

Impressions of *Chess Informant* 83 (EE) and a look at The Best Novelty of *Chess Informant* 82
 GM Mikhail Golubev

Yesterday I was very happy to receive *Chess Informant* 83, Electronic Edition.

Chess Informant (or *Informator*) is a unique chess publication that is published three times per year (it was two times per year formerly). In each issue, all the important new games are annotated by the world's best players (Kasparov, Kramnik, Anand, etc. – I think that all today's elite players cooperate with the *Chess Informant*; for example you can see the list of Contributor's of the last Volume at [Chess Informant website](#)), and *Chess Informant* also accepts and publishes games of much weaker players (such as GM Golubev) in these rare cases if they have something to tell and show. From the beginning, *Chess Informant* developed its famous Code System (also known as *Chess Informant* Style annotations) where symbols in chess annotations are used instead of words, that reduces the size of the same annotations dramatically and makes it possible to understand annotated games for players all over the world.

I became familiar with *Chess Informant* a few years after I started to play chess (therefore, about 20 years ago), and there were obviously no electronic editions at the time. The former Soviet Union was the biggest market for the *Chess Informant* books, due to the incredible number of serious players in the country. The price of *Chess Informant* was 10 rubles, not cheap at all (you would not believe me if I told you how long one could survive in the USSR with that money!), and anyway it was not an easy task to buy a book for that official price. Odessa Chess Club received some limited numbers of *Chess Informant*, and there was a special list

of players and coaches of clubs, who had a right to buy a book. Many things have changed since then. At the beginning of the 90s the Soviet Union stopped buying *Chess Informants* (logical, since the country didn't exist anymore), while some people in former the USSR Republics started to sell pirate photocopies of the Yugoslav books (it was impossible to do that in the USSR, and not because copyrights were so much respected, but because organisations were forced to ask KGB permission to make any kind of photocopies – for example Odessa chess club required special permission to multiply empty chess crosstables, letters to the participants of correspondence tournaments and other similar things). Lately, I haven't seen *Informant* photocopies in the Ukraine (People found some better ways to make money), and original *Informant* publications are still very difficult to buy in my country.

Yes, everything flows and changes, and recently well annotated games on the Internet started to appear sometimes here and there, but *Chess Informant* still keeps its unique position as the magazine that provides annotations to all the top games (*another famous publication, New in Chess, works in a different way, they provide detailed surveys of specified popular opening variants, not trying to include all the important new games of all the opening*), and if you wish to download free annotations from web sites, then you will need probably many many hours to collect material that will even compare in value with a single *Informant* issue, while the content of some sites such as KasparovChess.com has already stopped being free of charge. The information boom made it tempting for some serious players (usually, but not always, the young players) to think that they can now do their opening preparation without a *Chess Informant*, but such an approach can

be strongly punished. The game that I annotated for CT-325 (Smirin 2702 – Grischuk 2661) is a good practical example, where White, was unfamiliar with the latest *Informant* analysis by GM Atalik and lost a game in 22 moves!

So, I return to **Chess Informant 83 EE**, already the third *Chess Informant* that I have received in electronic form. *Chess Informant* announces that *Chess Informant 83 EE* (naturally, the same as the printed version) brings together 584 annotated games and 643 variations from the events held between October 1st, 2001 and January 31st, 2002 (there is also perhaps a few February 2002 games – at least I am sure about my own game against Shirov from the Bundesliga). The following top events are covered: Wijk aan Zee, Erevan Wcht, Leon, Moscow Wch, Pamplona, USA Ch, Wijk aan Zee, Kramnik–Kasparov Botvinnik Memorial match, Ponomariov–Ivanchuk FIDE Final, etc. Leading contributors of issue 83 are Kasparov, Kramnik, Anand, Adams, Morozevich, Ponomariov, Ivanchuk, Shirov, Leko, Bareev, Gelfand, Smirin, Van Wely, Kasimdzhanov, Svidler, Khalifman, Lautier, Dreev, Ju. Polgar, Grischuk, Short, and so on. I don't think that annotations of these players and their games requires any credit from me, so it is better I just try to compare electronic and printed versions. In order to read Electronic Editions customers should download from *Informant* site (or order together with electronic publication on CD) the **Chess Informant Reader** program, an independent product that was developed by the *Informant* team, as I can suppose, in order to protect *Informant* publications from pirate copying (earlier it was possible for some years to buy Informants in the popular ChessBase format, but as I know this practice was terminated by *Chess Informant* a few years ago when their CIReader appeared). Currently the Reader is a good program that allows you to find quickly all what you need amongst *Chess Informant* games.

