

**Unorthodox Openings Newsletter
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Dear Chessfriends,

A few days after I sent UON 7 in January 2003, Paul Keiser sent me his article concerning the “Halloween Gambit” i.e.

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5



As this article is quite long, detailed and exhaustive I made up my mind to devote a UON special issue to Paul’s work and.....here it is.

I want to thank Paul for his great work.

Attached you’ll also find Paul Keiser’s database (games.pgn) and the “Halloween Gambit” database I compiled.

Enjoy it.

Regards

Davide Rozzoni

Critical lines in the Halloween gambit

By Paul Keiser



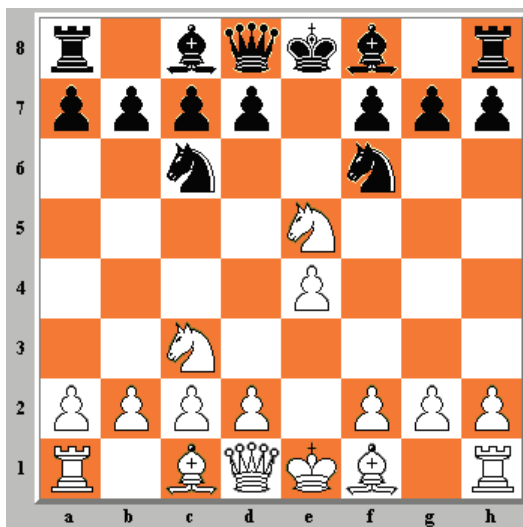
Berlaar, January 2003

Introduction

The Halloween Gambit was already known by *Oskar Cordel* in 1888 who pointed to the formidable attacking possibilities in his « *Fuerher der Eroeffnungstheorie* » but concluded that this finally was not worth the sacrifice.

In that time the gambit was called the *Mueller-Schultze* gambit, but *Rainer Schlenker*, well known by all Unorthodox chess lovers, rebaptized it into *Halloween Gambit* in his magazine « *Randspringer* » in december 1993. The name is founded on the fact that players who are for the first time confronted with the surprising and unexpected fourth move of white become so shocked as if they were suddenly confronted with the horror of some scary Halloween mask.

Indeed, this fourth move *is* shocking. After : 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 when black is expecting a normal Four Knights Game move as 4.Bb5, white surprisingly takes the pawn on e5 (diagram).



A certain *Steffen A. Jakob*, German chessplayer and computer programmer was heavily touched by the *Randspringer* article and created *Brause*. *Brause* was a clone of the chess program *Crafty* feeded with a Halloween gambit openingsbook and played more than 3000 internet games in the period from 1996 to 1998 in which it scores 72 %. *Jakob* constantly changed and improved the openingsbook of *Brause* up to more than 500 subvariations.

Brause showed in a lot of short games how deadly this gambit could be. One example :
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Nc6 (this is one main line, the other one is 5 ..Ng6), 6.d5 Nb8
7.e5 Ng8 8.d6 c6 9.Bc4 f6 10.Qh5+ g6 11.exf6 Qxf6 12.Qe2+ Kd8 13.Ne4 and Black resigned *Brause* (2355)-
Betrueger (2315), ICC, 1997, 1-0(13)

In these days the theory of the Halloween gambit knows a second revival due to new analyses of *Maurits Wind* and *Stefan Buecker* and to the extended power of chess programs as *Fritz* and *Hiarc*s.

In this booklet I want to summarize the lines I have met most frequently while playing this gambit, and how to handle so-called refutations and critical lines.

Model game

1.Nc3 The preparation part : the Queens pawn opening is the best way trying to reach the Halloween.Via e2-e4 it's more difficult : black has more ways to deviate (Sicilian, Caro-kann, etc.).

1...e5 2.e4 Nf6 3.Nf3 Nc6

4.Nxe5?! Here the fun starts !

4...Nxe5 What does White get for the piece ? A pawn and the center. Not enough ? Let's try it out.

5.d4 Now we are in the second and most amusing part : the hunt for the Knights. The following White moves are not hard to find.

5...Nc6 (Ng6 is the other main line)

6.d5 Ne5 7.f4 Ng6 8.e5 Ng8

The third part of the game : searching for combinations. White has the center, and his bishops are free to run. If there was not the lost of the piece, White would already have a superior position. The strategy is : try to hamper black's development while attacking . And look for a way to get definitive advantage.

9.d6 now after cxd6 exd6 White is menacing Qe2 to win back the piece with the better pawnstructure.

9...a6 Black is afraid of the manoeuvre Nc3-Nb5-Nc7

10.h4 The queenside defended by a6 ? No problem, the point of attack will be switched to the kingside. There still is a knight waiting for us.

10...cxd6 11.exd6 Qf6 12.Qe2+ Kd8 13.Nd5 What follows is typical play in this kind of position

13...Qxd6 14.Be3 (Qxe3 being impossible because of Bb6+ and the game is over)



14...Nxf4 Black decides to give the piece back, but he still is vulnerable : pawn d7 is isolated and the King has to stay in the middle

15.Nxf4 Fourth part of the game : trying to win a won position.

15...Ne7 16.Nd3 Nd5 17.0-0-0 Nxe3 18.Qxe3 Qe6 19.Qd4 Qxa2 20.Qb6+ Ke8 21.Re1+ Be7

22.Nb4 with Nd5 in the air

22...Qa1+ 23.Kd2 Qxe1+ 24.Kxe1 h5 25.Nd5 Rh6 26.Nc7+ Kf8 27.Nxa8 Rxb6

28.Nxb6 and Black resigned, as he will lose the bishop too.

keiserpaul (1918)-Thedrum (1748),gameknot,2002,1-0

Index of variations

The Gambit declined

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe4 !? page 6

The Gambit accepted

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4

The Nc6 section

5. .. Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8 9.d6 cxd6 10.exd6 Qf6 11.Nb5 Kd8 12.Be3 page 6
5. .. Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8 9.d6 cxd6 10.exd6 Qf6 11.Nb5 Rb8 page 8
5. .. Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8 9.d6 cxd6 10.exd6 Qb6 page 8
5. .. Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8 9.d6 cxd6 10.exd6 Qa5 page 9
5. .. Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Bb4 page 9
5. .. Nc6 6.d5 Ne5 7.f4 Bd6 page 10
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5. .. Nc6 6.d5 Ne7 7.e5 Nfxd5 page 10
5. .. Nc6 6.d5 Bb4 page 10
5. .. Nc6 6.d5 Na5 page 10
5. .. Nc6 6.d5 Ng8 page 10

The Ng6 section

5. .. Ng6 6.e5 Ng8 7.Bc4 c6 page 11
5. .. Ng6 6.e5 Ng8 7.Bc4 d6 8.Qf3 Qd7 9.0-0 page 13
5. .. Ng6 6.e5 Ng8 7.Bc4 d6 8.Qf3 others page 15
5. .. Ng6 6.e5 Ng8 7.Bc4 d5 page 16
5. .. Ng6 6.e5 Ng8 7.Bc4 Bb4 8.Qf3 Bxc3+ page 17
5. .. Ng6 6.e5 Ng8 7.Bc4 Bb4 8.Qf3 others page 19
5. .. Ng6 6.e5 Qe7 page 20
5. .. Ng6 6.e5 Bb4 page 20

Bb4 and other fifth moves

5. .. Bb4 6.dxe5 page 21
5. .. Nxe4 page 22
5. .. Bd6 page 22
5. .. Neg4 page 22
5. .. Qe7 page 22

Similar ideas

The Chicago gambit page 23
The Halloween gambit reversed page 23

The gambit declined

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe4 !?

