

## **The Smith Morra Gambit - Part I**

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## General Information

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**Owner:** MyChessSite

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**Additional information:** This eBook contains the first five articles I have published about the Smith Morra Gambit.

- Introduction
- The Classical Main Line
- The Bd7 Defence
- The Nge7 Defence
- The Chicago Defence

Part 2 contains the following chapters:

- The d6 and Nf6 Defence
- The Siberian Trap & The Fianchetto Defence
- The Gambit Declined
- The Finegold Defence

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**Table of Contents**

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1	Introduction.....	3
2	The Classical Main Line .....	5
3	The Bc8-d7 Defence .....	9
4	The Ng8-e7 Defence .....	13
5	The Chicago Defence.....	17
6	Resources .....	21
6.1	Downloads .....	21
6.2	View games .....	21
6.3	Books.....	21
6.4	Free Newsletter.....	21

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## 1 Introduction

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The biggest opening challenge to 1. e4 players is what to do against the Sicilian Defence 1. ... c5.

In modern chess this move has the best record of Black's first move choices. So what white is to do: 2. Nf3, 2. Nc3, 2. c3, 2. f4, or maybe ...?

The selection is huge, and I understand the chessplayers who have switched from 1. e4 to 1. d4. openings.

Very early in my chess career I became frustrated to play the white side of the Open Sicilian 1. e4 c5 2. Nf3 ... 3. d4.

As I always have been a 1. e4 player this was my major problem. I have tried 2. c3 and 2. g3 and the Halasz Gambit (1. e4 c5, 2. d4 cxd4 3. f4 ...) as recommended in Eric Schillers book "Gambit Opening Repertoire for White". I must admit, no good results!

I didn't know what to do. Should I study the Sicilian Defence with all the different systems?

It took only five minutes to decline that idea:

- 1) There is a huge amount of opening theory to learn
- 2) It is virtually impossible for amateurs to keep up with new developments
- 3) Isn't the Open Sicilian not exactly what Black is hoping for when he plays 1. ... c5?

Finally I opened Google and searched for "system against the Sicilian defence". I found this site (\*) that convinced me that the Smith Morra Gambit was the opening for me! I bought Graham Burgess' book Winning with the Smith Morra Gambit (\*) and collected and studied all the materials available on the Internet.

Since that moment, now almost three years ago, the Smith Morra Gambit is my favorite Sicilian Beating System!

You want advantages? Here they are...

- 1) The opening theory is 'limited' to less than ten major lines
- 2) You (!) and not the black player will decide the opening lines
- 3) You have good chances to draw the black player to unknown territory
- 4) You will play the game in your 'own backyard'
- 5) There are plenty of possibilities for complications and sacrificial attacks.

The Texan Ken Smith writes: "This gambit 1 e4, e5 2 d4, cxd 3 c3! will smash your opponent. When Black asks 'where did I go wrong?' you can honestly tell him, you went wrong when you played The Sicilian Defence!"

(\*) See chapter 6 : Resources

Do you want to see it in action?

Take your chessboard and play this miniature.

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nc3 d6 5. Bc4 Nf6 {a very tempting move for Open Sicilian players!} 6. e5! dxe5? and now 7. Bxf7+ Game over 1-0



Don't say this will never happen! Just give it a try, study the Smith Morra Gambit and one day you can show your friends this seven move victory!

I have prepared some interesting material for you. Please look at chapter 6 for a collection of all resources.

## 2 The Classical Main Line

You are interested to learn about the Smith Morra Gambit the Sicilian Beating Opening. In the introduction I explained WHY I started to play the Smith Morra, now I will start explaining HOW it is done!

Be prepared! It's not easy and you will have to spend some time studying the different lines.

Enough, let go play chess!

As example we look at the game **Albert Hoogendoorn - Shinji Kanakurni**, a CC-game I played in 2000.

**1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 ...**

Most of the time the Smith Morra Gambit will begin like this.

Black can decline the Gambit with moves like 3. ... Nf6.



Diagram 1 : position after 4. Nc3

We are in the middle of the game. White offered a pawn. For what? What is the plan for white?

