4 Rc6 30 c3 Rd8 31 Kh2 Re6 32 Re1 Kb7 33 Re2 Ree8 34 Nfd2 a6 35 Nb3 Kb6 36 a3 Be7 37 Nbd2 Bf8 38 Nf3 c5 39 Nh4 c4 40 Nf5 Bc5 41 Nxc7 Rg8 42 Ne6 Rde8 43 N6c5 Rg6 44 Nd7+ Kc7 45 Ndc5 Reg8 46 g3 R6g7 47 Na6+ Kb6 48 Nb4 h4 49 Nd5 Ka5 50 Ndf6 h4 51 Ng8 Rg8 52 g4, 1-0, Zilbermints –Colle, (2184) ICC, 3 0 rated blitz, June 2002.

For more games with 9...Nc6 10 Qe1 please refer to Chapter 2: The First Zilbermints – Kopeicki Blitz-Discussion-Match, March – June 1993.

CHAPTER 4: The Exchange Sub -Variation, 9...Nxf3 10 Qxf3

My original 1993 Blackmar-Diemer Discussion-Match with Edward “Eddie” Kopiecki saw thirteen (13) games played with this line. As the reader can see from Chapter 2, I scored 11.5 – 1.5 against the Exchange Sub – Variation. In the second match, some important refinements were made. As will be seen, the line *10...00 11 Rad1?!* is put to a critical test after *11...Nd5!* At the same time, the old *11 Qh3!* is rehabilitated.

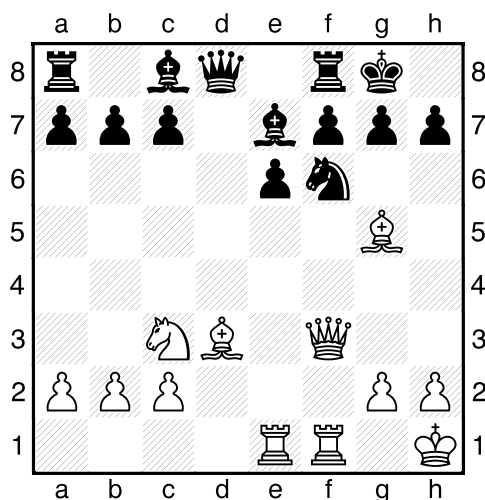
1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 ...

Let us now pause and evaluate the position. What judgment did Black use when playing 9...Nxf3? Most likely, he figured that when you are up in material trading down is a good idea. Generally that is the case... however, there are exceptions. Here, White is better developed, has three open lines, and has a great attack. His Queen and Rook pressure f7, the King is safe. Black, on the other hand, has almost nothing developed, his King is in danger, and the Queen and Rooks doing nothing. That said, it stands to reason that White has more than enough compensation for his two pawns!!

A. Lines with Immediate Castling, 9...Nxf3 10 Qxf3 00

Black castles to ensure the safety of his King. How should the attacking player proceed? Here White has two continuations: *11 Rad1* and *11 Qh3!* While both moves are attacking, there is a critical difference that makes *11 Qh3!* more attractive than *11 Rad1?!*

A1. 11 Rad1 (Diagram)



A11. Lines without 11...Nd5!

11...Bd7 12 Qh3 h6? A mistake that is made time and again in the BDG. Perhaps something like 12...c6 would be better. That move, which I analyze later on, also presents little difficulty to the White player. But at least it's not a blunder. **13 Bxh6! gh6 14 Rxf6! Bxf6 15 Qxh6 Re8 16 Bh7+ Kh8 17 Bg6+ Kg8 18 Qh7+ Kf8 19 Qf7 mate, Dupuis – N.N., Internet Chess Club blitz, 1998.**

11...Bd7 12 Qh3 e5 13 Qh4 h6 14 Bh6 gh6 15 Qh6 e4 16 Rxf6! ed3 17 Rxd3 Bf5 18 Rxf5 Qxd3 19 cxd3 f6 20 Qg6+, 1-0, Zilbermints – David Johnson, World Chess Network, G/10, 7/17/2000.

11...Qe8 This move just cramps Black's position. **12 Qh3! g6? 13 Rxf6! Bxf6 14 Bxf6 h5 15 Qe3, Black Resigns, Zilbermints – umbyk, chess.net blitz, 7/11/2000.**

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Rad1

11...Qe8 12 Qh3 e5 13 Qh4 h6? 14 Bxh6! Ng4 15 Bg5! g6 16 Bxe7 Ne3 17 Bf6 Nxf1 18 Qh8 mate, Zilbermints – Luis Antilus, casual game, Newark, New Jersey, 12/9/1995

11...Qe8 12 Qg3 Nh5 13 Qh4 Bxg5 14 Qxg5 g6 15 g4 Ng7 16 Rf6! Rb8 17 Ne4 Qc6 18 Rdf1 b6 19 h4 Bb7 20 h5 c5 21 Qh6! Bxe4+ 22 Bxe4 e5 23 Rf3 Ne6 24 Rh3, 1-0, Zilbermints-sleepkid, Internet, Yahoo! Chess game, 10/28/1998.

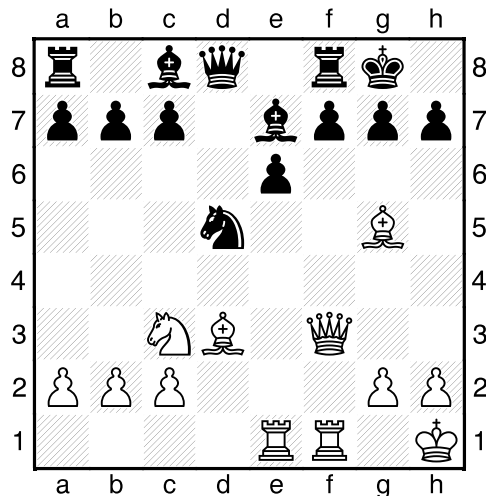
11...Qe8 12 Bxf6 Bxf6 13 Ne4 Qe7 14 Qh3 Bxb2 15 Nf6+!, 1-0, Zilbermints – sleepkid, Internet, Yahoo Chess game, 10/28/1998.

11...Qe8 12 Bxf6 Bxf6 13 Ne4 Bb2 14 c3 Ba3 15 Nf6+ gf6 16 Qf6? Here I could have won in four moves with *16 Bxh7+!* Instead, I let the game drag on. **16...Be7! 17 Qh6 f5 18 Rf3 Rf6 19 Rg3+ Rg6 20 Qh5 Bd7 21 Qf3 Rxg3 22 Qxg3+ Qg6 23 Qxc7 Bc6 24 Bf1 Bf6 25 Re1 Re8 26 Qd6 Bc3 27 Rc1 Bb2 28 Rc2 Bf6 29 Bc4 Rd8? 30 Qxe6+ Kh8 31 Qe2 Re8 32 Qf1 f4 33 Bd3 Be4 34 Bxe4 Qxe4 35 Rc1 Qe2 36 Qg1 f3 37 Rf1 fg2 38 Qxg2 Qxg2 39 Kxg2 Bd4 40 Rf7, 1-0, Black overstepped the time limit, Zilbermints – sleepkid, Yahoo Chess Game, 10/28/1998.**

A12. Lines with the Critical 11...Nd5!

The critical move 11...Nd5! was found by Kopiecki in analysis. By playing his Knight to the center of the board, Black gives back one pawn; trades his pieces, and completes his development. The move 11...Nd5! is not an easy move to find. Psychologically it is somewhat risky, as it takes a piece from the defense of the King-side. However, 11...Nd5! is the only move which saves Black.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Rad1?! Nd5! (Diagram)



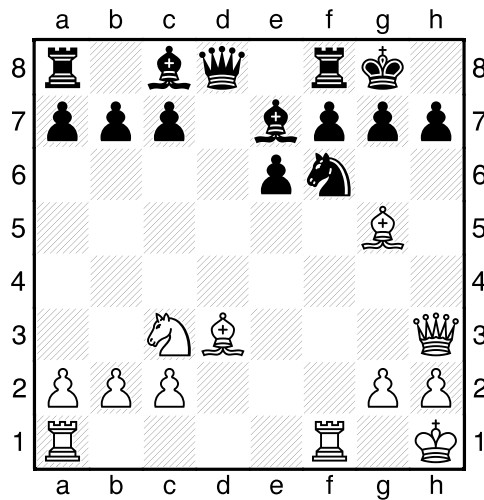
12 Nxd5 exd5 13 Bxe7 Qxe7 14 Qd5 Be6 15 Qb7 Rab8 16 Qa7 Rb2 17 a4 Bd5 18 Qf2 c6 19 Rde1 Qg5 20 Qf1 h5 21 Be4 h4 22 h3 Qg3 23 Qg3 Qg3 24 Re5 Rd8 25 Re3 d4 26 Rxc3 Rxc2 27 Rd3 Rc3 28 Rgd1, DRAWN, Zilbermints – Kopiecki, Second Blitz-Discussion-Match, Game 18, 3/10/2001.

