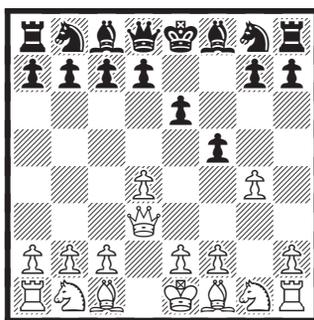


WHITE GAMBITS THE G-PAWN TO BLACK'S F-PAWN

FEATURED GAMBITS: ANTI-DUTCH GAMBITS

The Anti-Dutch gambits feature an early g4, directly confronting Black's f-pawn. It is the presence of the pawn at f5 that justifies such a rash move.

MANHATTAN GAMBIT: ANTI-CLASSICAL LINE [A80]



1.d4	f5
2.Qd3	e6
3.g4	

This is one of my personal favorites. If Black accepts the gambit, the open lines on the kingside are more than enough compensation for the pawn. Indeed, I'd go so far as to suggest that 2...e6 is an error. White could play 3.e4, which is also a good line, but the gambit is an attempt to crush the life out of the Black king as quickly as possible. The main line runs 3...fxg4; 4.h3, where 4...gxh3; 5.Nxh3 followed by Ng5 is very strong with threats to capture at h7, keeping in mind the possibility of Qg6+. Black should play 4...g3!

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

Analysis:

3...fxg4. Declining is an option. 3...d5; 4.g5 (4.Nc3 Nf6; 5.gxf5 exf5; 6.Bg5 Be7 was about even in Krupa vs. Dworakowska, 2001.) 4...c5; 5.Nf3 Nc6; 6.Bf4 Qb6 and Black was better in Schiller vs. Pavlovic, New York 1979. I haven't had a chance to repeat the line, but I feel that 4.Nf3!? might be good, answering 4...fxg4 with 5.Ne5. A better approach is 4...Bd6, for example 5.h4 Ne7; 6.Nh3 0-0; 7.Bf4 c5; 8.e3 Nbc6; 9.Bxd6 Qxd6, which doesn't really give White enough for the pawn. Pirttimaki vs. Larsson, 2001.

4.h3 and now:

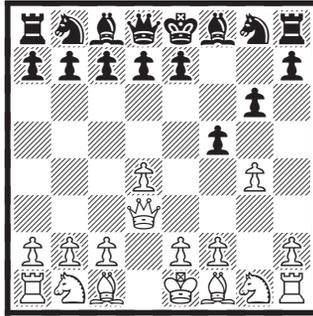
a) 4...Qh4; 5.Bg2 Nc6; 6.c3 g3!; 7.fyg3 Qe7; 8.Nf3 Nf6 is Schiller vs. Chubinsky, New York 1972. I think White has a small advantage here, and will be able to build a strong center.

b) 4...g3! makes a lot of sense, and 5.fyg3 Nf6; 6. Bg2 d5 gave Black a solid game in Smythe vs. Blasser, 1994.

c) 4...gxh3; 5.Nxh3 Be7; 6.Nf4 Nf6; 7.Ng6 looks menacing, but after 7...Rg8; 8.e4 d6; 9.e5

hxf6; 10.Qxg6+ Kd7; 11.exf6 gxf6, White does not have enough compensation in Sieber vs. Rost, Postal 1989.

MANHATTAN GAMBIT: ANTI-LENINGRAD [A80]



1.d4 f5
2.Qd3 g6
3.g4

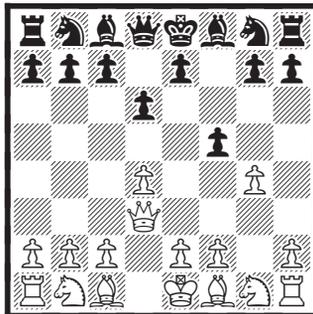
I'm a bit prejudiced, but I think that Black's position is toast if the gambit is accepted. White plays e4 and then h3, or h3 immediately, and there will be huge problems on the kingside. On the other hand, declining the gambit is not convenient since there is a lot of pressure at f5.

