

(The annotations to this game, by L. A. Shamkovich, are from *Shakhmaty (Riga)* (№ 3, 1969). The translation from the original Russian is by Douglas Griffin.)

### Shamkovich – Ciocâltea

10<sup>th</sup> round, International Tournament, Kislovodsk 1968

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.0–0**

Since the variation 5...Bg4 6.h3 h5! is at present considered to have been neutralised, it is possible to castle without particular risk. The other reply 5...c3 leads after 5...f5 to sharp play that is not disadvantageous for Black.

**5...Bd7 6.c3 Nf6 7.Re1 Be7**

More promising is 7...g6. P. Keres, in a game against me (USSR Team Championship, Riga 1968) played this move in reply to 7.d4 and achieved a good game.

**8.d4 0–0 9.Nbd2 b5**

Theory recommends 9...exd4 10.cxd4 Nb4, but in this case too White retains an opening advantage.

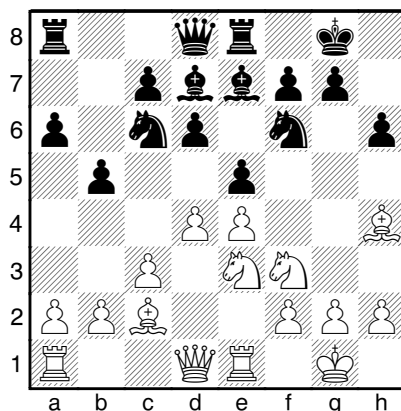
**10.Bc2 Re8 11.Nf1 Bf8**

Black's idea consists in pressure on the opponent's central pawns, which hinders the manoeuvrability of the white pieces. The move 12.Ne3 is impossible on account of the loss of the e4–pawn, while on 12.Ng3 there follows 12...g6!, and Black has a comfortable game.

**12.Bg5**

An unpleasant surprise. 12...h6 13.Bh4 g5 14.Bg3 lead to an irreparable weakening of the f5–square, to where a white knight is ready to be directed, while 12...g6 will not do on account of 13.dxe5 Nxe5 14.Nxe5 Rxe5 15.f4 and 16.e5. Black's reply is forced.

**12...h6 13.Bh4 Be7 14.Ne3**



### 14...Ng4!

A clever counter-chance. Despite the abundance of tempting possibilities, only one of them in the best case gives an advantage.

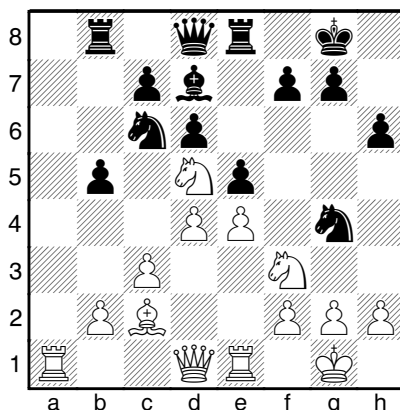
This thrust was employed against me by Portisch in Mallorca (1966). There followed: 15.Bxe7 Nxe7 16.Nxg4 Bxg4 17.dxe5 Ng6! (but not 17...Bxf3 18.Qxf3 dxe5 19.Rad1±), and I had to force simplification - 18.h3 Bxf3 19.Qxf3, since 18.exd4 Nh4! gives Black a strong attack. However, instead of 16.Nxg4 strong is 16.dxe5!.

Possibly, this was precisely why the Romanian master preferred to take the bishop with the queen.

### 15.Bxe7 Qxe7 16.Nd5 Qd8 17.a4

The strong position of the knight at d5 and the possibility of opening the a-file at a suitable moment determine White's clear advantage.

### 17...Rb8 18.axb5 axb5



### 19.Qd3!

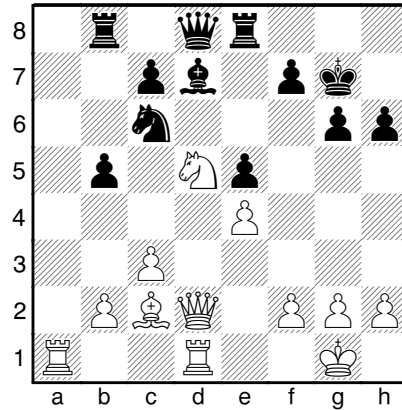
Perhaps the most difficult move in the game. The point is that 19.h3 Nf6 20.dxe5 gives nothing in view of 20...Nxd5. Now, however, there is threatened 20.h3 Nf6 21.dxe5, since on 21...Nxd5 there follows 22.exd5 with the threat of the check at h7, while on 21...Nxe5 there is 22.Nxe5 Rxe5 (22...dxe5 – 23.Nxf6+) 23.f4 Re8 24.e5! with a decisive attack.

Therefore Black is forced to weaken the castled position, in particular the f6-square, while tells in the subsequent play.

### 19...g6 20.Qd2 Kg7 21.dxe5 Ngxe5 22.Nxe5 dxe5

On 22...Nxe5 unpleasant is 23.Ra7.

## 23.Red1



In strategic terms the game is decided. In Black's position there are many weaknesses and his pieces lack outposts.

### 23...Be6 24.Qe3 Qc8 25.Qc5 Qb7

In the case of 25...Bxd5 26.exd5 Ne7 leading to victory is a straightforward but elegant combination: 27.Ra7 Rb7 28.d6! Rxa7 29.d7!.

### 26.h3

A waiting move, on which no satisfactory reply is apparent.

### 26...Red8 27.Nb4!

Winning a pawn... this is where the weakening of Black's king's flank tells.

### 27...Nxb4 28.Qxe5+ Kh7

But not 28...f6 29.Qxe6 Nxc2? 30.Qe7+ etc.

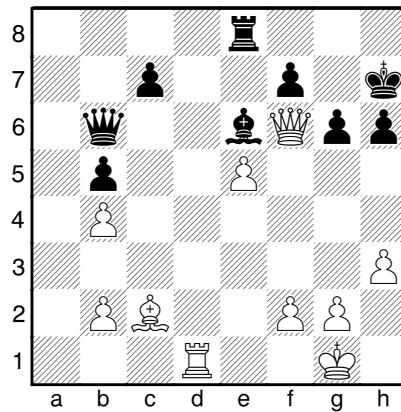
### 29.cxb4 Ra8 30.Rac1!

For White there is no point in exchanging the rook, which still comes in useful in the attack.

### 30...Qb6 31.Qf6 Rd6?

A mistake in a difficult position.

### 32.e5 Rxd1+ 33.Rxd1 Re8



**34.Rd7!**

The concluding attack. The rook cannot be taken on account of 35.Qxf7+ Kh8 36.Bxg6.

**34...Rg8 35.Re7**

There is no defence against the threat of h3–h4–h5. The following move by Black hastens the finale.

**35...h5 36.Qg5 Kg7 37.Qxg6+ Kf8 38.Re8+ Kxe8 39.Qxg8+ Kd7 40.Bf5 Qc6 41.Qxf7+**  
Black resigned.