12 Be7 Qe7 13 Nd5 ed5 14 Qd5 Be6 15 Qe4 g6 16 Bc4 Qb4 17 Bd3 Qxe4 18 Be4 Rfd8 19 Bb7 Rxd1 20 Rxd1 Rb8 21 Be4 Rb2 22 a4, eventually DRAWN on time, Z-K, BDM II, Game 19, 3/10/2001.

12 Be7 Qe7 13 Qe4! f5 14 Nxd5 Qg5?? After the game, Kopiecki recommended 14...Qf7! as the best move for Black. Although I agreed with that assessment, I pointed out that 14...Qc5! is just as good. In both cases, Black seems to be pretty much okay. The text move loses outright. **15 Qf4, 1-0, Zilbermints – Kopiecki, BDM II, Game 20, 3/10/2001.**

As Kopiecki and I have demonstrated, if Black plays 11...Nd5!, it is very difficult to make any headway for White.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3!



A2. 11 Qh3!

This move has the advantage of focusing on the critical h7-square. Were Black to move the **Nf6**, he would get mated on the very next move! Thus, the freeing **11...Nd5!** is prevented, giving White the advantage. Now, the only alternative that Black has to beat back the attack is **11...e5 12 Qh4 Qd4** for little else can suffice. Elsewhere, I show two ways of handling this bold sortie by the Black Queen. Now, let us look at the games...

A21) 11...Re8 Probably one of the better moves open to Black. Others are not as good:

A22) 11...h6? 12 Bxh6! e5 13 Qh4 Ng4 14 Bg5 Bxg5 15 Qh7 mate!, 1-0, Zilbermintz – ewc (1837) Internet Chess Club 3 0 rated blitz, 3/23/2003, Game 5 of 7.

A23) 11... e5 12 Qh4 e4 13 Ne4 Ne4 14 Be7 g5 15 Qe4 f5 16 Qc4+ 1-0, Zilbermintz – Kopiecki, BDM II, Game 26, 3/10/2001.

A231) 11...e5 12 Qh4 h6 13 Bh6 gh6 14 Qh6 e4 15 Rf6! gf6 16 Be4 Bf5 17 Bf5 Qd1 18 Rd1 Rfd8 19 Bh7+ Kh8 20 Bg6+ Kg8 21 Qh7 Kf8 22 Qf7 mate, Sawyer – Now (computer), Bellefonte, Pennsylvania, 1993.

A232) 11...e5 12 Qh4 h6? 13 Bh6! Ng4 14 Bg5! f6 15 Qh7+ Kf7 16 Qg6+ Kg8 17 Bc4+ Kh8 18 Qh5+ 1-0, Zilbermintz – Dan Raynor, Newark, New Jersey, 11/17/2003.

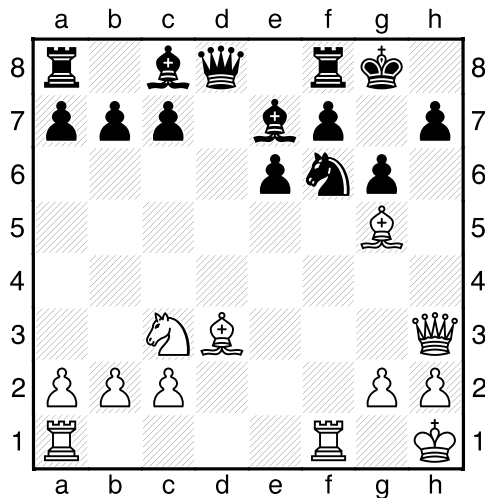
A233) 11...e5 12 Qh4 e4 13 Ne4 Ne4 14 Be7 g5 15 Qe4 f5 16 Qc4+, 1-0, Z-K, BDM II, Game 21, 3/10/2001.

A234) Moves 11-14 as in Zilbermints – Raynor: 14...Qd6 15 Qg5 Kh8 16 Rf6 e4 17 Ne4 Qf6 18 Nf6 Bf6 19 Qh6 Kg8 20 Qh7 mate, Sawyer - PowerChess(computer), Bellefonte, PA, 1993.

12 Rad1 e5 13 Qh4 Bd7 14 Bf6 Bf6 15 Qh7 Kf8 16 Nd5! g6 17 Rf6 Qf6 18 Nf6 Bc6 19 Bc4 Re6 20 Be6 fe6 21 Qg8+ Ke7 22 Qg7 mate, Zilbermints – Kopiecki, BDM II, Game 26, 3/10/2001.

A24) Here I consider 11...g6:

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3! g6



After 11...g6

11...g6 is an interesting move that has not been often played so far. Black hopes for something like 12 Rad1?! Bd7! when 13 Qh4 fails to 13...Nd5! In this case, the attack is beaten off. Or is it?

There also may follow 12 Bh6! Rf8 13 Qf3! Bd7 14 Rad1 and Black has very few good moves. Thus, it is seen that 12 Bh6! is the best move here, followed by the pressuring 13 Qf3!

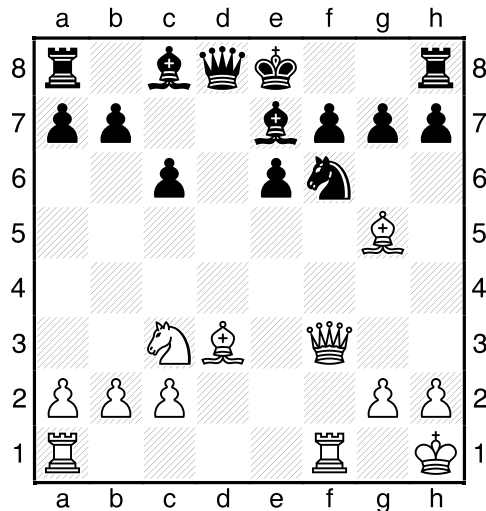
11...g6 12 Qh4?! This was a 1 – minute game, and I was pressed for time. Still, maybe this move has some merit. Who knows... It certainly won me the game! **12...Nd5! 13 Bxe7 Qxe7 14 Qh6 f5 15 Rae1 Qg7 16 Qh4 b6 17 Nxd5 ed5 18 Re7 Qf6 19 Qxf6 Rxf6 20 Re8 Kf7 21 Rfe1 Bb7 22 R1e7 mate, Zilbermints – yeshua1999, ICC 1 0 rated blitz, 10/12/2002.**

11...g6 12 Rad1 Nd5 13 Bh6 e5 14 Qf3 Nf4 15 Bg6 fg 16 Rd8 Rd8 17 Bf4 ef4
 18 Qf4 Bf5 19 Qc7 Bc6 20 Qc4+ Kg7 21 Nd5 Rc8 22 Qd4+ Kh6 23 Ne3,
 Black overstepped, Z-K, BDM II, game 22, 3/10/2001.

11...g6 12 Rad1 Nd5 13 Bh6 Re8 14 Qf3 f5 15 Bc4 c6 16 Bb3 Bd7 17 Nxd5 cd5
 18 Bd5 Qc7 19 Bb3 Rab8 20 Rfe1 Bf8 21 Bf8 Kf8 22 Qd3 Rbd8 23 Qh3 Kg7
 24 Rd2 e5 25 Rde2 Bc6 26 Qg3 f4 27 Qg5 e4 28 h3 f3 29 gf3 ef3 30
 Re7+ Re7 31 Rxe7 Qxe7 32 Qxe7+ Kh6 33 Qe3+ Kg7 34 Kh2 Rd1 35 c3 Rf1
 36 Qe5+ Kf8 37 Qf6+ Ke8 38 Qf7+ Kd8 39 Qf8+ Kc7 40 Qf4+ Qd4+
 41 Qd4+ Kc7 42 Bc4 Rh1+ 43 Kg3 Rg1+, 1-0, Zilbermints – claymore (1742) ,
 ICC, 10-minute unrated blitz, 12/7/2003.

A3. Lines with Castling Delayed, < 10...00

A31. 10...c6



After 10...c6

This move opens an escape window for the Queen. In many lines, the motif Qc7 – Bd7 is standard for Black. However, Black loses valuable time trying to complete his development.

