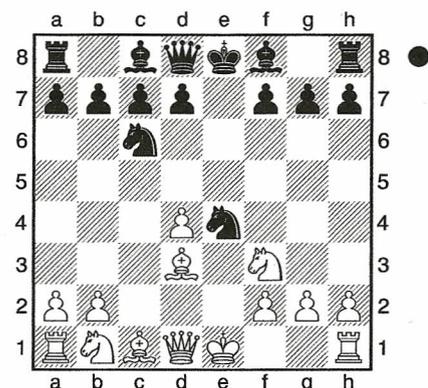


C44
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 River Edge Schls 3d103(2) 2012

Blitz:5'+5" Our next game is a gambit that turns into a slugfest! White sacs a pawn for an attack but Black is able to maintain the advantage until he makes a drastic error in defense! The fireworks start as early as move 11. We've all seen attacks that aren't really there. Take a deep breath if you think you've made a mistake. Then calm down and calculate your way back in the game! It usually takes more than 1 mistake to loose a chess game! 1.e4 e5 2.Nf3 Nc6 3.c3 Nf6 4.d4 exd4 5.cxd4 Nxe4 6.Bd3 Diagram



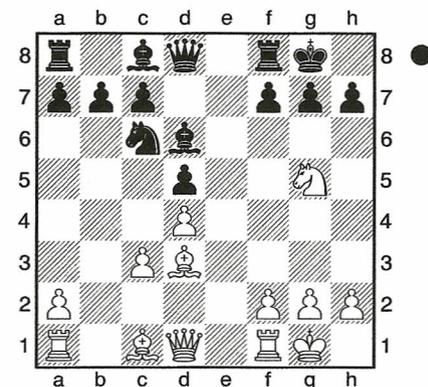
d5
 [6...Bb4+ 7.Nbd2 d5 8.0-0 Bf5 9.a3 Bxd2 10.Bxd2 0-0 11.Rc1f (11.Be3 Re8f)]

7.0-0 Bd6
 [7...Nb4 8.Nc3 Nxc3 9.bxc3 Nxd3 10.Qxd3 Be7 11.Re1 0-0 12.Bf4 Bd6f]

8.Nc3 Nxc3
 [8...f5 9.Nxd5 Bxh2+ 10.Kxh2 Qxd5 11.Bf4 Be6f]

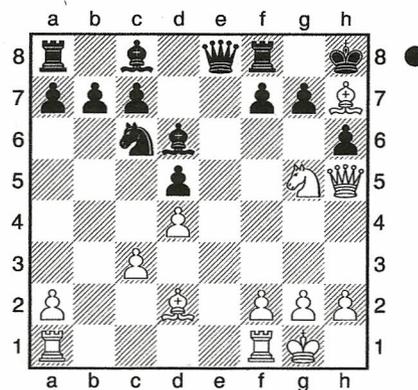
9.bxc3 0-0 10.Ng5

Diagram



When Atesh first showed me this game we were looking at 10...h6 as the villain. It's clear now that both moves are good. I like 10...g6 because its just as good and offers the 11.Nh7 look alike! **h6f**
 [10...g6!f 11.Rb1 (11.Nxh7? Qh4 12.g3 Qxh7-+) 11...Qf6 12.Nf3 Re8 13.Bg5 Qg7 14.Re1 Rxe1+ 15.Qxe1 Rb8f 16.Qe8+ Qf8 17.Qe3 f6 18.Bh6 Qe7f]

11.Qh5f Re8??+-
 [11...Qe8! 12.Bh7+ Kh8 13.Bd2 Diagram An outstanding defensive move is 13...



Ne7! My computer wanted to play 13... Be7?! for a long time! When I forced it to play 13...Ne7 it's evaluation changed. After it played 13...Be7 its evaluation changed to =! This is a computer blind spot! The knight move regains control of the g6, and f5 squares! All the defense must take place from the e7 square, the third, and the eighth ranks. Finally, 13...Ne7 makes possible the consolidating move ...f6. and protects the queenside pawn structure! The attack simply dissolves. Every line favors black. Ne7! (13...Be7?!= 14.Rae1) 14.Bd3 Both rook moves eventually leave white with less. Heat of battle or not, white has a knight and a bishop to protect! (14.Rae1 f6! ; 14.Rfe1 f6! 15.Qxe8