



## C O L U M N I S T S

*The Kibitzer*

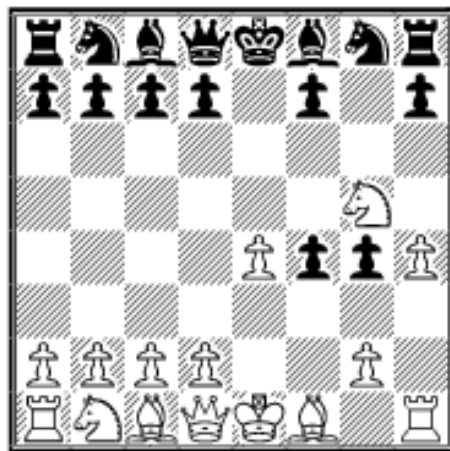
Tim Harding

Last Rites for the  
Allgaier Gambit?

Last month, in 'Not Quite Winning with the Allgaier Gambit', I showed several examples where the gambit succeeded and showed that for blitz and casual play it can be very effective. It is aggressive and has surprise value, but I also expressed some doubts about whether it could really work against good play.

In this, the second of my articles on the ancient Allgaier Gambit, I will look at Black's best defence(s) and at the ways in which he can avoid the main line.

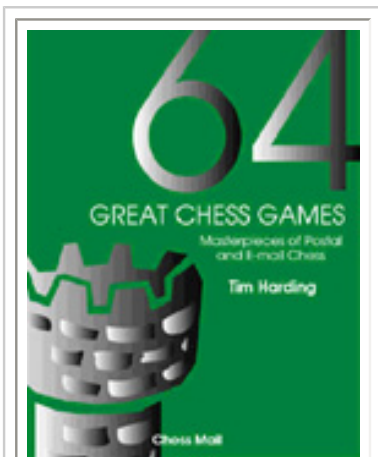
To remind you, the Allgaier arises after **1 e4 e5 2 f4 exf4 3 Nf3 g5 4 h4 g4 5 Ng5!?**



Now if Black plays 5...h6, the Knight has nowhere to retreat but will be sacrificed on f7 where it draws the black King into the firing line. Should Black allow this or not? Can he develop his defenders before White brings major attacking force to bear? The official view is that yes, he can.

In this article I will examine chiefly:

a) One defensive possibility held over from last month, namely the 7 Nc3 d5 line.

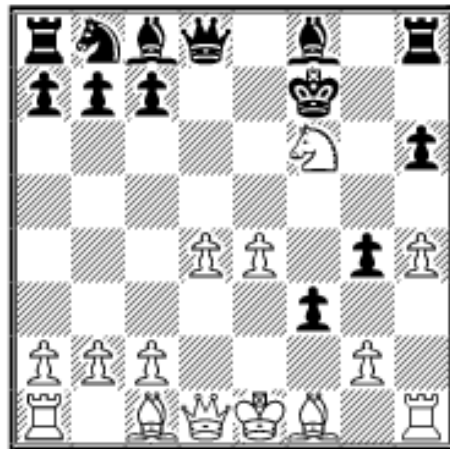


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b) The Hampe-Allgaier Gambit, which can also arise from the Vienna.

c) Other 5<sup>th</sup> moves for Black.

First I want to look at the line **1 e4 e5 2 f4 exf4 3 Nf3 g5 4 h4 g4 5 Ng5!?** **h6 6 Nxf7 Kxf7** when after **7 Nc3 d5** (instead of 7...Nc6) **8 d4** (Estrin & Glazkov; instead 8 Nxd5 Be7) GM Neil McDonald recommended **8...f3 9 Nxd5 Nf6 10 Nxf6**.



Now:

a) Not **10...f2+?! 11 Kxf2 Qxf6+ 12 Kg3! Nc6 13 Bc4+ Ke8 14 e5** when White won in 37 moves in Bosboom-Teichmann, Ramsgate 1984.

b) But simply **10...Qxf6**.

McDonald said in his book on the King's Gambit that this looks at least equal for Black, for example **11 e5 Qf5 12 Bd3** fails to **12...fxg2 13 Rg1 Qf3!** (McDonald). In my database there is a 1996 French postal game, R. Serradimigni-Y.Gobet, where White continued **11 gxf3 Qxf3 12 Bc4+ Ke8 13 Qxf3 gxf3 14 Kf2 Nc6 15 c3 Bg4 16 h5 Na5 17 Bd3 Kd7 18 Be3** and actually won despite being a piece down, but Black played many weak moves. He needs to get developed and gradually undermine the strong white centre.

This variation is an argument in favour of abandoning the traditional Allgaier Gambit and trying to reach the main line via **2 Nc3** instead. So we move on to the main theme of this month's article.

