

**Round 7**  
November 15  
Amsterdam

A day of exceptionally fine and significant games. Botvinnik took advantage of inexact opening play by Alekhine to establish an edge that extended all the way into the endgame phase, the champion missing some opportunities to offer a firmer resistance. Botvinnik's subtle technique fashioned an aesthetic masterpiece that Capablanca considered the Soviet player's best effort in the tournament.

Euwe miscalculated a tactical sequence in the early middlegame, letting Capablanca win a pawn. After that it was just a matter of fending off Euwe's desperate counter-attack.

Fine, against Keres, unwisely went after a pawn in the opening and had to work to shore up an uncomfortable and rather lifeless position. He had chances later on to hold the game but the complexity of the position and Fine's shortage of time made the draw too difficult. Keres thus ended Fine's phenomenal streak of successes and drew up right behind the American in the standings.

Flohr's Grünfeld Defense was good enough to hold Reshevsky at bay until move thirty-one, when severe time pressure caused the Czech to opt for a dubious exchange. Reshevsky, also very short of time, nevertheless made the best use of his chances and got into Flohr's half of the board. A nice win by the American.

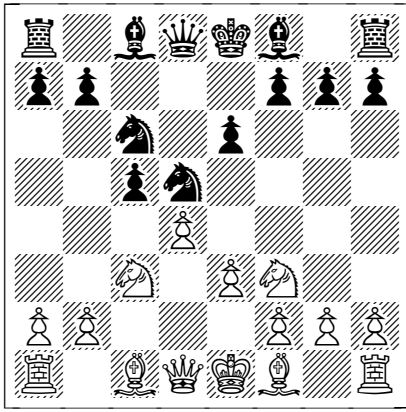
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| <b>White</b>    |   | <b>Black</b> |   | <b>Opening</b>       |
|-----------------|---|--------------|---|----------------------|
| Botvinnik (3)   | 1 | Alekhine (3) | 0 | Queen's Gambit Decl. |
| Capablanca (2½) | 1 | Euwe (2)     | 0 | Nimzo-Indian Defense |
| Fine (5½)       | 0 | Keres (4)    | 1 | Spanish              |
| Reshevsky (2)   | 1 | Flohr (2)    | 0 | Grünfeld             |

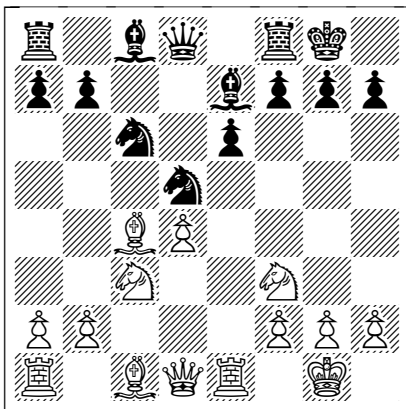
**Game 25. Botvinnik – Alekhine  
Queen's Gambit Declined**

**1. Nf3 d5 2. d4 Nf6 3. c4 e6 4. Nc3 c5 5. cxd5 Nxd5 6. e3** Rubinstein–Tartakover (Karlsbad 1929) introduced 6. g3, and continued 6...Nc6 7. Bg2 Nxd4! 8. Nxd4 Nxc3 9. bxc3 cxd4 10. Qxd4 (10. cxd4? Bb4+) Qxd4 (10...Be7?! 11. Rb1±) 11. cxd4 Bd6 12. Bf4, when 12...Ke7 would have been the solid way to continue. The first 11 moves of this game were

repeated in Alekhine-Euwe (1937 match, Game 30), when Alekhine chose 12. a4 and 13. Ba3; Euwe had no real problems equalizing and won due to his opponent's lackadaisical play, Alekhine having already won the match. In the game at hand, Botvinnik deliberately avoids a variation familiar to his opponent, preferring to go into the Queen's Gambit Declined. **6...Nc6**



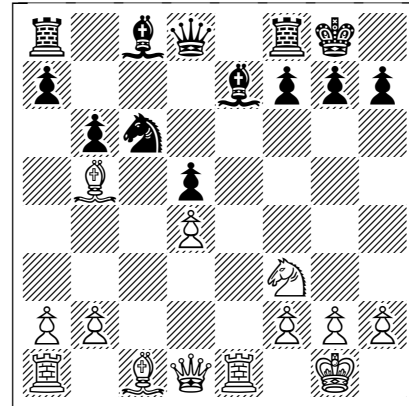
**7. Bc4** A novelty thought up at the board; there is the threat 8. Bxd5 exd5 9. dxc5, winning a pawn. Flohr–Levenfish (Moscow 1936), a game well known to fellow-participant Botvinnik, went 7. Bd3 Be7 8. 0-0 0-0 9. a3 Nf6?! (not 9...b6? 10. Qc2 h6 11. Be4 Qd6 12. dxc5 Qxc5 13. Nxd5±, as pointed out by Levenfish in the tournament book; better is 9...cxd4 10. exd4 Nf6=) 10. dxc5 Bxc5 11. Qc2 h6 12. b4 Bb6 13. Bb2, with a nice edge for White. Botvinnik thought 7. a3 Be7 8. Bd3 0-0 9. 0-0 cxd4 10. exd4 Bf6 11. Be3 Nxc3 12. bxc3 e5 offered White little. **7...cxd4 8. exd4 Be7 9. 0-0 0-0 10. Re1**



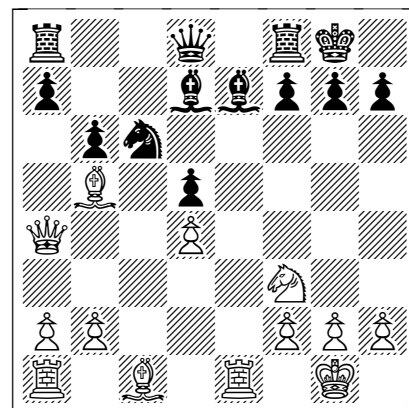
**10...b6** This has long been considered inferior for Black, as the diagonal now becomes closed to Black's light-squared bishop and the c6-square becomes weak. Botvinnik gives 10...Nxc3 11. bxc3 b6 as the correct play;

10...Nf6, 10...a6, and 10...Bf6 had also been tried successfully before this game. It may be that Alekhine did not know the game Flohr–Levenfish (Moscow 1936), in which 10...a6 brought equality: 11. Bb3 Re8 12. Bd2 Na5 13. Nxd5 exd5 14. Rc1 Bf5 15. Ne5 Be6 16. Qf3 Nxb3=.

**11. Nxd5 exd5 12. Bb5**



**12...Bd7** This should not prove seriously disadvantageous, but better is 12...Bb7; e.g., 13. Qa4 (or 13. Bf4 Rc8 14. Rc1±) Rc8 14. Bf4 a6 15. Bxc6 Rxc6 16. Ne5 Rc8 17. Qd7 (Neikirch–Sliwa, Sofia 1957) Rc7! 18. Qg4 Bd6, planning ...Qc8 and potentially a later ...Rc2, with near equality. On Botvinnik's 12...Na5, White has the direct 13. Ne5, with a comfortable advantage. **13. Qa4**

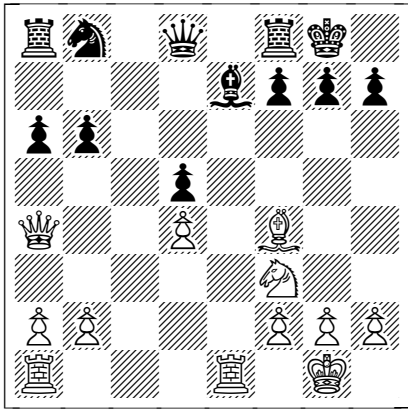


**13...Nb8?** This is the error. Correct is 13...Rc8 14. Bf4 (14. Bxc6? Bxc6 15. Qxa7 Bb4! and ...Ra8≠) Bf6:

I. 15. Bxc6 Bxc6 16. Qxa7 Ra8 17. Qc7 Qxc7 18. Bxc7 Rfc8 19. Bxb6 (if 19. Bd6, then 19...Bd7 followed by ...Rc2, with compensation for the pawn) Rcb8 20. Bc5 Rxb2 21. a3 Ba4, when Black's light-squared bishop blocks the advance of the a-pawn.