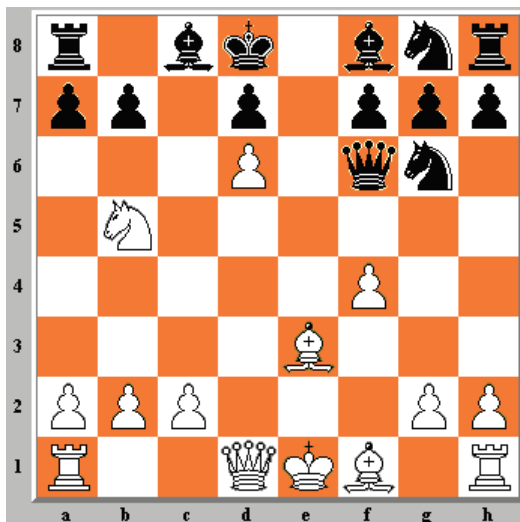
Black is not obliged to accept the gambit, but this is very rarely. Why should he ? After all, a knight is a knight !

4.Nxe5 Nxe4 5.Nxc6 Nxc3 6.dxc3 bxc6 7.Bd3 Be7 leads to equality
Brause(2590)-scorpiocy 2410),ICS,1997,1-0(29)

Nc6 section

Main Line

The key position of the Nc6 section occurs after following main line
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8
9.d6 cxd6 10.exd6 Qf6 11.Nb5 Kd8 12.Be3 (diagram)



White has created a strong outpost on d6 . Black has tried several moves here, but most of them give no satisfaction.

Of course 12. .. a6 is not possible because of 13.Bb6+ Ke8 14.Nc7+ Kd8 15.Nxa8+ Ke8 16.Nc7+ Kd8 17.Nxa6+ Ke8 18.Nc7+ Kd8 19.Nd5+. Very nice !

12. .. Nh6 !?

This is a very strong reply and hard to find an answer to it

13.Qd2 b6 and now 14.0-0-0 has proved to be bad :

14. .. Ng4 15.Bg1 Qxf4 16.Qxf4 Nxf4 17.Nxa7 Ne6 18.Be2 Ne5 19.Bxb6+ Ke8
keiserpaul(2006)-1962(1878),gameknot,2002,0-1(52)

14. .. Nf5 15.Kb1 Nxe3 *keiserpaul(2014)-chesssnake(2033),gameknot,2002,0-1(31)*

But what else could have been played ? Moving the Queen a second time 14.Qd5!?(idea : 14. .. Rb8 15.0-0-0 Nxf4 16.Qc4) failed on 14. .. Qe6 and White is obliged to exchange Queens. *keiserpaul(2006)-lexherman(2197),*

gameknot,2003,0-1(38) went 15.Qxe6 dxe6 16.Nxa7 bxd6 17.Bxb6 with two pawns for the piece, but this was not enough compensation.

An other interesting idea is the suggestion of *M.Wind* and *S.Bueker* 14.f5!? forcing the queen capture 14. .. Qxf5 15.Nxa7 Qe6 16.0-0-0 . A game *Keiserpaul(2014)-wakigawa(2137), gameknot, 2003, 0-1 (43)* went 15. .. Rb8 16.Nxc8 Rxc8 17.Bxb6+ Ke8 18.Bc7 Be7! 19.c3 Bg5 20.Qd3. Also in this game white has not enough compensation with 2 good pawns for the piece. In this line the move 15.Bd3! led to a drawn by threefold repetition in *Lexherman(2276)-keiserpaul(1947), gameknot,2003,(43)* after 15. .. Qh5 16.Be2 Qe5 17.Bd4 Qf4 18.Be3 Qe5 (18. .. Qh4+ 19.g3 Qa4 does not promise much).

12. .. Qxb2 ?!

the logical idea of making room at f6 and taking a pawn at the same moment fails on 13.Bd4 Qb4+ 14.c3 Qa5 (14. .. Qb2? 15.g3 traps the Queen) 15.f5 Ne5 (15. .. a6 16.Nc7 Rb8 17.fxc6 hxc6 18.Nd5 += analyse *Wind*) 16.Bxe5 a6 and now not 17.Qd5 17...Nh6 18.Qd4 axb5 19.Bf6+ gxf6 20.Qxf6+ Ke8 21.Qe5+ Kd8 22.Qxh8 Ng8! as in *keiserpaul(2004)-lanesra(1936), gameknot,2002,0-1(54)* but *Antonio Torrecillas* winning suggestion of 17.Qh5! axb5 18.Qxf7 Nh6 19.Bf6+ gxf6 20.Qxf6+ Ke8 21.Be2

12. ... b6 ?!

The idea of fianchettoing the bishop gives White the opportunity to execute his aggressive plan by taking the a7 pawn 13.Qd5 Rb8 14.0-0-0 Bb7 15.Qd2 (*Wind* opts for 15.Qc4 Rc8 16.Qa4) Qe6 16.Nxa7 Ba8 17.Qc3 Bxd6 18.Bc4 Qe7 19.Rhe1 27.Nb5 *keiserpaul(2022)-beardsleyx(1906), gameknot,2002,1-0(27)*

12. ... Nxf4 ?!

doesn't help blacks development either 13.Qd2 Ne6 14.0-0-0 Qg6 (14. .. b6 15.Bc4 *Wind*) 15.Bd3 Qg4 16.Qa5+ Ke8 17.Bf5 Qxg2 18.Bxe6 fxe6 19.Nc7+ Kf7 20.Qh5+ Qg6 21.Qe5 Nf6 22.Rdf1 b6 23.Rhg1 Rb8 24.Rxg6 *Harms,F-Moeckel,J,TGT ICCF,1998,1-0(24)*

12. ... Qe6 ?

13.Qd4 Nf6 14.0-0-0 Qe4 15.Qc3 Qc6 16.Qb4 Ne4 17.f5 with advantage for White (analysis *M.Wind*)

Deviations on the Main Line :

Deviation A) 11. .. Rb8

The Plasma variation

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8
9.d6 cxd6 10.exd6 Qf6 11.Nb5 Rb8

Brause inconsistently plays 12.Be3 here but *Schiller's* Qe2 looks better

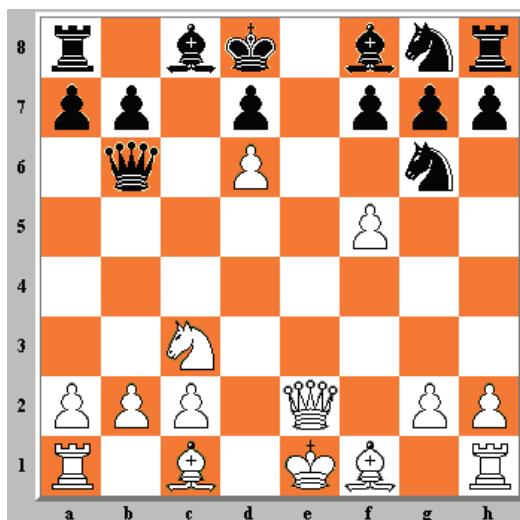
12.Qe2+ Kd8 13.Be3 b6 14.0-0-0 Qe6 p.e. 15.Nc7 Qxa2 16.Bxb6 Nf6 17.Ne6+ Ke8
18.Nxg7#

Deviation B) 10. .. Qb6

1.e4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.Nxe5 Nxe5 5.d4 Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8
9.d6 cxd6 10.exd6 Qb6

B1) 11. Qe2+ ?!

11. .. Kd8 12.f5 (diagram)



Black has played :

12. .. Bxd6 !

Following the Brause DB where White scores 100% , White has not to be afraid for a Black attack and can simply continue his development. But this is not true if we take a closer look. Brause had switched from 14.Nb5 to 14.h3, but both moves are inadequate.