## b) The Hampe-Allgaier Gambit

The Hampe-Allgaier Gambit traditionally arises via the Vienna Game, 1 e4 e5 2 Nc3, but can also be reached by transposition from the Allgaier proper. Nowadays a high proportion of Allgaier Gambit games transpose to the H-A-G at some stage, but the situation is confused in many books and databases by the fact that the true Allgaier is classified by 'ECO' as C39 whereas the lines where both players bring out their queen's knights is C25.

Hofrat Hampe (1814-76) was a prominent Viennese player (albeit probably not of master strength) who undoubtedly had a lot to do with the development and popularisation of both the 3 f4 and the 3 Bc4 lines of the Vienna Game. One of Hampe's ideas was to play a delayed King's Gambit: 1 e4 e5 2 Nc3 Nc6 3 f4. It is a moot point whether this is stronger than the immediate 2 f4, but it certainly has the advantage of avoiding various defensive lines like the Falkbeer Counter-Gambit.

In this section of the article, I will adopt the Vienna move order.

### **1 e4 e5 2 Nc3 Nc6**

Of course Black does not have to play this move, which gives White more gambit possibilities than the alternatives. He can avoid King's Gambit type positions altogether by 2...Nf6, while other moves such as 2...Bc5 and 2...Bb4 are also known.

### **3 f4**

3 Bc4 is the Bishop's Opening, which I have discussed in many earlier Kibitzer articles. White can also play Louis Paulsen's move 3 g3, which looks very modern.

### **3...exf4 4 Nf3**

The hair-raising Steinitz Gambit, 4 d4, is a theme for another day.

### 4...g5

Black defends the gambit pawn. Compared with the regular King's Gambit, where 3...g5 is by no means forced, it is not easy to find a better (or even equally good) move in this situation.



### 5 h4

Hampe himself tried a different method, the so-called Hampe-Muzio Gambit. For example, Hampe-Horsky. Vienna 1856, went 5 Bc4!? g4?! 6 0-0 gxf3 7 Qxf3 Qf6? 8 Nd5 Qd4+ 9 Kh1 Qxc4 10 Qxf4 Nh6 (If 10...f6 then 11 d3 or 11 Nxc7+ with interesting complications.) 11 Qf6! Bg7 (not 11...Rg8? 12 Nxc7 mate) 12 Nxc7+ (not 12 Qxg7?? Qxf1 mate) 12...Kf8 13 Qd6+ Kg8 14 d3 Qd4 15 Qg3 Kf8 16 Bxh6 Bxh6 17 Rxf7+ Kxf7 18 Rf1+ Ke7 19 Qh4+ Kd6 20 Nb5+ 1-0.

However, Black does not have to answer 5 Bc4 in such a reckless way. Playing the calm 5...Bg7, he can head for the safe waters of the Hanstein Gambit.

A better way for White to try to force the pace is the Pierce Gambit, 5 d4. This move takes advantage of the fact that Black has developed his queen's knight to create ideas of a quick d5-d6 advance, which is something that cannot happen in an orthodox King's Gambit. As 5...Bg7 is not good, this means Black cannot reach the Hanstein Gambit.

Maybe we shall come back to the Pierce Gambit in future, in one of next year's columns. If you have played games in this

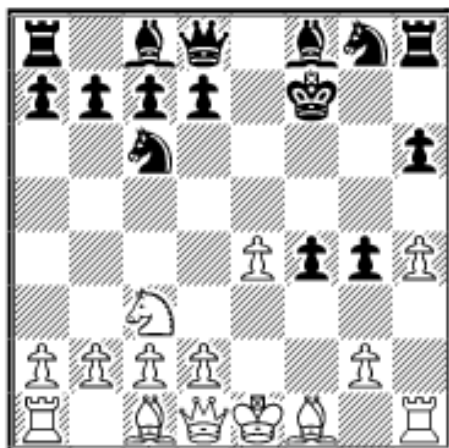
line, please send them in!

### 5...g4 6 Ng5

The most obvious difference — compared with the regular King's Gambit where the knights are at home — is that White cannot proceed as in the Kieseritsky. Black's knight controls the e5 square so 6 Ne5?? is obviously a blunder. If White wants to play 5 h4, he must follow up in Allgaier mode.

### 6...h6 7 Nxf7 Kxf7

When the H-A-G arises via the Vienna, the move order is 1 e4 e5 2 Nc3 Nc6 3 f4 exf4 4 Nf3 g5 5 h4 g4 6 Ne5 h6 7 Nxf7 Kxf7. When the Hampe-Allgaier arises via the King's Gambit, the most common move order to the diagram is 1 e4 e5 2 f4 exf4 3 Nf3 g5 4 h4 g4 5 Ng5!?! h6 6 Nxf7 Kxf7 7 Nc3 Nc6. Another way the diagram position sometimes comes about is via 1 e4 e5 2 f4 exf4 3 Nf3 Nc6 4 Nc3 etc., transposing to the second of those sequences. It can even come about via 2...Nc6.



### 8 d4

Not 8 Qxg4? Nf6 but a possibly superior alternative is 8 Bc4+ (see further on in this article).

