

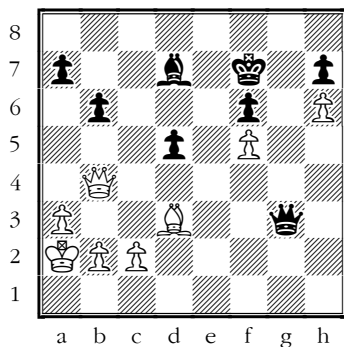
## Chess News

### Stellwagen wins Complete Chess Match

Dutch junior, **Daniel Stellwagen** won the decisive 4<sup>th</sup> game of his match against David Baramidze, with a final score of 2½-1½. In this match the opponents were allowed to use computer help during the play. In Game 4 the Petroff Defence was played. According to the [notes](#) from [official site](#), Baramidze made the final mistake on the 36<sup>th</sup> move:

#### Stellwagen - Baramidze

#### Complete Chess Match Maastricht (4), 13.02.2004



#### 36...♔g5?

The annotator Jan van Reek suggests 36...♔f3!.

37.♔d6 ♕xf5 38.♔c7+ ♔g6  
39.♔g7+ ♖h5 40.♔xa7 ♕xd3  
41.cxd3 ♖xh6 42.♔xb6 ♔f5 43.a4  
♔xd3 44.♔xf6+ ♖h5 45.♔c6 ♔d2  
46.♔b5 ♔g5 47.a5 ♔d4 48.a6 h5  
49.♔a5 1-0.

#### 12<sup>th</sup> Open Valle d'Aosta

Romanian Grandmaster Liviu-Dieter Nisipeanu defeated Michele Godena in Round 6 and is continuing to lead with a perfect score! In round 7 Nisipeanu will face Mikhail Gurevich, who is one of six players with 6 points.

[Official site](#)

## Open International de Cannes

After seven rounds, Grandmasters Palac and Ivanov are on top with 6 points. GMs Agdestein and Lalic follow close behind with 5½ points.

[Official site](#)

### France vs China match (Cannes)

Before the final round (8<sup>th</sup>) the Chinese team leads with the score 19-9.

Round 7 results:

Xu Yuanyuan – Guidarelli 1-0

Zhao Xue – Fontaine ½-½

Sebag – Ni Hua 0-1

Abergel – Bu Xiangzhi ½-½

[Official site](#)

### AS04 100 Centenary 2004 (Copenhagen)

After 7 rounds, Nick De Firmian and Jonny Hector are leading with 6 points. On 13<sup>th</sup> February Hector made a present to himself for his 40<sup>th</sup> birthday – he won his game against Ruslan Pogorelov.

[Official site](#)

## Top 10 chess countries

The official FIDE site has published an interesting statistic: The top chess countries by average rating of their 10 top players:

1. Russia – 2726
2. Ukraine – 2622
3. England – 2614
4. Hungary – 2613
5. France – 2612
6. USA – 2607
7. Israel – 2605
8. Germany – 2601
9. China – 2593
10. Netherlands – 2591

[Additional Information](#)

## Annotated Game

by GM Mikhail Golubev

**White: M. Golubev**

**Black: R. Mantovani**

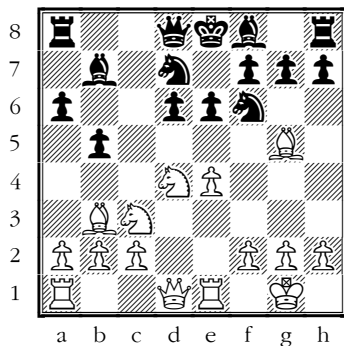
Biel open (7), 27.07.1992

Sicilian Defence/Scheven.V – [B87]

This game is one of my most memorable games, which was played more than 11 years ago. This version of the annotations is new.

**1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♞xd4 ♟f6 5.♞c3 a6 6.♙c4 e6 7.♙b3 b5 8.0-0 ♙b7**

The main move 8...♙e7 is safer. **9.♞e1! ♞bd7!** 9...♙e7?! fails to 10.♙xe6!, so Black is urged to play with a king in centre. **10.♙g5! (D)**

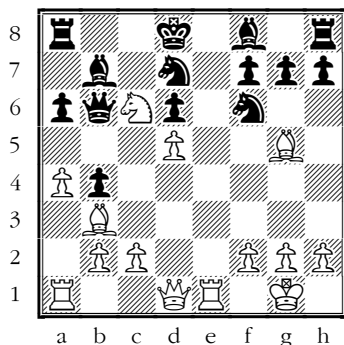


**10...♙b6** This allows White to start a dangerous attack. 10...♙c7?! has not played often, but it can possibly be recommended.