- The white rooks should be placed on the c- and d- file
- White must find open diagonals for the bishops
- Nc3 can attack the black position from b5 or d5
- Pawn e4 to e5

By giving up his c-pawn white gains time for development and opens the c-file.

Consequently white may expect a greater initiative than normal.

Blacks Queen in particular can expect some problems finding a safe square, because the c- and d-file will be dominated by the white rooks. Furthermore white must try to find open lines for his bishops. For now white is two tempi ahead.

The black player has a number of reasonable defences.

In this article I will analyse one of my first games with the Classical Main Line. Let's continue with this game.

**4. ... Nc6 5. Nf3 d6 6. Bc4** This Bishop attacks the vulnerable f7 pawn.

**6. ... e6** strengthening the a3-f8 diagonal.

**7. 0-0 Nf6 8. Qe2 Be7 9. Rd1** As I explained before,

the white rooks must dominate the c- en d-file to give white compensation for his pawn.



Diagram 2 : position after 9. Rd1

This is the first critical position in this variation.

- Black is still a pawn ahead
- White is still ahead in development
- The e4-e5 thrust is possible
- The white rook dominates the d-file, so the black Queen is not safe
- The b5 square is available for the white pieces

What is the best move for black?

**1.** 9. ... a6? (secures the b5-square) 10. e5! Nd7 11. exd6 Bf6 12. Nd5 0-0 13. Nxf6+ with a clear advantage for white.

**2.** 9. ... Qc7 10. Bf4 is seen in the game **M. Tal - Neibult** (Riga 1962)

*10. ... a6 11. Rac1 Qb8 12. Bb3 Ne5 13. Nd4 O-O 14. Bg3 Ned7*

*15. f4 e5 16. Nf5 Re8 17. Qc4 d5 18. Nxd5 Bc5+ 19. Kh1 Re6*

*20. Qxc5 Nxd5 21. Rxd5 exf4 22. Ne7+ Kh8 23. Rxd7 Bxd7 24. Bxe6 1-0*

The defence with the black moves a6 and Qc7 can be considered as a special line of the SM Gambit.

**3.** 9. ... Bd7 can be met with 10. Bg5 0-0 11. Bxf6 gxf6 like the game **Cibulka-Zajic** (CZE 1966)

**4.** 9. ... e5 this move characterises black's classical approach to the SM Gambit. Black develops his Kingside as quickly as possible, and radically prevents white's e4-e5 thrust. In my opinion this is the best line for black. Firstly black avoids early tactical accidents, and secondly black tries to neutralise white's lead in development by means of exchanges.

You can see this happen in the game Van Wijgerden-Kuipers (Wijk aan Zee - 1981):

*10. h3 O-O 11. Be3 Be6 12. Bxe6 fxe6 13. Rac1 Qd7 14. b4 a6*

*15. Na4 Bd8 16. Qc2 Qe7 17. a3 Rc8 18. Nb6 Bxb6 19. Bxb6 Nh5 20. Ne1*

*Nf4 21. Kh2 Qh4 22. Be3 Rcd8 23. Rd2 Kh8 24. Rcd1 d5 25. Bc5 Rfe8*

*26. exd5 Nxd5 27. g3 Qf6 28. Qe4 Nc3 29. Rxd8 Nxd8 30. Rxd8 Rxd8*

*31. Qxb7 h6 32. Nf3 Qf5 33. Nh4 Qf6 34. Qc7 Ne4 35. Be3 Nxf2 36. Ng6+*

*Kh7 37. Ne7 Re8 38. Qc2+ e4 39. Nc8 Nd3 40. Nd6 Rf8 41. Nxe4 Qb2*

*42. Qxb2 Nxb2 43. Nc5 Nc4 44. Bg1 e5 45. Kg2 Nxa3 46. Nxa6 Kg6 47. Nc7*

*Rb8 48. Bc5 Kf5 49. g4+ Ke4 50. Ne6 g6 51. Nf8 Nc2 52. Nxc6 Nxb4*

*53. Bf8 Nd3 0-1*

Upon 9. ... e5 white faces a very important decision:

- Preventing the pin ... Bg4 with h3, or
- Ignore this possibility with Be3

The lines in the first case turn out to be rather drawish.