**11 Ne4 h6 12 Bxf6 Bxf6 13 Nxf6 Qxf6 14 Qxf6 gf6 15 Rxf6 Bd7 16
 Rxf1 Rf8 17 Rxf7 Rxf7 18 Bg6 000 19 Bxf7 Rf8 20 Kg1 e5 21 Bc4
 Rxf1 22 Kf1 Bf5 23 c3 Kd7 24 Ke2 Kd6 25 Ke3 eventually 1-0,
 Zilbermints – Theodore Violet, Marshall CC casual blitz, New York,
 1998.**

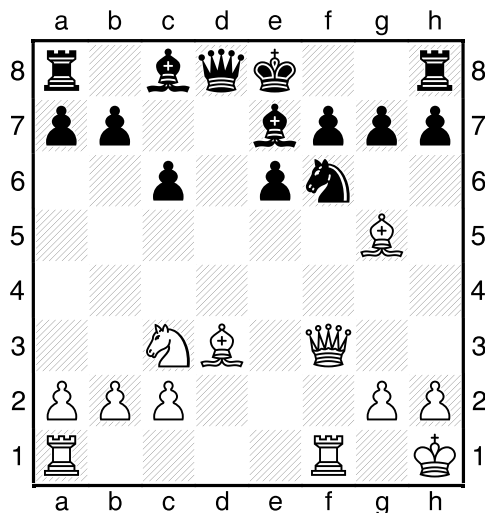
11 Ne4 Bd7 12 c3 Qc7 13 Nf6 Bf6 14 Bf6 Bf6 15 Qf6 Rf8 16 Rad1 Qd8 17 Qe5 Qe7 18 Rf6 h5 19 Rh6 000 20 Rf1 Rh8?? 21 Rh8! Rh8 22 Qh8, 1-0, Zilbermints – NN, blitz, 8/19/2001.

And now, a game where I play a master:

11 Ne4 00 This is different from Zilbermints – Violet, Marshall CC, New York 1998, where 11...h6 was played. **12 Nf6 Bf6 13 Qh3 Qxd3 14 cxd3?! Inaccurate. Best is 14 Qd3! 14...Bg4 15 Rad1 Bg7 16 Re4 Rad8 17 Qf3 c5 18 Rg4 Be7 19 Qb7 e5 20 Rg3 Bh4 21 Rgf3 Be6 22 Qa7 Ra8 23 Qc5 Ra2 24 Qe5 Bf6 25 Rxf6 gf6 26 Qf6 Rb8 27 h4? 27 Rb1!** is the best move here. **Rbb2 28 Qg5 Kf8 29 Qd8+ Kg7 30 Qd4+ Kf8 31 Rg1 Bh3! 32 Qd8 Kg7 33 Qg5+ Kf8 34 Kh2 Rxd2 35 Rxd2 Rxd2 36 Qg2 Bg2 37 Kg2 Ke7 38 Kf3 Ke6 39 Ke4 h5 40 d4 f5+ 41 Kf4 Kd5 42 Kf5 Kd4 43 Kg5 Ke5 44 Kg6 Ke6 45 Kg5 Kf7 46 Kh5 Kf6 47 Kh6 Kf7 48 Kh5 DRAWN, Zilbermints – Yaacov Norowitz, ICC, 5 0 r blitz, 7/1/2003.**

Having examined 11 Ne4, let us now examine the older and better 11 Rad1 :

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 c6



After 10...c6

Although I already cited it elsewhere, here is the first historical game:

11 Rad1 Bd7 12 Ne4 00? 13 Nxf6+ Bxf6 14 Qe4 g6 15 Bxf6 Qe8 16 Qf4, 1-0, Joachim Fechner – Walter Schneider, First Blackmar – Diemer Gambit World Correspondence Tournament, 1968.

This was both the first game with the Zilbermints Gambit against the Euwe, and the first to use 11 Rad1.

The next game was played in 2000 by players who were at least International Master, if not Grandmaster, strength. It is a pity that we do not know the White player's true name, just the handles he went by on the Internet Chess Club. According to the Internet Chess Club database, "fred2050" was active in 2000. He was also active recently, in 2003, under the handle "fred2160". All his opponents were of International Master strength, and three were Grandmasters.

11 Rad1 Bd7 The actual move order was 10 Qxf3 Bd7 11 Rad1 c6, which transposed to the text. **12 Ne4 Qa5 13 Nxf6 gf6 14 Bxf6 Bxf6 15 Qxf6 Rf8 16 Bxh7 Qc5 17 Rd3 Qe7 18 Qe5 000 19 Be4 Rh8 20 h3 Rh6 21 Rfd1 f6 22 Qf4 Rhh8 23 b4 e5 24 Qf3 Be6 25 Bf5 Rxd3 26 Qxd3 Kc7 27 Bxe6 Qxe6 28 b5 cb5 29 Qxb5 Kb8 30 Rd3 e4 31 Rb3 Rh7 32 a4 f5 33 a5 a6 34 Qb6 Rd7 35 Qxe6, 1-0 fred2050 (2538) – IM Carlos Andres Perdomo (2512) , Internet Chess Club, 3 0 rated blitz, 10/9/2000.**

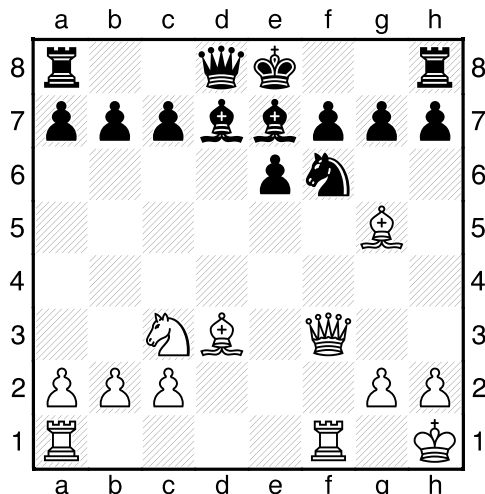
(Moves 1 – 13 as in previous game) 13...Bd7 14 Nxf6+ gf6 15 Qxf6 Rf8 16 Bh7 Qa2 17 Bg6, 1-0, Zilbermints – guest267, ICC 2 12 unrated blitz, 3/20/2003.

11 Rad1 Bd7 12 Ne4 h6!? An improvement over Fechner-Schneider, corres. 1968. Still, had White played correctly, he'd have won the game later on. **13 Bxf6 gf6 14 Nf6 Bf6 15 Qf6 Qf6 16 Rf6 Ke7 17 Rdf1 Be8 18 Be4 Rd8 19 Bd3 a6 20 a4 Rd5 21 h3 c5 22 b3 h5 23 Be4 Rd8 24 Kh2 b6? 25 Bc6 Rd1 26 Rxd1 Kxf6 27 Bb7?? , 0-1/51, Zilbermints – Milan Zivkovic, World Chess Network, 7/4/2000.** Instead of the lemon 27 Bb7??, White should find a more active move. Thus, after 27 Rd8! Ke7 28 Rb8 gives White winning chances.

11 Rad1 Qa5 12 Bxf6 Bf6 13 Ne4 Qe5 14 Rde1 Qxb2?? This move is a mistake. When you are behind in development, pawn-snatching is equal to losing the game. **15 c3! Bd7 16 Nxf6+ gf6 17 Qxf6 Rf8 18 Rb1 Qa2 19 Rxb7 Qa3 20 Be4 Qe7 21 Qe7 Ke7 22 Bc6 Rfd8 23 Rd7! Rd7 24 Ba8, 1-0, Zilbermints – Guinness (2142), 3 minute rated blitz, ICC, 9/28/2002.**

A32. Now let us examine lines where Black plays **10...Bd7** :

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 Bd7



After 10...Bd7

11 Rad1 Bc6 12 Bb5 Bd6 13 Bc6 bc6 14 Qxc6+ Ke7 15 Nd5+?! This move is dubious, but in blitz anything is possible... as this game shows. 15...ed5 16 Rde1+ Kf8 17 Bf6 gf6 18 Rf6 Qf6 19 Qa8+ Kg7 20 Qd5 Re8 21 Rd1 Qe5 22 Qb3?? Oops! I blundered here. Qxh2 mate! 0-1, Zilbermints – Kopiecki, Blitz – Discussion – Match, 1/13/1996, Marshall Chess Club, New York.

