

(The annotations to this game, by L. A. Shamkovich, are from *Shakhmaty v SSSR* (№ 11, 1968). The translation from the original Russian is by Douglas Griffin.)

Shamkovich – Kuijpers

7th round, Amsterdam IBM International, 23rd July 1968

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0–0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0–0 9.h3 Nb8
10.d4 Nbd7 11.Bg5

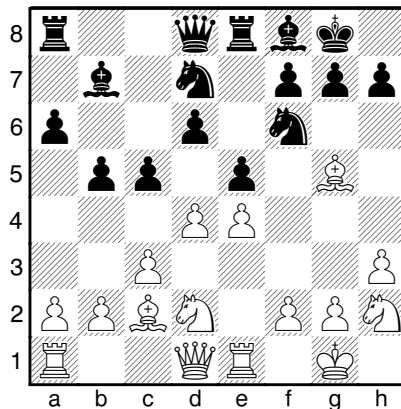
11.Nbd2 is more often played.

The move 11.Bg5 was successfully employed by Tal against Krogus in the 32nd USSR Championship: 11...Bb7 12.Nbd2 h6 13.Bh4 Nh7 14.Bg3 Bf6 15.Qe2 Ng5 16.Rad1, and White had achieved a clear advantage.

11...Bb7 12.Nbd2 Re8 13.Bc2 Bf8 14.Nh2 c5!

The d4–pawn must be defended: if 15.Ng4, then 15...cxd4 16.cxd4 exd4 17.Nf3 h6!, and White is forced to trade on f6, since after 18.Bh4 g5 the e4–pawn is in danger. In the case of 15.d5 White's attacking possibilities are limited.

There remains an exchange in the centre.



15.dxe5?

Stronger is 15.dxc5, so as to try to exploit the weak d5– and f5–squares after 15...Nxc5 16.Ng4 Be7 17.Ne3.

15...dxe5?

A mistake in reply. Naturally, Black should take with the knight, since the variation 16.f4 Ng6 17.e5? dxe5 18.Bxg6 hxg6 19.fxe5 fails on account of 19...Qd5!.

Now White obtains a dangerous initiative.

16.Ng4 Qb6 17.Nf3!

On 17...Nxc4, 18.Qxd7 Nf6 19.Bxf6 gxf6 20.Nh4 is strong.

17...Qd6

If 17...Rad8, then 18.Qe2 Qd6 19.Rad1.

18.Qxd6 Bxd6 19.Rad1 Bc7

But not 19...Re6 in view of 20.Bxf6 Nxf6 21.Ng5; or 20...gxf6 21.Nh4.

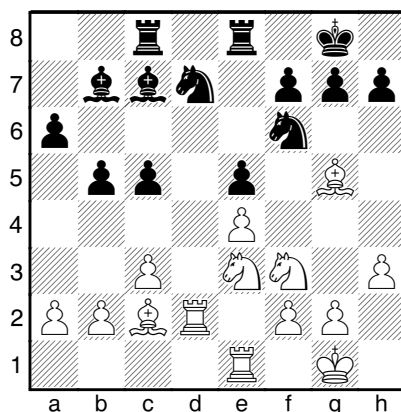
20.Rd2

Now, when the queens have been exchanged, the threat of doubling the f-pawn (20.Bxf6 Nxf6 21.Nxf6+ gxf6) is not so terrible. The black pieces are occupying unstable positions, and therefore White increases the pressure along the d-file. The variation 20...Rad8 (20...Nxc4? 21.Rxd7) 21.Red1 Bc6 22.Ne3! is favourable for him.

20...Rac8

A correct reply. On 21.Red1 there follows 21...Nxc4 22.Rxd7 Nf6.

21.Ne3



21...Nb6?

A serious mistake. The balance was maintained by 21...Bc6 22.Red1 h6 23.Bh4 c4!.