The strongest case for White in the H-A-G was made 20 years ago by Estrin and Glazkov, who dug up some old Russian

analysis from the time of Chigorin and improved upon it. They recommended 8 d4 and the game Glazkov won against Soloviev (see Kibitzer 78) has been very influential. More recent books follow their view and there have been some

games that seem to confirm it.

An advantage for White if he learns this line is that he may score some spectacular wins. However, there was also an important postal game, which appears to refute the line advocated by Estrin and Glazkov.

### **8...d5!**

This move is surprisingly not mentioned in Gary Lane's book on the Vienna (page 119). Neil McDonald's book (pages 71-72) recommends 8...f3!? (although he also says 8...d5 should also be good.).

After 8...f3, White can play 9 Bc4+ d5! 10 Bxd5+ Kg7 11 gxf3 but this transposes to the 8 Bc4+ line, considered a little further on. Also if 9 gxf3 we again get the same critical position after 9...Be7 10 Bc4+ d5 11 Bxd5+ Kg7.

Instead, it has been suggested that White can meet 8...f3 by 9 Be3 "followed by Qd2 and castling" according to Mikhail Tseitlin and Igor Glazkov in 'The Complete Vienna'. However, I could not find any practical examples of this.

Black's other possibility, 8...d6, is generally regarded as too passive. Tseitlin and Glazkov cite analysis by German correspondence player and theoretician Jerzy Konikowski: "if 8...d6 then 9 Bxf4 and Bc4+ with a strong attack, e.g. 9...Nf6 10 Qd2 Be7 11 Bc4+ Kg7 12 0-0-0!? Nh5 13 Rdf1 Nxf4 14 Rxf4".

In fact 12 0-0-0 was played in Erdelyi-Betulin, Kiev 1886 and resurfaced a century later in Hellers-Akesson, Sweden 1985. White won both games, which you can find in my download file mentioned at the end of this article.

Gary Lane, in his book 'Vienna Game', recommends meeting 8...d6 by 9 Bc4+ Kg7 10 Bxf4 Nf6 11 Qd2 Be7 (reaching the same position) but now instead of long castling, he cites the postal game J.Lauckner-W.Terpstra, 1988, which ended 12 h5 Na5 13 Bd3 Be6 14 Bxh6+ Rxh6

15 Qg5+ Kf7 16 Qxh6 Bf8 17 Qg6+ Ke7 18 Rf1 1–0.

Also Lane dismisses 8...Nf6 by citing Kogan-Gyimesi where White got the advantage after 9 Bxf4 Bb4 10 Be2 d5 11 0–0 Bxc3 12 bxc3 Kg7 13 c4 Nxe4 14 cxd5 Qxh4 15 dxc6 g3 16 Be5+ Kg6 17 Bh5+ Qxh5 18 Qxh5+ Kxh5 19 Bxh8 and won in 31 moves.

## 9 Bxf4

If this move is after all insufficient, White must look for an alternative but is unlikely to find anything that is any better. There are two possibilities:

a) 9 Nd5?! f3 10 gxf3 Nge7 11 Bc4 Nxd5 is good for Black according to Konikowski, whose analysis was cited by Tseitlin & Glazkov.

b) T&G clutched at straws trying to make 9 exd5!?! work, based on a suspicious improvement upon the 8<sup>th</sup> game of the 1900 Corzo-Capablanca, match:

b1) 9...Qe7+ 10 Kf2 g3+ 11 Kg1 Nxd4 12 Qxd4 Qc5 13 Ne2 Qb6! (not 13...Bg4? 14 Be3 Laquiere-Desmarest, corr 1886!) and now instead of Corzo's 14 Qxb6? they proposed 14 b4! Bxb4 (14...Bg7 15 Qxb6 axb6 16 c3) 15 Be3 fxe3 16 Qxh8 but it probably doesn't stand up to computer examination.

b2) Moreover, Black can avoid the whole line if he wants. In the 'Handbuch', Schlechter gives 9...Nce7 as fully satisfactory for Black:

b21) 10 Bxf4 Ng6 11 Be5 Bg7 12 Bxg7 (12 Bc4 Nxe5 13 dxe5 Bxe5 14 d6+ Kg7 15 Qd5 Bxc3+ 16 bxc3 Qe8+ 17 Kd2 Nf6 or 12 Bd3 Nxe5 13 0–0+ Nf3+ 14 gxf3 g3 favours Black) 12...Kxg7 13 Be2 Nf6 14 Qd2 Nxd5 15 0–0–0 Be6–+ von Bardeleben, *Wiener Partie* page 62.

b22) 10 Bc4 Ng6 11 h5 Nh4 12 0-0 f3μ Schlechter.