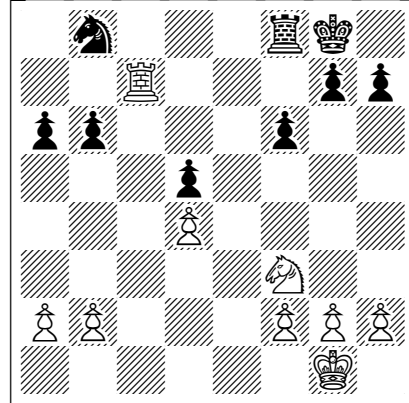
II. 15. Rec1 Nb8 16. Rxc8 Qxc8 17. Rc1 Bxb5 18. Qxb5 Qf5 19. Bg3 Rd8±, with ...Qe6 and ...a7-a6 to follow.

14. Bf4 Bxb5 15. Qxb5 a6 16. Qa4

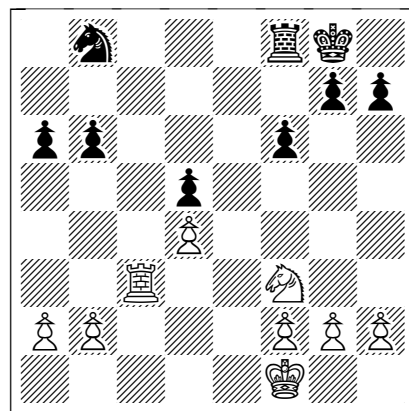


16...Bd6 The alternative 16...b5 17. Qc2 Bd6 18. Bxd6 Qxd6 is cheerless for Black after 19. Rac1 Ra7 20. Qc5 Rd7 21. Ne5 Qxc5 22. Rxc5, with the doubling of the rooks (and probably Nd3 and Nb4) to follow. 17. Bxd6 Sharper is 17. Be5!, when 17... Bxe5?! (looking for an easier defense through simplification) 18. dxe5 b5 19. Qc2 gets White's Queen into either c5 or c6, supported by Rad1 and probably e5-e6, with a sizable advantage. Better for Black is 17... Ra7, though after 18. Qb3 White either gets excellent play after 18... Bxe5 19. dxe5, as before, or retains strong pressure following, e.g., 18... Rd7 19. Rac1 (19. Qxd5? Bb4) and doubling on the c-file. The text move lightens Alekhine's defensive task somewhat. 17...Qxd6 18. Rac1 Ra7

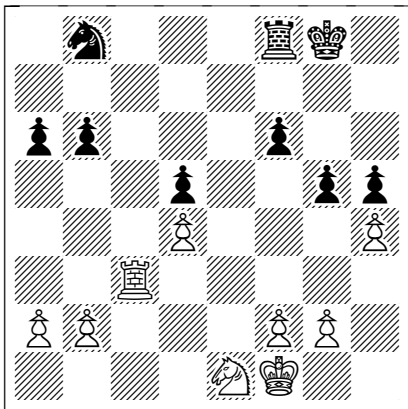
19. Qc2 Controlling the file farther away from the defensive powers of the black King. 19...Re7 This looks better than 19...Nd7 20. Qc6 Qxc6 (20...Qb4!?) 21. Rxc6, when it would be more difficult for Black to defend both his queenside and the isolated d-pawn. 20. Rxe7 Qxe7 21. Qc7 Qxc7 22. Rxc7 f6 Alekhine prepares to repel the white rook, and at the same time takes the e5-square away from White's knight.



23. Kf1 White gets less from 23. Rb7?! Rc8 24. Kf1 b5 25. Rb6 Kf7 26. Ke2 Nd7 27. Rxa6 Rc2+ 28. Ke3 Rxb2±. Promising, however, is the maneuver 23. Nh4 Rf7 24. Rc3 g6 25. g3, followed by Ng2 and Nf4, with pressure in the center. 23...Rf7 24. Rc8+ Rf8 25. Rc3 White controls the distant open file, and will re-enter the seventh rank as soon as Black tries to mobilize his knight with ...Nd7.

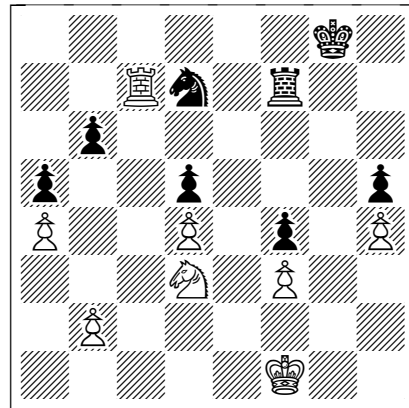


**25...g5** Botvinnik comments: “Black cannot allow the return of the white rook to c7, which would have happened had Alekhine moved his King or his knight, or his rook to e8. Therefore he quite reasonably decides to move his pawns from the seventh rank, so as to reduce somewhat its importance.” **26. Ne1!** 26. Ke2 Re8+ is easier for Black. “By the knight maneuver White forces his opponent to undertake something, otherwise there follows Nc2-e3.” (Shereshevsky) **26...h5** Euwe marks this “?”, adding, “Correct is 25...h6. Now Botvinnik demonstrates in an unsurpassable way that the text move is a mistake; the difference between ...h7-h6! and ...h7-h5? is revealed at once.” But the text should be all right if followed up correctly next move. **27. h4** “Beautifully played. There is now a contest for possession of the f4-square due to Black’s ...h7-h5; as a result White can successfully probe the g5-pawn and his knight can come to f4, gradually making Black’s position untenable.” (Euwe)

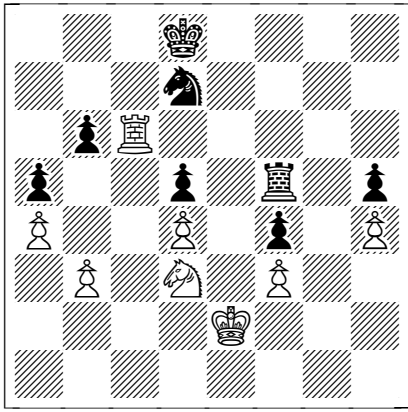


**27...Nd7?** Alekhine’s last chance lies in bringing up his King to support his pawns: 27...Kf7 28. Rc7+ (28. Nf3 g4 29. Ne1 Ke6 30. Nd3 (*Botvinnik*) Kd6 31. Nf4 Nc6! and Black should hold) Kg6; e.g., 29. hxg5 fxg5 30. Nc2 (30.