In many ways, the idea of an electronic book is evidently artificial because, basically, the book is something that you can read in the printed form (at least as I understand the idea). *Chess Informant* is no exception, and it is easier to read it printed, *but only if you have one of the very few issues!* Speaking about multiple issues (e.g. all 83 issues that serious players would love to have), the *Chess Informant* Reader program easily allows users, for example, to search games by position from all 83 Informants with one or two mouse clicks, and I am not sure that chess player's wife would so easily allow him to search a certain chess position among 83 printed books.

Meanwhile, *Chess Informant* has just released its new software, called **Chess Informant Expert**, which is fully compatible with all *Chess Informant* electronic publications, and specially designed to display *Chess Informant* games and trademark sections. Beta version of the *Chess Informant Expert* can be downloaded from www.sahovski.com/expert.htm. CIExpert is an important innovation, since trademark sections include: *The best ten games of the preceding Volume*, *The ten most important theoretical novelties of the preceding Volume*, *Combinations*, *Endings*, *Tournaments* and *The Best of Chess Informant* (the latter section devoted to the games and career highlights of the world champions and greatest players, such as Jan Timman for Volume 83), and there was, unfortunately, no way to read them, using *Chess Informant Reader*. Another important thing is that the new Expert program will work with chess gamefiles in PGN format.

A good surprise for me in the Novelties section – the game **Rogozenko–Filipenko** (*Informant* 82/ Game 383), played in the FIDE World Internet Chess Championship 2001, was awarded the Most Important Theoretical Novelty of the Preceding Volume 82. Seven arbiters (Anand,

Bareev, Benjamin, Jussupow, Lutz, Salov, I.Sokolov) put the Rogozenko game in first place (10 points), and there were also 9 points from Timman, 8 points from Jussupow and 4 points from Beliavsky (who probably knows something special about the particular opening). Generally, quite a good reason to look at the game seriously! I haven't play that opening line before (actually I knew well only the Kramnik–Anand 1997 game, and saw a few other important games occasionally). Nevertheless, I heroically decided to comment this game for Chess Today and at the same time requested by email my good friend, Romanian (ex-Moldovian) Grandmaster Dorian Rogozenko to say a few words about how his novelty was born ..

When I finished with my annotations, I found that Dorian sent us his own detailed notes to the game!. So, I don't see better solution than to ask our technical editor Graham Brown to put both versions in the issue, in order to give readers the possibility to compare an outsider's and insider's guide to the acute Anti-Moscow system and the best *Chess Informant* novelty.

I forgot to tell you that the *best game* of *Informant* 82 is Kramnik–Anand (1–0) from Dortmund 2001, it won in its section much less confidently than Rogozenko's. The game Borovikov–Golubev from Ukrainian Championship 2001 that I lost (and commented in CT–329) took ninth place in the best novelties list, so, OK, maybe games that I annotate here in Chess Today are not always particularly bad.

Outsider

□ **D Rogozenko**

■ **A Filipenko**

WICC www.fide.com, 2001 D43

Notes by GM Mikhail Golubev

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♗c3 e6 5.♗g5 h6 6.♗h4

6.♗xf6 is more popular, but playing like this you can hardly win The Best Novelty prize.

6...dxc4

6...g5 7.♗g3 dxc4 is the less precise move order for Black, but White usually plays 8.e4 anyway.

7.e4

This acute system was employed by Spassky in the 1960s, and later by Kasparov, Kramnik, Topalov and other famous players. Presumably, it can be less profitable for White than the Botvinnik Variation (5...dxc4 6.e4 b5), but, nevertheless, Black can hardly hope for a quiet life.

