

Hobart International Junior Chess Club



NEWSLETTER

Issue 4

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Have you got time on your side? At the start of a game of chess TIME is vitally important. You shouldn't start an attack until you've got all your pieces out – or more pieces than your opponent. In OPEN GAMES - the ones you are learning on this course, RAPID DEVELOPMENT is ESSENTIAL.

In some openings one player, usually White, gives up MATERIAL in order to gain an advantage in TIME. Last lesson we looked at the Evans Gambit. In this lesson we'll look at another gambit. It's called the DANISH GAMBIT and starts like this.



White: G Schnitzler Black: A Alexandre
Paris 1879

1. e4 e5
2. d4 exd4
3. c3 dxc3
4. Bc4 cxb2
5. Bxb2 (Diagram)

What's going on here? White has SACRIFICED two Pawns but just look at his Bishops. You'll see from the games just how strong they are. Is White's lead in development worth two pawns? Nobody knows for certain. White must play for the attack and try to avoid exchanges. Otherwise he'll just be two pawns behind and lose the ENDING. Black must try to catch up in DEVELOPMENT while meeting White's THREATS.



Let's see what happened in the game between Schnitzler and Alexandre.

5... Qg5? DON'T BRING YOUR QUEEN OUT TOO SOON!

6. Nf3 Qxg2 (Diagram)

Black greedily eats another pawn. What should White do next?

Answer. _____



If you think CCT (Check, Capture Threat) the first move you look at will be Bxf7+ which just happens to be the right answer. The point is that if Black takes the Bishop, Rg1 will win the Queen, because Qh3 allows the KNIGHT FORK Ng5+. If you played Rg1, intending to meet Qh3 with Bxf7+, that's just as good.

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|--|------|
| 7. Bxf7+ | Kd8 |
| Black sees what's coming and declines the offer. | |
| 8. Rg1 | Bb4+ |
| 9. Nc3 | Qh3 |
| 10. Rg3 | Qh6 |
| 11. Qb3 diagram | |



This is a QUEEN FORK, THREATENING the Bishop on b4 and the Knight on g8. Black can get out of it, but, behind in DEVELOPMENT and with his King stuck in the centre, he's not going to survive.

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|----------|---------------|
| 11... | Bxc3+ |
| 12. Qxc3 | Nf6 (Diagram) |

White's attack consists of five pieces: Queen, Rook, two Bishops and Knight. Black's defence comprises just two pieces: a Queen and a Knight. A five-man attack will always beat a two-man defence, but can you find the win? CCT!



In fact the best way to win is Bc1 (a hard move to see), THREATENING the Queen, which has no good squares.

And if Black tries 12... Nxe4, White has 13. Bxh6 Nxc3 14. Bg5#!

But in the game White preferred something flashier but not quite as good.

13. Rg6!?

SACRIFICING a Rook! Black could play Nxe4 here, when he should still lose, but instead he took the Rook, falling for the trap.

13... hxg6 (Diagram)



Think CCT and you'll discover the reason for the Rook Sacrifice.

14. Qxf6+

That's right: now a QUEEN SACRIFICE forces mate.

14... gxf6
15. Bxf6#



Let's try another game. Can you remember the first five moves?

White: Hans Lindehn Black: Ladislav Maczusi
Paris 1863

1. e4 e5
2. d4 exd4
3. c3 dxc3
4. Bc4 cxb2
5. Bxb2 Nf6 (Diagram)



A natural developing move, but perhaps not best. White could now play e4-e5, THREATENING the Knight, but prefers a developing move.

6. Nc3 Bb4

Black PINS the Knight, hoping to exchange some pieces.

7. Ne2 Nxe4

Now Black's THREE pawns ahead.

8. 0-0 Nxc3
9. Nxc3 Bxc3
10. Bxc3 (Diagram)



What would you play if Black castled here, giving the diagram on your right?

White wins by going for mate on g7.

11. Qg4 (but not Qd4 at once because of Qf6)
 11... g6
 12. Qd4 followed by mate on g7 or h8.

Can't Black defend with 12... f6? NO - the f-pawn is PINNED by the Bishop on c4.



But in our game Black played...

- 10... Qg5
 11. Re1+ Kd8
 12. ff4 Qxf4
 13. Bxg7 Rg8 (Diagram)

White wants to play Bg7-f6# but first he needs to drive the Black Queen away. How can he do it?

Answer. _____



Our mating pieces are the Bishop on g7 and the Rook on e1. We can afford to SACRIFICE the Queen so the move is...

14. Qg4

Now if Black takes the Queen, Bf6 is mate. Black can continue to defend f6 by playing Qd6? What happens then? CCT!

- White mates in two moves with
 15. Bf6+ Qd6xf6
 16. Qxg8#. (Diagram)
 So Black resigned.

So, is White winning with this opening? Perhaps not, if Black plays the best defence, but it's not so easy over the board. This opening, more than any other, teaches you how to attack. Practice it and see how you get on.



Let's take a look at how Black can defuse the attack. Do you still remember the first five moves?

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|---------|--------------|
| 1. e4 | e5 |
| 2. d4 | exd4 |
| 3. c3 | dxc3 |
| 4. Bc4 | cxb2 |
| 5. Bxb2 | d5 (Diagram) |

Black gives back one of his extra pawns to get his pieces out.



6. Bxd5

Taking with the Pawn is possible but blocks in the Bishop.

- 6... Nf6

If you know about EXPLOSIONS ON f7 you'll probably see what looks like a good move for White here. Can you find it?

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|-------------------|------|
| 7. Bxf7+ | Kxf7 |
| 8. Qxd8 (Diagram) | |

Oh dear! Black's lost his Queen. What can he do about it?



- 8... Bb4+

A DISCOVERED ATTACK wins the Queen back.

9. Qd2

If he plays anything else he ends up a piece down.

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|----------|-----------|
| 9... | Bxd2+ |
| 10. Nxd2 | (Diagram) |

And the position is about equal.



An even easier way for Black to defuse the Danish Gambit is to play:

1. e4 e5
2. d4 exd4
3. c3 d5

when the game might continue

4. exd5 Qxd5
5. cxd4 (Diagram)

White is left with an isolated pawn and Black can develop his pieces actively. It's this reason that the Danish Gambit is rarely seen at the highest levels.

HELPFUL HINTS

- In OPEN POSITIONS a lead in development can be worth a pawn or two.
- If you have an advantage in TIME, try to use THREATS to stop your opponent catching up in DEVELOPMENT. Try to avoid exchanges if you can.
- If you have an advantage in MATERIAL, don't try to be too greedy. Try to catch up in DEVELOPMENT while meeting your opponent's THREATS. It's often worth giving some MATERIAL back to help you do this.
- If you have a Bishop on c4 look for EXPLOSIONS ON f7.
- As always, think CHECK, CAPTURE, THREATS (CCT) all the time.

USEFUL REFERENCES

<http://www.queensac.com/archive/openings/danish.htm> - includes 246 games with the Danish Gambit

<http://chesslessons.wordpress.com/category/danish-gambit/> - GM Boris Alterman's Chess lessons site which has some great lessons on many Gambits

Mate Problems



19. White to Move: Mate in Two

1. _____

2. _____



20. White to Move: Mate in Two

1. _____

2. _____



21. Black to Move: Mate in Two

1.

2. _____



22. White to Move: Mate in Two

1. _____

2. _____



23. White to Move: Mate in Two

1. _____

2. _____



24. Black to Move: Mate in Two

1.

2. _____