**11.a4 b4 12.♞d5! exd5 13.exd5+ ♙d8**

13...♞e5 14.a5 ♙c5 15.♙e3! with White's advantage, which occurred later in Adams-Sadler, Dublin Zt 1993.; 13...♙e7 has yet to be tested. A possible continuation is 14.♞f5 ♞e5 15.a5 ♙c5 16.♞xg7+ ♙d8 17.♞f5!? ♙g8 18.♙e3 ♙c8 19.♙b6+ ♙e8 20.♞xe7 ♙xe7 21.f4 ♙h3 22.♞e2!±

**14.♞c6+ (D)**

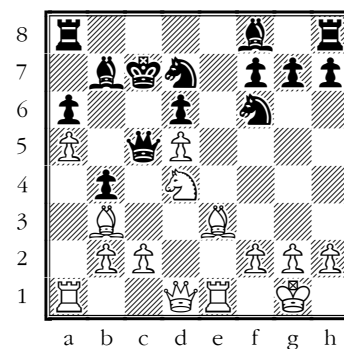


No less, or perhaps maybe even more dangerous for Black is 14.a5!? ♙c5 (or 14...♙c7 15.c3 with attack – Adams) 15.c4! (not 15.♞c6+?! ♙xc6 16.dxc6 ♙xg5), with the main idea of 15...bxc3 16.♞c1 ♙xd5 17.♞xc3 ♙xb3 18.♙xb3 ♙xd4 19.♙b7 ♙a7 20.♞c8+! **14...♙c7** There were two other moves to consider: After 14...♙xc6!? 15.dxc6 ♙xc6 one of the possible lines is 16.♙d5 ♙c8 17.♙xa8 (or 17.♙h5!? ♙e7 18.♙xf7, where Black should play 18...♞xd5) 17...♙xa8 18.♙h5 (18.♙e2 ♙c6!? with the idea of 19.♙e8+ ♙c7 20.♙xf7 ♙d5) 18...♙d5 19.♞ad1 with good compensation for White. He also could try c2-c3 at an earlier stage.; Another option is 14...♙c8!?, where after 15.a5 Black should play 15...♙b5! (Not 15...♙c7 16.♙g4!! ♞xg4 17.♞e8+ ♙d8 18.♙xd8±; also favours White 15...♙c5 16.c4! with the idea of 16...♙xc6 17.♙e3!), and now 16.c4! is possible. Caprano-Curtassi, Corr. 1993 followed 16...bxc3 17.♞c1!? cxb2!? 18.♞a7+ ♙b8 19.♞xb5 bxc1 ♙xc1 axb5 21.♙c3 with good chances for White.

**15.a5 ♙b5 16.♞d4**

Also here 16.c4! deserves serious attention: 16...bxc3 is forced, and White can continue with 17.♞c1 (or maybe 17.♙xf6!?)

**16...♙c5 17.♙e3 (D)**



The threats now are 18.♞e2 ♙b5 19.c4! and 18.♞e6+.

**17...♙xd5?**

Black is ready to play with three pieces for the queen. With the similar idea, stronger would be 17...♞xd5! 18.♞e6+ (18.c3 does not look convincing) 18...fxe6 19.♙xc5 ♞xc5. I planned to play 20.♞xe6! ♞xe6 21.♙xd5, but it's hard to say whether White's activity gives him an objective advantage. 21...♞c5 22.♙xb7 ♞xb7

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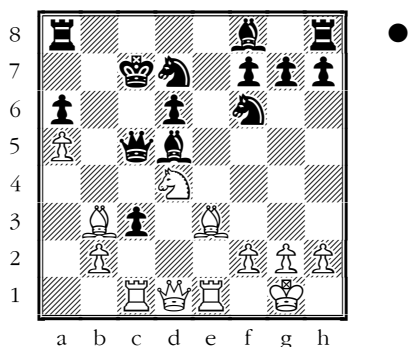
(after 22...♖xb7 23.♗d5+ ♕a7 24.♗f7+ ♖b7 White can try 25.♗d1!? ♗c8 26.c3) , and now 23.c3!? deserves attention (23.♗d5 ♗b8! looks good for Black); After 17...♖c8 White can try to attack by 18.♖c6 ♗b5 19.c4!? (instead, 19.♖d4 ♗c5 repeats the position.)