(Moves 1-14 as in previous game) **15 Rde1!** Here I improve on my previous game. **Re8 16 Nd5+** And only now do I play this Knight over! **16...Kf8 17 Nxf6 gf6 18 Bxf6 Qb8 19 Qf3 Qb4 20 Re4 Qc5 21 Bg7+ Kxg7 22 Qf7+ Kh8 23 Qf6+, 1-0, Zilbermints – Kopiecki, BDM, 1/13/1996, Marshall Chess Club, New York.**

(Moves 1-12 as in previous game) **12...Re8 13 Ne4 Nxe4 14 Be4 Bg5 15 Qh7+ Kf8 16 Qh8+ Ke7 17 Qg7 Rf8 18 Qg5+ f6 19 Qc5+ Kf7 20 Bb7 Rg8 21 Bxa8 Qxa8 22 Rxd7 Kg6 23 Qf2 f5 24 Rc7 Kg6 25 Rc3 Qe4 26 Rg3 Rh8 27 Qe3 Qc2 28 Qc3+ Qxc3 29 Rc3, Black overstepped, Zilbermints – Kopiecki, BDM II, Game 25, 3/10/2001, Marshall Chess Club, New York.**

11 Rad1 00 12 Qh3 e5 13 Qh4 Re8 14 Nd5 e4 15 Bf6 Bf6 16 Nf6+ gf6 17 Be4 e5 18 Qg3+ Kh8 19 Bf5 Bf5 20 Rd8 Rad8 21 h4 Be6 22 h5 Rd5 23 Qc3 Kg8 24 Qf3 Rf5?? 25 Qg4+ Kh8 26 Rf5 Bf5 27 Qf5 Re6 28 Qf7 Rh6 29 Qf8 mate, Z-K, BDM II, Game 24, 3/10/2001, Marshall Chess Club, New York.

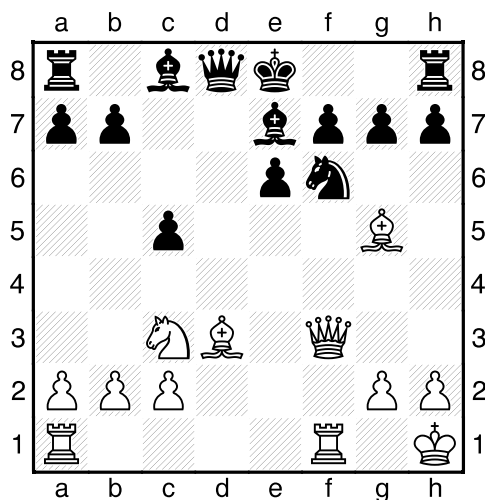
11 Rad1 00 12 Qh3 Re8 13 Qh4 h6 14 Bh6! Nd5 15 Qg3 Bf8 16 Bg5 f6??
 17 Nd5! ed 18 Bf6 Qc8 19 Qh4 Re3 20 Qh7+, 1-0, Zilbermints – Kopiecki,
 BDM II, Game 54, Marshall CC, New York City, N.Y.

11 Rad1 00 12 Qh3 g6 13 Bc4 Nh5 14 Bh6 Ng7 15 Ne4 Qe8 16 Qc3 f6 17 Rf6
 Bf6 18 Nxf6 Rxf6 19 Qf6 Nh5 20 Qe5 Rd8 21 Rd7 Rd7 22 Bxe6+ Rf7 23 g4
 Nf6 24 Qf6 Qc6 25 Kg1 Qc5+ 26 Kg2 Qxc2+ 27 Kh3 Qd3+ 28 Kh4 g5+
 29 Qxg5+ Kh8 30 Qe5+ Kg8 31 Qg7 mate, Tom V. Purser – J. Peters, analysis
 game, 1993. This was one of the earliest games with my gambit. It was played by Tom
 V. Purser, former editor of *BDG World* at a time when I was still playing the first Blitz-
 Discussion-Match against Kopiecki.

**11 Rad1 h6 12 Bxf6 Bxf6 13 Ne4 Bc6 14 Bb5 Qe7 15 Bc6 bc6
 16 Nxf6+! Kf8 17 Qxc6 Rb8?** A mistake that loses the game. However,
 there was no way to save it. For example, 17...Rc8 18 Rd7! wins, e.g., 18...Qf6
 19 Rf6 gf6 20 Qc5+ Kg8 21 Qe7 Rf8 ++=; 18...Qb4 19 Rf7!! Kxf7 (19 Nd5!! with
 the idea R1f7! winning is also good) 20 Nd5+, winning the Queen; 17...Rd8 18
 Rxd8 Qxd8 19 Nd7+ Ke7 20 Rd1 +- or 19...Kg8 20 Ne5++) **18 Nd7+, 1-0,
 Zilbermints – MellowJ (2236), ICC 3 0 rated blitz, 3/18/2003.**

By the way, this same opponent refused to accept the Zilbermints Gambit in
 the Euwe Defense in another game.

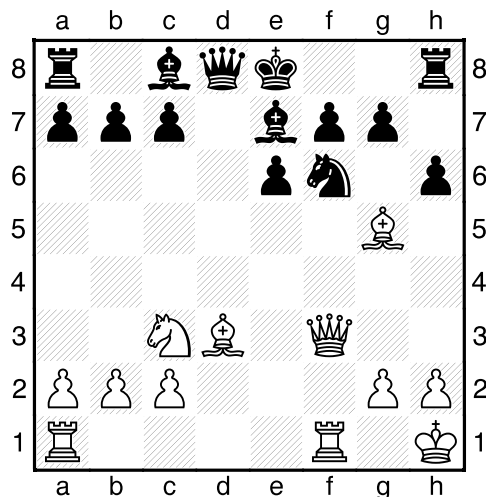
A33. 10...c5?



After 10...c5

**11 Bb5+ Bd7 12 Rad1 b6 13 Bxf6 Bxf6 14 Bxd7+ Kf8 15 Bc6, 1-0,
 Zilbermints – ConquorStewart, 5 0 rated ICC blitz, 2003.**

A34. 10...h6



After 10...h6

This move puts the question to the Bg5. However, if the second player thinks such a passive move beats back the attack, he is sadly mistaken. All 10...h6 does is create another weak pawn. Two games:

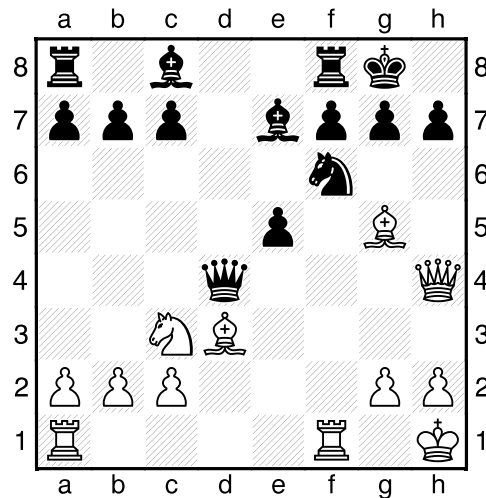
11 Bxf6 Bxf6 12 Ne4 Bd7 13 Rad1 00 14 Nxf6+ gf6 15 Qxb7 Qe7 16 Qf3 Rfd8 17 Qg3+ Kf7 18 Bh7 Qc5 19 Rxf6 Qg5 20 Qc3 Bc6 21 Rxf7 Kxf7 22 Rf1+ Ke7 23 Qxc6 Qe5 24 Be4 Qd6 25 Qc3 e5 26 Bxa8 Rxa8 27 Qf3 Re8 28 Rd1 Qf6 29 Rd7+ Ke6 30 Qxf6 Kxf6 31 Rxc7 e4 32 Kg1 Kf5 33 Kf1 Kf4 34 Ke2 h5 35 Rxa7 Rc8 36 Rf7+ Ke5 37 c3 Rb8 38 Re7+ Kf5 39 b3 Rd8 40 Rc7 h4 41 a4 Rg8 42 Kf2 Kf4 43 Rf7+ Ke5 44 a5 e3+ 45 Kf3 Ke6 46 Rf4 e2 47 Re4+, 1-0, Zilbermints – guest398, Internet Chess Club, 10-minute unrated blitz, 4/4/2003.

