

Hobart International Junior Chess Club



NEWSLETTER

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What do you do in the opening? Remember. DEVELOPMENT, CENTRE CONTROL, KING SAFETY. You also know that you should never, unless you have a very good reason, give up MATERIAL. But sometimes, even at the start of the game, there might be a good reason. In most openings the players are exchanging advantages. In some openings one player gives up MATERIAL in order to gain an advantage in DEVELOPMENT, CENTRE CONTROL or KING SAFETY. In the opening we're going to look at now, the KING'S GAMBIT, White gives up a pawn to increase his CENTRE CONTROL.

When you start playing the King's Gambit you have to be familiar with the **key concepts**: **the fast piece development, the strong pawn center, the (half)open f-file and the attack on f7**, all in exchange for the sacrificed pawn



The KING'S GAMBIT starts like this:

1. e4 e5
2. f4 (Diagram)

White offers a pawn to divert the Black e-pawn so as to build a strong center with d4.

You've been warned before about the dangers of moving the f pawn in the opening. White has to be very careful about Queen checks on h4.



At the moment, Qh4+ is rather a waste of time: White can just play g3. But suppose Black plays 2... Bc5 and White, thinking he's winning a Pawn, plays fxe5. What happens then? Black plays Qh4+ (Diagram), of course, which wins at once.



Black can accept or decline the gambit. Most players choose to accept the gambit and try to counterattack the now semi-exposed king side of white. If accepted White should focus their attention on the f7 square which is now a big weakness for black.

After 2...exf4 white has two good options. The first option is 3. Nf3 (King's Knight Gambit) which defends against 3...Qh4+ and also starts to develop an attack on the king side.

The second option is to immediately start the attack with 3. Bc4, (Diagram) putting immediate pressure on the f7 square.(Bishop's Gambit) which is what W.E Rudolf did in a game in 1912.

White's not afraid of Qh4+ because he'll play Kf1, where his King will be fairly safe, and he'll be able to gain time by driving the Queen back with Nf3



3... Bc5?

A weak move. Because Black doesn't have a pawn in the centre at the moment he has to be very careful where he puts his pieces. Now White puts another pawn in the centre at the same time as driving the Bishop back.

4. d4 Qh4+
 5. Kf1 Bb6
 6. Nf3 Qd8
 7. Bxf4 (Diagram)

In the first six moves Black's moved his Queen twice and his Bishop twice. This isn't how you play chess! Don't develop your pieces where they can be attacked by developing or centre control moves.



Stop and look at the position.

White has better centre control and superior piece development. Yes, White's had to move his King but that's a small price to pay for such advantages.

Now Black doesn't fancy Nf6 because it gets kicked by e5.

7... Ne7
 8. Ng5 0-0? (Diagram)

Castling into trouble! The only move was d5.



9. Qh5

A familiar attacking idea when Black has a Knight on e7 rather than f6. Remember it! This is a QUEEN FORK. Black cannot defend both targets: h7 and f7.

9... h6
10. Bf7+ Kh8? (Diagram)

Right, it's Checkmate in two. See if you can work it out

Answer: _____



Black's King has no squares so all we need is a CHECK. The only CHECK is

11. Qh6+ gxh6
12. Be5# (Diagram)

A decoy of the Black g-pawn with a wonderful QUEEN SACRIFICE!



Now we'll look at one of the most famous chess games of all time. **The Immortal Game** was a chess game played on 21 June 1851 by Adolf Anderssen and Lionel Kieseritzky and it was – you guessed it - a King' Gambit!

1. e4 e5
2. f4 exf4
3. Bc4 Qh4+?!
4. Kf1 b5?! (Diagram)

This is the Bryan Counter-gambit, deeply analysed by Kieseritzky.



5. Bxb5 Nf6
6. Nf3

This is a common developing move, but the knight now attacks Black's queen, forcing Black to protect it instead of developing his own side.

6. ... Qh6
7. d3 Nh5

This move threatens Ng3+, and it protects the pawn at f4, but it also sidelines the knight to a poor position at the edge of the board, where knights are the least powerful.

8. Nh4 Qg5(Diagram)



9. Nf5 c6

This simultaneously unpins the queen pawn and attacks the bishop. Notice how the players in those days developed one or two pieces, then moved them again and again.

10. g4 Nf6
11. Rg1! (Diagram)

This is an advantageous piece sacrifice. If Black accepts, his queen will be moved away from the action, giving White a lead in development.



11. ... cxb5?

This gains material, but loses in development, at a point where White's strong development is able to quickly mount an attack.

12. h4! Qg6
13. h5 Qg5
14. Qf3 (Diagram)

White (Anderssen) now has two threats:

- Bxf4, which will trap Black's queen (the queen has no safe place to go),
- e5, which would attack Black's knight at f6 while simultaneously exposing an attack by White's queen on the unprotected black rook at a8.



14. ... Ng8

This deals with the threats, but undevelops Black even further — now the only Black piece not on its starting square is the Queen, which is about to be put on the run, while White has control over a great deal of the board.

15. Bxf4 Qf6

16. Nc3 Bc5

A developing move by Black, which also attacks the rook at g1.

17. Nd5!?(Diagram)

White responds to the attack with a counter-attack. This move threatens Nc7, which would fork the king and rook.



17..... Qxb2

Black gains a pawn, and threatens to gain the rook at a1 with check.

18. Bd6!

With this move White offers to sacrifice both his rooks.

18. ... Bxg1?

19. e5! Qxa1+

20. Ke2 (Diagram)

At this point, Black's attack has run out of power; Black has a queen and bishop on the back rank, but cannot effectively mount an immediate attack on White



20. ... Na6

The Black Knight covers the c7 square as White was threatening 21. Nxg7+ Kd8 and 22. Bc7#.