13.fxc6 hxc6 14.Nb5 Bg3+ 15.Kd1 a6 (15. .. Rxh2! 16.Rxh2 Bxh2 17.Be3 Qa6 18.Qf3 qf6 and Black is a pawn up) 16.Qf3 Nf6 17.Be3 Qe6 18.Qxc3 axb5 19.Bxb5 Rxa2 20.Rxa2 Qxa2 21.Bb6+ Ke8 22.Qc7 Qa8 23.Qd8 Brause(2375)-sadatsugu(1895), ICC, 1997, 1-0 (23)

13.fxc6 hxc6 14.h3 Nf6 15.Qf3 Re8+ (15. .. Be5! 16.Be2 d6 and Black was better in paulkeiser(2014)-harryman(1974), gameknot, 0-1 (45)), 16.Be2 Bc5 17.Rf1 Be3 18.Kd1 Qd6+ 19.Bd3 Bxc1 20.Kxc1 Brause(2505)-SirJames(2060), ICC, 1998, 1-0 (43)

12. .. Nh4 ?!

Black cannot save the knight 13.Qg4 Nxc2+ 14.Bxc2 Nf6 15.Qg3 Bxd6 16.Qxc7 Re8+ 17.Ne2 Nh5 18.Qg5+ f6 19.Qxh5 Brause(2555)-OLTS(1995), ICC, 1998, 1-0 (19)

12. .. Nf6 ?!

This development move cannot stop white's aggression

13.fxc6 hxc6 14.Qc4 Brause(2700)-Drk(2355), ICC, 1998, 1-0 (21)

B2) 11. Nb5

Results in a balanced position according to *M. Wind*. He gives following analysis : 11. ..Kd8 12.f5 Ne5 13.Bf4 f6 (13. .. Nc6 !?) 14.Qd2 Qc6 (the point of white's play is that 14. .. a6? fails to 15.Be3 +-) 15.0-0-0 A) 15. .. a6 16.Na3 b5 17.Bxe5 fxe5 18.Nc4 bxc4 19.Qa5+ Ke8 20.Qxe5+ Kd8 = B) 15. .. b6 16.Nc7 Bb7 18.Nxa8 Bxa8 18.h4 idea Rh3

Deviation C) 10. .. Qa5

1.e4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.Nxe5 Nxe5 5.d4 Nc6 6.d5 Ne5 7.f4 Ng6 8.e5 Ng8 9.d6 cxd6 10.exd6 Qa5

This move is not very popular, so I can only give the comments and analysis of *M. Wind* :

Following *Wind* this prevents Nb5 and brings Qb4 in the position to capture pawn d6. White has two replies, one solid and one very sharp. He gives 11.Qd4! (prevents Qb4 and invites an exchange of queens) Qb6 12.Qxb6 axb6 13.Nb5 Ra5 14.Be3 (14.f5!? Ne5 15.Be3) 14...Rxb5 15.Bxb5 Bxd6 16.Bd4 f6 17.g3 Bc5 18.Bc3 roughly equal

11.Bc4!? Nh6 [11. .. Qb4 12.Qe2+ Kd8 13.Bxf7] 12.h4! Nf5 13.h5 Ngh4 14.Qe2+ Kd8 15.Bd2 Bxd6 (15...Nd4 16.Qd3 Qxh5) 16.0-0-0 nice compensation, but very unclear

Deviation D) 6. .. Ne5 7.f4 Ng6 8.e5 Bb4 !

9.exf6 Bxc3+ 10.bxc3 Qxf6 Black has attacking possibilities and the better pawn structure Brause-crafty, ICS, 1997, 0-1 (127)

Deviation E) 6. .. Ne5 7.f4 Bd6 !?

8.fxe5 Bxe5 now that the advance d5 is played and the f4 pawn is disappeared is the bishop well placed on e5 *evbad(2390)-agrino(2420), ICC, 1997, 0-1 (65)*

Deviation F) 6. .. Ne5 7.f4 Neg4 !?

This is a suggestion of Bradley Zang : "If you are afraid of the Halloween Gambit just give back the knight. Black will have the better endgame." 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Nc6 6.d5 Ne5 7.f4 Neg4 8.e5 Bc5 9.exf6 Nxf6 10.Qe2+ Qe7 11.Qxe7+ Kxe7

Deviation G) 6. .. Ne7 7.e5 Nfxd5

8.Nxd5 c6 followed by Nf6. Black has obtained equality.

Deviation H) 6. .. Bb4 !?

White can take the Knight and if black exchange Bishop for Knight , White has the better game due to his bishop pair. 7.dxc6 Bxc3+ 8.bxc3 dxc6 9.Qxd8+ Kxd8 *Brause(2570)-Axl(2755), ICC, 1997, 1-0 (30)*
But Black can do better with 7. .. Nxe4 and now 8.Qd4 Qe7 [Brause plays 9.Be3?! but was never confronted with 9. .. f5! Which lead to a dubious position according to *M. Wind*] 9.Qxg7 Nxc3+ 10.Be3 Nd5+ 11.c3 Rf8 12.cxb4 Nxe3 13.fxe3 Qxb4+ 14.Kf2 dxc6 15.Be2 roughly equal.

Deviation I) 6. .. Na5 !?

Brause had a score of only 42 % after this move but could have played better. *Dorobanov(2425)-Tremere(2740), ICC, 0-1 (25) went*
7.e5 Qe7 8.Qe2 Ng8 9.Nb5 Kd8 10.d6 cxd6 11.exd6 with an early Queen exchange, but with 10.Nxc7!?! Rb8 11.d6 Qh4 12.g3 White could have keep on the pressure .

Deviation J) 6. .. Nb8 !?

7.e5 Qe7 [An analysis of *M. Wind* goes 7...Ng8 8.d6 cxd6 9.exd6 with sufficient compensation after 9. .. Qa5! (9...Qf6 10.Nb5 Na6 11.Bc4; 9...Qb6 10.Nb5 Na6 11.Bc4) 10.Bf4 Nc6 (10...Qb4? 11.Qd2; 10...Nf6 11.Bc4) 11.Bc4 (11.Qe2+ !?) Qf5 12.Bg3 Nd8 13.0-0 Ne6 14.Nb5 Kd8 15.Re1] 8.Qe2 Ng8 9.d6 Qe6
8.Qe2 Ng8 9.d6 Qe6 10.Nb5 Na6 and Black has a good position

Ng6 section

Main Line

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Ng8 7.Bc4

This is a key position and Black has several possibilities. We will discuss 7... c6, 7... d6, 7... d5 and 7... Bb4.

Line a) 7... c6

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Ng8 7.Bc4 c6

The Cordel variation

8.Qe2 !

was played by Brause in earlier days hoping for 8... d5 which gives White a dangerous check by taking "en passant" as in *Brause-lhg, ICS, 1997, 0-1 (17)* : 9.exd6+ Kd7 10.Ne4 Qe8 11.d5 f5 12.dxc6+ bxc6 13.Be6+ Kd8 (Qxe6 not being possible because of the familycheck on c5) 14.Bg5+ Nf6 15.Nxf6 Qxe6 16.Nd5+ Ke8 17.Nc7+ 1-0.

8... Be7 ?! quickly lost after 9.Ne4 d5? (Kf8!) 10.exd6 in *Schlenker, R-Schorer, F, 1993, 1-0 (10)*. But black can do better and 8... b5 and 8... Qb6 were critical lines referring to 8... b5 9.Nxb5 cxb5 10.Bxf7+ Kxf7 11.Qf3+ Ke8 12.Qxa8 Qc7 ! *Brause-fluster, ICS, 1997, 0-1 (45)* and 8... Qb6 9.f4 Nh6 10.0-0 Nf5 ! *Brause-lichtzahn, ICS, 1997, 0-1 (51)*.

So Brause switched over to the 8.Qf3 variation, but chess evolution doesn't stop. Nowadays *M. Wind* again recommends 8.Qe2 ! based on following analyses. The plan is 9.Ne4 followed by Nd6+, Ng5, Bg5 or f2-f4-f5.