The second case gives black chances for counterplay with 10. Be3 0-0 11. h3 Be6 like in the game Van Wijgerden- Kuipers above, or 10. Be3 0-0 11. Rac1 Bg4 12. h3 Bh5 13. g4 Bg6 14. Bc5 Rc8 like in the game **Monokroussos-Ivanov** 0-1 (Reno 1985)

There is another possibility for white : 10. Be3 0-0 11. b4!?

I have tried this line one time in the game **Albert Hoogendoorn-Kelvin Uttendorf** with a draw as result.

Let's return now to the example game **Albert Hoogendoorn - Shinji Kanakurni**.

In this game, the black player missed the knowledge of these lines.

From the position of Diagram 2, he played : **9. ... 0-0? 10. e5!**



Diagram 3 : position after 10. e5!

**Ne8 11. exd6 Nxd6?** Again a mistake, however the alternative is not much better:

11. ... Bd6 12. Nb5 Qe7 13. Bg5! f6 14. Be3 (with the idea 15. Nxd6 followed by 16. Bc5) 14. ... Bb8 (14. ... a6 15. Nxd6 Nxd6 16. Bc5 is also good for white) 15. Rac1 b6 (15. ... a6 16. Bc5!) 16. Bb3 Bb7 (16. ... Bd7 17. Bc5! bxc5 18. Rxd7) 17. Bc5 bxc5 18. Bxe6+ Kh8 19. Rd7 1-0 (**Kiffmeyer-Sandmeyer** 1970)

**12. Bf4 Na5 13. Bxd6 Bxd6 14. Nb5 Nxc4 15. Qxc4**





**Bxh2+ 16. Kxh2 Qf6 17. Qd4 Qh6+ 18. Kg1 b6 19. Qe4 1-0**

If you like to see these games in action with a PGN viewer, please check it out here: <http://www.mychesssite.net/php55/article2.php>

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### 3 The Bc8-d7 Defence

In chapter 2 we discussed the Classical Main Line, where black can achieve equal play after a long struggle, with not much hope for better. Therefore, black players searched for a defence with more possibilities for active counterplay. One of these systems is the early development of Bc8-d7.

As an example, we'll look at the game **Albert Hoogendoorn - Chuck Ventimiglia** (CC game 2002).

**1.e4 c5 2.d4 Nc6 3.Nf3 cxd4 4.c3 dxc3 5.Nxc3 d6 6.Bc4 e6 7.O-O Nf6 8.Qe2 Bd7 9.Rd1 ...**

Playing ... Bd7 has a number of motivations. Firstly the d- file is blocked. Also, in some lines, the bolstering of the a4- e8 diagonal increases the security of the black King. Clearing the 8th rank gives black's major pieces some extra possibilities. The dark side of ... Bd7 is also clear. The black d-pawn is less defended and the Bishop becomes a target for the white Rook(s) on the d-file.



Diagram 1 : position after 9. Rd1

Most of the time the Bd7 variation is played like this :

**1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 e6 6.Bc4 d6 7.O-O Be7 8.Qe2 a6 9.Rd1 Bd7**



Analysis Diagram 2 : position after 9. ... Bd7

With this exact move order, black has the following aims:

- Avoiding early tactical problems
- The Bishop on d7 blocks the d-file
- When the Queen remains on d8, it will not become a target of white Rooks
- With Be7 (and the Knight still on g8) the white move Bg5 is not possible
- a6 secures the important square b5
- With the blocked d-file and the Knight still on g8, the white move e5 is not effective

Though some players claimed this setup was the refutation of the gambit, this variation has not become very popular. But it's very instructive to search for white's best continuation. The considerations above suggest that white should make one or two waiting moves like a3 or h3, but then the white initiative will be gone after the black moves Rc8 and Nf6. So what must white do?