### 18.c4!

Starting a direct attack. It was also not bad to win the queen: 18.♖e6+ ♗xe6 19.♗xc5 ♖xc5 20.♗xe6 fxe6 , and now 21.b3!? (not 21.c3 b3!) 21...♗b8 22.♗c1 – and it's not easy for Black to defend his fortress.

### 18...bxc3

After 18...♗b7? 19.♖b5+ White wins. 19.♗c1!± (D)

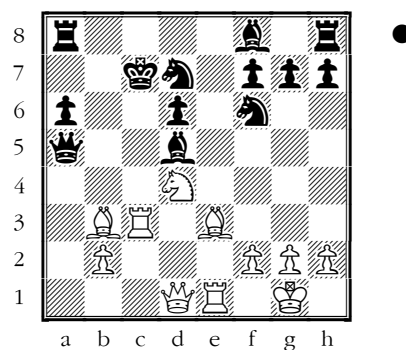


The Black's king is in danger, and his kingside is not developed – a nice position for White. But the intuition that helped me during the game was only of limited use when later in the same year I prepared the game annotations for *New in Chess* and *Chess Informant*. There are many options for Black and in several lines I couldn't find a clear advantage. Now, fortunately, playing programs can help a bit in such cases and I am quite sure that White is better.

### 19...♗xa5

Or: 19...♖e4? 20.♖b5+! ♗xb5 21.♗xd5 ♗e8 22.♗xe4 ♗xe4 23.♗b6+ ♖xb6 24.♗xb6+ ♖xb6 25.♗xe4 is hopeless for Black.; 19...♗b4? 20.♗xc3+ ♖c5 21.♗xd5 ♖xd5 22.♗f3 gives White a crushing attack: 22...♖xc3 (or 22...♗b7 23.♗xf7+ ♗e7 24.♗g5 , etc.) 23.bxc3! ♗b7 24.♗xf7+ ♖b8 (24...♖d7 25.♖e6+ ♖c6 26.♗b6) 25.♗e8+ ♗c8 (25...♖c7 26.♖e6+! ♖xe6 27.♗b6+) 26.♗b1+ ♖c7 27.♗c6+ ♖d8 28.♗g5+; 19...♗xb3!? 20.♗xb3 leads to very complicated lines, but the verdict is in White's favour: 20...♖d5 **a)**20...♗b8 21.♗xf7 ♖b7 **(a)**21...♗h5 22.♗c4+! ♖c5 23.♖e6+ with a winning attack.;

**a)**21...♗d5 22.♗xc3+ ♖b7 23.♖e6! gives White a great advantage: 23...♗c8 24.♗xc8!? ♖xc8 25.♗c1+ ♖b8 26.♗g5! ♗b7 27.♗xf6 ♖xf6 28.♗c7!+-) 22.♗xc3 ♗h5 **(a)**22...♗xa5 23.♗ec1 ♖a8 24.♗a3+-) , and now 23.♖e6! is very strong: 23...♗c8 24.♖d8+! ♖b8 **(a)**or 24...♗xd8 25.♗b3+!) 25.♗a7+!? ♖xa7 26.♗xc8±; **b)**After 20...♗d5 , the simplest is 21.♗xc3+! ♖c5 22.b4 with a big advantage; , and now White has the amazing 21.♗xc3!! ♖xc3 22.♗xf7 with more than sufficient compensation for a rook and knight: 22...♗xa5 (Or: 22...♖c8 23.♗e8+ ♖b7 24.♗xd7+ ♗c7 25.♗f5; 22...♗d5 23.♖e6+ ♖c6 24.♗c1) 23.♖e6+ ♖c6 24.♗c1! ♗b8 (24...♖c5 25.♖d4+ ♖b6 26.bxc3+-; 24...♗c8 25.♗xc3+ ♖c5 26.♖d4+ ♖b6 27.♗b3+ and White is much better.) 25.♗d2!! (one more nice move) 25...♗c8 (25...♗a4 26.♗xc3+ ♖b7 27.b3! ♗b5 28.♖d4+-) 26.♗xc3+ (26.♗xc3!? ♖a4 27.b3!) 26...♖c5 27.♗xc5+ with a clear advantage. 20.♗xc3+ (D)



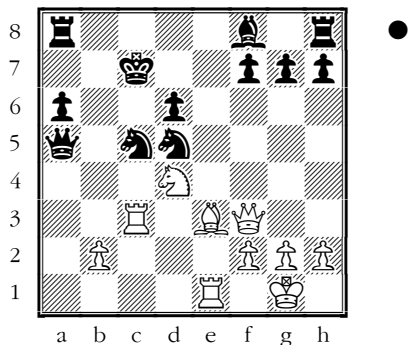
### 20...♖c5?!