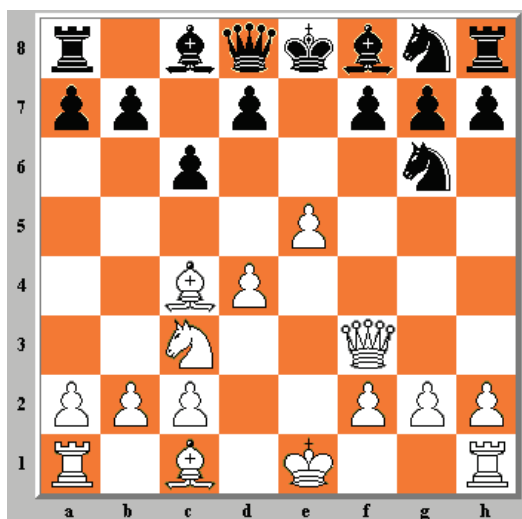
8... Qb6 9.Ne4! Qxd4 10.c3 Qb6 [10...Qxe5? 11.f4 Nxf4 12.Bxf4 Qxf4 13.Nd6+ Kd8 14.Nxf7+ Kc7 15.g3 Qf6 16.Rf1+-] 11.Be3 Qa5 12.f4 with excellent compensation e.g. 12...Nh6 13.b4 Qd8 14.0-0 Be7? 15.Nd6

8... b5 9.Bb3 Bb4 10.0-0 Bxc3 (10... N8e7 !?) 11.bxc3 Qe7 [11...N8e7? 12.f4 d5 13.exd6 Qxd6 14.f5] 12.a4 bxa4 13.Bxa4 Qe6 14.f4 Nh6 [14...N6e7 15.Ba3] 15.Qf3 Ne7 16.Bb3 Qf5 17.Ba3

8... Bb4! now white can regain two pawns 9.Bxf7+ Kxf7 10.Qc4+ d5 11.exd6+ Be6 12.Qxb4 Qb6 13.Qc5 Nf6 14.Be3

8... d5!? 9.exd6+ Kd7 10.d5 Bxd6 11.dxc6+ bxc6 12.Be3 Kc7 13.0-0-0 Nf6 14.Bxf7 Ne5 15.Bb3 Qe7 16.Rhe1 Re8 17.Qd2

8.Qf3 ?! (diagram)



8...d5

8...f6 seems logical, looking for breeding space, but after 9.0-0 d5 (black cannot take the pawn on e5 due to the matt on f7) 10.exd6 Bxd6 11.Ne4 N8e7 white has an impressive queen offer with 12.Qxf6 ! gxf6 13.Nxf6+ Kf8 14.Bh6 # *Brause-Pfiffigunde, ICS, 1997, 1-0 (14)*

9.exd6

now 9. .. Qf6?! leads to a disaster in *Brause-BufferaloJim, ICS, 1998, 1-0 (15)* 10.Qe2+ Kd8 11.Ne4 Qxd4 12.Bxf7 Nh6? (Bf5 is better following an analyse of A. Torrecillas) 13.Bg5+ Kd7 14.Rd1 Qe5 15.Nc5+

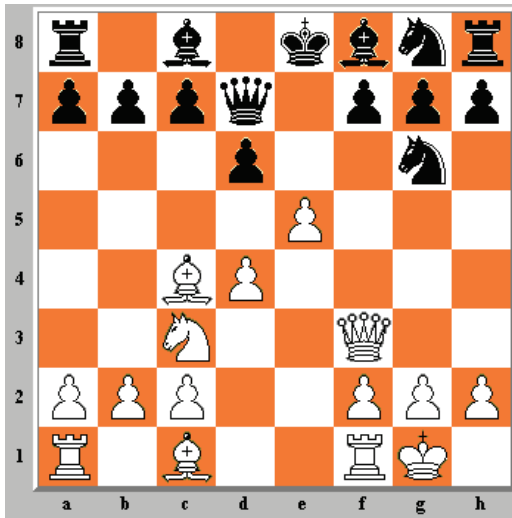
But black can try 9...Be6! 10.Bxe6 fxe6 11.Ne4 Nf6 (or 11. .. Bxd6!? 12.Bg5 Be7 13.Bxe7 N8xe7). Now *Thiarcs6-TJunior46, 1998, 1-0 (32)* goes 12.Bg5 Qa5+ 13.b4 Qxb4+ 14.c3 but 11. .. Qa5+ 12.Bd2 Qf5 13.h4 h5 14.c4 Qxf3 15.gxf3 Nh6 is a better line and gives Black an advantage as show by the DB-statistics in which Black scores 88 % in 54 games.

8.f4

A new idea is 8.f4 d5 9.exd6 Bxd6 10.0-0 N8e7 11.f5 Bxf5 12.Bxf7+ Kxf7 13.g4 Re8 14.gxf5 Nf8 15.Qh5+ Kg8 following an analyse of *G. Lhost* but there is no practice in this position.

Line B) 7. .. d6

B1) 8.Qf3 Qd7 9.0-0



1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Ng8 7.Bc4 d6 8.Qf3 Qd7 9.0-0 (diagram)

Wind-Buecker consider this as the gambit's main line. What I give here is only an abbreviation of their analysis. They consider

9. .. dxe5

10.dxe5 and now

10. .. c6

11.Re1 Qc7 12.Ne4! Be6 [12...Nxe5?! 13.Qg3 f6 14.Bf4] 13.Bxe6 fxe6 14.Ng5 « with good compensation » e.g. 14. .. Bb4 15.c3 Ba5 16.Nxe6, followed by Qh3

Wind didn't mentioned the Brause move 12.Bg5 Be6 13.Bxe6 fxe6 14.Rad1 Be7 15.Bxe7 N8xe7 16.Qg4 Nf5 17.Qc4 Qe7 18.Na4 0-0 19.Nc5 Rae8 20.Rd7 *Brause (2595)-Cheops (2200), ICC, 1998, 1-0 (33)* but Black can play better and 14. .. N8e7 15.Qg4 Kf7 was winning for black in *keiserpaul (2013)-mnislav (2045), ICC, 2002, 0-1 (39)*. Maybe 12.Be2!? leading to a draw in *faile-amyran, JW2-group, 2000, =-(29)* needs more attention.

10. .. Nxe5

11.Re1 Bd6 [11...Qe7?? 12.Rxe5! Qxe5 13.Qxf7+ Kd8 14.Qxf8+ Kd7 15.Be3+- *Torrecillas*] 12.Bf4 f6 13.Rad1

[the nice move 13.Bb5!? seems not to be quite sufficient according latest analyse of *M. Wind*. Following analyse of Antonio Torrecillas shows the amazing possibilities of this Halloween line 13.Bb5!? c6 14.Rad1! Qe6! [14...cxb5!? 15.Bxe5 fxe5 16.Ne4 Bc7 17.Rxd7 Bxd7 =] 15.Qg3 Kf8 [15...g5?!

16.Bxe5 Bxe5 17.f4! Qg4!? (17...gxf4 18.Qg7) 18.fxe5 Qxg3 19.hxg3 cxb5
20.exf6+ Kf7 21.Rd8!+-] 16.Bxe5 [16.Bc4 Qe7! *Wind*] Bxe5 (fxe5! *Wind*) 17.f4
cxb5 18.fxe5 Qb6+ 19.Re3 Bf5 20.Rd6 Qc5 21.Rd5+- Qc8 [21...Qb6 22.exf6 Qxf6
23.Rxf5 Qxf5 24.Rf3+-] 22.Qf4 Ne7 23.exf6 Nxd5 24.Nxd5 Qd7 25.fxg7+ Kxg7
26.Qd4+ [26.Qe5+ Kh6 27.Rh3+! Bxh3 28.Qf6+ Kh5 29.Nf4+ Kg4 30.gxh3+ Kf3
31.Nd3+] 26...Kg8 27.Nf6+ Kf7 28.Nxd7 *Brause (2480) -
Resurrection (2830), ICC, 1998, 1-0 (28)]*

13. .. Ne7

[13...Qf5? 14.Nb5! Kf8 15.Bxe5 fxe5 16.Qb3 « black can barely defend his
position » (but 16.Qd5?! went wrong in *keiserpaul (1994) -*

hjobo (1925), gameknot, 2003, 0-1 (47)) 16. .. g6 17.Nxd6 cxd6 18.Rxd6 Nf6
19.Qc3 Ne4 20.Rxe4 Qxe4 21.Bd3 Qf4 22.Rd8+ Kg7 23.Qc7+ Bd7 24.Rxd7+ Kh6
25.g3]

14.Bxe5 fxe5 15.Ne4 « white seems to get decent compensation ». My opinion
is that after 15.Rf8! 16.Qh5+ Kd8 17.Qxh7 Qg4 18.h3 Bf5 19.hxg4 Bxh7 20.Nc5
Nc6 21.Ne6+ Ke7 22.Nxf8 Black is clearly better, so the 15.Bb5 line is
preferable, after 15. .. Nc6 (15. .. c6 16.Ne4 !), 16.Rxe5+ Nxe5! 17.Bxd7+
Bxd7 18.Qxb7 Bc6 19.Qb3 0-0-0 the black position being only slightly
better.