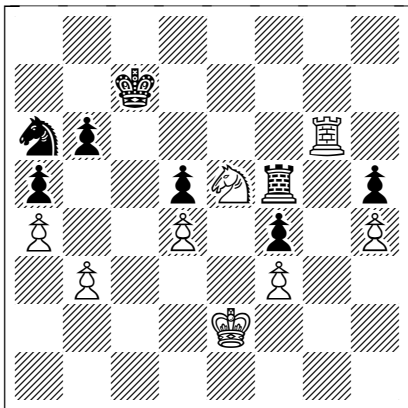
Rb7 b5 31. Rb6+ Kf5 32. Ke2 Re8+ followed by ...g5-g4 and ...h5-h4, and perhaps ...Ke4, with good counterplay for Black) Kf5 31. Ke2 b5 followed by ...g5-g4±, with a much more capable defense of his weaknesses. Whatever the particular variation, Alekhine’s King has to be positioned forward if he is to have real drawing chances. If his King and rook are both active he can conceivably even give up a pawn to effect the exchange of the knights, thereby retaining good drawing prospects in the ensuing rook ending. **28. Rc7 Rf7 29. Nf3 g4 30. Ne1 f5 31. Nd3 f4** Fore-stalling 32. Nf4. **32. f3!** 32. Nb4 Nf6 33. Nxa6 f3 gives Alekhine too many chances to cause trouble. The text fixes the pawn on f4 and eliminates any active kingside counterplay. **32... gxf3 33. gxf3 a5 34. Nb4** cannot be permitted. **34. a4**



**34...Kf8** The attempt to relieve the pressure and go into a blocked position with 34...Nf8 35. Rxf7 Kxf7 36. Nxf4 Ng6 comes up short against the very nice 37. Nxf6 Kxf6 38. Ke2 Kf6 39. Ke3 Kf5 40. f4 Ke6 41. f5+! Kxf5 42. Kf3 Ke6 43. Kf4 Kf6 44. b3+- . **35. Rc6 Ke7 36. Kf2 Rf5 37. b3** A good pre-adjournment move, not hurrying and not changing anything. **37...Kd8 38. Ke2**

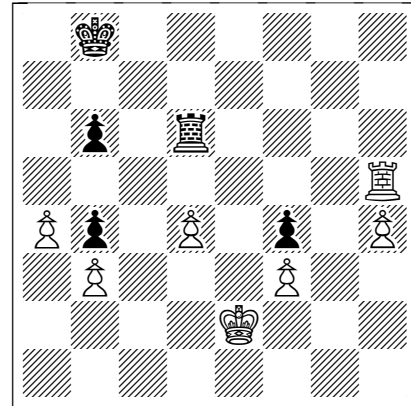


**38...Nb8** Also unavailing is 38...Ke8 39. b4 axb4 40. Nxb4 Rf6 (or 40...Ke7 41. Kd3, when Black is in zugzwang and has to let the white rook into d6) 41. Rxf6 Nxf6 42. Nd3 Ke7 43. Nxf4+- and penetration by the King. Or 38...Rf6 39. Rxf6 Nxf6 40. Nxf4 Ke7 41. Ke3 Kf7 42. Ne2 and Kf4+- . The text move sets a trap. **39. Rg6!** Not 39. Rxb6? Kc7 40. Rg6 Nc6 and 41...Nxd4, with a probable draw. **39...Kc7 40. Ne5** Disabling the black knight. **40...Na6**



**41. Rg7+** Also good of course is 41. Rg5 Rf8 (if 41...Rxc5, 42. hxc5 and the pawn goes straight in) 42. Rxh5, but Botvinnik is playing to win the d-pawn. **41...Kc8** "The game was here adjourned. Alekhine stated that if Botvinnik had sealed the move he expected, he would resign without further play. This was presumably 42. Rg5, which wins by force." (*Chess*)

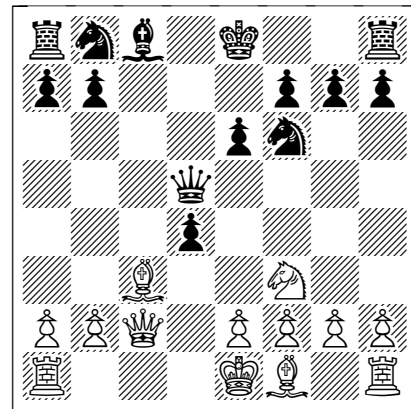
**42. Nc6 Rf6 43. Ne7+ Kb8 44. Nxd5** Again the knight dominates its opposite number. **44...Rd6 45. Rg5 Nb4 46. Nxb4 axb4 47. Rxh5**



**47...Rc6** Or 47...Rxd4 48. Rf5 and the decisive advance of the kingside pawns. **48. Rb5 Kc7 49. Rxb4 Rh6 50. Rb5 Rxh4 51. Kd3** Black resigns

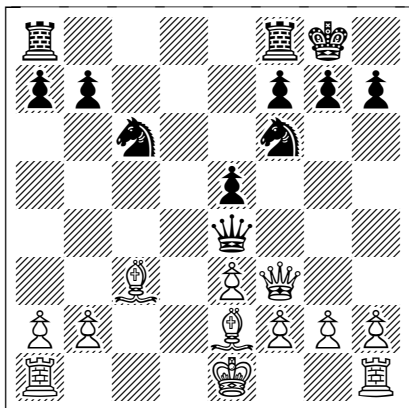
### Game 26. Capablanca – Euwe Nimzo-Indian Defense

**1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. cxd5 Qxd5 6. Nf3 c5 7. Bd2 Bxc3** Euwe has to exchange because Capa can meet 7...Qd8 with 8. a3 Bxc3 (8...Ba5? 9. dxc5) 9. Bxc3 cxd4 10. Rd1 0-0 11. Rxd4, with a clear plus. **8. Bxc3 cxd4**



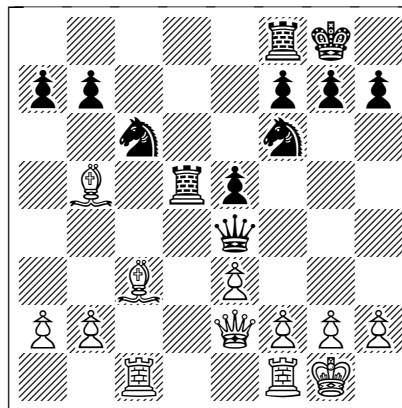
**9. Nxd4** Capablanca's suggestion 9. Rd1 does seem to give White the slightly better game after 9...Nc6 (or 9...Qxa2 10. Rxd4 Nc6 11. Ra4 Qd5 12. e4±) 10. Nxd4 0-0 (10...Qxa2?)

11. Nxc6 bxc6 12. Bb4±) 11. a3 Ne4  
 12. Nb5 Qf5 13. e3 Nxc3 14. Qxc3.  
**9...e5 10. Nf5** Somewhat better is 10.  
 Nf3 Nc6 11. g3 (11. Rd1 Qxa2 12.  
 Nxe5 Nxe5 13. Bxe5 0-0=) 0-0 12.  
 Bg2 Bg4 13. 0-0±. **10...Bxf5 11.  
 Qxf5 Nc6 12. e3 0-0 13. Be2 Qe4**  
 13...Qxg2 14. Bf3 Qg6 15. Qxg6 hxg6  
 16. Bxc6 bxc6 17. Bxe5, with an  
 “advantage” for White, according to  
 Euwe. **14. Qf3**

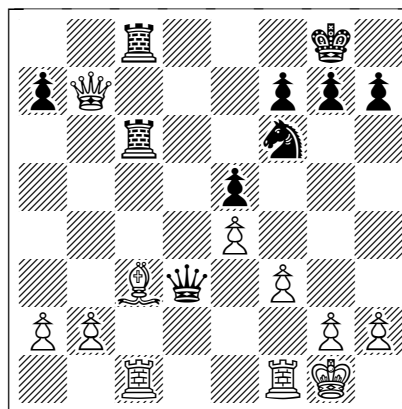


**14...Qc2** Based on a miscalculation.  
 Euwe suggests 14...Qxf3 15. Bxf3 e4;  
 e.g., 16. Bxf6 (16. Be2 Nd5=) exf3  
 17. Bc3 fxg2 18. Rg1 f6=. But there is  
 no real harm in the text move. **15. 0-0**  
**Rad8?** Euwe had thought to win a  
 piece here with 15...e4, but now sees  
 that Capa wriggles out, and indeed  
 gets a won game, with 16. Qg3 Qxe2  
 17. Bxf6 g6 18. Qf4 Nd8 (to cover g7  
 from e6) 19. Qxe4 followed by Rad1.  
 Best at this point is 15...Qg6 and the  
 centralization of the rooks, perhaps  
 followed by ...e5-e4 and the exchange  
 of Queens at g3; Black then should  
 have no problems defending the position.  
 Euwe’s preference, 15...a6, is  
 also good enough. **16. Bb5?** Sharper  
 is 16. Ba6 bxa6 (16...e4 17. Qg3 Nh5  
 18. Qc7 bxa6 19. Qxc6±) 17. Qxc6  
 Nd5 18. Rac1 Qf5 19. Ba5, soon win-  
 ning one of the a-pawns. **16...Rd5 17.  
 Rac1 Qe4?** Giving less ground is