His best changes for success are:

- Provoking the black move ... e5, weakening the d5 square
- followed by a3 and b4
- then doubling the rooks on the c-file

This approach can be seen in the game **Moore- Hjertenes** (1990)

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 d6 6. Bc4 e6 7. O-O Be7  
8. Qe2 a6 9. Rd1 Bd7 10. Bf4 e5 11. Be3 Nf6 12. Rac1 O-O 13. a3 h6 14. b4  
b5 15. Bd5 Rc8 16. Rc2 Qe8 17. Rdc1 Kh7 18. Qd3 g6 19. h3 Nh5 20. g4 Nf4  
21. Bxf4 exf4 22. Bxc6 Rxc6 23. Nd4 Rc4 24. Nd5 Rxc2 25. Rxc2 Be6 26. Nc7  
Qd7 27. Ndx6 fxe6 28. Nxa6 Bd8 29. Nb8 Qg7 30. Qxd6 Be7 31. Qb6 f3 32.  
Nd7 Qa1+ 33. Kh2 Qf1 34. Nxf8+ Kh8 35. Nxe6+ Kg7 36. Nf4 1-0

Now let's compare diagram 1 and diagram 2. In our example game **Albert Hoogendoorn - Chuck Ventimiglia** the black player has developed Nf6 instead of Be7, so the move e4-e5 is still in the game. Furthermore he has not played a6, so the b5 square is still available for the white pieces. However black has his 9th move still to go. He played 9. ... **Qb8**. Qc7 is an alternative move.

10. **Bf4** ... Time for a diagram ...



Diagram 3 : position after 10. ... Bf4

Here the move 10. Bg5 is a strong alternative.

*10. Bg5 Be7 11. Nb5 (11. Rd2 a6 12. Rad1 might be even stronger!) 11... O-O 12. Bxf6 gxf6 13. Rd3 Na5 14. Ne5 14... fxe5 15. Qh5 Rc8 16. Rg3+ Bg5 17. Qxg5+ Kf8 18. Qf6 Bxb5 19. Rg7 Qc7 20. Rxh7 Ke8 21. Rh8+ Kd7 1-0 mate in two. Game : **Stoltefuss-Komljenovic** 1989*

**10. ... a6** secures the square b5.

10... e5 11. Bg5 Be7 12. Rd2 followed by Rd1 gives white good opportunities.

or

10... Ne5 is most forcefully met by capturing with the Bishop 11. Bxe5 dxe5 12. Bb5 a6 13. Bxd7+ Nxd7 14. Rac1 Be7 15. Nb5 Nc5 (15... axb5 16. Rxd7 Kxd7 17. Qxb5+ Kd8 18. Nxe5) 16. b4 O-O 17. Nc3

**11. e5**

A standard move. Leaves black the difficult decision :  
.. dxe5 or .. Nxe5 or .. d5

**11... Nh5 12. Be3 b5**

*12... dxe5 from the game **Rosing-Schoenherr** was followed by 13. Rxd7 Kxd7 14. Ng5 Nf6 15. Nxf7 Rg8 16. Rd1+ Ke7 17. Ng5 Nd8 18. Bb6 1-0*

or

12... d5 13. Nxd5 exd5 14. Bxd5 Nd8 15. Ng5 g6 16. Nxf7 Nxf7 17. Bxf7+ Kxf7 18. Rxd7+ 1-0

or

12... Nxe5 13. Nxe5 dxe5 14. Qxh5 1-0

**13. Bb3 dxe5**



Diagram 4 : position after 13. ... dxe5

**14. Rxd7 Kxd7 15. Ng5 Nf6 16. Nxf7 Rg8 17. Rd1+ Ke7 18. Ng5**

White offered a Rook and a Pawn for a Bishop, but the game is over!

The black King is trapped in the center and all his major pieces are inactive.



Diagram 5 : Final position after 18. ... Ng5

There can follow : 18. ... Nd8 19. Nce4 Nxe4 20. Nxe4 Qc7 21. Qh5

**1-0**

If you like to see these games in action with a PGN viewer, please check it out here: <http://www.mychesssite.net/php55/article3.php>

## 4 The Ng8-e7 Defence

In this fourth chapter we talk about the line where black defends with Ng8-e7.