9. .. Qf5

10.Qe3 dxe5 11.f4 e4 [11...Nxf4?! 12.dxe5 g5 13.Nd5] 12.Nxe4 (intending Ng3
and f4-f5) N6e7!? [12...Be7 13.Bd3 Kf8 14.Bd2] 13.Bd3 Qa5 (13. .. Qe6 14.f5
Qb6 15.Nc5 Nf6 16.a4 a5 17.Bc4 Bd7 18.Ra3) (13. .. Nd5? 14.Nf6+ is very
nice) 14.f5 Bd7 15.b4! Qxb4?! [15...Qb6 16.a4] 16.c4 Qa5 17.Rb1 0-0-0
18.Nc5 « with strong attack ».

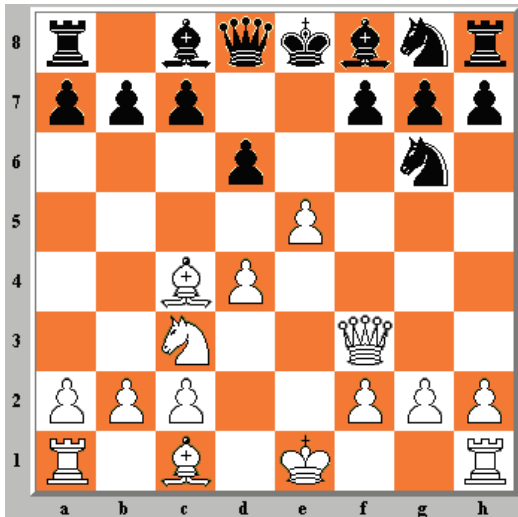
10.Qe2?! is not so good, because it allows the embarrassing Qg4. Antonio
Torrecillas brought under attention that Black can play 10. .. dxe5 11.f4
e4! 12.Nxe4 and now not 12...Be7? as in *Brause-MeWithMyself (2185), ICC, 1997,
1-0 (16)* but 12...N6e7! could bring White into troubles!

9. .. c6

10.exd6 Bxd6 11.Re1+ Kf8 12.Ne4 Bb4 (12. .. Nh4! 13.Qh5 Nf5) 13.c3 Ba5
« and white has excellent compensation » *Wind, M-Van der
Kraan, M, KNSB, 1991, 1-0 (19)* continued 14.b3 f6 15.Ba3+ N6e7 [15...N8e7
16.Nd6] 16.Qh5 g6 17.Qxa5 Kg7? 18.Nxf6 Kxf6 19.Qe5#

B2) 8.Qf3 others

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Ng8 7.Bc4 d6 8.Qf3



8. . . Be6

In this case White can safely take the b7 pawn 9.Qxb7 Bxc4? [On 9. . . N8e7 White can play 10.Nb5 Rc8 11.d5 Nxe5 12.dxe6 Nxc4 13.Nxa7 Rb8 14.Qa6 Nxb2 15.Nc6 Nxc6 16.Qxc6+ Ke7 17.0-0 Rb6 18.Qf3 f6 "with long term compensation" (M. Wind)] 10.Qc6+ Ke7 11.exd6+ cxd6 12.Qxc4 Brause (2520) - godel (2250), ICC, 1998, 1-0 (20)

8. . . f5

Stefan Buecker's analyse on this line goes
9.g4!?! (9.h4 ?!) Nh4 [9...N8e7 10.gxf5 or 10.Bg5] 10.Qe2 dxe5 11.Bd2. he gives as example 11. . . Qxd4?! 12.0-0-0 Bd6 13.f4! Ng6 14.Rhf1 e4 15.Nd5 +=

8. . . f6 !

leads to long battle games in which both sides have chances
9.0-0 dxe5 10.dxe5 Nxe5 11.Qe4 (11.Re1? Bd6 -+)

11. . . Bc5 12.Rd1 Qe7 13.Nd5 Qd6 14.b4 Bb6 15.Bb2 Ne7 16.Nxb6 Qxb6 17.Bxe5 Bf5 18.Qf4 fxe5 19.Qxe5 Bxc2 20.Rd2 Bg6 21.Qxg7 Rf8 22.Re1 Qf6 23.Qxf6 Rxf6 24.Rde2 THiarcs6- Fritz5 (2430), Blitz, 1998, 1-0 (82)

Wind has 11. . . Ne7 12.Rd1 Bd7 13.Be6 Qc8 14.Rxd7! Nxd7 15.Be3 Nc6 16.Rd1 Bd6 17.Nb5 Ke7 18.Bh3+ Kd8 19.Rxd6 cxd6 20.Nxd6 Qc7 21.Nf7+ Kc8 22.Nxh8+=

8. . . Qe7

9.0-0 (insufficient is 9.Bg5) dxe5 10.Bb5+ Kd8 11.Rd1 c6 [safer is 11...e4 12.Nxe4] 12.Bxc6 bxc6 13.Qxc6 Rb8 14.dxe5+ Bd7 15.Nb5 Rc8 16.Qb7 Qe6 17.Nxa7 Rxc2 18.Qb8+= (analyse M. Wind)

Line C) 7. .. d5

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Ng8 7.Bc4 d5

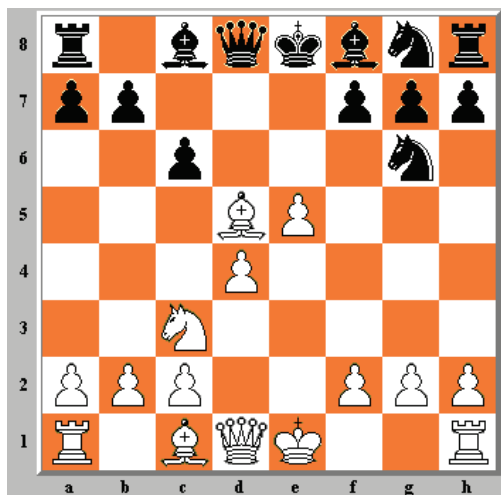
Euwe's refutation

8. Bxd5 c6_(diagram)

Note that 8...N8e7 ! (*TLM-Variation*) is a critical line 9.Bb3 Nf5! 10.Ne2 c5 11.c3 cxd4 12.cxd4 Bb4+ 13.Bd2 Bxd2+ 14.Qxd2 0-0 and it is doubtful white has enough compensation with two pawns for the piece. *Wind* has recommended 9.Bg5 Qd7 [9...h6 10.Qf3; 9...c6 10.Bb3 h6 11.Be3 Nf5 12.0-0] 10.Be4 Nf5 11.Be3 Be7 12.0-0 0-0 13.Qd3 and claims that with two pawns and a strong center, white gets fair chances, but I prefer black. In *keiserpaul (2006)-klausbehrmann (1897), gameknot, 2003, 0-1 (56)* was played 9.Bg5 Qd7 10.Be4 h6 11.Be3 Nf5 12.0-0 Be7 13.Qd3 0-0 14.Rad1 c6 15.Bc1 Rd8 16.Ne2 a5 but white went wrong with 17.g4?! [17.f4! was necessary]

8. .. Bb4 also has been tried and gives white a good game with 4 pawns for the piece. 9.Qf3 Qd7 10.Bxb7 Bxb7 11.Qxb7 Bxc3+ 12.bxc3 Rd8 13.Rb1 N8e7 14.0-0 0-0 15.Ba3 Rfe8 16.Qxa7 *Brause (2705)-oldtimer (2505), ICS, 1997, 1-0 (27)*

Let's continue with 8. .. c6 , the so-called *Whitney variation*.



