

□ Fischer, Robert James

■ Sholomson, S

USA Junior Championship

[Hicks, E]

B08

1957

1.Nf3 Although Fischer is not opening with a center pawn, his move is solid, and he is planning a quick e4 on his next move. **g6** Preparing a FIANCHETTO. **2.e4** Claiming stake to the center. **Bg7** The FIANCHETTOED BISHOP. **3.d4** After all that lollydollying, white gets his pawn center after all. **d6** Grabbing some center control and enabling Nf6 without worrying about being pushed away by the advancing white e pawn. **4.Nc3** Developing a piece and strengthening the center. **Nf6** This is the best place to develop the knight. Don't worry about blocking the FIANCHETTOED bishop with this move. **5.Bc4** Developing the bishop to its most aggressive square. Here he controls one center square and bites down on the wimpy f7 pawn. **0-0** Castling often castle early! **6.0-0** Take a look at the best players in the world games. In most games they castle, and they castle early in the game. Only in very special circumstances do they break this rule. It is said that in %90 of grandmaster games, BOTH sides castle. **c6** This creates a PAWN LEVER, which prepares the d5 advance. Since black already spent a move with d6, this move is too slow. **7.Qe2** Developing the queen in the opening usually entails just lifting her one square to a safe spot which clears the way for the rooks to maneuver behind her. **Nbd7** Because of black's c6 move earlier, the knight is forced to develop to an awkward square. **8.e5!** Taking advantage of black's last move, and his resulting awkward position. Sometimes to get a winning position requires taking INITIATIVE before black is able to CONSOLIDATE his junky position. **Nd5** Although this move drops a pawn, black has no better move. If he had played 8... Nh5, the knight would have been trapped with 9. g4! (see line) [8...Nh5 9.g4! And black's losing a piece.] **9.Bxd5 cxd5 10.exd6** First. By playing

this move before taking the d5 pawn, white rids himself of unneeded complications. **exd6 11.Nxd5** Now white is up a clear pawn. Black has no positional COMPENSATION for this pawn. White therefore has a clear advantage and with proper play should easily win. **Qa5** Fishing desperately. **12.c4** By playing 12.c4, white has created an OUTPOSTED Knight. Notice the Knight cannot be chased away by other pawns. White dominates the center and therefore has attacking chances on both sides of the board. A knight OUTPOSTED in the center is ideally positioned. **Nf6** It is an excellent plan for black to trade his mediocre knight for white's OUTPOSTED Knight. Trading off your opponents powerful pieces is a basic staple of chess. **13.Bd2** Before dealing with the knight question, white kicks the queen forcing her back. Do you see why the queen has no choice but to retreat? For example, do you see the FORK that happens after 13...Qh6. DO not move forward until you see why, because to benefit from looking at master games you should try to understand why the master's played each move. **Qd8** One way or the other, the queen was coming all the way back. [13...Qa4 14.b3 Qe8 15.Qxe8 Nxe8 Not RxR! Do you see the FORK that happens if black played RxR?] **14.Ne7+** Fischer loved trading his knights for bishops. So rather than retreat, or trade knight for knight, Fischer decided to force trade his knight for one of black's bishops. **Kh8 15.Nxc8** Fischer is trading a developed piece for an undeveloped piece. Usually this is not a good idea. But in this case, Fischer is up a pawn with a superior position and is just interested into trading into a simply won end game. **Rxc8 16.b3** Defending the c4 pawn and retaining center domination. **Qd7** Developing the queen to a better square and linking the rooks. **17.Qd3** Vacating the e-file since she would have been chased anyway by black's developing rooks. **h6?** A slow unnecessary pawn push. Black instead should have played one of his rooks to the open e-file. **18.Rfe1** Grabbing the OPEN FILE. **g5** Black might be smoking crack in between

moves. By playing this type of move he is just wasting time and making his position worse.

19.d5 Creating a strong escape square for the knight in case black gets frisky with 19. ...g4.

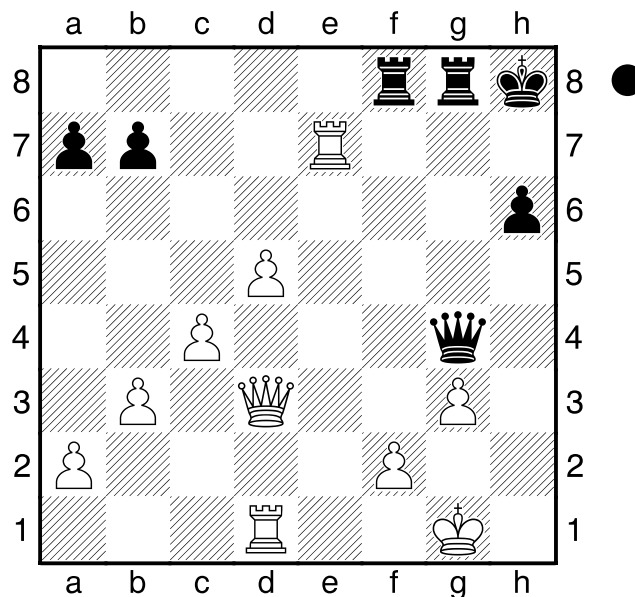
Nh5 A discovered attack on the rook. Now black has a HALF-KNIGHT **20.Rad1** Black's last move did nothing since he just forced the white rook to move to a better square. **Rg8?**

Pointless. **21.Nd4** A dominating square. Here the knight is OUTPOSTED. He cannot be chased by enemy pawns, and it would be a bad idea for black to trade his FIANCHETTOED bishop for the knight, since that bishop is critical to his king's defense. **Qg4** **22.Nf5!** Attacking many key targets. The pawn on d6, the pawn on h6 in case black tries to defend d6 with his bishop. Threatening the fork on d7, and he is threatening to trade off black's FIANCHETTOED BISHOP. With this many attacks, white must win something. **Nf4** Black attack's the queen. Probably his best try. Maybe Fischer will fall asleep and forget his queen's hanging....not!

23.Bxf4 Although Fischer does not like to trade his bishops for knights, in this case he has good reason. By doing this Fischer retains all the threats his knight is hitting. **gxf4** **24.Nxd6!** Instead of going for the simple fork 24. Ne7, Fischer takes the critical center pawn creating a PASSED PAWN in the middle just three steps from queen hood, and again attacking multiple targets. Fischer is attacking the rook on c8 and the pawn on f7. **Bf6** Threatening a desperate checkmate on g2. **25.Nxf7+!** Taking a pawn and forcing the king onto a square that defends the checkmate for Fischer. **Kg7** Now the file is blocked. **26.Ne5** At this point Fischer is so far ahead in material he does not need to attack further, and just welcomes trades. **Bxe5**

Black has no better. Bad positions force bad moves. **27.Rxe5** From here, white has a real easy win. **Kh8** renewing his checkmate attack. Maybe Fischer for the first time in history, will miss a cheap one move attack! **28.g3** Defending the mate attack. **fxg3** **29.hxg3** **Rcf8** Black has run out of good plans. It is just a matter of time before white wins. White is up 3 full pawns and a dominating position. White

trades of the pieces and he has an easy win. Remember when you are winning in material... just trade! **30.Re7** Diagram



Threatening checkmate on h7. This is more than a cheap attack, since it forces black to play Rg7 and trade rooks with Fischer. Trades are all Fischer is thinking. Running out of material to fight with, Black resigns.

1-0