7...g5

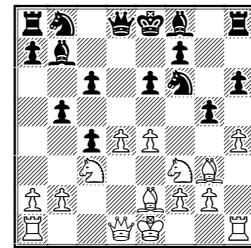
7...b5 8.e5! transposes to the Botvinnik Variation: 8...g5 9.♗xg5 hxg5 10.♗xg5 ♗bd7, and so on.

8.♗g3 b5 9.♗e2

The main move, but White has several alternatives. E.g., GM Jobava always plays 9.♗e5! here.

9...♗b7

And this is Black's main answer that leads to a critical crossroad.



10.h4

An extremely fashionable idea, introduced by A.Khalifman 1998. 10.e5!? ♗h5 (♘10...♗d5! Kasparov–Tal., Moscow IZ 1982) 11.a4! a6 12.♗xg5! ♗xg3 13.♗xf7 ♗xf7 14.fxg3 ♗g8! 15.0–0 ♗d7 16.♗g4 ♗e7 17.♗e4 ♗h7 18.♗d6 ♗b8 19.b4? (19.axb5 cxb5 20.♗xb7 ♗xb7 21.♗xa6 ♗b6 22.♗xb6 ♗xb6 23.♗f6± Kramnik, later it occurred in Ward–Grabliauskas, Copenhagen open 1998.) 19...h5! 20.♗h3 ♗h6! 21.♗h1 ♗g5 22.♗c2 ♗g7 23.♗e2 ♗a8! 24.♗xh5 ♗f8 25.♗e4 c5 26.♗xg5 ♗d5!!± Kramnik–Anand, Belgrade 1997; 10.♗e5!? is Topalov's speciality; 10.0–0, the old speciality of Ruslan Sherbakov, is somehow out of fashion now. An example: 10...♗bd7 11.d5!? cxd5 12.exd5 ♗xd5 13.♗xb5 a6 14.♗bd4 ♗g7 15.♗xc4 0–0= Shirov–Kramnik, Frankfurt rpd 1996.

10...b4

In featured game Rogozenko delivered a serious blow against this tempting move. 10...g4 11.♖e5 is alternative, where 11...h5!? was the last Dreev's choice: 12.0-0 ♖bd7 13.♖c2 ♖xe5 14.♗xe5 ♗g7 15.♟ad1 0-0 16.f3 ♖h7 17.♗xg7 ♖xg7 18.fxg4 ♖xh4 19.gxh5 ♖g5 20.♖d2 ♖h3+ 21.gxh3 ♖g3+ 22.♖h1 ♖xh3+ 23.♖g1 ♖g3+ 24.♖h1 ♖h3+ ½-½ Van Wely-Dreev, Wijk aan Zee 2002 - in fact nothing really new since Van Wely made a draw in the same way two years earlier, against Lautier.

11.hxg5!?

11.♖a4 ♖xe4 12.♗e5∞ led to double-edged play in several important games; I.Sokolov-Dreev, Dos Hermanas 2001 was commented in CT by Ruslan Sherbakov.

11...bxc3 12.bxc3!

(According to Se.Ivanov, this idea was first proposed by GM Igor Zaitsev) After 12.gxf6, the following confident win by GM Dreev had a wide publicity in the chess world: 12...cxb2 13.♟b1 ♖a5+ 14.♖d2 c3 15.0-0 ♗a6 16.♖b3N (16.♖c4 ♖xa2 17.♖e3 ♗xe2 18.♖xe2 ♖d7 19.d5 with some counterplay for White occurred in Yuferov-Sveshnikov, Chigorin Mem St. Petersburg 2000) 16...♖xa2 17.♖c5 ♗b5 18.♖c2 ♖a3 19.♟fd1 ♟g8 20.♗xb5 cxb5 21.♖e2 ♖b4 22.♖xe6 ♖c4 23.♖c7+ ♖d8 24.♖h5 ♟g5 25.♖h3 ♟xg3 26.♖xg3 ♖xc7 27.♖g8 ♖d7 28.♖xf7 ♖c4 29.d5 ♖xe4 0-1 Atalik-Dreev, Sarajevo 2001

12...♖xe4

12...♖fd7!? should leave White with promising compensation for a knight.

13.♗e5 ♟h7

13...♖xc3!? was proposed by Rogozenko (as the last Black's chance?).