Where can the bishop go to ?

9. Bb3

is one possibility leading to a difficult game

9. .. Bb4 and now we have the choice between 10.Qf3!? Bxc3+ 11.bxc3 Be6 and 10.0-0 Bxc3 11.bxc3 N8e7 12.f4 (*Wind* also gives 12.c4!? and then 12. .. 0-0 13.c3 with the of idea Ba3, Bd6 13. .. Qa5 14.Bd2 Be6 15.f4. This idea led to a flattered drawn in *keiserpaul (1998)-invincible1 (2309), gameknot, 2003, ½-½ (29)*) 12. .. a5 (or 12. .. h5! *Stevenson-Ferguson, Bunrattu Open, 2001, 0-1 (29)* . *Wind* gives 12. .. Be6 13.g4!) 13.g4 Nd5 14.f5 Nh4 15.Qe1 h5 16.f6! (suggestion *Antonio Torrecillas*) hxg4 (16...gxf6 17.exf6+ Be6 18.Qxh4) 17.Qxh4 Rxh4 18.fxg7 Qe7 19.g8Q+ Qf8 20.Qg5

9. .. Be6 is mentioned by *Wind*. He gives 10.0-0 N8e7 11.Ne4 [11.g4!? Qd7 12.Bxe6 fxe6 13.Ne4 Nc8 14.f4] 11...Nf5 12.c3 Qd7 [12...Be7 13.Qh5 0-0 14.Bc2] 13.Ng5 0-0-0 14.Nxe6 fxe6 15.g4 Nfh4 16.f4

9. Be4

9. .. f5 with an exclamation mark by the Halloween father Steffen A. Jakob
10.Bf3 Nh4

10. .. Bb4 11.0-0 N8e7 12.Ne2 Be6 13.c3 and again : does white has enough compensation with two pawns ?

10. .. c5! is also a strong move 11.Nd5 N8e7 12.Bg5 Be6 13.c4 cxd4 14.Qxd4 Nc6 15.Qc3 and Black was winning in *keiserpaul(2014)-bishop_vlad(2314),gameknot,2003,0-1(23)*

In any case the logical 11.0-0 fails on 11...Nxf3+ 12.Qxf3 Qxd4 13.Bg5 Qg4 *keiserpaul-wagnerow,gameknot,2002,0-1(41)*. Better for white is *Antonio Torrecillas* suggestion : 11.d5!? Bb4 (11...cxd5 12.Bxd5 Qa5 13.0-0 Bb4 14.Bg5 Ng6 15.e6 with Bxb7 in the air) 12.d6 Qa5 13.0-0 Be6 (13. .. Nxf3+ 14.Qxf3 Qxe5 15.Bf4 was winning in *lexherman(2224)-felixmiszta(2274),gameknot,2003,1-0(60)*) 14.Bg5 Nxf3+ 15.Qxf3

It's possible to exchange the pawns 10.exf6!? Nxf6 11.Bg5 Bb4 12.Qd3 Bxc3+ 13.bxc3 Kf7 14.0-0 Qd6 15.Bf3 Be6 16.c4 *Brause-Oldtimer,ICS,1997,1-0(40)*

Line D) 7. .. Bb4

D1) 8.Qf3 Bxc3+ 9.bxc3

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Ng8 7.Bc4 Bb4 8.Qf3 Bxc3+ 9.bxc3

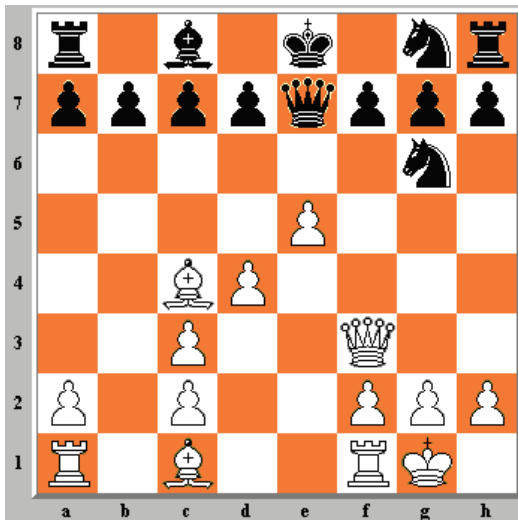
This line is the only one in which White does not score positive (40% according to the "*Gambit-Eroeffnungstabellen*" from *T. Born, 2001*)

9. .. f5

Steffen A. Jakob calls this the Fritz4-Variation and gives it an exclamation mark, which I do not agree with.

after 10.h4 N6e7 the old Brause move was to take the bishop on g8 11.Bxg8 Rxg8 with indeed bad results for White, but 11.0-0 seems to be a better move 11. .. h6 12.Qg3 Kf8 *TJunior46-TFritz5,Blitz25,1-0(75)*

9. .. Qe7



10. 0-0 (diagram) and here we shall consider 6 possibilities

- A) 10. .. Rb8 to push the b5 pawn 11.Re1 b5 (*spear variation* according to *S. Jakob*) 12.Rb1 a6 13.Qg3 Ra8 14.Bd5 Ra7 15.a4 Bb7 16.Bg5 Qf8 17.Bxb7 Rxb7 18.axb5 axb5 19.Ra1 Rb8 *Brause (2530)-MrsLovett (2680), ICC, 1998, 1-0 (35)*
- B) 10. .. Nh6 with a Queen attack on the wing after the preparation move g3 to prevent the Black Queen coming on h4. 11.g3 0-0 12.Qh5 d6 13.Bxh6 gxh6 14.f4 *keiserpaul-raivydas, gameknot, 2002, 1-0 (26)*. This is the classical Brause move, but Wing's suggestion 11.Qd3 is a strong alternative. He analyses 11.Qd3! d6! [11...0-0? 12.Bxh6 gxh6 13.f4 with a strong attack] 12.exd6 [or 12.Bxh6 gxh6 13.f4 dxe5 14.Rae1] 12...Qxd6 13.Re1+ Ne7 14.Qe4 Nhf5 15.g4 Nh4 16.a4 Qd7 17.Ba3 Nhg6 18.h3 or 18.Re3
- C) 10. .. f6! 11.exf6 Qxf6 12.Qh5 Kf8 13.Bg5 Qf5 14.f4 Nf6 15.Qe2 d5 16.Bd3 Qg4 17.Qe3 Ne7 18.Rae1 Qd7 19.Re2 Kf7 20.Bxf6 gxf6 21.Rfe1 Nc6 22.c4 Rf8 23.Qf3 Kg8 24.c3 Qg7 25.Qxd5+ Kh8 26.Re3 Bd7 27.Qh5 Rf7 28.d5 Na5 29.d6 f5 30.dxc7 Rc8 31.Bxf5 Rxf5 32.Re8+ Bxe8 and here 33.Qxf5 Bd7 34.Qxa5 should have led to an equal position. *keiserpaul (2015)-bafverfeldt1981 (2029), gameknot, 2002, 0-1 (34)*
- D) 10. .. c6 11.a4 Nh4 12.Qg3 Nf5 13.Qd3 g6 14.Ba3 Qh4 15.Rae1 Ngh6 16.Re4 Qg5 17.Bc1 Qh5 18.h3 Rg8 19.g4 Qh4 20.g5 Qh5 21.gxh6 Nxh6 *Keiser, P-Agalorian, L, Handel-Tournament, 2001, 1-0 (72)*
- E) 10. .. d5 often leads to an endgame with 3 pawns for the piece, *S. Jakob* calls this the *EinsNull Variante (= One Zero Variation)*. 11.Bxd5 Nh4 12.Qf4 c6 13.Bxf7+ Qxf7 14.Qxh4 Ne7 15.Ba3 Be6 16.Bxe7 Qxe7 17.Qxe7+ Kxe7 *Brause (2635)-Dorobanov (2430), ICS, 1997, 1-0 (42)*
- F) 10. .. Nh4!? is also considered by Schiller ("but i think it has its merits"). There is no practice however, except for 5 Brause games won by black blunders.