17...Qg6 18. Ba4 Rfd8 and ...e5-e4±.  
**18. Qe2**

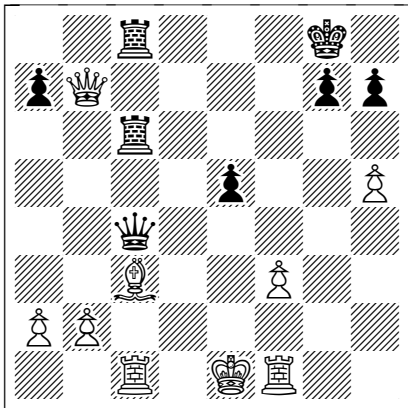


**18...Rd6?** Losing a pawn and the  
 game. Correct is either 18...Qg6, as  
 before, or 18...Rdd8 19. f3 Qd5, with  
 a position that is uncomfortable but  
 not lost. **19. f3 Qf5 20. Bxc6 Rxc6**  
**21. Qb5 Rfc8 22. Qxb7 Qd3 23. e4**  
 Euwe gives 23. Qxa7 R6c7 (23...Ra6  
 24. Qb7 Qxe3+ 25. Kh1 Rac6 26.  
 Rfe1 +- ) 24. Bd2! as “simpler.”



**23...Nh5** On 23...Qe3+ 24. Kh1 Nh5  
 (threatening 25...Ng3+ and mate next  
 move) White has 25. Qxc8+! Rxc8  
 26. Bd2, when Black has to give up  
 the Queen with 26...Qc5 to avoid  
 mate. (Euwe) **24. g3** Also good is the  
 simple 24. Rcd1 Qe3+ 25. Rf2 and  
 26. g3+- . **24...Qe3+ 25. Kg2 Qg5**  
 Hoping to muddy the waters with 26...  
 Nf4+ and ...Nd3/e2. **26. Kf2 f5 27.  
 exf5 Qxf5** Black gives up a piece for

the remote chance of a perpetual check since, e.g., 27...Nf6 28. Rce1 Qxf5 29. Kg1 e4 30. fxe4 Qc5+ 31. Kh1 would have offered Black no counter-chances at all. **28. g4** “Capablanca took the piece without a moment’s hesitation, but looked worried a little later when Euwe got very near indeed to a perpetual check.” (*Chess*) **28...Qf4 29. gxh5 Qxh2+ 30. Ke3 Qf4+ 31. Ke2 Qc4+ 32. Ke1**

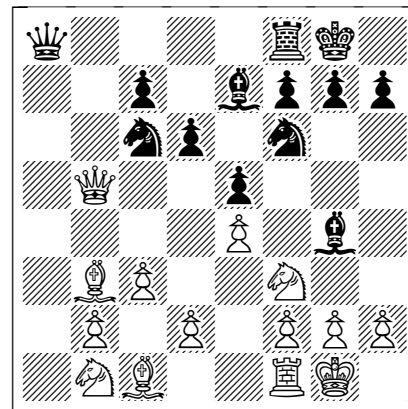


**32...Qd3** Or 32...Qh4+ 33. Rf2 Qh1+ 34. Kd2 Qxh5 35. Rg1 Qh6+ 36. Kc2+- . **33. Qb3+** White can now consolidate. “Again played instantaneously! Capablanca’s self-confidence is enviable.” (*Chess*) **33...Kh8 34. Rc2 Rf6 35. Rd2 Qf5 36. Qc2 Qf4 37. Qe4 Qg3+ 38. Rff2 Qg1+ 39. Ke2 Rff8 40. h6** Black resigns

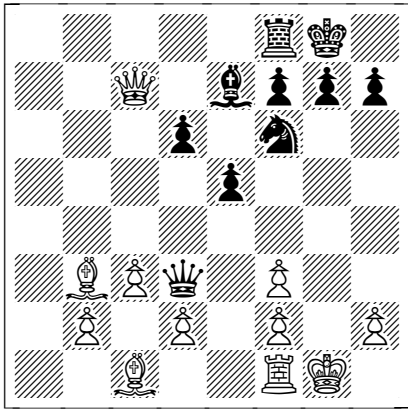
### Game 27. Fine – Keres Spanish

**1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. 0-0 Be7 6. Qe2** The Worrall Attack, one of Fine’s 1. e4 preparations for the tournament. **6...b5 7. Bb3 d6 8. a4** Fine marks this move ‘!’ in his edition of *MCO*, written before AVRO. **8...Bg4** But not 8...b4? because of 9. Qc4. Alekhine–Asztalos (Kecskemet 1927) went 8...Rb8 9. axb5 axb5 10. c3 0-0 11. d4 exd4 12. cxd4 Bg4 13. Rd1 d5 14. e5 Ne4 15.

Nc3 Nxc3 16. bxc3, with the usual white advantage. The text move threatens 9...Nd4. **9. c3 0-0 10. axb5** Fine later preferred 10. h3 Bh5 11. d3=. **10...axb5 11. Rxa8 Qxa8 12. Qxb5** Fine tells us he “overestimated” the value of this pawn. And Keres: “When I went in for this variation I was convinced that Black’s advantage in development would, nevertheless, ensure him sufficient counter-chances. After some thought, too, I succeeded in finding a continuation that deprived the method of play chosen by White of all its poison.”

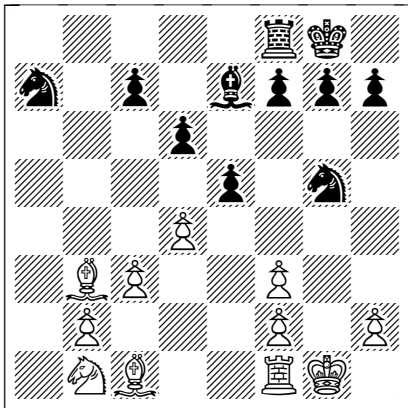


**12...Na7!** Spielmann–Stoltz (Match, 1932) saw 12...Na5? (marked ‘!’ in the Moscow 1935 tournament book) 13. Bc2 Nxe4?! (better is 13...c5 14. Qe2 Be6) 14. b4? (14. Nxe5! dxe5 15. Qxe5 Bf3 16. Qxe7 Bxg2 17. Kxg2 Nxd2+ 18. f3 Nxf1 19. Qe4 Qxe4 20. Bxe4 Nxh2 21. Kxh2, with the somewhat better ending) Bxf3 15. Qxa5 (15. gxf3? Ng5) Ng5 16. Qxa8 Bxa8 17. d3 Ne6=. Of course, not 12... Nxe4? 13. Bd5, when a knight is lost. **13. Qe2** Keres cites the game Rogman–Rellstab (1935): 13. Qa5 (13. Nxe4 14. d4 exd4 15. Nxd4 Nc5 16. Qc4 Nxb3 17. Qxb3 c5=/=) Qxe4 14. Qxa7 Bxf3 15. gxf3 Qg6+ 16. Kh1 Qxb1 17. Qxc7 Qd3 18. Kg1:



