

(The annotations to this game, by V. V. Smyslov, are from his autobiographical work *Izbrannye partii* (published by Fizkultura i Sport in 1952). The translation from the original Russian is by Douglas Griffin.)

Bondarevsky – Smyslov

3rd round, 18th USSR Championship, Moscow, 15th November 1950

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 d5 5.a3 Be7

Another continuation here is 5...Bxc3+ 6.bxc3 c5 7.cxd5 exd5 8.Bd3 0–0 9.Ne2 b6, proposing the exchange of light-squared bishops after 10...Ba6.

After the move in the game Black has to reckon with the possible reply 6.c5. In the game Alatorstev-Smyslov (18th USSR Championship), on 6.c5 there followed 6...c6 7.f4 Ne4 8.Nxe4 dxe4 9.Qc2 f5 10.Bc4 Na6, and Black obtained sufficient counter-chances.

6.Nf3 0–0 7.Bd3 b6 8.0–0 c5 9.Qe2

White maintains the pawn tension in the centre. In the event of 9.cxd5 exd5 10.dxc5 bxc5 11.e4! Black retains the equilibrium with 11...dxe4 12.Nxe4 Ba6!. (*Translator's note*: This had occurred in the game Smyslov-Keres, 17th USSR Championship, Moscow 1949.)

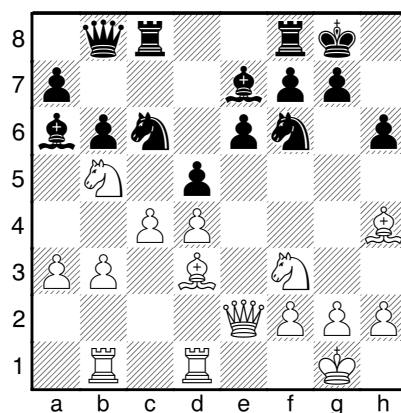
9...Nc6 10.Rd1 cxd4 11.exd4 Ba6

11...Bb7 appears more natural. The development of the bishop on a6 has the aim of initiating a struggle around the c4-square.

12.b3 Rc8 13.Rb1 Qc7 14.Nb5 Qb8

To take the knight is unfavourable, since after 14...Bxb5 15.cxb5 Black has nothing with which to defend the c6-square.

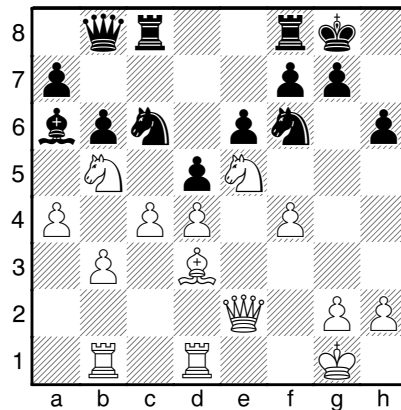
15.Bg5 h6 16.Bh4



16...Nh5!

This manoeuvre prevents the transfer of the bishop to g3. The variation 17.cxd5 Nf4 18.Qe4 Nxd3 19.dxc6 Bxh4 20.c7 Qa8 21.Qxd3 Be7 is not dangerous for Black.

17.Bxe7 Nxe7 18.Ne5 Nf6 19.a4 Nc6 20.f4



White offers a pawn sacrifice, reckoning obtaining an attack after 20...Bxb5 21.axb5 Nxd4 with 22.Qf2 Nf5 23.g4 Nd6 24.g5 Nfe4 25.Qg2. Clearly, he had under-estimated Black's reply.

20...Nb4! 21.f5 Nxd3 22.Qxd3 exf5 23.Qxf5 Bb7 24.Rbc1 a6 25.Nc3 Qd6

Threatening the invasion of the queen on b4. Bondarevsky finds a possibility of once again complicating the struggle.

26.a5 dxc4

First and foremost Black opens the diagonal for his bishop. If now 27.Nxc4, then 27...Qc6 28.Qh3 b5 with a good game.; 26...bxa5 was unfavourable on account of 27.c5.