D2) 8.Qf3 others

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Ng8 7.Bc4 Bb4 8.Qf3

In most cases the exchange of the black bishop against the white knight at c3 is just a matter of time. But there are a few exceptions.

8. .. d5

9.Bxd5 Qd7 leads to positions with 4 pawns for the piece
10.Bxb7 Bxb7 11.Qxb7 Bxc3+ 12.bxc3 Rd8 13.Rb1 N8e7 14.0-0 0-0 15.Ba3 Rfe8
16.Qxa7 Brause (2705) -oldtimer (2505), ICS, 1997, 1-0 (27)

8. .. Qe7

9.0-0 Bxc3 leads to the same positions as in the 8.Qf3 Bxc3+ 9.bxc3 Qe7 section.

8. .. f6

When after castling the black bishop is not exchanged, the white knight jumps to e4 with good effect

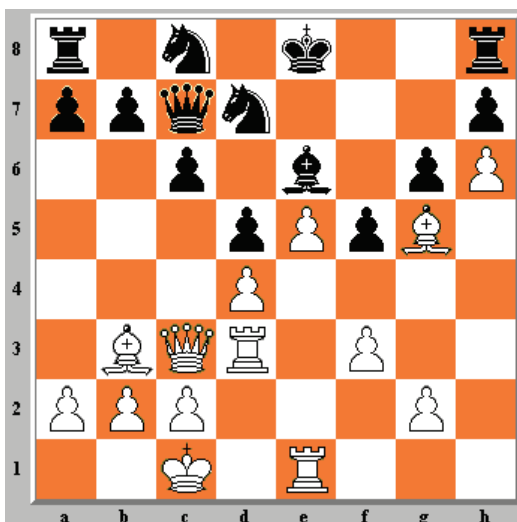
8. .. f6 9.0-0 c6 ?! 10.Ne4 b5 11.Bxg8 Rxg8 13.Qb3 as in *keiserpaul-davism, gameknot, 2002, 1-0 (27)*

9.0-0 Bxc3 10.bxc3 Qe7 leads to the same positions as in the 8.Qf3 Bxc3+ 9.bxc3 Qe7 10.0-0 f6 section but 9.0-0 Bxc3 10.bxc3 d5 11.Bxd5 was 0-1 in *keiserpaul (2014) -urosub (2054), gameknot, 0-1 (37)*

8. .. f5 !

This could be a critical line. *Steffen A. Jakob* gives this move an exclamation mark and called it the *Oldtimer variation*. There are a lot of games in the Braun DB but they do not at all convince me. Black could have played better in a lot of cases as in *Brause (2525) -brit (2075), ICC, 1998, 1-0 (20)*

9.h4 d5 (Schiller suggest 9. .. Bxc3 10.bxc3 d6 "seems solid") 10.Bb3 c6 11.Bg5 Qc7 12.0-0-0 Bxc3 13.Qxc3 Be6 14.h5 Nf8 15.f3 Nd7 16.h6 g6 17.Rhe1 Ne7 18.Rd3 0-0-0 ? .With 18...Nc8 black has a solid position. (diagram)



Deviations on the Main Line :

Deviation A) 6. .. Qe7

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Qe7

7. Bg5 ?

Was played by Brause in his early days. But Black simply gives the piece back with a plus pawn and the better game.

7. .. Nxe5 8.dxe5 Qxe5+ *Brause-OLMECA, ICC, 1996, 0-1 (58)*

7. f4 ?!

After a short while with 7.Bg5 Brause always used to play this line. Practically all games in the Brause DB continue with d6 as in *Brause (2545)-loete (2105), ICC, 1998, 1-0 (33)* 7. .. d6 8.Be2 dxe5 9.fxe5 Nd7 10.0-0 c6 11.Ne4

but also c6 is playable : 7.f4 c6! 8.Be2 Nd5 9.Nxd5 cxd5 10.Qd3 b6 (10. .. f5!) *Brause (2590)-RookieGM (2070), ICC, 1997, 1-0 (33)*

7. Bb5 !

Following amazing analysis is made by *Wind, M-Buecker, S* 7.Bb5 c6 [7...Nxe5 8.0-0; 7...a6 8.Ba4] 8.0-0 cxb5 [8...Nd5 9.Nxd5 cxd5 10.f4 f5 11.exf6 Qxf6 12.f5 Ne7 13.c3 a6 14.Bd3 d6 15.Qb3; 8...Ng8 9.Bc4 d5 10.exd6 Qxd6 11.Ne4 Qc7 12.Qf3 f5! (12...Be6 13.Bxe6 fxe6 14.Ng5 Qd7 15.Re1 0-0-0 16.Nf7) 13.Ng5 Nh6 14.Re1+ Be7 15.Qh5] 9.Bg5 d5 [9...Nxe5? 10.dxe5 Qc5 11.Re1 Ng8 12.Ne4+-] 10.Qd3 a6 11.Rae1 Be6 12.f4 h6 13.exf6 Qd6 14.Rxe6+ Qxe6 15.f5 Qd6 16.Re1+ Kd7 17.Bd2 b4 [17...Nf4 18.Qf3] 18.fxg6 bxc3 19.Qh3+ Kd8 20.Qxc3 fxg6 21.f7 Be7 22.Qb3 Kc8 23.Ba5 Qd7 [23...Rf8 24.Qh3+ Kb8 25.Re6 Qf4 26.Rxe7 Qxd4+ 27.Kh1 Qd1+ 28.Re1] 24.Qb6 Kb8 25.Qxg6 Rc8 26.Bb6

Deviation B) 6. .. Bb4

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4 Ng6 6.e5 Bb4 7.exf6 Qxf6

Eric Schiller : "Black is clearly better, with a significant lead in development and pressure in the center", and, "Black has such a comfortable game that there is no reason to avoid this position".

However, in a game *M.Wind-E.Karstan* there followed : 8.Be3 d5 9.g3 c6 10.Bg2 Bf5 11.Qd2 Qe6 12.h3 h5 13.a3 Bd6 14.0-0-0 0-0-0 15.Na4 with the better game for White. Nor had white problems after 8.Be3 0-0 9.g3 d5 10.Bg2 c6 11.Qd2 in *keiserpaul (1982)-tirelli (1707), gameknot, 2003, 1-0 (27)*

Bb4 and other fifth moves

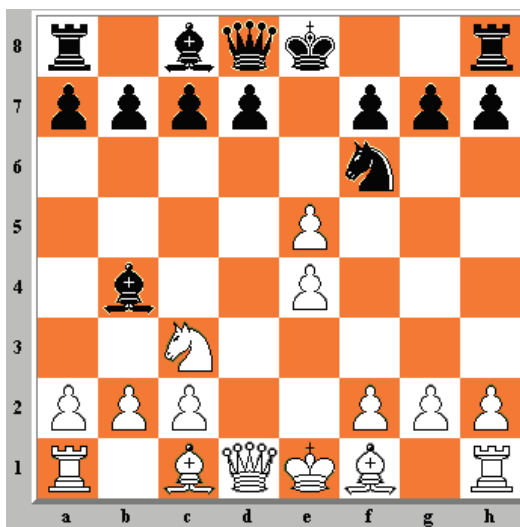
Giving back the piece

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5 Nxe5 5.d4

It often happens that players who are not familiar with the gambit are afraid of the complications and return the piece as soon as possible.