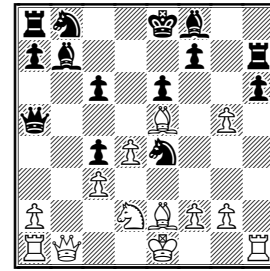
14.♖b1!!N

14.♖c2?∞ occurred in Se.Ivanov-Potkin, Chigorin Mem St. Petersburg 2000.

14...♖a5

14...f5 15.gxf6 ♖d5 (15...♖a5 16.♖d2 transposes to the game) 16.♖d2, with a big advantage.

15.♖d2!!



And this is a real and killing novelty. 15.0-0 ♖xc3! 16.♖xb7 ♖xe2+ (check!) 17.♖h1 hxg5+ (check!) 18.♖h2 ♗d6! (this saves a rook) 19.♗xd6 ♖d8-+ was given by GM Se.Ivanov in *Informant* 80.

15...f5

Or 15...♖xc3 16.0-0!!+-; An very nice (for White) line is 15...♖xd2 16.♖xb7 ♖xc3 17.♖c8+ ♖e7 18.♗f6+ ♖d6 19.♖d8+ ♖d7 20.♗e5+ ♖d5 21.♖xd7+ ♖e4 22.♖xc6+ ♖f5 23.♟d1+-, Rogozenko

16.gxf6 c5

Or 16...♖xc3 17.0-0 ♖xd2 18.♖xe4 ♟d7 (18...♟f7+-) 19.♖g6+ ♖d8 20.♖g8+-

17.♖xe4 ♗xe4 18.♗h5+!

The last nuance - White must remove bishop from e2 in order to make this square available for his king.

18...♖d8 19.♖xe4 ♖xc3+ 20.♖e2

And White won easily:

20...♖d3+ 21.♖xd3 cxd3+
 22.♖xd3 ♖c6 23.♗f3 ♟c8
 24.♗xc6! ♟xc6 25.♟ab1 ♗d6
 26.♖e4 cxd4 27.♗xd6 ♟xd6
 28.♟b8+ ♖c7 29.♟hb1 ♟b6
 30.♟8xb6 axb6 31.♖e5 d3
 32.♖xe6 1-0

Insider

□ D Rogozenko

■ A Filipenko

WICC www.fide.com, 2001 D43

Notes by GM D Rogozenko

This game was played in the last round. By making a draw I had a 90% chance to qualify for the World Championship (in the end it turned out that a draw would have qualified me as well). My opponent had an even better situation - by drawing this game he would have definitely qualified among the first 8 places,

thanks to his best Buchholz tie-break. Nevertheless I decided to play for a win.

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 e6 5.♙g5 h6 6.♙h4

I used to play the positional 6.Bxf6, which gives White a slight edge, but Black has a very solid position. In a way I was lucky to meet Filipenko – he always sticks to his openings which he knows very well (he is Alexey Dreev's coach), so I could rightly guess the variation.

6...dxc4 7.e4 g5 8.♙g3 b5 9.♙e2

The sharp Anti-Moscow Gambit is fashionable these days and is a very risky choice for either side. Home preparation and a good feeling of the arising chaotic positions are essential in this opening. White is a pawn down, but he has a strong pawn center and possibilities to break through with the help of d4–d5.

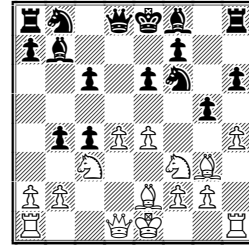
9...♙b7

[9...♘bd7 Playing 9. ... Nbd7 was, for a long time, considered to be a must until the next advance was proved to be unpleasant for Black: 10.d5! I already had experience in this line: 10...b4 11.dxe6 bxc3 12.exd7+ ♙xd7 13.bxc3 ♘xe4 14.♙d4 ♘xg3 15.hxg3 ♙g8 16.♙xc4 ♙g6! A good novelty. The idea is to free the rook before playing Bg7 and Kf8–g8. 17.♘e5 After a long thought I decided that the best chance to keep the initiative is to play a position with opposite-coloured bishops. (17.0–0 ♙g7 ΔKf8–g8.) 17...♙e6 18.♘xd7 ♙xd7 19.♙d1 ♙e7 20.0–0 ♙c5 21.♙g4 ♙d6 (21...♙d8! This would have given better chances to defend. 22.♙xd8+ ♙xd8 23.♙c4 ♙f6±) 22.♙c4 ♙f6 23.♙fe1+ (23.♙e4+ ♙d7 24.♙d4 was right, with a strong attack.) 23...♙f8 24.♙e3