Impression: Chances are about equal. **Popularity:** Awaiting a hero!

Analysis:

3...fxg4; 4.e4! Bg7; 5.Ne2!? White wants to play h3, but only after ...g3 can be met by a capture with a minor piece. 5.Bf4 is possible, but after 5...Nc6; 6.c3 e5! the bishop probably has to retreat to e3. 5...Nc6; 6.c3 d6. 6...d5 is suggested by computers, but the position after 7.e5 looks strong for White. Eventually h3 will be played. 7.h3 Nf6; 8.hxg4 Bxg4; 9.f3. Black is faced with long term problems on the kingside and is cramped in the center. White can play this gambit with great confidence.

MANHATTAN GAMBIT: ANTI-MODERN LINE [A80]



1.d4 f5
2.Qd3 d6
3.g4

The Manhattan Gambit is less effective against 2...d6 than 2...e6 or 2...g6, but it is still a reasonable opening. I've played it from time to time with excellent results. Black's best plan is to take the pawn and return it by advancing to g3 after White plays h3.

Impression: Chances are about equal. **Popularity:** Awaiting a hero!

SCHILLER vs. ZACHER

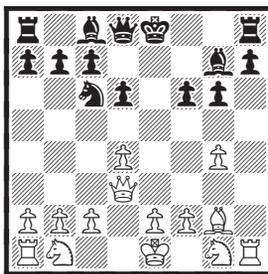
Chicago, 1973.

1.d4 f5; 2.Qd3. This is the Alapin Attack. The gambit lines arise when White throws the g-pawn up to g4, that is a different story!

2...d6. For alternatives see supplement. 3.g4.

3...fxg4; 4.h3 Nf6. 4...g3; 5.fxg3 Nf6; 6.e4 is proposed by Andrew Martin, and White must be better with complete domination in the center and easier development.

5.Bg5 g6; 6.Bxf6 exf6; 7.hxg4 Nc6. 7...Bxg4; 8.Rxh7 Rxh7; 9.Qxg6+ Rf7; 10.Qxg4 Nc6; 11.Bg2 Rg7; 12.Qh5+ Ke7; 13.Qd5 Nb4; 14.Qe4+ Kf7; 15.Na3 and I am not sure whether White has enough compensation, but the position remains unclear. 8.Bg2 Bg7.

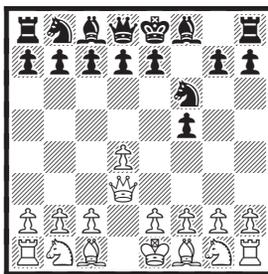


Now a simple combination wins a pawn. 9.Rxh7 Kf7. 9...Rxh7; 10.Qxg6+ Kf8; 11.Qxh7 Nxd4; 12.Nf3 Nxf3+; 13.Bxf3 is comfortably better for White.

10.Bd5+ Be6; 11.Bxe6+ Kxe6; 12.Rxg7 Ne7; 13.Nc3 Qf8; 14.Qc4+ d5. Another combination finishes things off. 15.Rxe7+ Kxe7; 16.Nxd5+ Kd6; 17.Qxc7+ Kxd5; 18.c4+ Ke4; 19.f3+ Ke3; 20.Rd1 Qb4+; 21.Kf1. Black resigned.

Supplement: Options for Black at move 2.

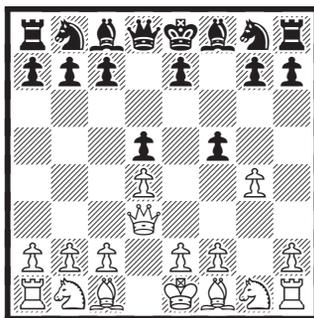
2...Nf6 is an attempt to turn the tables by offering a gambit. 2...d5 see the Anti-Stonewall variation, below.