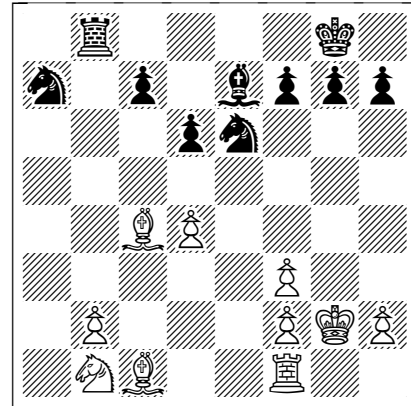
(analysis diagram, after 18. Kg1)

Now, 18...Nh5 19. Qc4 Qxf3 20. Bd1 Qf4 21. Qxf4 Nxf4, with an eventual draw. Keres' suggestion 18...Bd8 would seem to offer little after 19. Qc6 d5 20. Qd6 Re8 21. Re1; e.g., 21...Be7 22. Qc6 Qxf3 23. Rxe5 Qf4 24. Re3 Ng4 (the best chance) 25. Qxe8+ Bf8 26. Rf3! (the only defense to the mate threat) Qxf3 27. Qe1 followed by Bd1=. **13...Qxe4 14. Qxe4 Nxe4** Even with the exchange of Queens and the material equality, Black's better development gives him a slight initiative. **15. d4** 15. Bd1 Nc5 is awkward for White. **15...Bxf3 16. gxf3 Ng5**

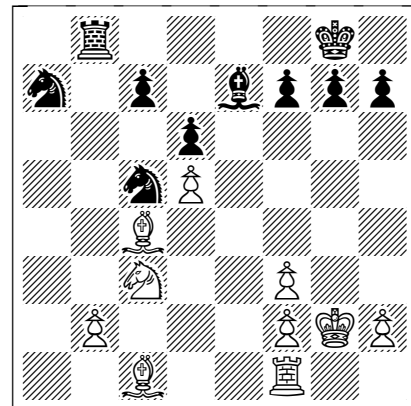


**17. Kg2** Another way is to play for bishops of opposite colors with 17. Bxg5 Bxg5 18. dxe5 Rb8 (18...dxe5 19. Re1 Bf4 20. Rd1 Nc6 21. Na3=) 19. Bc4 Rxb2 20. exd6 cxd6 21. Na3

followed by either 22. Rb1 or 22. Bd5, with Nc4 to follow (the vulnerable f2-pawn is irrelevant). **17...Rb8 18. Bc4 exd4 19. cxd4 Ne6**



**20. d5** Inferior is 20. Bxe6 fxe6 21. Nc3 d5! (fixing the d-pawn on a square where it is quite weak) 22. Bf4 Rxb2 23. Bxc7 Nc6 24. Be5 Nxe5 25. dxe5 g5!, with a very nice ending for Black. Fine instead uses the d-pawn to cramp his opponent's pawns, and he has the two bishops; for these reasons he thought he had the advantage here, even after giving Keres the c5-and d4-squares. **20...Nc5 21. Nc3**



**21...Nc8** Keres prefers 21...Rb4 22. Re1 Kf8 23. Bf1 f5, intending ...Bf6, but it is doubtful what he would really have after 24. Na2 Ra4 25. Nc3 Ra1 26. Bd2 Rxe1 27. Bxe1, especially in view of White's very useful light-squared bishop. **22. Re1 Kf8 23. Re2?** Fine says, "A questionable



move, but White is already lost.” (Exactly where he goes wrong he doesn’t tell us.) But one wonders how Black can win, or even show a clear advantage, after 23. Bf1 Rb4 (so as not to block the rook with ...Nb6) 24. Na2 Rb3 25. Nc3 Nb6 26. Nb5; e.g., 26...Nd3 27. Bxd3 Rxd3 28. Nxc7 Nxd5 29. Nxd5 Rxd5 30. b4=.

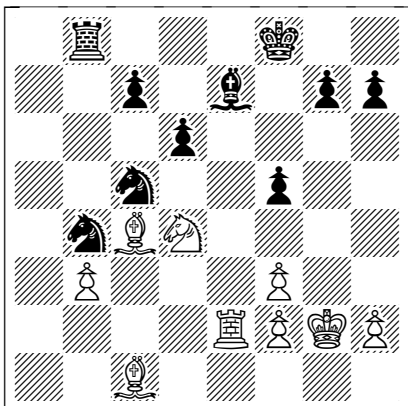
**23...f5?** Keres misses 23...Rb4 24. Ba2 (or 24. Bb5 (to keep the knight out of d3) Na7 25. Bc6 Nxc6 26. dxc6 Bd8!, when White’s weak pawns at b2 and c6 cannot both be held) Nd3 winning the b-pawn. (Based on analysis by Keres.)

**24. Nb5** White should also be able to hold with 24. Rc2 Nb6 25. Ne2 Nxc4 26. Rxc4 followed by Nd4.

**24...Nb6 25. b3 Nxd5** “Recognizing that his positional advantage has evaporated, Black chances his arm in lively complications.” (Beheim)

**26. Nd4** Fine threatens 27. Rxe7 Kxe7 28. Nc6+.

**26...Nb4**

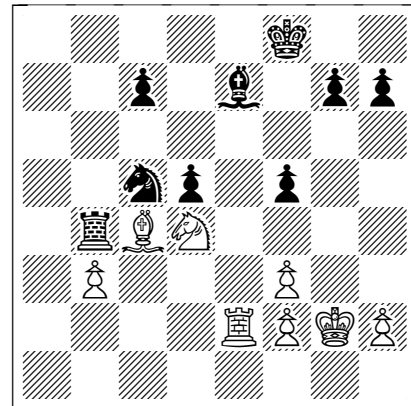


**27. Bd2?** Keres and Fine both suggest 27. Nxf5 Bf6 28. Bf4 (threatening 29. Nxd6); then 28...Ncd3 29. Bg3 Ne5 (29...d5 30. Bxd3 Nxd3 31. Bxc7 Rxb3 32. f4 g6 33. Ne3 d4 34. Nd5 followed by Re4 and White draws) 30. Re4 g6 31. Ne3 Nxc4 32. bxc4, when queening a pawn will prove quite problematic.

**27...d5! 28. Bxb4** This is more robust than 28. Rxe7

dx c4 29. Bxb4 Rxb4 30. bxc4 Kxe7 31. Nc6+ Kd6 32. Nxb4 g6 (White’s King will come out by way of f4) followed by ...Nd7 and ...Nb6, etc., winning easily.

**28...Rxb4**



**29. Nc6** 29. Rxe7 Kxe7 30. Nc6+ Kd6 31. Nxb4 would seem to lose to 31... dx c4 32. bxc4 Nb3 33. Nd3 g6 34. Kg3 Nd2 35. c5+ Kd5 36. Kf4 Kd4 37. Ne1 Kxc5 38. Ke5 Kc4 39. Kf6 Kd5! (Black has to hold the g-pawn if he is to impede White’s h-pawn) 40. Kg7 Ke6 41. f4 c5 42. Nc2 c4 43. Kxh7 Kf7!, etc., as Black’s knight will go after White’s kingside pawns, while the white King and knight are out of the game.

**29...dxc4!** Fine overlooked this at his 27<sup>th</sup> turn, perhaps expecting 29...Rb6? 30. Bxd5 Bf6 31. Ne5 g6 (31...Nxb3? 32. Nd7#) 32. Rc2, when Black would have nothing better than 32...Bxe5 33. Rxc5=.