In this line I have prepared three games. In the first game **Albert Hoogendoorn - Tolga Goze** I'm lost around move twenty. Maybe this is not a recommendation for me or the Smith Morra Gambit in general, but this game is very instructive and I will show my mistakes and discuss the better alternatives.

In the second game **Mladen Zelic - Miso Cebalo** you will see how white must handle the Ng8-e7 defence. The third game is **Landa - Kasparov**, and this game shows that even world class players must play very accurately against the Smith Morra Gambit.

OK, let's start with the game **Albert Hoogendoorn - Tolga Goze** (CC game 2002).

**1. e4 c5 2. d4 exd4 3. c3 dxc3 4. Nxc3 a6 5. Nf3 Nc6 6. Bc4 e6 7. O-O b5 8. Bb3 Nge7**



Diagram 1 : position after 8. ... Nge7

It looks a peculiar idea to move the Knight to e7, as the Knight will have to move again in the near future, and to a square that looks far from perfect. The f6 square looks more natural, but here the Knight is subject to attack from white's e-pawn. The effectiveness of white's d-file play depends on the move e4-e5. So black is investing a tempo to take the edge of this threat.

There are many move orders black can use to employ the Nge7 theme. In most cases it is white's best move to answer with Bg5. As result of this move black must either move his Queen, or play a waekening pawn advance on the Kingside, before the Knight can move to g6 and thus enable the f8 Bishop to develop.

Black continues with either ... f6 or ... h6. Upon ... h6 white can play both the traditional move Bh4 and Be3. Upon ... f6 it is recommended for white to play Be3.

**9. Bg5 Bb7 10. Qe2**

Not the most accurate move. 10. Re1 is better, with ... Qc7 11. Rc1 Ng6 12. Nd5 exd5 13. exd5+ as the thematic line.

**10... h6 11. Bh4 Rc8 12. Rfd1**

White must develop Rad1 with Nd4 and f4 in mind. The f- rook must support the advance f2-f4

**12... g5 13. Bg3 Bg7 14. Rac1?**

14. Rd2 and 15. Rad1 is much stronger!



Diagram 2 : position after 15. Rac1

**15. ... Ng6 16. h3**

not enough to counter the black pawn-attack.

**16. ... h5 17. Bd6**

This move inhibits 0-0. Here I still underestimated the power of the black Kingside attack. A deadly mistake ....

**16. ... g4 17. Nd2**

17. hxg4 hxg4 18. Nh2 Nd4 19. Qd3 e5 20. Nxc4 Nf4 is winning for black.

**17... gxh3 18. gxh3 Bh6 19. Kf1 Nce5**

With the idea Qh4

**20. Bxe5 Nxe5 21. Qxh5**

21. f4 Qf6 22. Bc2 is no alternative.

**21... Qf6 1-0**

There can follow : 22. Nd5 exd5 23. Rxc8+ Bxc8



Diagram 3 : Final position after 21. ... Qf6

Let this game be a lesson for us all:

- When you play white with the Smith Morra Gambit, never develop your pieces **automatically**. The setup with Bc4, Qe2, Rd1 is good in many lines, but know the exceptions. The Nge7 is such an exception!
- Remember the old wisdom: "When you see a good move, look for a better one!"

Now I will give you a game to show you how the Nge7 defence should be handled.

#### Mladen Zelic - Miso Cebalo 1995

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 e6 6. Bc4 a6 7. O-O Nge7 8. Bg5 h6 9. Be3 Ng6 10. Nd4 Be7 11. f4 O-O 12. Bb3 b5 13. Qh5 Nxd4 14. Bxd4 Qc7 15. Nd5 exd5 16. Bxd5 Qd6 17. Rad1 Rb8 18. f5 Bb7 19. f6 Nf4 (Bxd5! is better) 20. Rxf4 Qxf4 21. fxe7 Bxd5 22. exf8=Q+ Rxf8 23. Qxd5 Re8 24. Rf1 1-0



Diagram 4 : Final position after 24. Rf1

In the third game we see the Russian GM Landa in action against Garry Kasparov. Kasparov defends with Nge7 and must play accurately to achieve a draw with the black pieces.