White can accept, and may as well since otherwise play will enter normal lines of the Dutch which are fine for Black.

3.Qxf5 d5; 4.Qd3 Nc6; 5.Nf3 g6; 6.e3 Bg7; 7.c4 0-0; 8.Nbd2 Bf5; 9.Qb3 e6 is Jones vs. Albis, 2001. White can capture with 10.Qxb7. If Black had a bishop at e7, then ...Nb4 would be a strong reply. But the knight can't get there now, and must be defended. 10...Qd7; 11.cxd5 Nxd5; 12.Bb5 Ndb4; 13.Bxc6! Nxc6; 14.Qb3 Rab8 gives Black some play, but not enough to make up for two missing pawns.

MANHATTAN GAMBIT: ANTI-STONEWALL [A80]



1.d4 f5
2.Qd3 d5
3.g4

This is my preferred method of discouraging the Stonewall Dutch. The queen is useful at d3, and White is likely to be castling queenside, so the queen has to move eventually. The Manhattan is not as effective against 2...d5 as it is with other replies. The pawn at d5 controls e4 and opens the bishop at c8. Still, it is a very playable gambit.

Impression: Black looks a bit better. **Popularity:** Few dare to play it.

Analysis:

3...fxg4; 4.h3 Nf6; 5.Bf4 g6; 6.Nc3 Bg7; 7.hxg4 Bxg4; 8.Qb5+ Nc6; 9.Qxb7 Nxd4; 10.0-0-0 c5 is rather messy, but White should have enough for the pawn. Medvegý vs. Markus, 2001.

3...g6 should be answered by 4.g5, with a large advantage in space.

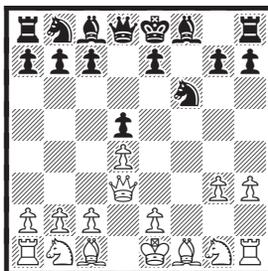
3...e6; see Anti-Classical line.

4.h3 g3! This takes all the fun out of the line. 4...gxh3; 5.Nxh3 Nf6; 6.Ng5 g6; 7.Bh3 Bxh3; 8.Qxh3 Qd7; 9.Ne6. White has more than enough compensation for the pawn, Mascarinas vs. Moutousis, 1989. 5.fxg3.

5.Qxg3 Nf6; 6.Nc3 Bf5; 7.Bf4 Na6 (7...Nh5; 8.Qg5! gave White a strong position in Abildlund vs. Jorgensen 1996.) 8.0-0-0 e6; 9.Be5 was not unpromising for White in Vegh vs. Horvath, 1993.

5.f4?! Nf6; 6.Qxg3 Ne4 gave Black an excellent game in Schiller vs. Lombardy, 1972.

5...Nf6.



6.Nc3. 6.Bf4 c5; 7.c3 Qb6; 8.Na3 Qxb2; 9.Qb5+ Qxb5; 10.Nxb5 Na6; 11.Nf3 Bd7; 12.e3 Ne4! White doesn't have much to show for the pawn, Quigley vs. De Fotis, 1985. 6.Bg2 c5!?: 7.dxc5 (7.c3 Nc6 is even, Karttunen vs. Keskinen, 1998.) 7...Na6; 8.Bf4 e6; 9.Nc3 Nxc5; Black has the initiative, Krmelj vs. Hengl, 1993.

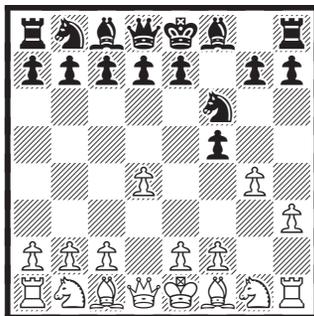
6...c5. Black is not out of the woods yet. Careful play is required. 6...b6; 7.Bg2 e6 is David vs. Schneider, 1999. White can gain the advantage by advancing in the center with 8.e4.

