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LOOKING BACK: MY PUBLISHED GAMES 1947-1968 By Vladimir Pafnutieff

(Conclusion: And the Great ONE) (all games and notes recorded and thoroughly researched by J.F. Acers.)

Here is my most famous game and most difficult struggle annotated entirely by young Jude Acers of San Francisco. It was published throughout the world and much analyzed for many years afterward. I believe only Acers has found what really happened in the classic struggle of many years ago! (He used all published annotations of the game and corrects all errors.) I did not play perfectly.

Hollywood International Tournament 1954 Queens Gambit Declined: Manhattan Var.

WHITE: Pafnutieff BLACK: Arthur Bisquiere (US Champ & IGM)

- 1. P-Q4 N-KB3 2. P-QB4 P-K3
3. N-QB3 P-Q4 4. B-N5 QN-Q2
5. P-K3 B-N5! 6. N-B3 P-B4

The manhattan variation and almost never seen today. It was my baby in 1-1969-70 and I won many nice games with it. You must know it cold though.

7. BPxP Best. d5 is weak because the Black QBP can no longer support it. Both Pafnutieff and Bisquiere were born to play their respective positions!

7. KPxP 8. B-Q3 P-B5 The plan: close the center, attack c3 with gusto while Pafnutieff tries to checkmate Grandmaster Bisquiere. The whole variation is forgotten today. Why? 9. B-B2 Q-R4 10. O-O

Kmoch says "This pawn sacrifice is considered to be the main argument against Black's system. But its consequences are complicated, and it is conceivable that Bisquiere chose this defense with some improvement in mind." Right! Black's whole plan is a risky, entirely playable attempt to win and should be useful to add to the student's opening arsenal.

- 10. BxN 11. PxB QxBP
12. R-B1

Pafnutieff innovates and it looks good. Oldie is 12. Q-N1, and on (A) 12., O-O; 13. P-K4, PxB; (13., NxB; 14. B-K7, R-K1; 15. B-N4); 14. B-Q2, Q-R6; 15. B-N4. (B) 12. P-KR3 (Acers and Kmoch); 13. B-B4, Q-R6; with a fight.

12. Q-R6 13. N-K5! P-QN4? Wow. Very risky but Black has played to win a Queen's wing pawn and advance his powerful 3-1 majority there. Kmoch and Vukovic feel 13., Q-Q3 is safer and necessary. (A) 14. B-KB4, Q-K2 (B) 14. NxB, BxN; 15. BxN(?), QxB; 16. P-K4, O-O! when White's initiative vanishes after both 17. PxB, P-QN4; and 17. P-K5 Q-KR3; 18. P-B4, P-B4 (All analysis by Kmoch). But everybody overlooks 13., Q-Q3; 14. NxB, BxN; 15. P-KB3, O-O; 16. P-K4 with a simple crushing middlegame position (Acers). Therefore Bisquiere's selection has to be right-risk with counterplay rather than risk with burial. After 13., Q-Q3; 14. P-KB4 is also good. As played Black gains excellent winning chances in practice. But Pafnutieff rolls.

14. NxB! NxB "14., BxN; 15. BxN, PxB looks bad very bad for Black but offers comparatively better chances"-Kmoch. Decide for yourself. Neither Vukovic, Acers and obviously not Bisquiere consider 14.,

BxN reasonable. Do you?

15. P-K4! P-KR3! 16. B-R4! N-N3! Opening it up is bad news. E.g. 16., PxB; 17. BxP, R-QN1; 18. Q-K2!, O-O; 19. B-K7! (Kmoch).

17. R-K1 O-O 18. P-K5 White appears to have a decisive advantage. He does, Kmoch, Pafnutieff, Vukovic, Bisquiere and ACERS agree on something at last. Mr. Bisquiere, however, forgets that he is suppose to resign here. The immediate 18. R-K3 also wins. 18. N-R5!

A move when there isn't one. 19. R-K3 QxP 20. R-KN3 Q-N7! Black in a lost position creates a subtle trap. White now has elegant forced win totally overlooked in early game commentaries and found years later by Vukovic. White must find this beautiful short mate in six moves or win of Black's queen combs or he cannot win at all. Can you find it? No peeking now!

21. Q-Q2? Looks tremendous but years later we find that White's last costs him a forced win and that Black's counterplay should now be decisive! White could have played 21. R-QN1! (forcing Black's Q to an unprotected square.), Q-R7; 22. B-B6!, P-N3; 23. Q-Q2, K-R2 (forced to prevent mate in 3); 24. BxPch! and wins (Vukovic and Acers).

21. B-KB4! It's hard to believe but Black's advantage-his queenside majority should now decide the game, all published analysis to the contrary.

22. QxP B-N3 23. BxB!! QxPch!!! To force the exchange of Queens but still unbelievable. Naturally not 23., PxB; for 24. White mates in 3. But masters in 1954 considered this just a Bisquiere cheapo in a lost position. It wins by force, but somehow Pafnutieff is in turn not concerned with his lost position. He has seen the text long in advance. And prepared for it well, it seemed then.

24. KxQ After 24. K-R1 Black does not play 24., PxB?; 25. Q-K3, QxQ; 26. RxB, P-N5, but 24., PxB; 25. B-B5ch, QxR instead. 24. PxBch 25. B-B6! Incredible and formerly thought to win. Not so!