5. .. Bb4 ? 6.dxe5 (diagram)

The Uhl-variation



White can simply take the knight and obtain the better game

6. .. Nxe4

both Qg4 and Qd4 are possible

7. Qg4 d5 lead to animated play in *Keiser,P(1949)-Kooyman(1870),Handel-Tournament,2000,1-0(15)*, White has not to be afraid of the poisoned pawn 8.Qxg7 Rf8 9.a3 there can follow 9. .. Bxc3+ 10.bxc3 Qh4 11.Be3 (11.Bh6+-Collijn) and now Nxc3 is impossible because of 12.Bc5

7. Qd4 Bxc3+ 8.bxc3 d5 9.exd6 *Keiser,P(1950)-Krukowski,M(1980),Handel-Tournament,2000,1-0(20)*

6. .. Bxc3+ 7.bxc3 Nxe4 8.Qg4 d5 9.Qxg7 Rf8 10.Bh6 *Keiser,P - Vansichen,J,Interclubs,2001,1-0(37)*

5. ..Nxe4

is another way to obtain full equality. 6.Nxe4 Ng6 7.Bd3 Be7 8.0-0 d5
Jakob,S(1990)-hamberger(1960),ICC,1998, was 1-0(21) but black could have played better.

5. ..Bd6

also leads to equality. After 6.dxe5 Bxe5 7.Bd3 the position on the board is exactly the same as a well known one with reversed colours after 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4?! Nxe4! 5. Nxe4 d5 6.Bd3 dxe4 7.Bxe4 Bd6

5. ..Neg4 ?!

Black plans a counterattack via Nxf2 (*named The JustInTime variation by S. Jakob*)

6.e5 Nxf2 7.Kxf2 d5 8.exf6 Qxf6+ 9.Qf3 Qxf3+ 10.Kxf3 c6 Black has used all his developed pieces and could not continue his attack, *Brause(2490)-roundball(2620),ICC,1998,1-0(26)*

Another black idea is to win a pawn

6.e5 Qe7 7.Be2 Nxe5 8.dxe5 Qxe5 9.0-0 Bc5 10.g3 but White is well defended and can win the pawn back plus the better pawn structure with Bf4
Brause(2510)-Skydiver(2040),ICS,1997,1-0(12)

5. ..Qe7

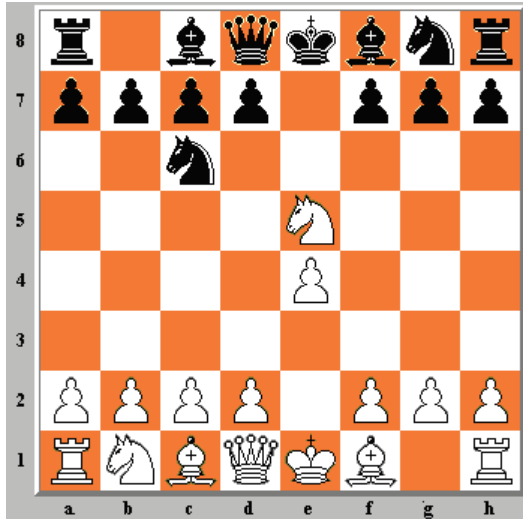
6.dxe5 Qxe5 7.f4 Qa5 8.Bd2 with the better game for White

Similar ideas

We still have to discuss two subjects : The Chicago gambit and the Halloween reversed.

Chicago gambit

1.e4 e5 2.Nf3 Nc6 3.Nxe5 ?



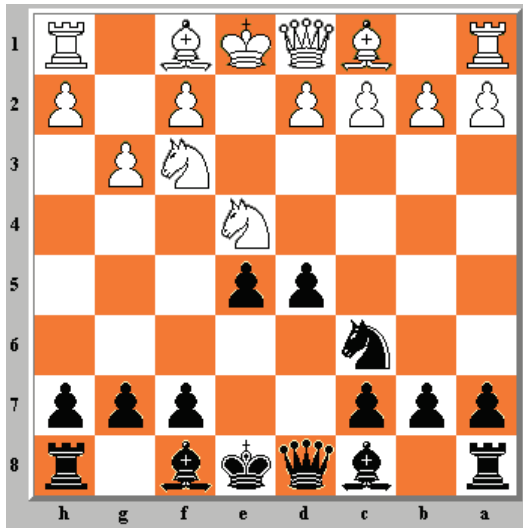
The same idea, but the pawn is taken one move earlier. This cannot be recommended. Contrary to the Halloween gambit, there is not the characteristic Knight Chase by pushing forwards the center pawns. Nevertheless, *Phillips, D-Pillsbury, H, Chicago, 1899*, was 1-0. This is the game :

1.e4 e5 2.Nf3 Nc6 3.Nxe5 Nxe5 4.d4 Nc6 5.d5 Nb8 6.Bd3 d6 7.0-0 Nd7 8.c4 Be7 9.Nc3 Ne5 10.Be2 f5 11.f4 Nf7 12.Bd3 fxe4 13.Nxe4 Bf5 14.Kh1 Bxe4 15.Bxe4 Nf6 16.Bf3 0-0 17.g4 Nd7 18.Be3 b6 19.Be4 Nc5 20.Bc2 a5 21.Rf3 Nh8 22.Rh3 g6 23.g5 Qd7 24.Rh4 Rf5 25.Qg4 Raf8 26.Qh3 Bd8 27.a3 R8f7 28.b4 Nb7 29.Bd2 Qe8 30.Re1 Re7 31.Rxe7 Qxe7 32.Bxf5 gxf5 33.Qxf5 Ng6 34.Rh6 Nf8 35.Qd3 Qf7 36.f5 Be7 37.g6 hxg6 38.fxg6 Qg7 39.Qf5 Nd8 40.Rh3 Bf6 41.Bh6 Qe7 42.Re3 Be5 43.Bg5 Qe8 44.Bxd8 Nxg6 45.Bxc7 1-0

Halloween gambit reversed

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.g3 Nxe4!? 5.Nxe4 d5

The gambit can also be played with the Black pieces. White has not the option of playing his Knight to the Queen side.



We follow *Ivanov,A(2541)-Husari(2301),Boston rapid,2000* : **6.Nc3 d4 7.Nb1** [7.Bg2!? dxc3 8.bxc3 unclear] **7...e4 8.Ng1 d3! 9.c3** [9.cxd3 exd3 (9...Bc5!? 10.dxe4 Qd4) 10.Qf3 Nd4 11.Qe3+ (11.Qe4+ Be7 12.Bxd3 Bf5 13.Qe3 Qd5 14.f3 0-0-0 equal, unclear) 12.Bxd3 Qd7 13.Nc3 0-0-0 14.Nge2 Bc5 15.Qf4 Rhe8 equal, unclear 16.0-0?! (16.Ne4) 16...g5! 17.Qf6 Bh3 18.Nxd4 (18.Bc4 Bxf1 19.Kxf1 Qh3+ 20.Kg1 g4-+) 18...Bxd4 19.Qh6 Bxf1 20.Bxf1 Qf5 21.Nd1 Re1 22.Ne3 Bxe3 23.dxe3 Rdd1-+] **9...Bc5 10.Qh5 Bb6 11.Qh4 Qxh4 12.gxh4 0-0 13.b3 Ne5 14.Na3 Re8**Ⓞ **15.Nc4? Nxc4 16.bxc4 Be6 17.Bg2 Bxc4 18.Nh3 c6 19.0-0 f5 20.a4 Re5 21.Ba3 Rd8 22.Rfb1 Rd7 23.Nf4 Bd8** with advantage for black (Analyse A. Torrecillas)

SOURCES

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