#### Landa - Kasparov 1988

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 e6 6. Bc4 a6 7. O-O Nge7 8. Bg5 h6 9. Bh4 d6 10. Qd2 g5 11. Bg3 Ng6 12. Rad1 Be7 (Black is happy to return the pawn to achieve a comfortable ending) 13. Bb3 Nge5 14. Nxe5 dxe5 15. Qe3 Qa5 16. Nd5! (16. ... exd5 17. exd5 Bc5 18. Qe2 Ne7 19. Bxe6 0-0 20. d6!) Bd8 17. Rcl Bd7 18. Rc5 b5 19. Qf3 (here Landa misses his changes for more: 19. Rxc6! Bxc6 20. Bxe5 0-0 21. Bxc3 b4 22. Bxb4)



Diagram 5 : Position after 18. ... b5



19. ... exd5 20. Bxd5 O-O 21. Qh5 Kh7 22. Bxf7 Ne7 23. Rxe5 Qb6 24. Rxc5  
Qf6 25. Bd5! Qxc5 26. Qxc5 hxc5  
(and the game ends in a tactical ending with three pawns against a Knight)  
27. Bxa8 Bb6 28. Bb7 Bc8 29. Ba8 Be6 30. Bb7 a5 31. b3 Bc8 32. Ba8 Ba6  
33. Bd6 Rxa8 34. Bxe7 g4 35. Rd1 Rc8 36. Bh4 Rc2 37. h3 gxh3 38. gxh3  
Bc8 39. Rd5 b4 40. Rb5 Bc7 41. Be7 Kg6 42. h4 Rc1+ 43. Kg2 Rc3 44. h5+  
Kf7 45. Bg5 Bh3+ 46. Kg1 Bg4 47. Be3 Bh3 48. Rb7 Bd7 49. h6 Kg6  
50. Ra7 Rc2 51. Ra6+ Bc6 52. Kg2 Kh7 53. Kf3 Rc3 54. Ra7 Kg6 55. Ra6  
Kh7 56. Ra7 1/2-1/2

If you like to see these games in action with a PGN viewer, please check it  
out here: <http://www.mychesssite.net/php55/article4.php>

## 5 The Chicago Defence

The subject of this chapter is the Chicago Defence. In this variation black plays the moves ..e6, ..d6, ..a6 and ..b5, followed by the Rook manoeuvre Ra8-a7-d7.

The purpose of this move is to bolster the black center, especially the d-file with the intention to reduce the force of white's e4-e5 thrust. The advantage is that there is no need for black to consider the weakening e6-e5 advance, or moving the queen from the safe square d8.

Of course white will look for the disadvantages of this Rook manoeuvre. One idea is to sacrifice Nxb5 which aims to cause disorder in black's position. Another idea is the move Nf3-d4 with the advance on the Kingside f2-f4-f5, thus attacking the e6 square. This is a logical idea because the Rook on d7 blocks the defence of e6 by the Bishop on c8.

We'll look at three example games. In the first game **Cripe - Gurevich 1989** we see that black moves Ra8-a7 without the continuation Ra7-d7. In game two **Ebeling - Staniszewsky 1983** we see an example of the Nxb5 sacrifice, while game three **Kuntzig - Gauglitz 1988** shows the advance f2-f4-f5

So, let's start with the first game **Cripe - Gurevich 1989**.