## 9...Bb4

Tseitlin and Glazkov say that “Black has a large number of replies at his disposal but not one of them guarantees him a quiet life”. They examine here 9...Kg7, 9...Nge7, 9...Bg7 and 9...dxe4, offering favourable lines for White in each case, but they don't mention that 9...Nf6 is a serious alternative. This is all the more surprising because 9...Nf6 was discussed in the 1982 book by Estrin and Glazkov on the King's Gambit Declined (pages 34-35).

After 9...Nf6 play can go:

a) 10 Nxd5 when:

a1) 10...Bd6!/? (Recommended in the 1986 Vienna book by Konstantnopol'sky and Lepeshkin) 11 Bc4 Be6? (Now Black is probably lost.) 12 0-0 Bxd5 13 exd5 Ne7 (13...Na5 14 Be5 Nxc4 15 Rxf6+ Ke7 16 Re6+ Kd7 17 Qxg4 Rf8 (17...Nxe5 18 Rxe5 mate) 18 Re7+ Kxe7 19 Qe6 mate) 14 Be5 Neg8 15 Qxg4 h5 16 Qe6+ Kg7 17 Rf5 Rh6 18 Rg5+ Kh8 19 Rf1 (N.Down-M.P. Furmston, British Team Ch corr 1993-94); White has strong pressure and soon won.

However, Black went wrong at move 11 in that game.

11...Kg7!/? is critical e.g. 12 Bxd6 cxd6 or 12 e5 Nxd5 13 Bxd5 Bb4+ and Black wins according to Konikowski.

a2) According to German theoretician Jerzy Konikowski, Black missed a win by 10...Nxd5! 11 exd5 Qxd5 12 Bxc7 (12 c3 Bd6!) 12...Nxd4+ but 11 exd5 in that line is a blunder. White should play 11 Bc4 (as in Pillsbury-Winkler, Vienna 1902, where White won quickly after poor defence). This line seems unclear.

b) 10 Bd3 is perhaps a little better, but with the best defence White can only



hope to grovel a draw. After 10...dxe4 11 Bc4+ Ke8 12 d5! Black should neither play 12...Ne7? 13 Nb5! (and White won in Romashkevich-Kolenko, corr 1895) nor 12...Na5? (also good for White in Romashkevich-Shabelsky) but 12...Bd6!, which is not mentioned in most books but was recommended by Konstantinopolsky & Lepeshkin. For example, 13 Bxd6 ("On any other reply the black Knight occupies a strong post at e5" – say K&L, confirmed in H.P.Bennett-Mulenko, corr 2000) 13...Qxd6 14 dxc6 Qg3+ 15 Kd2 (15 Kf1? Rf8) 15...Qf4+ and the Russian analysts say "Black is guaranteed at least a draw". Indeed after 16 Ke1 or 16 Ke2 Black has various possibilities to avoid the draw, e.g. 16...Qe5 or 16...e3.

c) Another approach for White is 10 e5!?, which has been suggested recently by Shulman and Kapengut but was examined by top players of 100 ago. After 10...Nh5 11 Be2 Kg7! 12 Qd2 Be7 13 0-0 Bxh4 White's attack proved insufficient in Henika & Goncharov (consulting) v Chigorin, Moscow 1901: 14 Bh6+ Rxh6 15 Rf7+ Kxf7 16 Qxh6 Ng7 17 Rf1+ Bf5 and Black won. The young Alexander Alekhine won one of his early postal games a few years later by following this example.

d) Finally after 10 Be2 Black has 10...Bb4 11 0-0 Bxc3 12 bxc3 Kg7 transposing to the main line below. So it is understandable that White would prefer 9 Bxf4.

## 10 Be2

Tseitlin and Glazkov also give 10 Bb5 Bxc3+ 11 bxc3 Nf6 12 0-0 Kg7 with a long variation leading to equal chances. If that is the best White can get, it is hard to recommend this gambit.

## 10...Bxc3+ 11 bxc3 Nf6 12 0-0 Kg7 13 c4

This is the critical move according to Estrin/Glazkov, following old Russian analysis by Dr V.Trumberg, which was sent to Chigorin and analysed by him in 1893. The 10 Bb5 line also stemmed from Trumberg and these lines were rediscovered by Glazkov.

The line with 10 Be2 and 13 c4 is usually reckoned to be the

critical line of the H-A-G but in the postal game Wayne Rohricht (USA)-Fernando Ivanez Rico (Spain), USA-Spain corr match, 1985, Black defended much better than in the books! Needless to say, if you show the critical positions to a computer engine like Deep Fritz7, it prefers Black. In this case, I think the computers are probably right.

### **13...Nxe4!**

This is the critical line. In my previous article, we saw 13...dxe4 fail in the game Glazkov-Soloviev. Danish reader Torben Guldberg thinks he has found improvements for Black there.