11 Bxf6 Bxf6 12 Ne4 c6 13 Nxf6 Qxf6 14 Qxf6 gf6 15 Rxf6 Ke7 16 Raf1 Rf8 This line exchanges some pieces, but still gives the White player pressure for the pawn. **17 Rxh6** Material equality has been reestablished. Now it is just a question of skill. **17...Bd7 18 Rh7 e5 19 Bc4 Be6 20 Be6 Ke6 21 Rh3 Rad8 22 Rb3 Rd7 23 h4 Rh8 24 g3 f5 25 Kg2 b6 26 Re1 Rd2 27 Kf3 Rxc2 28 Rbe3 e4+ 29 Kf4 Rg8 30 Rxe4 fxe4 31 Kxe4 Rxb2 32 Kd3+ Kd7 33 Re3 Rxa2 34 Ke4 Re8 35 Kf4 Ra4+ 36 Kf3 Rxe3+ 37 Kxe3 Ke7 38 Kf3 Kf7 39 g4 Kg7 40 Kg3 Kh8 41 h5 Rd4 42 Kh4 c5 43 Kg5 a5 44 h6 Rxh4+ 45 Kxg4 a4 46 Kh4, 1-0, Black overstepped the time limit. Zilbermints – ewc (1812), Game 7/7, ICC, 3 0 rated blitz, 3/23/2003.**

This concludes our exhaustive analyses of the first part of Chapter 4. It is time now to read further and understand why *11 Qh3!* is far better than the speculative *11 Rad1?!*

A. Rehabilitating the old *11 Qh3!* line after *11...e5 12 Qh4 Qd4!*

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3! e5 12 Qh4 Qd4!



After 12...Qd4

As I mentioned earlier, the move *11 Qh3!* is very powerful, for it aims at the Black Kingside. With the alternatives not any good, the only fighting option open to the Black player is *11...e5 12 Qh4 Qd4!* In this position, Black threatens to trade the powerful White Queen, and thereby beat back the attack. The inaugural games were played in the First Zilbermints – Kopiecki Blitz-Discussion Match, 1993:

Z-K, BDM I, Game 38, 1993:

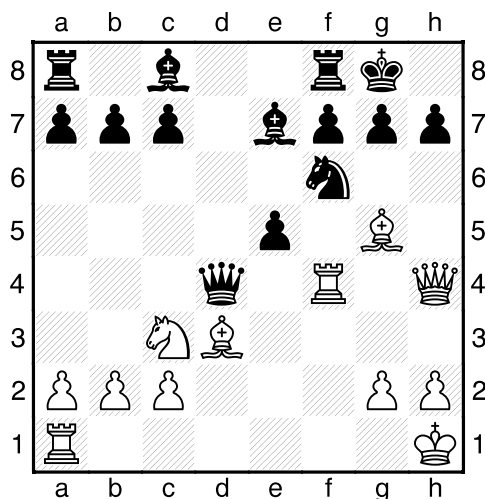
13 Qxd4?? ed4 and although I managed to win this game on time, I resolved never to make the same mistake again.

Z-K, BDM I, Game 39, 1993:

12 Rf5! Bf5 13 Bf5 g6! 14 Rd1 Qe8 15 Bh6 gf5 16 Qg3+ Ng4 17 h3 Rd8 18 Rf1 Qc6 19 Bxf8 Kf8 20 hg4 f4 21 Qf3 Qxf3 22 gxf3 Rd2 23 Rc1, eventually drawn

I think that Kopiecki did quite well with the **11 Qh3 e5! 12 Qh4 Qd4!** line in the original 1993 match. The fact of the matter is that it made me give up the 12 Qh4 variation for eight years. Finally, in 2001, I found not one, but two antidotes against Black's best defense. Let us consider now **I 13 Rf4?!!** and **II 13 Ne4!!**

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3! e5 12 Qh4 Qd4! 13 Rf4?!!



After 13. Rf4?!!

The move 13 Rf4?!! blocks the critical e4 - h4 horizontal. With the White Rook in the way, the Black Queen is forced to sacrifice herself to prevent mate on h7. The next sixteen (!) games illustrate what can happen. Naturally, after the Rook sacrifice, the following continuation is forced: **13...ef4 14 Bxf6! Qxd3**

Play now divides into B1a **15 cxd3** and B1b **15 Bxe7!**.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3! e5 12 Qh4 Qd4! 13 Rf4?!! ef4 14 Bxf6! Qxd3

B1a 15 cxd3

15 cxd3 Bxf6 16 Qxf4 Bd7 There is one drawback to the 15 cxd3 line. It is that White, having a Queen, must play very precisely to make sure that Black does not have any counter-chances. My games with Kopiecki illustrate this.

17 Qc7?! Bc6! 18 Rf1 Rad8 19 Qg3 Bc3 20 bc3 Rfe8 21 d4 Re2 22 Rg1 h5 23 h3 R8e8 24 c4 Be4 25 d5 Rc8 26 d6 Rc6 27 Qd3 Ra2 28 Qf5 Rd8 29 Qh5 Rd6 30 Qe5 R6d2 31 Qb8+ Kh7 32 Qh2 Rxc2 33 Qb8+ Ra2+ 34 Kg1 a5 35 Qf8 36 Kf1 Ra2 37 Qf7 a4 38 c5 --- 39 Qxa2, Black overstepped, 1-0, Z-K, BDM II, 3/10/2001, Game 27.

17 Qc7?! Bc6 18 Qg3 Rfe8 19 Re1 Re1 20 Qe1 Bc3 21 bc3 Re8 22 Qf2 Re6 23 Kg6 Rg6 24 g3 h5 25 Qf4 Rg4 26 Qc8 Kh7 27 h4 g5 28 hxg5 Rxc5 29 Qf4 Kg6 30 c4 Rg4 31 Qd6 f6 32 Kf2 h4 33 gh Kh4 34 Qg3 Kh5 35 Ke3 f5 36 Qg7 f4+ 37 Kd4 f3 38 Ke5 Re4?? 39 de4! f2 40 Qf7+ Kg4 41 Qxf2, 1-0, Z-K, BDM II, 3/10/2001, Game 28, Marshall Chess Club, New York.

17 Qc7?! Bc6 18 Qg3 Rae8 19 Re1 Rxe1 20 Qxe1 Re8 21 Qf2? Bd4! 22 Qd2 Re3 23 Ne2 Bb6 24 d4 Re6 25 Kgl?? Bb4 26 Nf4 Re4 27 g3 Rd4 28 Qe1 Rd1+, 0-1, Game 29, Z-K, BDM II, 3/17/2001.

Alternatives to 17 Qc7?! appear to be better. These include *17 Rd1*; *17 Re1*; and *17 d4*.

(1) 17 Rd1 Bxc3 18 bc3 Bc6 19 Kg1 Re8 20 Qf2 Re6 21 Re1 Rxe1 22 Qxe1 Re8 23 Qf2 Re6 24 Qa7 h6 25 Qf2 Rf6 26 Qd4 Re6 27 Kf2 Re6 28 Kg1 Re6 29 Qf2 Rf6 30 Qd2 Rg6 31 g3 h5 32 d4 h4 33 Kf2 hg 34 hg Rf6 35 Re1 Rh6 36 Qg5 Rc6 37 Qd8 Kh7 38 d5 Rd6 39 Qh4+ Rh6 40 Qe4 Kg8 41 dc Re6 42 Qe6 eventually 1-0 on time, Zilbermints – Kopiecki, BDM II, Game 30, 3/17/2001.

17 Rd1 Bc6 18 d4 Rae8 19 d5 Bxc3 20 bc3 Bd5 21 h4 Re4 22 Qc7 Rh7 23 Kg1 Bc6 24 Rd8 g5? 25 Rf8 Kf8 26 Qd8+ Be8 27 Qxc5 Rd4 28 Kf2 Bc6 29 Qh6 eventually 1-0 on time, Z-K, BDM II, Game 31, 3/17/2001.

After testing **17 Rd1**, I decided to try something new. Perhaps there was a better square for the Rook, or even a better move? The next three games demonstrate my experiments with this line.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 O0 Nxd4 9 Kh1 Nxf3 10 Qxf3 O0 11 Qh3! e5 12 Qh4 Qd4! 13 Rf4?! ef4 14 Bxf6! Qxd3 15 cxd3 Bxf6 16 Qxf4 Bd7

(2) 17 Re1 Rae8 18 Rxe8 Rxe8 19 Kg1 bc6 20 d4 h6 21 b4 Rd8 22 d5 Bxd5 23 Nd5 Rd5 24 Qc7 Rd1 25 Kf2 Rd2 26 Kf3 Ra7 27 Qb7 Ra3 28 Ke4 Rb3 29 b5 Rb4 30 Kd5 Bd4 31 Kc6 Bb6 32 Qc8 Kh7 33 Qf5 Kg8 34 Kb7 Rc4 35 g4 Rc5 36 Qf3 Rc7 37 Kb8 Rc5 38 h4, and eventually 1-0 on time, Z-K, BDM II, Game 32, 3/17/2001.