**1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 d6 5. Bc4 e6 6. Nf3 Nf6**

Black wants to delay Nc6. This can also be done 6. ... a6 7. 0-0 and now 7. ... b5 8. Bb3 Ra7

Now white has two possibilities :

- a) 9. Ng5 with the idea that 9 ... Ne7 will be met by 10. Qd4! and 9. ... f6 10. Be3 is pleasant for white.
- b) 9. Be3 Rd7 10. Re2

**7. O-O a6 8. Qe2 b5 9. Bb3 Ra7 10. e5**



Diagram 1 : Position after 10. e5

10. Be3 should be considered.

10. ... Rb7 11. Rfd1 Qa5 12. Rac1 Bd7 13. e5 dxe5 14. Nxe5 Be7 15. Qf3 Rc7 16. Nxd7 Nfxd7 17. Bf4 Rc6 18. Rxd7! Kxd7 19. Rd1+ Ke8 20. Bxb8 with a clear advantage for white like in the game Balazs-Izsak or 10. ... Rd7 11. Nd4 Be7 gives white the choices 12. f4 0-0 13. f5 and 12. Bxe6 fxe6 13. Nxe6 Qa5 14. Nxc7+

**10. ... dxe5 11. Nxe5**

This Knight prevents the completion of the manoeuvre Na7- d7, leaving the d-file vulnerable.

**11. ... Bc5 12. Bg5 h6**

Weakening the King's position, see move 27!

**13. Bh4 Be7 14. Rfd1 Qb6 15. a4 b4 16. a5 Qb7**

16. ... Qc7 17. Ba4+ Kf8 18. Bg3

**17. Na4 Nd5 18. Bg3**

18. Bxd5 exd5 19. Nc5 Bxc5 20. Ng6+ Be6 21. Nxh8 Kf8 22. Ng6+ is worth to be considered.

**18... O-O 19. Rac1 Bg5 20. Rc4 Qb5**

The black pieces are clustered on the Queenside. It is difficult for black to develop some counterplay.



Diagram 2 : Position after 20. ... Qb5

**21. Qc2 Bb7 22. Rc5 Qe8 23. Nb6 Be7 24. Ba4 Qd8 25. Rc4 Bd6 26. Qd3 Qe7 27. Bc2**

This bishop exploits the weakness created by move 12. ... h6

**27. ... f5 28. Ng6 Qg5 29. Nxf8 Bxf8 30. Qe2 Qg6 31. Re1 Kf7  
32. Rg4 Qf6 33. Be5 Qe7 34. Bxb8 fxg4 35. Bxa7 Nf4 36. Qxg4 g5  
37. Bb8 h5 38. Qd1 1-0**

In the second game **Ebeling - Staniszewsky 1983** we see an example of the Nxb5 sacrifice.

**1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 d6 6. Bc4 e6 7. O-O Be7  
8. Qe2 a6 9. Rd1 b5 10. Bb3 Ra7 11. Be3 Rd7**



Diagram 3 : Position after 11. ... Rd7

**12. Nxb5!?**

An alternative is 12. Na4 Rb7 (12. ... bxa4 will be followed by 13. Bxa4 Bb7 14. Rac1 Qa8 15. Nd4 with a strong attack)  
 13. Nc5 Rb8 14. a4 Na5 15. axb5 axb5 16. Ba2 Qc7 17. Nd3 Nc4  
 18. Rac1 Qd8 19. Bc4 bxc4 20. Rxc4 Nf6 21. e5 with an unclear position like in the game **Matuchenkov - Jakovic 1985**.

**12. ... axb5 13. Qxb5 Bb7 14. Bb6 Qa8 15. Ba4 Qf6 16. Nd4 Nb8**

16... Nxd4 17. Bxd4 e5 18. Bxe5 Ba6 19. Qa5 dxe5 20. Rac1 O-O 21. Bxd7 is about equal.

**17. Rac1 O-O 18. Qa5 Na6**

18... Qxa5 19. Bxa5 this simplification is an advantage for black in my opinion.

**19. f3 Rc8 20. b4 Rdd8 21. Bxd8 Rxc1?**

21... Bxd8 is much better!