6...c6; 7.e4 dxe4; 8.Nxe4 Nxe4; 9.Qxe4 resembles a Caro-Kann, but with both f-pawns missing and White's kingside weakened. Since White is going to castle queenside, Black suffers more from the open f-file. Sorensen vs. Mortensen, 1994.

6...Nc6 precludes any use of ...c5 in the near future, but is still good enough for equality if Black follows up with e5 quickly. 7.Bf4. It might be better to use a knight at f3, instead. 7...Nh5; 8.0-0-0 Nxf4; 9.gxf4 g6; 10.Bg2. White has a lot of pressure in the center already, and e4 is coming. Zaninetti vs. Goncharov, 1993.

7.Bg5 cxd4; 8.Bxf6 gxf6; 9.Qxd4 e6; 10.0-0-0 Bh6+; 11.Kb1 0-0; 12.Qg4+. This move is criticized in Alan Watson's Anti-Dutch book, but I think it is correct. White's error comes later. 12...Kh8; 13.e4 d4; 14.Nf3 Be3. This position was reached in Moussa vs. Piasetski, 1992. White played 15.e5 and Black quickly obtained a strong game. The pawn should stay at e4. A plan with Qh5 and Nh4 makes sense. It doesn't matter that Black can push the pawn to e5. For example 15.Qh5 e5; 16.Nd5! Bd7; 17.Nxe5!! fxe5; 18.Qxe5+. White wins.

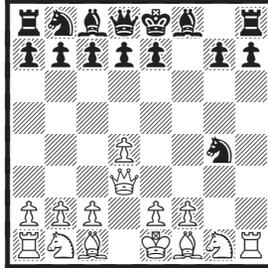
JANZEN-KORCHNOI GAMBIT [A80]



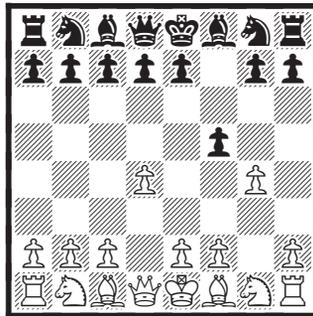
1.d4 f5
2.h3 Nf6
3.g4

This is one of White's most confrontational replies to the Dutch Defense. White scores well whether the gambit is accepted or declined.

Impression: Chances are about equal. **Popularity:** Endangered.

REYNOLDS vs. PEDRAM**Pawns of Summer, 1994****1.d4 f5; 2.h3 Nf6; 3.g4 fxg4; 4.hxg4 Nxc4 5.Qd3.**

The game has transposed to a Manhattan-style gambit. White already has more than enough for the pawn. 5...Nf6?? Black does not appreciate the danger. 5...g6 was necessary. 6.Rxh7!! e5. Black could really give up here. 6...Nxh7; 7.Qg6# or 6...Rxh7; 7.Qg6#. 7.Qg6+ Ke7; 8.Rxh8 e4; 9.Bg5 d5; 10.Nc3 Be6; 11.Bh3 Bf7; 12.Bxf6+. Black resigned.

KREJCIK GAMBIT [A80]

1.d4 f5
2.g4

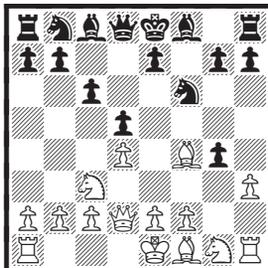
I'm quite fond of confronting the Dutch with g4, but this is the crudest form of the gambit. The Manhattan Gambit with a preliminary Qd3 is my preference, and Korchnoi likes to stick in h3 first. Still, there is enough merit in the Krejckik to make it popular among amateur players. This is one of the moves that deters Dutch players from using 1...f5 to reach their desired positions, choosing transpositional paths instead.

Impression: Chances are about equal. **Popularity:** Endangered.