17 Re1 Bc3 18 bc3 Rae8 19 Re8 Re8 20 Kg1 h6 21 Qc7 Bc6 22 Kf2 Re6 23 g3 Rf6 24 Ke3 Re6 25 Kd2 Rf6 26 Qb8+ Kh7 27 Qxa7 Rf2+?? 28 Qxf2!, Black Resigns, Z-K, BDM II, Game 41, 3/17/2001.

17 Re1 Bc6 18 Kg1 Rd8 19 Rd1 Rd4 20 Qc7 Rg4 21 g3 Bd4+ 22 Kf1 f5 23 Ne2 Bf3 24 Nd4 Bf1 25 Ke1 Bf3 26 Qc4 Re8 27 Kd2 Bc6 28 Nxc6 bc 29 Qxc6 Rd8 30 Qe6, eventually 1-0 on time, Z-K, BDM II, Game 42, 3/17/2001, Marshall Chess Club, New York.

Despite the success with **17 Re1**, I thought that there had to be something which I missed. Sure enough, there was found a simple, yet powerful move that had escaped my analyses. The next three games illustrate the dynamics of **17 d4!**

(3) 17 d4! Bc6 18 d5 Bxc3 19 dc6 Bb2 20 cxb7 Bxa1 21 ba8/Q Rxa8 22 Qc7 Re8 23 g4 Bd4 24 Qd7 Re1+ 25 Kg2 Rg1+ 26 Kh3 h5 27 Qd4 hg4+ 28 Kh4 Rg2 29 h3 g5 30 Kg5 hg 31 Kh6, Black overstepped on time, Zilbermints – Kopiecki, Blitz-Discussion-Match II, Game 33, 3/17/2001.

17 d4! Rae8 18 Kg1 Bc6 19 Rd1 h6 20 d5 Bxc3 21 bc3 Bb5 22 c4 Ba4 23 Rc1 Rd2 24 c5 Rg2 25 Re1 Rd8 26 d6 cd 27 cd Bc6 28 Re7 Rg2 29 Kf1 Bd5 30 d7 Bc6 31 Qf7+ Kh7 32 Re8 Rd7 33 Qg8 Kg6, eventually 1-0 on time, Z-K, BDM II, Game 34, 3/17/2001.

17 d4! Rfe8 18 h3 Bc6 19 Re1 Rad8 20 d5 Bc3 21 bc Bxc3 22 Kh2 Re2 23 Rd2 Rde8?? 24 Rxd4!, Black Resigns, Z-K, BDM II, Game 35, 3/17/2001.

These exhaustive analyses and games show that White has little to fear, *so long as he plays accurately* for the next ten moves after winning Black's Queen. That inaccuracy can lead to a loss is best illustrated in Game 29 of the Second Zilbermints-Kopiecki Blitz-Discussion-Match.

I now analyze the line which goes **1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 O0 Nxd4 9 Kh1 Nxf3 10 Qxf3 O0 11 Qh3! e5 12 Qh4 Qd4! 13 Rf4?! ef4 14 Bxf6! Qxd3 15 Bxe7!?**

B1b. 11...e5 12 Qh4 Qd4 13 Rf4! ef4 14 Bxf6! Qxd3 15 Bxe7!

In this line White delays winning the Queen, aiming for mate instead. With best play, Black can obtain a draw and escape mate, but no more. Games 36-40 of the 2nd Zilbermints – Kopiecki Blitz-Discussion-Match demonstrate what can happen.

15...Qxc2 16 Bf8 Kf8?? 17 Qd8 mate, Z-K, Game 36, BDM II, 3/17/2001.

15...Qxc2 16 Bf8 Qxb2?! 17 Rb1 Qc3 18 Qd8! Bf5?? 19 Qa8!, 1-0, Z-K, Game 38, BDM II;

15...Qxc2 16 Bf8 Qxb2?! 17 Rb1 Qc3 18 Qd8! Bh3! The saving move! 19 Qxa8 Bxg2+ 20 Kxg2 Qc6+ 21 Kf2 Qc2+ 22 Kf3 Qd3+ 23 Kf4 Qd4+, DRAWN, Z-K, BDM II, Game 39, 3/17/2001;

15...Qc2 16 Bf8 Bd7! The critical line. 17 Ba3 Bc6 18 Qh3 Rd8 19 Rg1 h6 20 b4 Rd3 21 Qc8 Kh7 22 Qf5+ Kg8 23 Qc8+ Kh7, DRAWN, Z-K, BDM II, Game 37, 3/17/2001.

(Moves 1-17 as in Game 37) **18 Qg4 Re8 19 Rg1 f5 20 Qd1 Qf2 21 Qf1 Qh4 22 Qc4+ Kh8 23 Ne2 Qh3 24 Nf4 Qg5, Black overstepped on time, 1-0, Z-K, BDM II, Game 40, 3/17/2001.**

So what is learned after **15 Bxe7!?** In this particular sub-variation, we find that White won three games and drew two, for a total of 4/5 points. Also, Black must play very precisely, just to draw – let alone winning!-- the game. However, if Black *does* find a way to draw, then a more forceful continuation needs to be found for White.

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3! e5 12 Qh4 Qd4! 13 Ne4!!

B2. 10 Qxf3 00 11 Qh3 e5 12 Qh4 Qd4 13 Ne4!!

When I first analyzed the move, I found several variations: **13...Ne4 14 Bxe7 Re8 15 Bxe4, +- . The same occurs after 15 Rad1 f5 16 Bb5 + - ; 13...h6 14 Bxf6 Bxf6 15 Rxf6! gf6 16 Qxh6! +-; if 14...gf6 15 Qxh6! wins.**

Now when I played on the Internet Chess Club, the move 13 Ne4!! won the game outright. After **13 Ne4!! Black Resigned** in Zilbermints – OldPhoenix (1726) ICC, 10 0 unrated blitz, 2003.

Zilbermints – Kopiecki, BDM II, Game 55, 8/4/2002, Marshall Chess Club, New York, continued 13...Ne4 14 Bxe7 f5 15 Bxf8 Kxf8 16 Bxe4 1-0. Black overstepped on time.

White wins after 13...Rd8 14 Nxf6+ Bf6 15 Qh7 Kf8 16 Qh8+ Ke7 17 Bxf6+ gf6 18 Qxf6 Kd7 19 Bf5 Re6 20 Rad1 +- . Telephone analyses with Kopiecki, August 5, 2002.

(Moves 1-14 as in Game 55) **Zilbermints – Kopiecki, BDM II, 2001/2002, Game 56**, continued **14...Bg4?!!** A daring cheapo, which almost succeeded. Had it been regular time control or even Game/30, I would have lost. But when the time control is Game/5 minutes, you can still save the point! **15 Qxg4?? Nf2+! 16 Rf2 Qg4** And now I have to fall back on my blitz-skill – the time advantage! **17 Bxf8 Rxf8 18 Raf1 Qe6 19 b3 e4 20 Bc4 Qe7 21 a4 g6 22 Re2 Kg7 23 Bb7 f5 ...** The rest is unrecorded. Eventually 1-0 on time.

(Moves 1-14 as in Game 56) **15 Be4!** Stopping the cheapo. **15...Qe4 16 h3 Bf3??** Thinking that the White Queen is unprotected, Black throws away a piece for nothing. **17 Rf3! Qxh4 18 Bh4 f5 19 Kd1 e4 20 Rc3 Kf7 21 Rxd8 Rxd8 22 Bd8 f4 23 Bc7 e3 24 Kg1 Rd7 25 Bf4 Rd1 26 Kh2 e2 27 Bg3 e1/Q 28 Bxe1 Re1 29 Rc8+ Kf7 30 Rc7+ Kf6 31 Rb7 a5 32 a4 33 Ra5 Re2 34 Ra4 Rc2 35 Rb4** and eventually 1-0, Z-K, 2BDM, New York, 8/19/2002, Game 57.