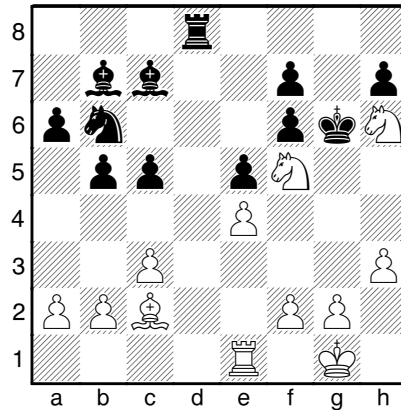
22.Bxf6 gxf6 23.Ng4!

The cavalry is ready for a raid in the enemy rear; the f5-square will be used as a transit point. How difficult Black's defence is is illustrated by the variations: 23...Bd8 24.Nh4 Nc4 25.Rd7 with the threats of Rxb7 and Nh6+; or 23...Re6 24.Red1 Bc6 25.b3, and Black has no counter-play at all.

23...Kg7 24.Nh4 Rcd8 25.Nf5+ Kg6

Enforced courage. Otherwise Black would have had to part with a pawn.

26.Rxd8 Rxd8 27.Ngh6!



Slamming shut the trap into which the black king has fallen. Should White transfer the rook onto the 3rd rank, it will be unable to avoid ruin.

27...Nc4 28.b3

Nothing is given by 28.Bb3 in view of 28...Bc8 or 28...Rd3; but not 28...Nd6? 29.Re3 Nxe4? 30.Bxf7+, mating.

28...Nd6 29.Re3 Nxf5 30.Nxf5 Bc8

Black has eliminated the mating threats in time, but he is forced to part with the f6-pawn.

31.Ne7+ Kg7 32.Rg3+ Kf8 33.Nd5! Bb8 34.Nxf6 Ke7 35.Nd5+ Kf8 36.c4

The extra pawn and the centralised knight give White real chances of victory. Black pins his hopes on the activation of the bishops. But for the time being they are dozing in their own camp, and it is not apparent how they can break out to freedom. Perhaps, at the cost of new sacrifices?

36...Rd6 37.Kf1 Be6 38.Ke2 f5!?

Seizing a suitable moment (the flag on my clock was hanging), Kuijpers complicates the play.

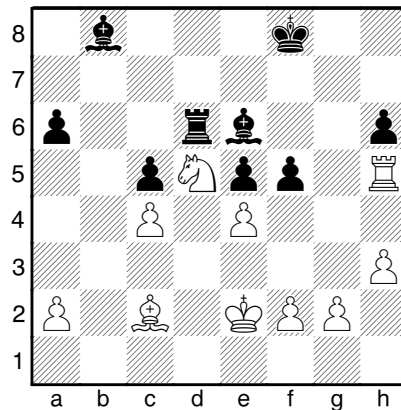
39.Rg5

Black's calculations are justified. Fearing the opposite-coloured bishops (after an exchange on d5) I avoided the natural 39.exf5 Bxd5 40.cxd5 Rxd5, which after 41.f6! should have led to a straightforward win.

Now the struggle becomes sharper.

39...h6 40.Rh5 bxc4 41.bxc4

Here the game was adjourned. There was no more than two hours for analysis and rest.



On the resumption of play there followed:

41...fxe4 42.Rxe5 Rc6!

This reply I had not foreseen, reckoning only on 42...Bxd5 43.Rxd5 Rxd5 44.cxd5, and Black, despite the opposite-coloured bishops, is not to be saved. Since the e4-pawn cannot for the time being be taken (43.Rxe4? Bf5), White's move is forced.

43.Rh5 Bf7 44.Rh4 Be5! 45.Rxe4 Bd4

Having given up a second pawn, Black has activated his bishops, hindering White's task to the maximum. As a result, he has managed to achieve that which ten moves ago seemed unrealistic.

46.f4 Rc8

While White is advancing the f-pawn and re-arranging his battle lines, Black brings the rook into play.

47.Kf3 Rb8 48.Bb3

Clearly, the rook cannot be permitted to b2.

48...a5 49.f5?

Haste. Correct is 49.Nc7!, preventing the transfer of the black bishop to e8, and on 49...Rb4 – 50.Ne6+ Bxe6 51.Rxe6 a4 52.Bd1 Rxc4 53.Rxh6.

49...Be8! 50.Re2

White is forced to go over to the defensive: 50.Nc7 will not do on account of 50...Bc6.