Analysis:

1.d4 f5; 2.g4. The Krejckik Gambit is a radical method of confronting the Dutch Defense. Plans with g4 are plentiful, but the immediate advance gives Black more defensive options. In general, this thrust is more effective after Black has played ...e6. 2...fxg4. 2...e5 is the ridiculous Hevendehl Gambit which is likely to end in quick defeat for Black.

3.Bf4. This is the best move, according to Alan Watson, author of an excellent book on the Anti-Dutch Spike lines. Alternatives are examined in the supplement. **3...Nf6** is now the most logical move. White can now play the normal strategy of offering up the pawn at h3. **4.h3 d5.** Advancing the pawn to g3 makes no sense here. **5.Nc3 c6; 6.Qd2.**



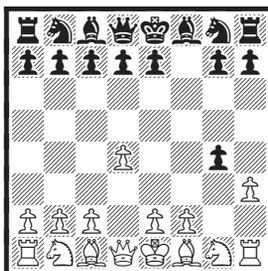
6...b5!? A novelty. There were two previous experiences which were quite rewarding for White.

6...Bf5; 7.hxg4 Bxg4; 8.f3 Bf5; 9.0-0 e6; 10.a3 Bd6; 11.Bxd6 Qxd6; 12.Bg2 Qc7; 13.e4 dxe4; 14.fxe4 Bg4; 15.Rf1 gave White a powerful attack in Martinovsky vs. McDonald, New York 1991.

6...g6; 7.0-0 Bg7; 8.hxg4 Bxg4; 9.f3 Bf5; 10.Nh3 b5; 11.Kb1 and the White king is safe, so the attack in the center will soon be possible. Martinovsky vs. Weiberger, Long Beach 1988, continued **11...b4; 12.Na4 Nbd7; 13.Qxb4 Nh5; 14.Bh2 0-0; 15.e4! dxe4; 16.Ng5!** and Black was in trouble.

7.Bg2 Na6; 8.0-0 Qa5; 9.a3 e6; 10.Kb1 b4. Black's initiative and queenside attack is impressive, and the extra pawn is still in hand. **11.Na2 Qb6; 12.axb4 Nxb4; 13.Nxb4 Bxb4; 14.c3 e5; 15.cxb4 exf4; 16.hxg4 Bxg4; 17.Qxf4 Qxb4; 18.Qe5+ Kd8; 19.Bh3 Rb8; 20.Rd2 Re8** and Black eventually won.

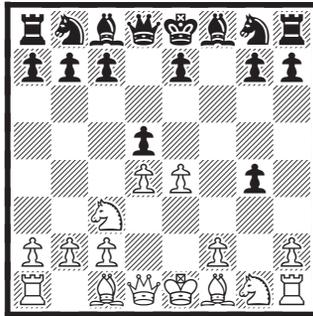
Supplement: 3.h3.



The offer of the h-pawn is not very effective here. The plan with h3 and g4 is seen in the reverse move order in the Korchnoi Gambit. **3...g3.** This is the move that causes the most trouble for White. Accepting the second pawn at h3 is not exactly suicide, but it is close. **3...Nf6; 4.hxg4 Nxg4; 5.Qd3 Nf6; 6.Rxh7 Rxh7; 7.Qg6#** is a typical trap. **4.fxg3 Nf6; 5.Nc3 d5; 6.Bg2 e6. 6...c5; 7.Nf3 Nc6; 8.Bg5 cxd4; 9.Nxd4 e5; 10.Bxf6 (10.Ndb5 d4; 11.Nd5!?** is possible, and looks better for White.) **10...gxh6; 11.Nxc6 bxc6; 12.e3 Qb6; 13.Qh5+ Ke7; 14.0-0** led to interesting complications in Teske vs. Kristianssen, Soviet Union 1987. **7.Nf3 Bd6;**

8.Ne5 c5; 9.Bf4 Nh5; 10.0-0 0-0; 11.e3 Nxf4; 12.exf4 Nc6; 13.Nxc6 bxc6; 14.Kh2 Ba6. Black had counterplay in Tregubov vs. Malaniuk, 1996. This was played in the same tournament, a round later than the Martinovsky game cited above.