After 20...♖d8? White wins by 21.♗d2! (21.♗xd5 ♗xd5 22.♖c6+ is also good) ; Necessary was 20...♖b7 , and White's task would be more complicated than in the game. 21.♗xd5+ (also possible is 21.♗d2!? , preserving a very strong attack) 21...♖xd5 (21...♗xd5 22.♗c2 ♖c5 23.b4 ♗e4 24.♗c1 ♖d5 25.bxc5! with a big advantage) 22.♗a3!? (There could be something even stronger, but White should avoid 22.♖c6?! ♗b5 23.♗b3 ♖xc6 24.♗xb5 ♖xb5 25.♗f3 ♗a4! 26.b3 ♗b4! 27.♗c1+ ♖c5 28.♗d1 ♖e4! where it's not clear if he can win.) 22...♖xe3 (22...♗d8 23.♗b3+ ♖7b6 24.♗f3+-) 23.♗b3+ ♗b6 24.♗xf7 ♗c7 25.♗axe3 ♖b6 (there is nothing better) 26.♗e7 ♗xe7 27.♗xe7± , and this endgame should be favourable for White.

This issue is prepared by GM Mikhail Golubev; technical editor: Ralph Marconi

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21. ♖xd5 ♜xd5 22. ♖f3!+- (D)



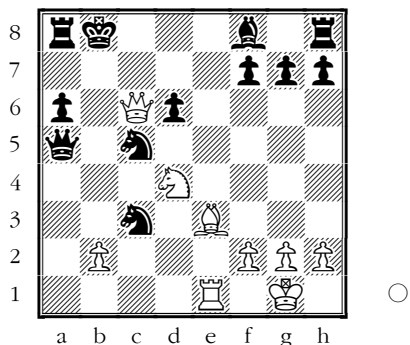
22... ♜xc3

22... ♜b6 23. ♖c6+ (or 23. ♖xf7+ )  
23... ♖b8 24. ♖f4 is easily winning for White.

23. ♖c6+!

Black hoped for 23. ♖xa8? ♜e2+!  
24. ♖f1 (24. ♖xe2?? ♖a1+; 24. ♜xe2??  
♖xe1#) 24... ♜xd4 , when he is out of danger.

23... ♖b8 (D)



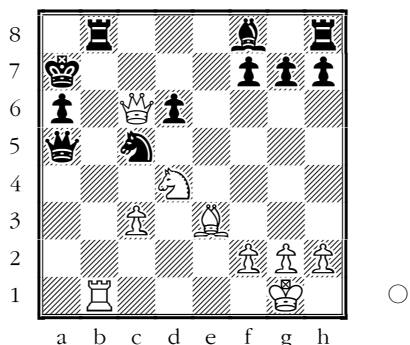
24. ♖xc3! ♖a7

Or 24... ♖a7 25. ♖e8+ ♖c7 26. ♖xf7+  
and White wins: 26... ♖b6 (26... ♜d7  
27. ♜e6+) 27. ♖e8!? ♖a2 28. ♖c6+ ♖a5  
29. ♜b3+ , etc.; After 24... ♖a2 , the  
simplest is 25. ♖f4 (or 25. ♖g5 ♜e7  
26. ♖xe7) ; Finally, 24... ♖c7 loses to  
25. ♖b1+! ♜b7 26. ♖e8+ ♖c8 27. ♜c6+  
♖c7 28. ♖b6#.

25. ♖b1!

The threat now is 26. ♖b7+! ♜xb7  
27. ♜c6#.

25... ♖b8 (D)



Or 25... ♖d8 26. ♖d5! ♖c8 27. ♜c6+

♖xc6 28. ♖xc6

26. ♖xc5+!!

An important resource – otherwise  
White is lost.

26... ♖b6

26... ♖xc5 27. ♜c6+ ♖a8 28. ♖xb8#.

27. ♜c6+ ♖a8 28. ♖xb6

GM Alexey Shirov, who at the time  
played in the Biel festival's main  
tournament, liked this game. And my  
opponent, Italian IM Renzo  
Mantovani, who I met again few years  
ago, also preserved not bad memories.  
So I hope that it is really an interesting  
game. I also remember that on the day  
of the game my Chess Informant and  
magnetic chessboard were  
mysteriously stolen by someone in a  
supermarket, so I was in a special  
mood for playing. Unfortunately,  
nothing similar has happened to me  
since then, even in such a dangerous  
country as Switzerland. **1-0.**

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