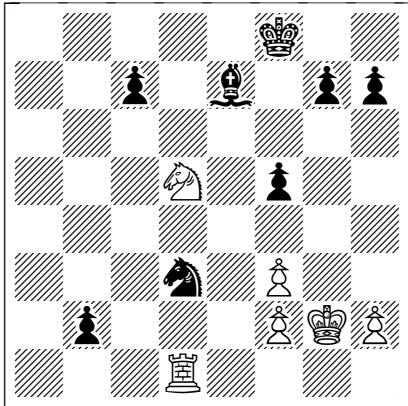
**30. Nxb4** One might prefer the less risky 30. bxc4; e.g., 30...Nd3 31. Rxe7 Rxc4 32. Rxc7 g6 33. Rc8+ Kg7 34. Ne7 Ne1+ 35. Kf1 Rxc8 36. Nxc8 Nxf3 37. Kg2 and f2-f4=.

**30...cxb3 31. Nd5** Not 31. Rb2? Kf7 (not 31...Bf6 32. Rb1 b2? 33. Nd5 Be5 34. f4=) 32. Kf1 Ke6 33. Ke2 Bf6 34. Rb1 b2, then ...Na4 and ...c7-c5-+.

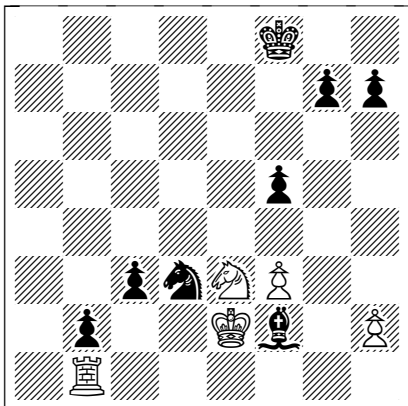
(Analysis by Fine.)

**31...Nd3!** “Fine was now in severe time trouble, but defended cleverly in a desperate

situation.” (Chess) **32. Rd2** The bishop cannot be taken either way: **32. Rxe7 b2**, or **32. Nxe7 Nf4+**. **32...b2**  
**33. Rd1**

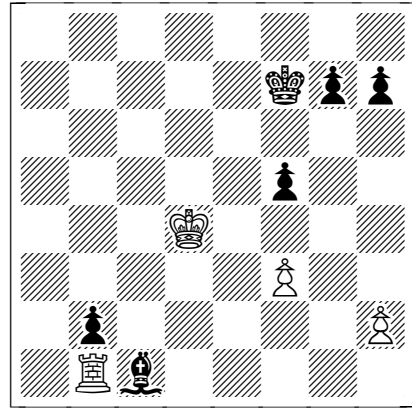


**33...c5** “Black, in time trouble, does not find the best continuation.” (Keres) More to the point is **33...Nc1**  
**34. Nc3 Bb4** (Fine gives **34...Bf6**) **35. Nb1 Ke7**—+ and the advance of the c-pawn. **34. Rb1** Fine now had 2 minutes left to Keres’ 26 minutes. **34...c4**  
**35. Kf1** **35. Nxe7?** **c3** and **...c3-c2**. **35...Bc5** **36. Ke2 Bxf2** **37. Ne3** **37. Kd2?** **Kf7** **38. Kc3 Ke6** **39. Nb4** (**39. Nc7+** **Kd6** **40. Na6 Be3** **41. Kxc4 Ne5+** **42. Kc3 Bc1**—+) **Nxb4** **40. Kxb4 Kd5** **41. Rxb2 Bc5+** **42. Ka4 c3** **43. Rc2 Kc4**, etc. **37...c3**



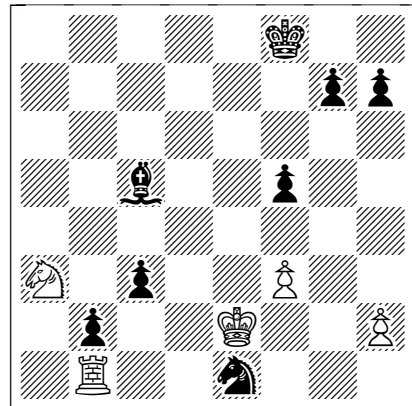
**38. Nc2** If **38. Kxd3**, then **38...Bxe3**  
**39. Kxc3 Bc1** **40. Kd4** (**40. Rxb2 Bxb2+** **41. Kxb2 Ke7** **42. Kc3 Kf6** **43. Kd4 Kg5** **44. Ke3 Kh4** **45. Kf2 Kh3**

**46. Kg1 g5** **47. Kh1 g4** **48. fxe4 fxe4**  
**49. Kg1 h6!** and wins) **Kf7**:



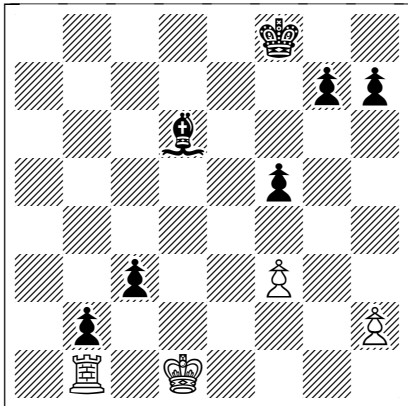
(analysis diagram, after 40...Kf7)

The kingside pawn ending is won for Black, especially with the help of the bishop along the diagonal. **38...Ne1**  
**39. Na3** If **39. Nb4**, then **39...Bh4** **40. Na2 Bf6** **41. Kxe1 c2** **42. Rxb2 Bxb2**  
**43. Kd2 Be5** **44. h3 Kf7** **45. Kxc2 Kf6** **46. Nc1 Kg5**—+. Or **39. Nxe1 Bxe1**  
**40. Kd3** (**40. Kxe1 c2**—+) **Bd2** **41. Kc2 Bc1!**—+. **39...Bc5?** Correct is **39...Bh4!** **40. f4** (**40. Rxe1 Bxe1** **41. Kxe1 c2**—+) **Ke7** and the decisive entry of the King.

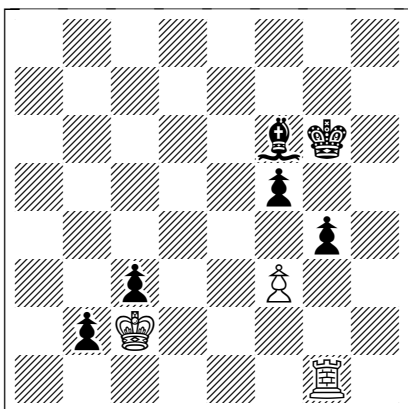


**40. Kxe1?** The critical moment of the game, and indeed of the tournament. Bronstein analyzes **40. Rxe1 Bxa3** **41. Kd3 Bb4** **42. Kc2 g6** **43. Re6 Bc5** **44. Rc6 Bd4** **45. Rc7=**. Fine and Keres both give **42...Kf7** **43. Re5 Bd6** **44. Rxf5+** **Kg6** **45. Rb5 Bxh2** **46. Kxc3**

Be5+ 47. Kd3 Kf5 48. Ke3 g5 –+. But 43. Re5?, inviting Black to win the h-pawn, makes no sense at all. Indicated is 43. f4 Kf6 (43...Bd6 44. Rf1! Kf6 45. h3! Bb4 46. Rg1 g6 47. Rg3 h6 48. h4=) 44. Rd1 followed by h2-h4 and Rd3, and Black cannot break through. **40...Bxa3 41. Kd1 Bd6**



**42. Kc2** Fine has to let the pawn go, since after 42. h3 Keres simply plays 42...Bf4 43. Kc2 Bc1 –+. **42...Bxh2 43. Rh1** If 43. Kxc3, 43...Be5+ 44. Kc2 Kf7 and the advance of the pawns. **43...Be5** Keres prefers 43...Bf4 44. Rxh7 Kf7, followed by ...Bd2 and the pawn advance. But the win is just as inevitable after the text move. **44. Rxh7 Kf7 45. Rh1 g5 46. Re1 Kf6 47. Rg1 Kg6 48. Re1 Bf6 49. Rg1 g4!** A pretty breakthrough; the advance of the passed f-pawn decides.