KREJCIK GAMBIT: TATE GAMBIT [A80]



1.d4 f5
 2.g4 fxg4
 3.e4 d5
 4.Nc3

The Tate Gambit comes from one of America's most original attacking players, Emory Tate. This is a very strong gambit in that White has good control of the center. Unless Black captures at e4, isolating the pawn at e7, White can advance to e5 and control a lot of space. 1.d4 d5; 2.Nc3 f5; 3.g4 is a good alternative path. **Impression:** Black looks a bit better. **Popularity:** Awaiting a hero!

TATE vs. BLAINE

Illinois, 1992

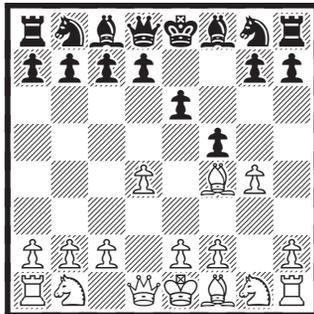
1.d4 f5; 2.Nc3 d5; 3.g4 fxg4; 4.e4. We have reached the Tate Gambit by transposition.

4.e5 Bf5; 5.Nc3 c5; 6.Bg2 e6; 7.Nge2 Nc6; 8.Be3 cxd4; 9.Nxd4 Nxd4; 10.Qxd4 b6; 11.0-0 Bc5; 12.Qa4+ Kf8! and Black was better in Ponomarev vs. Manthe, 1992. White is going to face a serious queenside attack, but White cannot get anything going on the kingside.

4...dxe4; 5.h3 gxh3; 6.Nxh3. White has sacrificed two pawns, but has superior development, open lines, and good attacking chances. 6...Nf6; 7.Nf4 Bg4; 8.Be2 Qd7; 9.Nxe4 Bxe2; 10.Qxe2 Qxd4; 11.Nxf6+ Qxf6; 12.Ne6 Kd7; 13.Bg5 Qxe6; 14.0-0-0 Qd6; 15.Bf4 e5; 16.Bxe5 Qxd1+; 17.Rxd1+ Bd6; 18.Qg4+ Kc6; 19.Qc4+ Kb6; 20.Bxd6 cxd6; 21.Qb4+ Ka6; 22.Rd3 b6; 23.Qe4 Nd7; 24.Qc6 Ka5; 25.Ra3+ Kb4; 26.Ra4#.

OTHER ANTI-DUTCH GAMBITS IN BRIEF

SENECHAUD GAMBIT [A80]

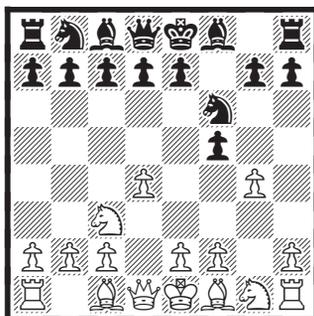


1.d4	e6
2.Bf4	f5
3.g4	

As we have seen, there are many g4 gambits in the Dutch, and they are especially prolific when ...e6 has been played. This one is not the best because the bishop is particularly useful at f4. You can compare this with the g4 gambit in the Korchnoi Attack (1.d4 f5; 2.h3 e6; 3.g4) and the Manhattan Gambit (1.d4 f5; 2.Qd3 e6; 3.g4) and see that the latter are more useful. From a practical standpoint however, 1.d4 f5; 2.Bf4 is more likely to elicit the ...e6 move than 2.h3 or 2.Qd3, which are a clearer signal of White's intentions.