A) 24...♙xg3! We both missed this nice tactical blow. 25.♙xg3 (or 25.♙xg3 ♙f4=) 25...♙xc4 26.♙e5 ♙g7 27.♙f3 ♙e6=;

B) 24...♙d8 25.♙b3 ♙c7? 26.♙xd8+ ♙xd8 27.♙e4 ♙g7 28.♙c2 ♙g6 29.♙e8 ♙f6 30.♙d7 (30.♙e6!) 30...h5 31.♙xg6 ♙xg6 32.♙d3+ ♙g7 33.♙f3 ♙e7 34.♙h2 1–0 Rogozenko–Peng Zhaoqin, Dieren 2001]

10.h4 b4

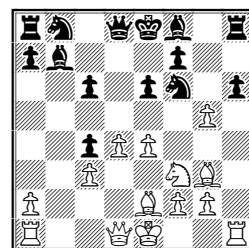


Here we are. This line became fashionable last year, when Dreev achieved two very important wins with it. As I knew Filipenko used to be Dreev's coach, there was definitely a big possibility that he would play it against me. [Below is the game against the Romanian IM Cosma, played in March 2001. During my preparation for it, I discovered the whole idea from my game against Filipenko. But Cosma played 10. ... g4 instead of 10. ... b4, so I had to keep the novelty for 7 months, waiting for a victim... 10...g4 11.♘e5 ♙g8 12.♘xg4 ♘bd7 13.♘xf6+ ♘xf6 14.♙f3 ♙b6 15.♙d2 h5 16.0–0 ♙d8 17.♘e2 c5 18.d5 exd5 19.exd5 ♙xd5 20.♙f4 ♙xf3 21.♙xf3 ♙d3 22.♙f4 ♙e7 23.♙fe1± ♘d5 24.♙e5 ♙b7 25.♙xh5 ♙f8 26.♙ad1! Trading Black's most active piece 26...♙c6 27.b3 ♙g6 28.bxc4 bxc4 29.♙b1± ♙g8 30.♙ec1 ♙e6 31.♙b8+ ♙f8 32.♙e5 ♘f6 33.♙xf6 ♙xf6 34.♙xc5 ♙d6 35.♙xc4 ♙d2 36.♘f4 ♙h6 37.♙c5 ♙g7 38.♙g5 ♙xg5 39.hxg5 ♙b6 40.♙a8 ♙g7 41.g4 1–0 Rogozenko, D–Cosma, I Romanian Team Champ. 2001]

11.hxg5

[11.♘a4 ♘xe4 12.♙e5 ♙g8 13.♙c2 c5 14.♙xc4 g4 15.♙b5+ ♘d7 16.dxc5 b3 17.♙d3 gxf3 18.c6 ♙b4+ and Black was victorious later in this incredible sharp position, Sokolov, I–Dreev, A/Dos Hermanas, (0–1, 31 moves).]

11...bxc3 12.bxc3!



White is a piece down and he is not even thinking yet to regain material! The initiative is more important, but here I would like to explain something. In principle Black's position looks ugly. He has a lot of weaknesses and no safe place for the king. But he has a considerable material advantage and also some possibilities for active play, connected mainly with queen's and knight's actions (Qa5, Ne4). So most important for White is to prevent Black's initiative, not to take material yet. That's why 12.bxc3 is actually a very logical move – it eliminates the potential danger of black queenside pawns. In *Informatory* 80 (which was released in April 2001, if I am not mistaken) I found out that 12.bxc3 was Zaitsev's idea. No doubt about that, but still reading this was a bit painful, cause I came to the same idea myself during my preparation to the above mentioned game v Cosma. It was already then when I discovered the refutation of Black's play, which was demonstrated in this game. [12.gxf6 This is the most natural move, but it gives Black too strong a queenside initiative 12...cxb2 13.♖b1 ♖a5+ 14.♗d2 c3 15.0-0 ♗a6 16.♗b3 ♖xa2 17.♗c5 ♗b5 18.♖c2 ♖a3 19.♖fd1 ♖g8 20.♗xb5 cxb5 21.♖e2 ♖b4 22.♗xe6 ♖c4 23.♗c7+ ♖d8 24.♖h5 ♖g5 25.♖h3 ♖xg3 26.♖xg3 ♖xc7 27.♖g8 ♗d7 28.♖xf7 ♖c4 29.d5 ♖xe4 0-1 Atalik,S–Dreev,A/Sarajevo 2001]