25. PxB! 25., RxBch was thought necessary by Vukovic and believe it or not, draws. Here is Vukovic's marvelous analysis which is only one fascination back alley of this terrific struggle.

The main variation is: 25., RxBch; 26. PxB, PxB; 27. RxBch, K-B2; 28. RxB, N-N7!! when White is forced to employ his Queens Rook to advance his KBP on the only open file available (KB1-KB8) due to the threat of 29., N-Q6ch spearing a rook. Therefore: 29. K-K2! (29. R-KB1 just transposes-Acers), P-N5; 30. R-KB1, R-K1ch; 31. K-Q2, P-B6ch; 32. K-B2 R-K7ch; 33. K-N3, N-Q6; 34. R-R7ch, K-B1; 35. P-B7, R-N7ch; 36. K-R4, R-R7ch; 37. K-N5 P-R3ch!; 38. K-B6, R-KB7!; 39. RxB, NxB; 40. KxB (If 40. K-Q6, N-K5ch! actually wins) 40., N-Q6!!!; forces a draw e.g. (A.) 41. K-K6!, N-B5ch; 42. K-B6, N-Q4ch draws by perpetual check.

(B.) 41. P-KN3?!, K-R2!; 42. P=Qch, KxB; 43. R-QB7, P-R4! and now (B1) 44. K-B4, N-B8!; 45. K-N5, P-N6 and White's dead. (B2) 44. K-K4, N-K8!; 45. K-K3, P-R5 and runs for a touchdown too. (B3) 44. K-K6 P-N6!; 45. RxB, P-N7; 46. R-N3, P-R5; 47. R-N8 ch, K-N2 and it's all over now, baby blue. Bisquiere plays a variation which

contains a hidden winning opportunity however. We return now to the exciting adventure how to win by really trying. The hunt has just begun. Both sides strain.

26. RxBch K-B2 27. RxBP P-N5! 28. P-KN4! By giving this A (?) mark + text, Vukovic recommends 28. R-K1 hoping for 28., QR-K1; 29. R-QR1!, P-N6; 30. RxBN, P-N7; 31. RxB, P=Q; 32. R-R7ch with wild hopes. Both sides are in serious time pressure. I'd play Pafnutieff's text in a flash believe me. It's the only chance. tick, tick, tick.

28. P-N6 29. R-R7ch For one thousand dollars: your king has been attacked by a feared attacking US Veteran Master. You are a Grandmaster. Two King moves lose, I draw 1 WINS!! Come on now good reader. Don't be nervous. You've only got 14 seconds though. \$\$\$\$\$\$ M O V E !!

29. K-N1? Ruining his wonderful defense after many hours. Black draws after 29., K-K1; 30. R-K7ch, K-Q1; 31. R-KB7ch (31. RxBch??, RxBch) etc. Black loses with the text and 29., K-K3; 30. R-K7 mate. and Kmoch rejects 29., K-N3 "as Black is then mated" But Black wins with 29., K-N3!!; 30. R-N7ch, K-R3; 31. R-KN1, R-KN1!! and suddenly Black has escaped the "mating net" and queens one or both of his advanced wing pawns in short order. Vukovic suggested this amazing try but did not analyze it to a clear win. A true King's Gambit in the middle of a double pawn race.

30. R-N7ch K-R1 31. P-N5! Threatens mate in 3 or win of the defeding KR.

31. RxBch! (last trap.) 32. NPxB R-KN1! 33. RxBch (Not Acers' instant reaction: 33. R1-KN1, RxB; 34. PxBch, K-N1; 35. P-K6, N-B6!; 36. P-K7, N-K5ch; 37. K-B3, N-B3; 38. R-K1, P-B6 39. Resigns.

33. KxB 34. P-K6! P-N7 35. R-N1ch K-B1 36. P-B7 K-R2 37. R-N8 P=Q 38. WHITE MATES IN 4 MOVES AGAINST ALL DEFENSES. (3 Variations) If you can not find all variations mentally in five minutes you are a super fish. Well what are you sitting there for reader? Start thinking why. So Black Resigned!

301 Uhimann Larsen 6 Queen's Gambit - Damengambit | c4 Sf6 2 Sc3 e6 3 Sf3 d5 4 d4 c6 5 e3 Sbd7 6 Ld3 dc 7 Lc4; b5 8 Ld3 Lb7 9 e4 b4 10 So4 c5 11 e5 Sd5 12 Sc5: Sc5: 13 dc Lc5: 14 Lb5+ Ke7 15 o-o Db6 16 Ld3 h6 17 De2 Thd8 18 Ld2 Kf8 19 Tacl Tac8 20 Tc2 a5 21 Tfcl Kg8 22 h3 Se7 23 Sel



23 ... Ld4 24 Tc8: Tc8: 25 Tc8: Sc8: 26 b3 Se7 27 Sf3 Lc5 28 Le1 Sf5 29 Kf1 Dc6 30 Lb5 Dc7 31 Ld3 Sd4 32 Sd4: Ld4: 33 f4 33 ... Dcl 34 Dd2 Dal 35 Dc2 Lc3 36 Dbl La6 o:!