After the further moves 14 d5 Ne7 15 Be5 Rf8 16.Qd4 he says “I think that 16...Nf5 is good here, and perhaps better than 16...Ng6”. This is an interesting idea but White gets a dangerous attacking position by 17 Qxe4 Ng3 18 Qe3 Nxf1 19 Rxf1. Although White is a rook down, he has a strong pin at f6 and threatens Qe4 followed by Bd3 and Qg6+ or Qh7+. The position after 19 Rxf1 is not one I would care to defend; the aggressive computer program Junior7 likes White here and I think that quite probably Black is lost.

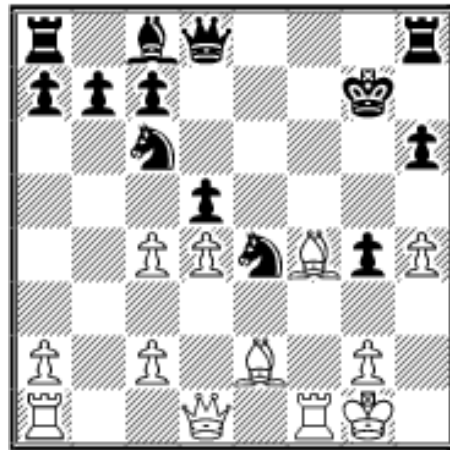
Mr Guldberg’s second idea is much better. He would follow Soloviev for a few more moves (16 Qd4 Ng6 17 Bxf6 Rxf6 18 h5 Nf8 19 Rf4) but now play 19...Ne6. He writes: “After the forced 20 Qxf6 Qxf6 21 Rxf6 Kxf6 22 Rf1+ (or 22 dxe6 Bxe6) 22...Kg5 23 dxe6 Bxe6 I believe that Black, in the long run, has a won ending. What is your opinion on that?”

Since Black has, quantitatively and qualitatively, the better pawns in that line, he probably is indeed winning and it is hard to understand why Glazkov, Soloviev and others have not seen 19...Ne6, which computers rapidly suggest; it’s a simple fork taking advantage of the fact that White’s d-pawn is pinned. Actually, 20 Qxf6 is not a forced reply but after

20 Rxc4+ Ng5 I don't see a good continuation for White, e.g. 21 Rf4 Qd6 22 Raf1 fails to 22...Nf3+.

It seems that 19 Rf4 is after all not a good move. Instead White's objectively best continuation is 19 Qxe4, with roughly equal chances.

Anyway, this is all academic because 13...Nxe4 leads to a win for Black!



### 14 cxd5

In view of Black's improvement in this game, 14 Bxc4 is a Rohricht suggestion to opt out of analysed line by removing Black...Qh4,...g3 mate threat. His analysis follows 14...Qxh4 (14...Nf6 15 Bf3 idea 16 cd Nxd5 17 Bxd5 Qxd5 18 c5 Qxc5 19 d5 Rd8 20 Qh5; 14...Rf8 15 Bxc8 Rxc8 16 Qh5 Qf6 17 cxd5) 15 Bxc8 Rhxc8 16 cxd5 Ne7 17 Be5+ Kh7 18 Rf4 Qg5 19 Qd3±.

### 14...Re8!

This is an important novelty, because it nullifies Be5+ and intensifies the...Nc3 threat.

Previously theory considered:

a) 14...Nc3? was the move suggested by Russian amateur Trumberg in his letter to Chigorin. Estrin & Glazkov proved a win for White, for example 15 dxc6 Nxd1 16 Be5+ Kg6 (16...Kg8 also loses as in a US postal game Haag-Hucks: 17 Bc4+ Kh7 18 Rf7+ Kg6 19 Rg7+ Kf5 20 Rxd1 bxc6 21 Rf1+ Ke4 22 Re1+ Kf5 23 Bd3+ 1-0) 17 Bd3+. Black actually resigned here in Minakov-Borisov, Estrin Memorial, corr 1995 — probably after discovering he had fallen into published analysis!

For example, 17...Kh5 (If 17...Bf5 18 Rxf5 Qxh4 19 Rxd1) 18 cxb7 Bd7 (If 18...Bxb7? 19 Rf5+ wins and 18...Be6 has also been tried without success.) 19 bxa8Q Qxa8 20 Raxd1 Rf8 21 Rxf8 Qxf8 22 Rf1 Qe8? 23 Bg3 Qg8 24 Re1 1-0 T.Laesson-K.Kakhiani, Zheleznovodsk 1987. Here 22...Qb4 is better, but instead of 23 g3? c5! 24 Be4 cxd4 25 Bd5 Be8 26 Rf5+ Kg6 27 Rf6+ which leads only to a draw (Trumberg), Igor Glazkov found 23 Bg3!+- threatening Re5 and winning for White.

b) 14...Qxd5 15 c4 and d5 (Estrin & Glazkov) is also supposed to be good for White.

c) 14...Qxh4!/? is however playable because after 15 dxc6 (the supposed refutation): Black need not go down the losing line 15...g3 16 Be5+ Kg6 17 Bh5+! (Estrin & Glazkov). Instead Black can transpose to the text by 15...Re8!.