50...a4 51.Bc2 Rb2 52.Be4 a3 53.Nf4 Ba4!

Threatening 54...Bd1. This move also follows after 54.Ne6+ Kf7 55.Nxd4. For instance: 55...Bd1! 56.Nc2 Rxa2 57.Ke3 Bxe2 58.Kxe2 Rxc2+!, and Black wins. Therefore White has to trade on b2.

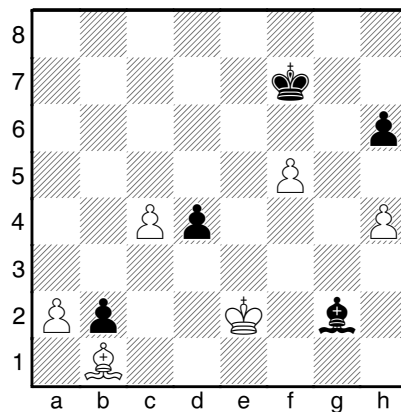
54.Ne6+ Kf7 55.Rxb2 axb2 56.Nxd4 cxd4 57.Bb1 Bc6+ 58.Ke2!

One of the pawns has to be returned. The point is that 58.Kf2? Kf6 59.g4 Ke5 followed by ...Be4 led to Black's victory! (*Translator's note:* This does not seem to be the case, although it is of course far from satisfactory for White. After 60.a3 Be4 61.f6! (61.Ba2 b1=Q 62.Bxb1 Bxb1 is less good) 61...Bxb1 62.f7 Bh7 63.f8=Q b1=Q 64.Qe7+ White is in no danger of losing.)

Also bad is 58.Kf4 Bxg2 59.h4 Kf6, and the white king is cut off from the d4- and b2-pawns.

Now the game enters a new, technical stage. The winning plan consists in the elimination of the main enemy – the b2-pawn (at the cost of the f4- or c4-pawns), after which the decisive word should be said by the distant, passed a2-pawn.

58...Bxg2 59.h4



Here the game was adjourned for a second time. Analysis (this time more detailed) showed that Black cannot avoid loss.

59...Kf6 60.Kd2 Bc6

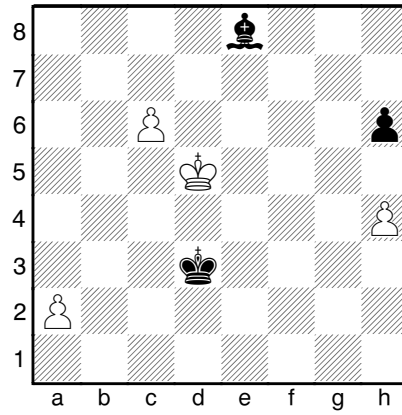
A new surprise, but this time not a very dangerous one. I was more afraid of the variation 60...Ke5 61.c5 (but not 61.Kc2 d3+! 62.Kxb2 d2 63.Bc2 Bf3) 61...Be4 62.Bxe4 Kxe4 63.Kc2 d3+ 64.Kxb2 Ke3 65.c6 d2 66.c7 d1=Q 67.c8=Q. White has two extra pawns in the queen endgame, but to realise them is not simple.

Weaker is 60...Bh3 61.c5 Bxf5 62.Bxf5 Kxf5 63.Kc2, since in this variation Black is not in time to promote to a queen. Interesting is 60...Ke5 61.c5 Kd5 62.f6 Ke6 63.Kd3 Kxf6 64.Kxd4 Ke6 65.a4, and White should win.

61.c5 Ke5 62.Kc2 Kxf5

62...Be4+ 63.Kxb2 d3 will not do in view of 64.Kc3 d2 65.Bc2!.

63.Kxb2+ Kf4 64.Kb3 Ke3 65.Kc4 Be8 66.Kd5! d3 67.Bxd3! Kxd3 68.c6



68...Bh5

The essence of White's idea is that on 68...Kc3 he plays 69.Kc5 Bh5 70.a4 Bg4 71.a5 Bc8 72.c7 Kb3 73.Kb6, and Black cannot stop both pawns.

69.c7 Bg4 70.Kc6! Kc4 71.Kb7

Black resigned.