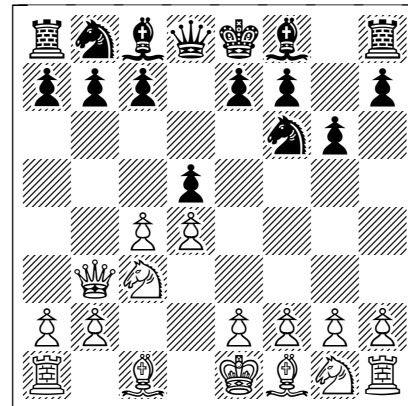


**50. fxg4 f4 51. g5 Bd4 52. Rd1 Be3 53. Kxc3 Bc1 54. Rd6+ 54. Kc2**

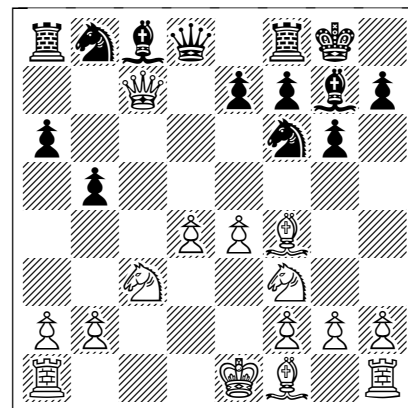
Kxg5 amounts to the same thing. **54...Kxg5 55. Rb6 f3 56. Kd3 Kf4 57. Rb8 Kg3 White resigns** The conclusion, as given by Keres, could be 58. Rg8+ Kf2 59. Kc2 Ke2 60. Re8+ Kf1 61. Rf8 f2 62. Rf7 Ke2 63. Re7+ Kf3 64. Rf7+ Bf4 and the queening of the f-pawn.

### Game 28. Reshevsky – Flohr Grünfeld Defense

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Qb3

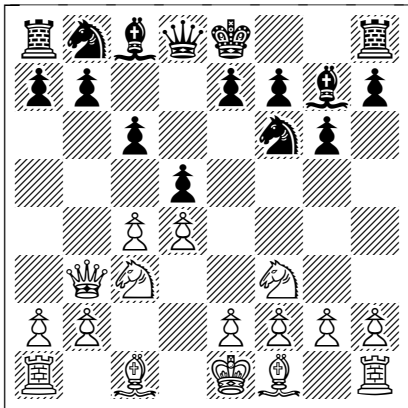


**4...c6** Black is better advised to exchange on c4. Euwe–Alekhine (1935 Match, Game 12) went 4...dxc4 5. Qxc4 Bg7 6. e4 (in Game 4 Euwe played 6. Bf4, but had to lose a tempo with the bishop after 6...c6 7. Rd1 Qa5 8. Bd2) 0-0 7. Nf3; Alekhine then speculated with 7...a6 8. Bf4 b5!? 9. Qxc7:

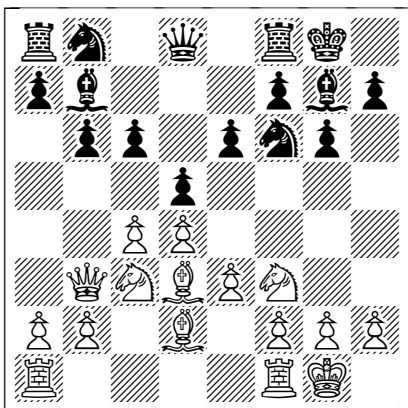


(analysis diagram, after 9. Qxc7)

The champion erred with 9...Qe8? (correct is 9...Qxc7 10. Bxc7 Bb7 11. e5 Nd5 with compensation for the pawn, as would be demonstrated later) 10. Be2 Nc6 11. d5 Nb4 (11...e5 is the only reasonable try, as Kasparov points out) 12. 0-0, with a huge advantage for White. **5. Nf3** White gets more pressure with 5. cxd5 cxd5 6. Bg5. **5...Bg7**

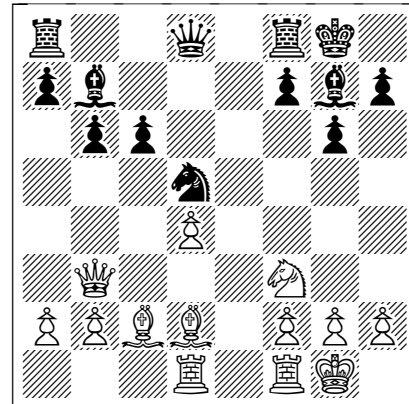


**6. e3** Rossetto–Kashdan (Pan Am. Ch., 1945) went 6. cxd5 Nxd5 7. e4 Nxc3 8. bxc3 0-0 9. Ba3 b6 10. Bc4 Ba6 11. 0-0 Bxc4 12. Qxc4 Re8 13. Rfd1 Qc8 14. Ng5 e6 15. e5 Qa6 16. Qb3 c5, with a satisfactory game for Black. **6...0-0 7. Bd2 e6** Euwe gives 7...dxc4 8. Bxc4 Nbd7 as best here. **8. Bd3** Reshevsky wants an early e3-e4. **8...b6 9. 0-0 Bb7**

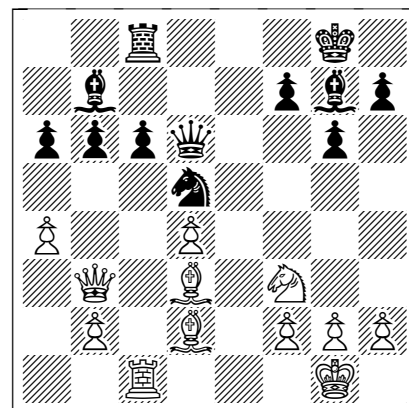


**10. Rad1** Szabo–Feigin (Warsaw Ol., 1935) continued 10. Rac1 Nbd7 11. cxd5 exd5 12. Na4!? Rb8 13. Bb4

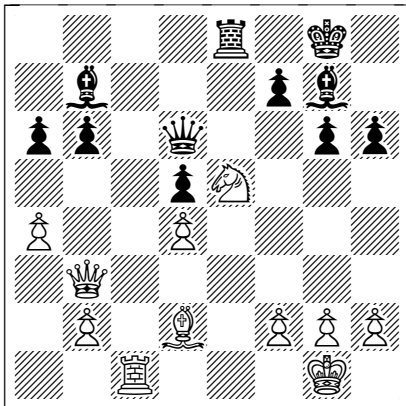
Re8 14. Bd6 Rc8, but the Hungarian had only a slight edge after 15. Ne5 Nxe5 16. Bxe5. **10...Nbd7 11. cxd5 exd5 12. e4 dxe4 13. Nxe4 Nxe4 14. Bxe4 Nf6 15. Bc2** 15. Bd3?! c5! is quite good for Black: 16. Be2 (16. dxc5 Bxf3 17. gxf3 Nd7 18. cxb6 Nc5 19. Qb5 Qxd3 20. Qxc5 axb6) cxd4 17. Bb4 Bd5 18. Bc4 Bxc4 19. Qxc4 Rc8 20. Qb3 Re8 21. Rxd4 Qc7, with if anything the somewhat better game for Black. **15...Nd5**