Konikowski pointed out this possibility, which was added as an Editor's Note in the Tseitlin/Glazkov book, but essentially the same idea had already been found by Spanish master Ivanez Rico in the present game. This refutation of the H-A-G has apparently been overlooked by all authors of King's Gambit and Vienna books up to now. Rohricht was a bit unlucky to walk into it.

### **15 dxc6**

White sets a trap since if 15 Bxg4 Nc3 (15...Qxd5 is probably good enough too.) 16 Qd3 Nxd5 and Black is winning.

### **15...Qxh4**

White had hoped for 15...Nc3?! 16 Bxh6+!, which is unclear.

## 16 d5

16 Bxg4 Bxg4 17 Qe1 Qxe1 18 Raxe1 bxc6 was an old failed attempt of mine to make this line work.

Or if 16 cxb7 Bxb7 (16...g3 17 Bxg3 Nxc3 18 bxa8=Q Rxe2 19 Rf7+!+-) 17 Bxg4 Nc3 Black is clearly better (Shulman & Kapengut).

## 16...g3 17 Qd4+ Nf6 18 Rfe1

Or 18 Rf3 Qh2+ 19 Kf1 Qh1+ 20 Qg1 Qxg1+ 21 Kxg1 Rxe2.

## 18...Qh2+ 19 Kf1 Re4 0-1.

This means that the line advocated by Glazkov is busted. However, there is one other possible approach for White; at move 8 he can give a bishop check. This possibility was revived by a game at the 1997 Ubeda open in Spain and Black has yet to demonstrate a refutation.

So the following must be White's last chance in the Hampe-Allgaier.

### *Yury Shulman – David Marciano Ubeda 1997*

**1 e4 e5 2 Nc3 Nc6 3 f4 exf4 4 Nf3 g5 5 h4 g4 6 Ng5 h6 7 Nxf7 Kxf7 8 Bc4+ d5 9 Bxd5+ Kg7 10 d4**

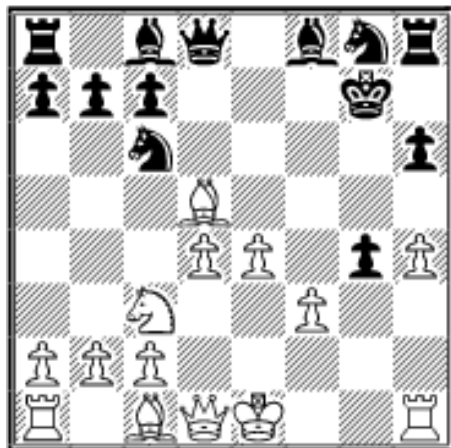
This is probably the final attempt to breathe life into this gambit.

## 10...f3

Shulman-Marciano, Ubeda 1997, instead continued 10...Nf6 (recommended years ago in *New In Chess Yearbook 8*) but after 11 Bxf4 Bb4 12 Bxc6 bxc6 White found the simple new move 13 0-0! (13 Be5 Bd6! 14 Bxf6+ Qxf6 15 e5 Qf4!) and matters were not so easy for the defender. The

continuation was 13...Rf8 (13...Ba6? 14 Be5) 14 Qd2 Ng8 15 Be5+ Kh7 16 Rxf8 Qxf8 17 Rf1 Qe7 18 Qf4 Be6 19 Nd5!! Bd2 (If 19...cxd5?! 20 exd5 Bf7 21 Qxf7+ Qxf7 22 Rxf7+ Kg6 23 Rxc7 Kf5 24 c4 and White's pawn will win the game.) 20 Qxd2 cxd5 21 Qf4 c6 22 exd5 cxd5 23 c4 Qd7 24 h5 Ne7 25 Qf6 Rg8 26 Qf7+ 1-0.

## 11 gxf3



## 11...Be7!

The normal anti-Allgaier plan for Black would be 11...Nf6 but here it does not work because Black lacks control over d5. Therefore White can play 12 fxc4 and if 12...Bxc4 he has the pin 13 Rg1. Instead of 12 fxc4, Joe Gallagher's book quotes a Tarrasch suggestion 12 Bf4 Ne7 13 Be5 Ng6 14 f4! with a dangerous attack.

Instead, in Gallagher-Hresc, Geneva 1991, Black played 11...Bb4? and after 12 Be3 Nf6 13 Bc4 Qe7?! 14 Qe2 gxf3 15 Qxf3 Bg4? (better 15...Ng4) 16 Rg1 h5 17 e5! White won a miniature.

GM Neil McDonald recommended the move 11...Be7 in his King's Gambit book "to disrupt the smooth build-up of White's game". In fact this move may have first been suggested by GM Glenn Flear in *British Chess Magazine*.

Gallagher gives 11...Be7 12 0-0 Bxh4 13 f4 (not 13 fxc4 Nf6) and says "the position is very hard to assess". After 13 f4 McDonald analysed 13...Nf6 14 Be3 Re8 when he reckons Black has a clear advantage with a safer King and White's centre vulnerable (15 Qd3 Nb4).