12...♗xe4

[12...♗fd7 is another story. To analyze this position till the end is impossible, so here my verdict was that after 13.Rb1 Nb6 14.a4 or 13.Bxc4 White just has a positional compensation for the piece.]

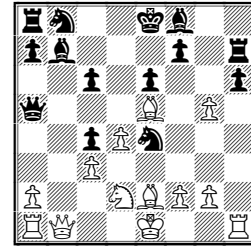
13.♗e5 ♖h7

[13...♗xc3 An important move to consider. Chess computers evaluate the position as winning for Black, but in fact my opinion was that after 14.♖c2 ♗xe2 15.♗xh8 ♗f4 16.gxh6! ♗xg2+ 17.♖f1 Black is lost. The pawn on h6 is simply too strong and there is nothing Black can do about that.]

14.♖b1!N

This is a novelty which brought me the *Chess Informant* first prize. It looks natural, of course, but the problem is that it must be connected with the next move. [White won in the following game, but Black has several possibilities to improve. 14.♖c2 ♖a5 (14...c5!?) 15.0-0 c5 16.♖ab1 ♖xc3 (16...♗c6!? Δ Qxc3.) 17.♖a4+ ♗c6 18.♖xb8+ Ivanov,S–Potkin,V/St Petersburg 2000]

14...♖a5 15.♗d2!!



In the annotations given in *Informant* 80 to Ivanov–Potkin, only the move 15.0-0 is analyzed and the line ends by winning for Black. In fact White is winning by force in all variations, so with 14.Qb1 and 15.Nd2 the evaluation was changed from a losing line in a winning one.

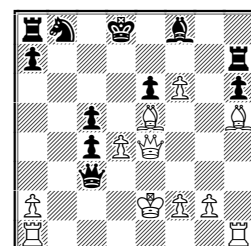
15...f5

The idea of this move is to protect bishop on b7 by the rook. But the pawn on f6 gives White many additional possibilities. In the end this was the pawn to decide the game. [15...♖xc3 16.0-0!+-; 15...♗xc3 16.♖xb7+-; 15...♗xd2 16.♖xb7 ♖xc3 17.♖c8+ ♖e7 18.♗f6+ ♖d6 19.♖d8+ ♗d7 20.♗e5+ time to take material: 20...♖d5 21.♖xd7+ ♖e4 22.♖xc6+ ♖f5 23.♖d1 this is a dream position for White when playing Anti–Moscow Gambit...]

16.gxf6 c5 17.♗xe4 ♗xe4 18.♗h5+

An important check. [18.♖xe4?? ♖xc3+ and Black takes the rook with check.]

18...♖d8 19.♖xe4 ♖xc3+ 20.♖e2





It was only here that my analysis ended. And all this was done in March 2001, the night before my game versus Cosma. Around here Filipenko offered a draw. I felt really sorry for Filipenko, who played a nice tournament and lost his qualification hopes with this game, but of course I could not accept it. I knew I was winning and that's the sport – one wins, another loses – a tough thing... I have been often in my life on the losing side (too often, if you ask me) and there is nobody to blame for that but myself. It's just a game after all, so no tragedy if somebody loses it.

20...♙d3+ 21.♚xd3 cxd3+ 22.♜xd3 ♘c6
23.♙f3

The easiest way is to trade everything.

23...♞c8 24.♙xc6 ♞xc6 25.♞ab1 ♙d6 26.♜e4

The f-pawn will decide the game.

26...cxd4 27.♙xd6 ♞xd6 28.♞b8+ ♜c7 29.♞hb1 ♞b6 30.♞8xb6 axb6 31.♜e5
d3 32.♜xe6 1-0

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