27.bxc4 b5! 28.c5

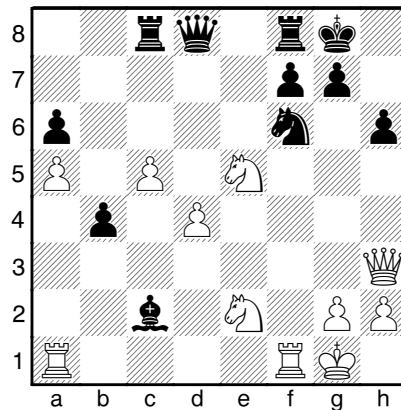
28.cxb5 axb5 29.Nxb5 is impossible on account of 29...Qd5.

White obtains two connected passed pawns, but he is unable to set them in motion. At the same time, Black's passed pawn threatens to advance. Moving the queen away from attack with gain of tempo, Black seizes the initiative.

28...Qd8 29.Ra1 b4 30.Ne2

After this retreat Black's initiative develops unhindered. The struggle would have taken on a more complicated shape in the variation 30.Na4! Be4 31.Qf2 Nd5 32.Nb6 Rc7, and if 33.Qb2, then 33...Qg5! with a double-edged game.

30...Be4 31.Qh3 Bc2 32.Rf1



32...b3!

It is interesting to observe how quickly the situation on the board has changed.

To blockade the enemy pawn White is now forced to transfer his queen to a passive position. This permits Black to begin an attack on the king's flank, exploiting the d5-square as a base for his pieces.

33.Qc3 Nd5 34.Qb2 Ne3 35.Rfe1

Not 35.Rf3 on account of 35...Nd1!

35...Qd5

First the knight, and now the queen occupies the key transit square d5. In the event of 36.Nf4 possible is the variation 36...Qe4 37.g3 Rfd8 38.Kf2 (or 38.Ng4 Nc4!) 38...Qxd4 39.Qxd4 Rxd4 40.Kxe3 Re4+ 41.Kd2 b2!, achieving a material advantage.

36.Nf3 Rfe8

Black strengthens his position. He is not satisfied with the continuation 36...Nc4 37.Qc3 b2 38.Qxc2 bxa1=Q 39.Rxa1, and White obtains a free game, obtaining a pawn for the exchange.

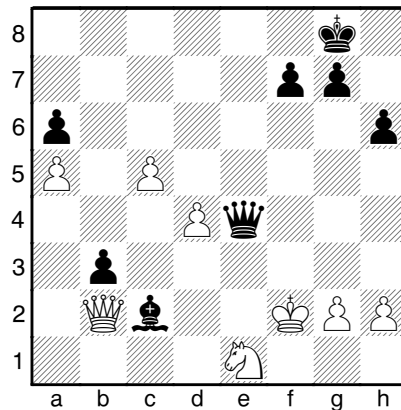
37.Rac1 Rc6 38.Nc3 Qf5 39.Nd1

White exploits the pin to exchange Black's dangerous knight, but he does not manage to achieve equality. Now Black's major pieces burst in along the open file.

39...Rce6 40.Nxe3 Rxe3 41.Rxe3 Rxe3 42.Kf2

White cannot activate his passed pawns. On 42.c6 there would have followed 42...Qxa5 with the threat of 43...Qc3; the continuation 42.Re1 led after 42...Rxe1+ 43.Nxe1 Qe4 to a position analogous to that occurring in the game.

42...Qe4 43.Re1 Rxe1 44.Nxe1



44...Bd1!

A 'quiet' move with the threat of 45...Qe2+!, and after 46.Qxe2 Bxe2 47.c6 b2 48.c7 Bg4 Black forces the win. Of no help is 45.h3 on account of the manoeuvre 45...Qf4+ 46.Kg1 (46.Nf3 Bxf3 47.gxf3 Qh2+) 46...Qe3+ 47.Kf1 Qe2+ 48.Qxe2 Bxe2+ 49.Kxe2 b2, and the pawn promotes to a queen.

45.c6 Qxc6 46.Nd3 Qc4 47.Ke3 Bc2 48.Ne1

If 48.Nc5, then 48...Qb4 with the threat of 49...Qe1+. On 49.Ke2 there follows 49...Qxa5 50.Nxb3 Qb5+, and Black wins.

48...Bf5 49.Kd2 Qb5 50.Kd1 Bg4+ 51.Kc1 Qc4+

White resigned.