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 URS–ch27 Leningrad
[ChessBase]

C36

1960

1.e4 Spassky knew to open with a center pawn.
e5 So did Bronstein. **2.f4** The King's Gambit. An extremely sharp opening which sacrifices a pawn early for great attack on black's kingside. Because it opens up the white king as well, it leads to extremely sharp double edged games.
exf4 It has been said that the only way to refute a gambit is by accepting it. **3.Nf3** This move is necessary to prevent black from playing Qh4+ which can be deadly if over sited. See the variation for an example. [3.d4 Qh4+ 4.Ke2 d5 5.Nf3 Qe7 6.e5 g5 7.Nc3 c6 8.h4 g4 9.Ne1 Bh6 10.Kf2 f6] **3...d5** Black decides to break wide open the center. **4.exd5** **Bd6** Most often played here was Nf6. Nothing wrong with Bd6 however. **5.Nc3?!** A natural developing move. More often played in this line for white is 5. d4. [5.Bb5+! Bd7 6.Bxd7+ Nxd7 7.0–0 Ne7 8.c4 0–0 9.d4 b6 10.Nc3 Ng6 11.Qd3 Nf6 12.Bd2 Qd7 13.Rae1 Rae8 14.a3 a5 15.Nb5± Gurgenedze–Radovici/Tbilisi/1960/] **5...Ne7** A little strange. Nf6 is more normal and more often played in this position.
6.d4 Grabbing crucial center space and attacking the f5 pawn. **0–0** Castle often castle early. [6...c6!? → C 31: 2...d5 3.ed5 c6 4.♘c3 ef4 5.♘f3 ♕d6 6.d4 ♘e7 7.♕d3 / 7.♕c4 / 7.dc6]
7.Bd3 The best square for the bishop. Here it puts pressure on the center square e4 and bites down on black's kingside. **Nd7?!** Although black's knights are temporarily in awkward positions, he has a plan on where they will be repositioned. If white can mount an attack before black is able to consolidate his poor positioning, then black will be tripping over his own pieces and will not be able to defend effectively. [7...Bf5!?] **8.0–0** Castling is an offensive gesture in the King's gambit, because notice the file is already in action for white. **h6?** Black, whose development is already lacking, makes a weak and slow move. It was needed

for black to reposition his awkward knights with moves like 8. ...Nf6 or 8. ...Ng6 [8...Nf6!? 9.Ne5 Nfxd5 10.Nxd5 Nxd5 11.Bxf4 Nxf4 12.Rxf4 Qg5!= ; 8...Ng6!? 9.Ne4 Nf6 10.Nxd6 Qxd6 11.c4 Bg4∞] **9.Ne4!** Sacrificing a pawn to start an attack on black's kingside. Ne4 brings re-activates the knight to the kingside and pressures critical squares. Eventually this knight will kick off the hammerblow combination. **Nxd5** Accepting the offered pawn. Remember when you can take material, unless you see immediate deadly consequences, you should accept it. **10.c4** Grabbing critical center territory with TEMPO. **Ne3** Man that would be a sweet outpost if white's dark squared bishop wasn't there. **11.Bxe3** When a knight gets outposted that deep in white territory, it is a no brainer to immediately trade it off. In this case, white is trading an undeveloped piece for a developed piece, further helping his development cause. **fxe3** **12.c5** White needs to continue with building an attack while black is still badly developed. If white does not play sharp, black could CONSOLIDATE into an equal game. White does not need to take time to win the e3 pawn, since white can make aims to take it anytime when the smoke has cleared. **Be7** **13.Bc2!** Clearing the way for a queen and a checkmating threat. [13.Qe2 Nf6 14.Qxe3 Nd5∞] **13...Re8** Developing the rook to a crucial file, where he can possible defend e3 and then slam it down white's throat. **14.Qd3** Setting up an attack on black's kingside. **e2?** Missing some critical tactical shots. [14...Nf8!] **15.Nd6!?** A DISCOVERY ATTACK [15.Rf2!±] **15...Nf8?!** Black cannot take the knight because of Qh7+. Nf8 is designed to protect h7. [15...Bxd6!? 16.Qh7+ Kf8 17.cxd6 **A** 17...cxd6? 18.Rf2 Nf6 19.Qh8+ Ng8 (19...Ke7 20.Rxe2+ Be6 21.Qxg7+-) 20.Bh7+- ; **B** 17...exf1Q+ 18.Rxf1 cxd6 19.Qh8+ Ke7 20.Re1+ Ne5 21.Qxg7≡ Rg8! 22.Qxh6 Qb6! 23.Kh1 Be6 24.dxe5 d5=] **16.Nxf7!** A sacrifice designed to open up the king for a barrage of white pieces to come flooding in. **exf1Q+** Taking the material. Correct. **17.Rxf1** **Bf5** Play carefully through the