**22. Bxe7 Rxd1+ 23. Bxd1 Nd7 24. Bxd6 h6 25. Kf1 Bxe4**

**26. fxe4 Qxe4 27. Qd8+ Kh7 28. Bc2 1-0**

Compare this game with **Solinas - Pagnoncelli 1994**

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 e6 6. Bc4 d6 7. O-O Be7  
 8. Qe2 a6 9. Rd1 b5 10. Bb3 Ra7 11. Be3 Rd7 12. Nxb5 axb5 13. Qxb5 Bb7  
 14. Rac1 Qa5 15. Qxa5 Nxa5 16. Ba4 Bxe4 17. Bxd7+ Kxd7 18. Ne5+ Ke8  
 19. Rc8+ Bd8 20. Bb6 Nb7 21. Bxd8 Nxd8 22. Rxd6 Ke7 23. Rxd8 1-0

Now we'll look at the f2-f4-f5 advance in the game **Kuntzig - Gauglitz 1988**

**1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 d6 5. Bc4 e6 6. Nf3 a6 7. O-O Be7  
 8. Qe2 b5 9. Bb3 Ra7 10. Be3 Rd7 11. Nd4 Bf6 12. f4 Bxd4 13. Bxd4 Nf6  
 14. Bxf6 Qxf6 15. f5 Qe5 16. Qg4 Re7 17. Rac1 Bb7**



Diagram 4 : Position after 17. ... Bb7

In my opinion the following line is winning for white:

18. fxe6 fxe6 19. Nd5 Qd4+ 20. Kh1 Bxd5 21. Rc8+ Kd7

22. Rxh8 Qxe4 23. Qxe4 Bxe4 24. Rxb8 1-0 However the game continued :

**18. f6 gxf6 19. Nd5**

This difficult position requires an extra diagram:



Diagram 5 : Position after 19. ... Nd5

What is the best move for black?

a) 19... Bxd5 20. Rc8+ Kd7 21. Rxh8 Qd4+ 22. Rf2 Qxe4 23. Qg8 Qe1+ 24. Rf1 Qe3+ 25. Kh1 Bxg2+ 26. Kxg2 Qe2+ 27. Rf2 Qe4+ 28. Rf3 Qe2+ 29. Kg3 Qe5+ 30. Kh3 Qh5+ 31. Kg2 Qg6+ 32. Qxg6 hxg6 33. Rxb8 1-0

b) Black will lose if he goes for the knight 19... exd5 20. Rc8+ Bxc8 21. Qxc8#

**19. ... f5!**

A clever defence!

**20. exf5 exd5 21. f6**

Threatening mate...Rc1-c8!

**21... Re6 22. Rc7 Qe3+ 23. Kh1 Qb6??**

A blunder! Much better is : 23... Rxf6 24. Rg1 Rf4 25. Rc8+ Bxc8

26. Qxc8+ Ke7 27. Qxh8 Nc6 28. Qxh7 Nd4

**24. Rxf7! 1-0**

If you like to see these games in action with a PGN viewer, please check it out here: <http://www.mychesssite.net/php55/article5.php>

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## 6 Resources

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### 6.1 Downloads

MyChessSite offers a database with around 2150 games for free and a big database with more than 9600 games for only US\$ 5.95

**Both files can be found here:**

[http://www.mychesssite.net/php55/modules.php?name=Downloads&d\\_op=viewdownload&cid=5](http://www.mychesssite.net/php55/modules.php?name=Downloads&d_op=viewdownload&cid=5)

### 6.2 View games

Do you like to view the games of this eBook with an online PGN viewer?

**Chapter 2 :** <http://www.mychesssite.net/php55/article2.php>

**Chapter 3 :** <http://www.mychesssite.net/php55/article3.php>

**Chapter 4 :** <http://www.mychesssite.net/php55/article4.php>

**Chapter 5 :** <http://www.mychesssite.net/php55/article5.php>

### 6.3 Books

Please note that the books marked with (\*) are not always available. If you are interested please check again later.

**Eric Schiller : Gambit Opening Repertoire for White**

<http://www.amazon.com/exec/obidos/ASIN/0940685787/appieschesspage/>

**Graham Burgess : Winning with the Smith Morra Gambit**

<http://www.amazon.com/exec/obidos/ASIN/0805035745/appieschesspage/>

**MyChessSite BookShop** for a large collection of chess books.

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