
buckshot vs. sciurus 1-0: a good pawn formation helps in the endgame

Posted by Sciurus - 2007/06/01 11:48

Here is a game I played yesterday at ICC. Both sides made a few small mistakes and White got a pawn up into the K+Ps vs. B+Ps endgame. In addition, White's pawn structure was much better than Black's, securing him the win. Analysis follows soon.

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd6 4.d4 Nf6 5.Bc4 a6 6.Nf3 Nc6 7.O-O b5 8.Bb3 Bb7 9.Be3 e6 10.a3 Be7 11.Re1 O-O 12.Qd2 b4 13.Ne2 a5 14.Bf4 Qd7 15.Ng3 Rfd8 16.Red1 Ng4 17.h3 Nf6 18.Qe3 Nd5 19.Bxd5 exd5 20.Ne5 Nxe5 21.Bxe5 Re8 22.Qf4 Bd6 23.Bxd6 cxd6 24.Qd2 g6 25.axb4 axb4 26.Qxb4 f5 27.Re1 Rxe1+ 28.Qxe1 Bc6 29.Rxa8+ Bxa8 30.Kf1 Qb5+ 31.Qe2 Bc6 32.Qxb5 Bxb5+ 33.Ke1 Ba4 34.Kd2 Kf7 35.Kc3 Kf6 36.h4 h6 37.b3 Bb5 38.Kb4 Bd7 39.c4 dxc4 40.bxc4 Ke6 41.Ne2 g5 42.hxg5 hxg5 43.Ka5 Be8 44.f4 gxf4 45.Nxf4+ Kd7 46.Kb6 Bf7 47.c5 dxc5 48.dxc5 Kd8 49.c6 Kc8 50.g3 Bb3 51.Ne2 Bc4 52.Nd4 Bd3 53.Nb5 1-0

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Post edited by: Sciurus, at: 2007/06/01 11:54

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Re:buckshot vs. sciurus 1-0: a good pawn formation helps in the endgam

Posted by Sciurus - 2007/06/01 11:52

Here is my analysis of the game (with a little tactical help from the Spike 1.2 engine):

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd6 4.d4 Nf6 5.Bc4 a6 6.Nf3 Nc6 7.O-O b5

A pretty common move in the Qd6 variation of the Scandinavian. It forces White's B to retreat and enables to develop the black B to b7.

8.Bb3

The B is probably better posted at d3 because it has only one safe squares to go to on the a2-g7 diagonal.

8. ... Bb7 9.Be3 e6 10.a3 Be7 11.Re1 O-O 12.Qd2 b4

The problem for me is that I still don't know a good long-term plan for Black here. My idea here was to expand on the queenside to get an attack going.

13.Ne2 a5

Supporting my b-pawn - too passive. I had an alternative idea during the game which is also favored by Spike: ... Na5 followed by ... Bxf3 to create a weak spot around the white king. But I did not dare to put my knight at the rim of the board.

14.Bf4

Chasing the Q.

14. ... Qd7 15.Ng3 Rfd8

The fighting over the d4 square starts.

16.Red1 Ng4?!

Planned to follow up with ... Bf6 to pressure d4. Flawed plan.

17.h3 Nf6 18.Qe3 Nd5

Triggering the big exchange. I would have been better off opening a file on the queenside starting with ... a4, but the situation is complicated and I had the feeling that it exceeds my ability to calculate the variations in this complicated position by far - which it did.

19.Bxd5 exd5 20.Ne5 Nxe5 21.Bxe5 Re8

Missed an opportunity to trap the white B with ... f6 and ... g5. Also gave White the chance to attack my g-pawn twice with Nh5.

22.Qf4?

Giving Black another (missed) chance to trap the B with ... f6.

22. ... Bd6?

Missing the tactics and allowing White to saddle me with doubled pawns on the d-file.

23.Bxd6 cxd6 24.Qd2 g6?

Giving my king an escape for the upcoming fight. There is no real danger in sight and exchanging pawns with ... bxa3 would have saved me one of these little guys.

25.axb4 axb4 26.Qxb4 f5

Questionable strategy: this move reduces the number of squares my Q controls. Better improve the position of the B with ... Ba6.

27.Re1

White is one pawn ahead and his pawns are significantly better positioned. In addition, White has more time left. Exchanging pieces is therefore a good decision for White.

27. ... Rxe1+ 28.Qxe1 Bc6 29.Rxa8+ Bxa8 30.Kf1 Qb5+

I thought I could fork K + b-pawn here. But after Qe2 White threatens to fork my K+B.

31.Qe2 Bc6 32.Qxb5 Bxb5+ 33.Ke1 Ba4 34.Kd2 Kf7 35.Kc3 Kf6

Black's king has very little space to maneuver while White has passed pawns and space on the queenside.

36.h4 h6 37.b3 Bb5 38.Kb4 Bd7 39.c4 dxc4 40.bxc4 Ke6 41.Ne2 g5 42.hxg5 hxg5 43.Ka5 Be8 44.f4 gxf4 45.Nxf4+ Kd7 46.Kb6 Bf7 47.c5 dxc5 48.dxc5 Kd8 49.c6 Kc8 50.g3 Bb3 51.Ne2 Bc4 52.Nd4 Bd3 53.Nb5

Black forfeits on time. 1-0

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