My home analysis went *1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3! e5 12 Qh4 Qd4! 13 Ne4!! Ne4 14 Be7 Bg4?!! 15 Bxf8 Rxf8 16 h3! g5 17 Qe1! and White wins.*

On **16...Be2** there follows **17 Qxe4! Qe4 18 Be4 Bf1 19 Rf1** when Black has only a pawn for the White Bishop. The conclusion is that White must win the endgame. This was demonstrated in the last, the 58th game of the Second Zilbermints-Kopiecki Blitz-Discussion-Match:

ZILBERMINTS – KOPIECKI

2nd BLITZ-DISCUSSION-MATCH, 2001/2002

GAME 58/58 25 AUGUST 2002 MARSHALL CHESS CLUB, NEW YORK

**1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6
8 00 Nxd4 9 Kh1 Nxf3 10 Qxf3 00 11 Qh3! e5 12 Qh4 Qd4! 13
Ne4!! Ne4 14 Be7 Bg4?!! 15 Bxf8 Rxf8 16 h3! g5 17 Qe1!**

So far as per the analyses. Now Kopiecki tries a new move.

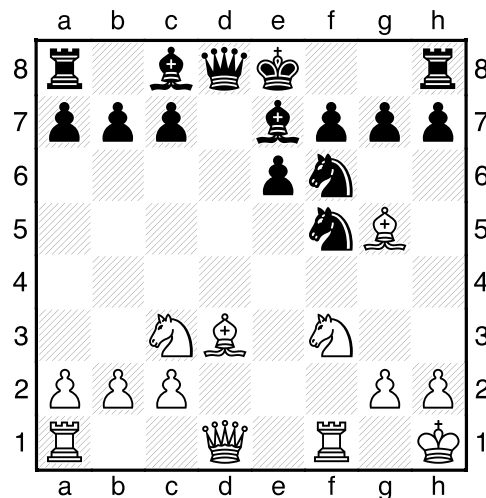
17...Nc5! This saves the Queen but loses a piece. The continuation was **18 hg4
Nxd3 19 cd3 Qxg4 20 Qxe5 f5 21 Qe6+ Kg7 22 Qe5+ Kg6 23 Rf3 f4
24 Re1 Qh4+ 25 Rh3 Qf2 26 Qe4+ Rf5 27 Qe2 Qe2 28 Re2 g4
29 Rh2 f3 30 gf gf 31 Re1 f2 32 Rf1 Rf3 33 Rff2 Rd3 34 Rd2 Rf3
35 Rhf2 Rh3+ 36 Kg1 h5 37 Rd7, Black Resigns, 1-0.**

Chapter 5: Playing Against the 9...Nf5 lines

In the previous chapter, I dealt extensively with 9...Nxf3 10 Qxf3, the Exchange Sub-Variation. I have demonstrated, time and again, that it is not good for Black to exchange, for that does nothing, but to develop White's attack. Thus, Black must move his Nd4 somewhere, for fear of recapture. The question is: Where?

When Eddie Kopecki and I played our two Blitz-Discussion-Matches in 1993 and 2001/2002, there were eight games with the 9...Nf5 line. In both matches, this variation was basically a "testing ground" for chess-friend Kopecki, who though it was quite solid-looking. I must admit that this move gave me about a week of sleepless[ness], as I often stayed up until 1 a.m. to polish up the analysis. By April 24, 1993, however, I had worked out the antidote to this variation as well. Let us now analyze the games from the two matches, noting additional ones where need be:

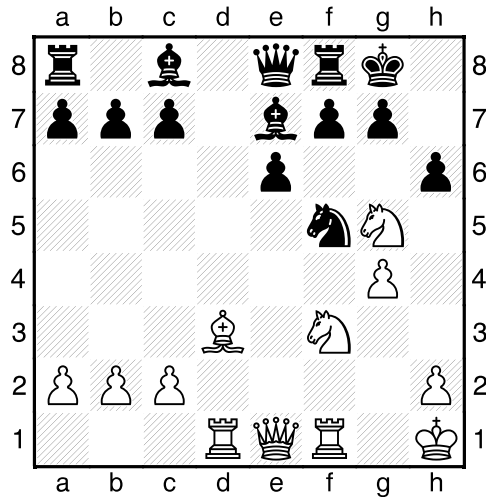
1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nf5



After 9... Nf5

Zilbermints – Kopecki, BDM I, 4/17/93:

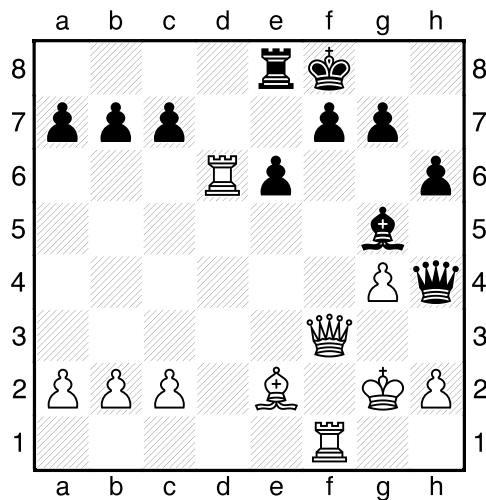
10 Qe1 00 11 Rd1 Qe8 12 Bf6 Bf6 13 Ne4 Be7 14 Neg5 h6 15 g4?!



After 15. g4?!

Fritz 6 evaluates the above position as -/+ 2.22 in Black's favor, assuming he will follow with 15. ... hxg5 and then expecting 16. gxf5 exf5 17. Nd4 g6 18. c3 Bf6. Fritz expected 15. Ne4 Nd6 with Black maintaining an advantage (-/+ 1.31). - Editor

15. Nd6? 16 Nh7! Qc6 17 Nxf8 Kxf8 18 Kg1 Bd7 19 Ne5 Qc5+ 20 Kg2 Bc6+ 21 Kh3 Bf6 22 Nxc6 Qxc6 23 Qf2 Qd5 24 Be2 Qg5 25 Qf4 Qh4+ 26 Kg2 Bg5 27 Qf3 Re8?? (Bf6 was called for – editor) 28 Rxd6! Black forfeited.



After 28. Rxd6, mate is threatened at f7

10 Qe1 00 11 Rd1 Qe8 12 Nb5 Qc6 13 Bf5 ef5 14 Qe7 Qb5 15 Bf6 gf6 16 Qf6 Be6 17 Ne5 Rad8 18 c4 Rxd1 19 Rxd1 Qxb2 20 Qg5+ Kh8 21 Qf6+ drawn, Zilbermints - Kopiecki, BDM II, game 13, 2/25/2001

10 Qe1 00 11 Rd1 Qe8 12 Bxf6 ef6 13 Nb5! Qxb5 14 Qe7 Ne4 15 c4 Qb6 16 Qf8, Black resigns, Z- K, BDM II, game 14, 2/25/2001.

10 Qe1 00 11 Rd1 Qe8 12 g4?! Nxc4 13 Bf5 Nh2? 14 Kh2 Bg5 15 Bh7+ Kxh7 16 Ng5 Kg6 17 Qg3 Rh8 18 Kg1 Qb6 19 Nf7+ , Black Resigns, Z- K, BDM II, game 15, 2/23/2001.

(Moves 1 - 11 as above) 12 Ne5?! Bd7? 13 Bf5 ef5 14 Bf6 Bf6 15 Nd7 Qe1 16 Nf6+ gf6 17 Rde1 Rae8 18 Nd5 Kg7 19 h3 Re5 20 Re5 fe5 21 Rf5 Re8 22 Kg1 e4 23 Kf1 e3 24 Ke2 Kg6 Rf3 25 Rf3 Re5 26 Ne3 f5 27 Kd3 Kg5 28 g3 h5 29 h4 Kg6 30 Kd4 Re4+ 31 Kd3 Re5 32 Rf4, Black overstepped, Z- K,

BDM II, game 16, 2/25/2001.

The next two games were played in 1998:

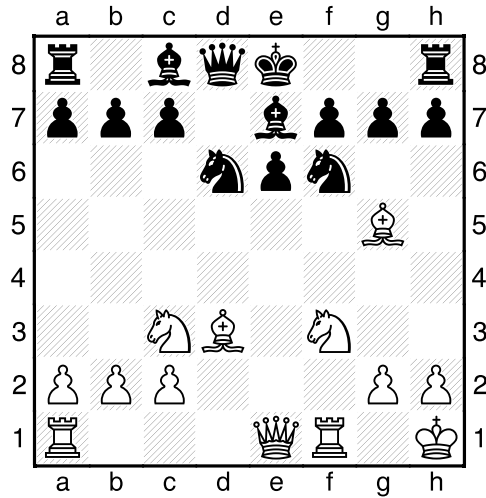
(Moves 1-10 as in previous game) 11 Rd1 Qe8 12 Nb5 Nd5 13 c4 Bxg5 14 Nxc5 c6 15 Bxf5 ef5 16 Qxe8 Rxe8 17 Nd6 Ne3 18 Nxe8 Nxd1 19 Rxd1 Be6 20 Nc7 Rc8 21 Nxe6 fxe6 22 Nxe6 Kf7 23 Nf4 g5 24 Nh3 h6 25 Nf2 +=, 1-0/56, Zilbermints - sleepkid, Yahoo! Chess game, 10/28/1998.