This all remains in need of tests. So far I have seen no games with 12 0-0 Bxh4 (instead Black has played 12...Nf6 and lost) but I have seen two amateur games in which White played 12 h5 instead, which has not been mentioned in any book as yet, scoring a win and a draw. However, computers are not very impressed with 12 h5.

It remains to be seen whether 8 Bc4+ can be made viable for White.

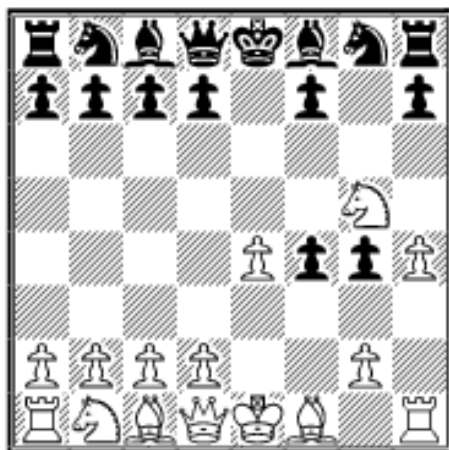
## b) Other Fifth Moves for Black

Now it is time to see what Black might do at move 5 instead of provoke the knight sacrifice.

**1 e4 e5 2 f4 exf4 3 Nf3 g5 4 h4 g4**

Reader John Storm took me to task for only saying (last month) that White has a clear advantage in the line 4...f6? 5 Nxg5! f6? 6 Qh5+ when actually he has a forced win, but I was only quoting GM Schlechter. I did not look at the line myself because nobody these days would be stupid enough to play an ugly move like 4...f6, let alone follow it up with the blunder 5...fxg5.

### 5 Ng5!?



In the 8<sup>th</sup> edition of the *Handbuch*, GM Karl Schlechter wrote (page 676):

“The defence of the Allgaier move gives the second player not the slightest difficulty, if he does not play for material advantage but instead seeks a superior position”. He then

recommends the logical developing move 5...Nf6. On the other hand, Schlechter goes on to say, “the acceptance of the Knight sacrifice brings White a strong attack which in practical play offers many chances”.

The book by Neil McDonald seems to be the only one to discuss this in any detail. Most King’s Gambit books are dismissive of the Allgaier and the Vienna books don’t cover this move as it cannot arise from the H-A-G.

### 5...d5!?

This move (first mentioned by Ponziani) has attracted some attention in the past decade although formerly it was not believed good.

5...h5? is not the kind of move one expects to see in the 21<sup>st</sup> century. A variation from Allgaier himself went 6 Bc4 Nh6 (6...d5 7 Bxd5 Nh6 8 d4 Bd6 9 0–0 f6 10 Ne6 Schlechter) 7 d4 f6 8 Bxf4 fxg5 9 hxg5 Nf7 (9...Ng8 10 Be5) 10 g6 Nd6 11 Bxd6 cxd6 (11...Bxd6 12 g7) 12 Bf7+ Ke7 13 Nc3 Qa5 14 Qd2 and Schlechter continued the analysis 14...Bh6 15 Nd5+ Qxd5 16 exd5 Bxd2+ 17 Kxd2 Kf6 18 Rae1 with clear advantage to White. Black's queenside pieces are unable to assist in the near future.

It is still too early for 5...f6?, which was mentioned as a possibility by A.P.Korolev, in Shakhmatny Bulletin 3/1990. White replies 6 Qxg4! when 6...fxg5 7 Qh5+ Ke7 8 Qxg5+ Ke8 9 Qe5+ wins for White as in the 4...f6 line. K.Masla-E.Vlasov, Chigorin Memorial, St Petersburg 2000, went 6...h5 (If 6...Ne7 7 Qh5+ Ng6 8 Nxe7 Kf7 9 Qd5+ Kg7 10 Nxf8 etc – Schlechter) 7 Qf5 fxg5 8 Qg6+ Ke7 9 Qxg5+ Ke8 10 Qe5+ Qe7 11 Qxh8 Nf6 and Black had no compensation for being the exchange down (1-0, 31). Schlechter's old analysis had gone instead 11...Qxe4+ 12 Be2 Qxg2 13 Qxh5+ Kd8 14 Qg5+ Qxg5 15 hxg5 with a winning endgame for White.