Reshevsky points out that Flohr has the well-posted knight, while he has better scope for his pieces and a potential strong point at e5. Euwe prefers 15...Qd5, as it offers Black more freedom of movement. **16. Rfe1 Re8 17. Bd3 Qd7** 17...Qd6 at once saves a tempo. **18. Qa4 Rxe1+ 19. Rxe1 a6** 19...Rd8!?. (Reshevsky) 19...Nc7-e6 is another idea. **20. Rc1 Qd6 21. Qb3 Rc8 22. a4**

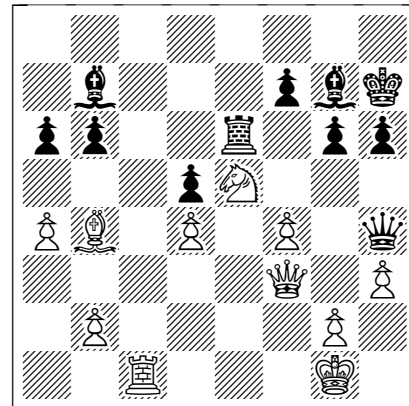


**22...h6** An inconsequential move. With 22...c5, here or on his next turn, Black equalizes; e.g., 23. dxc5 Rxc5 24. Re1 Rc8=. **23. Be4 Re8** Reshevsky has 12 minutes left; Flohr, 25 minutes. **24. Bxd5** Reshevsky eliminates the strong black knight and leaves Flohr with an inactive bishop at b7. But the latter is not so badly placed that he should lose: Flohr's static defensive position is not as precarious as is Alekhine's a few feet away (vs. Botvinnik). **24...cxd5 25. Ne5**

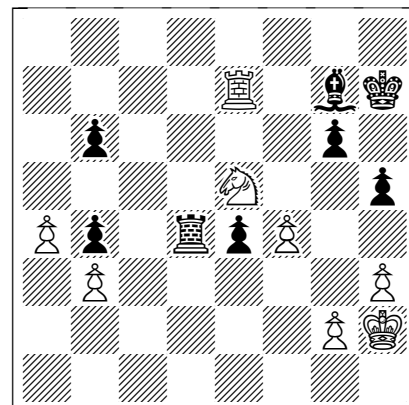


**25...Rc8** There's no point in hazard-ing 25...Bxe5, though after 26. dxe5 Qxe5 27. Qxb6 Re7 28. h3 (28. Bxh6? Qe1+) d4 Black can apparently hold his game together; e.g., 29. f3 (or 29. Bxh6 Kh7 30. Bd2 Qd5 31. f3 Re2 (*threatening 32...Rxc2+, forcing mate*) 32. Qf6 Rxd2 33. Rc7 Kg8 34. Re7 Bc6 35. Re4 Qc4 36. Rh4 Rxc2+ 37. Kxc2 Qe2+ and a perpetual check) Rd7 30. Re1 Qd6 31. Qxd6 Rxd6 32. Bxh6 Bc6, when White's practical winning chances are at best very slight. **26. Re1 Re8 27. h3** Reshevsky has 5 minutes left. **27... Re6 28. f4 Qe7 29. Rc1 Kh7?** Protecting the h-pawn so that ...Bxe5 can be played, but this is an inessential move. More important is 29... a5, to prevent White's bishop from

arriving at b4. Then Flohr need only temporize to maintain a tenable game. **30. Bb4 Qh4** This to counter 31. Rc7 with 31...Qxf4 32. Rxb7 Qxd4+, but better is the unpretentious 30...Qd8 followed by ...Kg8, when, to prove an advantage, White would have to open the position for Black's two bishops. **31. Qf3**



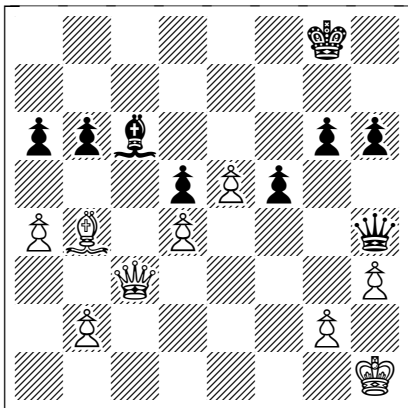
**31...Bxe5?** Flohr loses it here. He should be all right after 31...a5 32. Rc7 (32. Ba3 Qd8 33. Qd3 (33. Nxf7?! Bxd4+=) Kg8=) axb4! 33. Rxb7 Qe1+ 34. Kh2 (if 34. Qf1, Black has 34...Qe3+ 35. Qf2 Qc1+ 36. Kh2 Rf6 37. Rxf7 Rxf7 38. Nxf7 b3 39. Ne5 Qc2, with excellent counterplay) Qe4; e.g., 35. Qxe4 dxe4 36. Rxf7 Rd6 37. b3 Rxd4 38. Re7 h5:



(analysis diagram, after 38...h5)

with an ending coming up in which White will suffer the exchange of

both queenside pawns, resulting in a kingside configuration with three pawns against two that cannot be won. **32. fxe5 f5** 32...Qxd4+? loses a piece to 33. Kh1 Kg8 34. Rc7 f5 35. Bc3. **33. Rc7+ Kg8 34. Qc3** Very good, too, is 34. Bc3 Re7 35. Rxb7 Rxb7 36. Qxd5+ Rf7 37. e6+- . **34... Rc6 35. Rxc6 Bxc6 36. Kh1** Faster is 36. Qxc6 Qxd4+ 37. Kh1 Qxb4 38. Qxg6+ Kf8 39. Qxh6+ Ke8 40. Qe6+ Kd8 41. Qxd5+ Ke7 42. b3, winning comfortably.



**36...Qf2** On 36...Bxa4, 37. Qc8+ Kh7 38. Bf8! is conclusive. **37. Qxc6 Qf1+ 38. Kh2 Qf4+ 39. Kg1 Qxd4+ 40. Kh1 Qxb4 41. Qxg6+ Kh8 42. Qxh6+ Kg8 43. Qg6+ Kh8 44. Qf6+ Black resigns** After 45. Qxf5 White's King is shielded and his e-pawn is inexorable.

“Reshevsky–Flohr was cut-and-parry all the way until close on the interval, when it was found that both were terribly short of time; thirty moves or so had to be made in five minutes. Bang-bang-bang went the pieces and the clocks, the position on the notice board falling further and further behind reality. When the dust of battle subsided, it was revealed that Reshevsky had got a won game—he had seen twice as far into the position

as Flohr.” (*Chess*)

Amsterdam, 16 November

“Adjourned games are played off. Reshevsky resigned to Keres on learning the sealed move, then proceeded to demolish Euwe ruthlessly. Alekhine plodded on and on against Fine (whose technique was marvellous) and finally compromised his position fatally. Flohr resigned on learning Reshevsky's sealed move, 44. Qf6+; whilst Alekhine speedily conceded Keres the now inevitable draw. Fine put up a dour but hopeless resistance to Keres, but Capablanca forced a lordly draw. This clearance of adjourned games clarified the score-sheet, which now read (counting Botvinnik v. Alekhine; which was again postponed, as a sure win for White): Fine, 5½; Keres, 5; Botvinnik, 4; Capablanca, 3½; Reshevsky and Alekhine, 3; Euwe and Flohr, 2. Especially noteworthy has been Reshevsky's magnificent recovery from a depressing start.” (*Chess*)

“All the players are tired and look the part. And small wonder, the going has been pretty rough. Particularly the old guard (Alekhine, Capablanca, and Euwe) have been troubled by the physical and mental strain of the ‘Panorama Tournament’ (Tartakover). Fine was plainly nervous under the strain of his impressive record up to that time. Tartakover thinks that this accounts for his move 12. Qxb5, which experiment turned out disastrously and resulted in his getting a bad pawn structure. However, it required ‘black-magic’ on Keres' part to demonstrate this convincingly.” (*Chess Review*)