21. Nxg7+ Kd8

22. Qf6!

This Queen sacrifice forces Black to give up his defense of e7.

22. ... Nxf6

23. Be7#

At the end, Black is ahead in material by a considerable margin: a queen, two rooks and a bishop. But the material does not help Black. White has been able to use his remaining pieces - two knights and a bishop - to force mate. A truly remarkable game!



Now watch how Paul Morphy, the greatest player of the 19th century, played the King's Gambit back in 1859. In this game he gave his opponent a Rook start.

1. e4 e5
2. f4 exf4
3. Nf3 (Diagram)

The usual move (King's Knight Gambit), preventing a Queen check on h4. Now Black can follow one of two policies. He can hit back in the centre and aim for quick development, returning his extra pawn: for example by playing 3... d5, and if 4. exd5, 4.Nf6.

Or he can try to make life difficult for White by trying to maintain the pawn on f4.



- 3... g5

This looks like just the sort of move you've been told not to play, doesn't it? It weakens Black's King, doesn't help his development very much and doesn't help in controlling the centre. Yet it's one of Black's best moves.

The idea is to play g4, and when the Knight moves, Qh4+ when Black's Queen and Pawns on f4 and g4 are a strong attacking force. White usually decides to stop this by playing the KIESERITZKY GAMBIT: 4. h4 g4 5. Ne5, with chances for both sides, but in this game Morphy decides to let Black do his worst.

4. Bc4 g4
5. d4?!(Diagram)



Already a Rook down, Morphy gives up a Knight as well. If White doesn't want to sacrifice he can play Ne5 (the SALVIO GAMBIT), which leads to very complicated play.

The most common way of giving up the Knight is 0-0 (the MUZIO GAMBIT). Morphy's move is the GHULAM KASSIM GAMBIT, named after an Indian who analysed the opening in the 1820s.

- 5... gxf3
6. Qxf3 Bh6?

Correct is 6... d5 7. Bxd5 Nf6 when Black would almost certainly be winning even without the extra Rook.

7. 0-0 Ne7
8. Bxf4 Bxf4? (Diagram)



One of the ideas of the King's Gambit is an attack on the f-file once the Black pawn on f4 has disappeared. If you look at White's Queen and Rook it will give you some idea how White can win quickly.

A Bishop sacrifice on f7 forces the Black King out.

- | | |
|-----------|-----------|
| 9. Bxf7+! | Kxf7 |
| 10. Qxf4+ | Kg7 |
| 11. Qf6+ | Kg8 |
| 12. Qf7# | (Diagram) |



And to finish off a game between Alexey Shirov (a grandmaster who is currently 10th in the world with a rating of 2741) and J Lapinski. This game was played in 1990.

- | | |
|---------|------|
| 1 e4 | e5 |
| 2 f4 | exf4 |
| 3 Nf3 | g5 |
| 4 Bc4!? | g4 |

So far the moves follow the game by Morphy above however White's 5th move

5. 0-0 (Diagram)

is the Muzio Gambit and is considered to be White's strongest continuation.



- | | |
|--------|------|
| 5 ... | gxf3 |
| 6 Qxf3 | Qf6 |
| 7. e5 | |

7 d3 and 7 c3 are both perfectly playable, but this pawn sacrifice is much more adventurous, as we shall soon see!

- | | |
|-------------|-----------|
| 7 ... | Qxe5 |
| 8 Bxf7+ !!? | (Diagram) |

Outageous! This startling bishop sacrifice introduces the Double Muzio Gambit.



8 ... Kxf7
 9 d4 Qxd4+
 10 Be3

The White bishop attacks the Black Queen with the pinned f- pawn unable to do anything to help

10.... Qf6

The Bishop now opens up the f file

11 Bxf4! (Diagram)



11 ... Ke8
 12 Nc3 Nc6

White now attack the Black Queen with the Knight

13 Nd5 Qg6

White now brings his last undeveloped piece into the attack.

14. Rae1 (Diagram)



14.... Be7
 15.Bd6 Kd8

Taking the Bishop with cxd6 or Qxd6 allows Qf8#

16 Qf8+ Bxf7
 17Bxf7#(Diagram)

After 15... Kd8 White has several ways to mate including 16. Bxc7+ Ke8 17. Qf8#

. I also like the look of 16. Qf8+ Qe8 17. Bxc7#, ... proving, I suppose, that Knights aren't the only pieces who can do smothered mates!

Key Ideas in the King's Gambit

- When you start playing the King's Gambit you have to be familiar with the **key concepts: the fast piece development, the strong pawn center, the (half) open f-file and the attack on f7**, all in exchange for the sacrificed pawn on f4.
- Black can accept or decline the gambit. If accepted white should focus their attention on the f7 square which is now a big weakness for black. After 2...exf4 white has two good options. The first option is to immediately start the attack with 3. Bc4, putting immediate pressure on the f7 square. The second option is 3. Nf3 which defends against 3...Qh4+ and also starts to develop an attack on the king side.
- Although this was a common opening in the nineteenth century, it is less common today, as defensive techniques have improved since then.
- The good thing about the King's Gambit is it is very unpredictable. If your opponent is not very familiar with how to defend they can find themselves in big trouble early. Most games are very wide open and have exciting and dynamic lines. For the creative chess player that likes to use exotic combinations and wild sacrifices, the King's Gambit is the perfect opening.

Mate Problems



. White to Move: Mate in Two

1. _____

2. _____



. Black to Move: Mate in Two

1.

2. _____



. White to Move: Mate in Two

1. _____

2. _____



. Black to Move: Mate in Two

1. _____

2. _____ _____



. White to Move: Mate in Two

1. _____ _____

2. _____



. Black to Move: Mate in Two

1. _____

2. _____ _____