Schlechter favoured 5...Nf6!?, which he first analysed in the 'Deutsche Schachzeitung' 1909, after which it was tested in some master games before World War I. It has not been seen much in recent times, although it is safe and logical. The main line goes 6 e5 Qe7 (This is also a good answer to 6 d4 or 6 Bc4.) 7 Qe2 Nh5 and now:

a) 8 d4 d5! 9 exd6 (9 Nc3 c6) 9...Qxe2+ 10 Bxe2 Bxd6 with a safe edge for Black according to Schlechter.



b) Schlechter said that 8 Nc3 would be refuted by 8...Ng3 followed by...Qxe5+ but a game involving a Chess Café writer went as follows. R.Forster-R.Fyllingen, European Junior Ch 1992, continued 8 Nc3 Ng3 9 Qc4! Qxe5+ 10 Be2 d5 11 Nxd5 Bd6 12 d4 Qxe2+ 13 Qxe2+ Nxe2 14 Kxe2 Bf5 15 Ne4 Bxe4 16 Nf6+ Kd8 17 Nxe4 Re8 18 Kd3 Nc6 19 c3 f5 20 Nxd6 cxd6 21 Bxf4; White has regained his gambit pawn and went on to win in 87 moves. At first I thought 10...Bc5 was an improvement but it's messy because of 11 Rf1! Nxf1 (Maybe 11...f3 is a bit better.) 12 Qxf7+ Kd8 13 Qh5 threatening Nf7+. However, it seems to me that Black would have been winning if he had played 9...Nxb1 (instead of...Qxe5) and if 10 d4 (10 Nd5 Qxe5+) 10...b5 11 Nxb5 Na6.

Returning now to **5...d5**, White has two principal replies:

a) 6 exd5 (the only move mentioned by McDonald) is insufficient to give White an advantage after 6...h6! (The earliest game I found with this was Anderssen-Mayet, 1855!) and now the question is whether or not White should give a Queen check.

a1) 7 Qe2+ Be7 8 Ne4 f5 9 Nf2 ("pusillanimous" says McDonald) 9...Nf6 10 d4 0-0 11 Bxf4 Nxd5 12 Qd2 Nxf4 13 Qxf4 Kg7 is equals according to ECO, but Black was better in Dus-Hotimirsky v Bronstein, Moscow 1954). Then 41 years later, 9 Nbc3!? was tried in A.Neffe-Bronstein, Wrexham 1995. This enterprising sacrifice led to unclear complications and a draw; the game is in McDonald's book.

a2) 7 Ne4!? f5 (7...Be7 8 d4 Bxh4+ 9 g3 fxg3 10 Bg2 is also unclear) 8 Nf2 Nf6 9 c4 Be7 10 d4 Nh5 11 Nd3 Bxh4+ 12 Kd2 Ng3 13 Rg1 Qf6 14 Kc2 Qxd4 15 Bxf4! 0-0! 16 Bxg3 Bxg3 17 Rh1 Kg7 18 Nc3 Na6 19 Rc1 Bd7 20 Qd2 Qf6 21 Ne2 Bd6 ½-½ V.Malinin-V.Balashov, corr 1986.

b) 6 d4 is critical but probably unsound. Black can provoke the Knight sacrifice a move later than in the main lines.

b1) 6...h6 7 Nxf7 Kxf7 is a direct transposition to the line 5...h6 6 Nxf7 Kxf7 7 d4 d5 considered in the previous Kibitzer article (Gunsberg-Ballard etc)).

b2) The ugly 6...f6 is not good earlier but seems strong now. If 7 Nh3? because of 7...f3! 8 Nf4 dxe4 (Monin-A.Korolev, 17th USSR Corr Ch 1986-88) while 7 Bxf4 (known since a game that Chigorin won against a Cuban amateur called Fernandez) is dubious. The disparity of strengths between the players means that game cannot be taken seriously. Black need not take the knight at once, but can first play 7...Bd6 8 e5 fxg5 9 hxg5 Bf8 (analysed by V.B.Malinin) or 7...Ne7.

## Conclusions

In some books, the Hampe-Allgaier is said to be a better bet for White than the “pure” Allgaier but this does not seem true. In fact, going the Hampe route may be Black’s best chance once he has played 5...h6. My examples seem to confirm the view expressed long ago by GM Paul Keres and quoted by A.M. Konstantinopolsky and V.Lepeshkin in their book on the Vienna.

“The Hampe-Allgaier-Gambit is unplayable for White,” wrote Keres. “Black’s defensive task is even easier than it is in the case of the fully acceptable Allgaier Gambit”. I agree with the first of those statements but not the second.

For those defenders not wishing to take so many risks, the quieter 5...Nf6 also seems playable, while 5...d5 leads to a sharp struggle which may not have been studied by White as deeply as the main lines.

It does not seem very likely to me that either the pure

Allgaier or Hampe-Allgaier can be revived for White.

## Study Material

I have compiled a database of Allgaier Gambit games which can be downloaded from my website. I will leave this database up for a week years into the new year. If you have any Allgaier or Hampe-Allgaier games which are not included, I should be obliged if you would send them to me.

The URL is:

<http://www.chessmail.com/games/freegames.html>.

I should like to conclude by wishing all readers a Happy Christmas and a prosperous new year. The Kibitzer will return on the second Wednesday of January with our traditional look back to the past century.

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