(Moves 1-11 as in previous game) 11...Nd5 12 Bxf5 Bxg5 13 Ne4 Bf6 14 Nxf6+ Qxf6 15 Be4 Re8 16 Ne5 Qxe5?? 17 Bxh7+! Kxh7 18 Qxe5 b6 19 Rxf7, 1-0, Zilbermints - sleepkid, Yahoo! Chess game, 10/28/1998.

Finally, two games between four German players. These games were played in the *Diemer Memorial Club tournaments*, by e-mail correspondence. I must point out that correspondence chess is totally different from over-the-board chess. In OTB chess tournaments, the only thing you can use is your memory. By comparison, in correspondence, you can use books, computers, and reams of time to analyze complex positions.

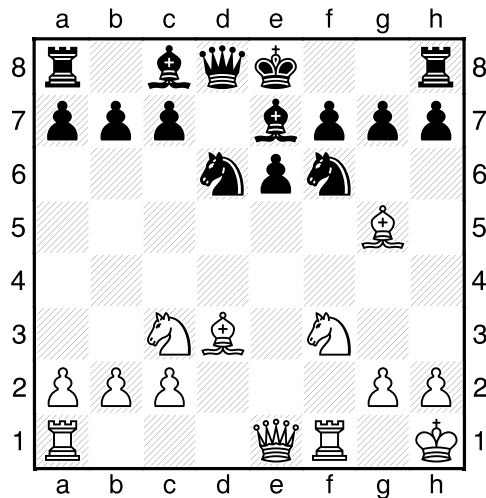
Frank Fritsche - Peter Leisebein; Diemer Memorial Club
 E-mail Correspondence Tournament; BDG 04-05; Germany, 2001

1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nf5 10 Qe1 Nd6



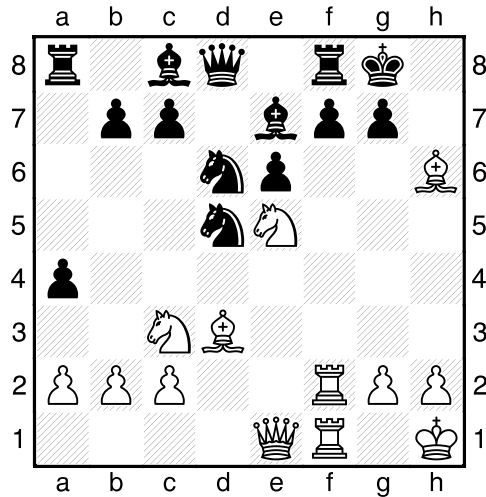
After 10...Nd6

This is a different move than the one I analyzed in BDG World 69 and 70.
11 Rd1 h6 Peter uses the something similar to the Sawyer Sub - Variation, but Frank proves equal to the task! **12 Bf4**



After 12. Bf4

In Chapter 1 I only analyzed *12 Bh4* and *12 Bf2*. Has Frank Fritsche found a better idea? Sure looks interesting! **12...a5 13 Ne5 00 14 Rd2 a4 15 Rdf2 Nd5 16 Bxh6!**

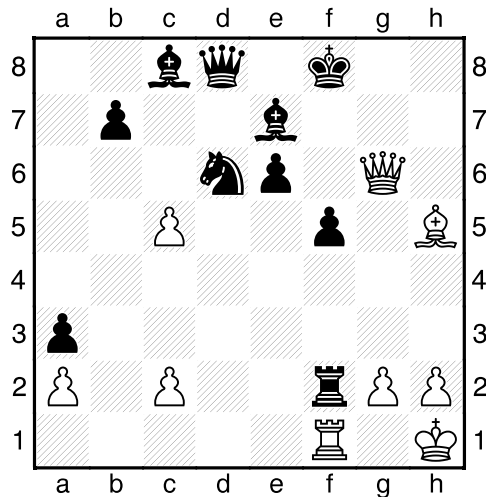


After 16. Bxh6

16 ... Nxc3?! In his notes, Leisebein states that this Knight capture is questionable.

Fritz 6 shows this alternative: [16...gxh6 17. ♖xf7 ♜xf7 18. ♜xf7 ♞xf7 19. ♜e4 ♞f6 20. ♜g6+ ♔f8 21. ♞e4 ♜a5 22. ♞xf6 ♝xf6 23. ♜xf6 ♜e7 24. ♜f1 with Black leading by 1.19 points.- Editor

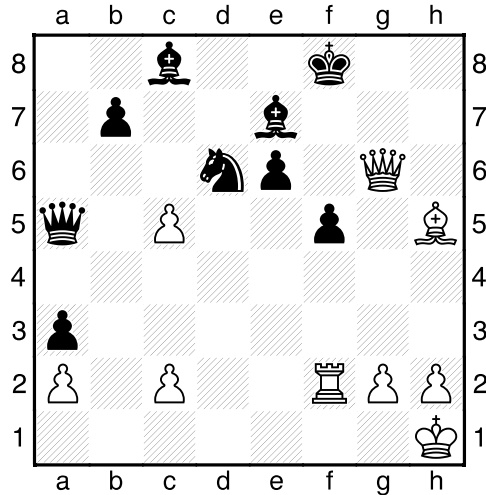
17 Qxc3 f6 18 Bxg7 Kxg7 19 Ng6 c5 20 Nxf8 Kxf8 21 Bg6 Kg7 22 Qg3 a3 23 Be8 Kf8 24 Bh5 f5 25 Rd2 Ra4! 26 Qg6 Rd4 27 b4 Rd2! 28 bxc5 Rf2!!



After 28... Rf2

A move like this can only happen in correspondence chess, when a player has lots of time to analyze. In regular chess, unless you are a Grandmaster, you will not be able to find this move.

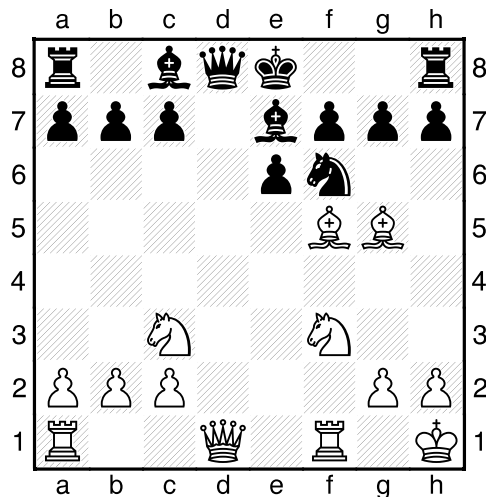
29 Rf2 Qa5, DRAWN.



After 29. Qa5 ½ - ½

R. Kuni - Peter Leisebein; Diemer Memorial Club; E-mail Correspondence Tournament; BDG 04-05; Germany 2001

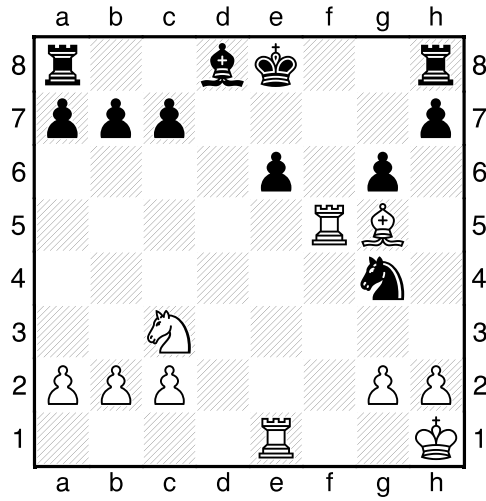
1 d4 d5 2 e4 de4 3 Nc3 Nf6 4 f3 ef3 5 Nxf3 e6 6 Bg5 Be7 7 Bd3 Nc6 8 00 Nxd4 9 Kh1 Nf5 10 Bxf5!?



After 10. Bxf5

This is very original. It may well be a new idea in playing against the 9...Nf5 line.

10...exf5 11 Qxd8+ Bxd8 12 Rae1+ Be6 13 Nd4 Ng4 14 Nxe6 fxe6 15 Rxf5 g6 $\frac{1}{2}$ - $\frac{1}{2}$



After 15. ...g6 $\frac{1}{2}$ - $\frac{1}{2}$