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

SPIELMANN GAMBIT [A80]

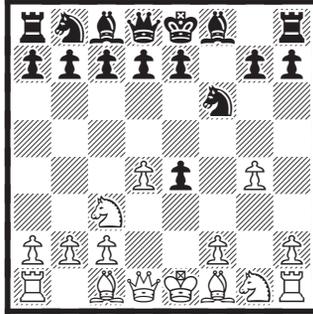


1.d4	f5
2.Nc3	Nf6
3.g4	

Yet another anti-Dutch gambit, and one which makes some sense if Black captures with the pawn and allows White to play e4, supported by the knight at c3. Capturing with the knight, however, will inevitably lose time, and White can in any case play e4. So there is plenty of merit in this line, which can also be seen with 1.Nc3 f5; 2.d4 Nf6; 3.g4.

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

TARTAKOWER GAMBIT [A82]



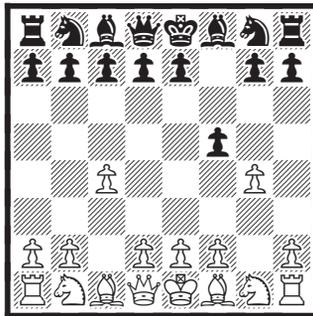
1.d4 **f5**
2.e4 **fxe4**
3.Nc3 **Nf6**
4.g4

After 4...d5, Black attacks the pawn at g4 while simultaneously defending the pawn at e4. After 5.h3, Black can play 5...e6 followed by ...c5.

Impression: Black looks a bit better. **Popularity:** Few dare to play it.

MORE GAMBITS IN BRIEF

ENGLISH OPENING: WADE GAMBIT [A10]



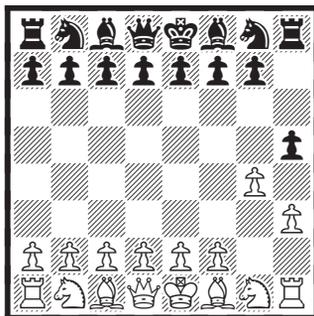
1.c4 **f5**
2.g4

Giving up the g-pawn, rather than the e-pawn as in the Hickmann Gambit, makes this a bit more respectable. It would be better, of course, if White had the pawn at d4 instead of c4. Still, if Black accepts, White will get the same sort of play as in other Anti-Dutch Gambits with g4.

Impression: Chances are about equal. **Popularity:** Awaiting a hero!

WHITE GAMBITS THE G-PAWN TO BLACK'S H-PAWN

CLEMENZ OPENING: SPIKE LEE GAMBIT [A00]



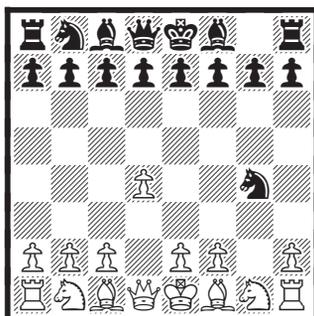
1.h3 h5
2.g4

This position can also be reached via 1.g4 h5; 2.h3, for what it is worth. White doesn't get much for the pawn, but Black does just as well to play 2....e5, inviting 2.f3 or 2.f4 and, well, you know the rest!

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

WHITE GAMBITS THE G-PAWN TO A BLACK KNIGHT

FEATURED GAMBIT: GIBBINS-WIEDENHAGEN GAMBIT ACCEPTED (INDIAN GAME) [A45]



1.d4 Nf6
2.g4 Nxg4

Accepting the gambit is the best plan. Many players have experimented with this daring gambit as White, but it is only effective in amateur games. The opening can be a useful part of a training regime or can be used against low rated opposition.

Impression: Black looks a bit better. **Popularity:** Few dare to play it.

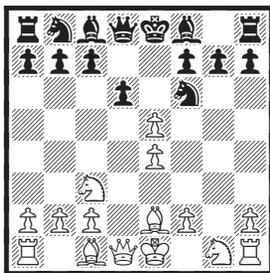
Analysis:

3.e4. White's most promising plan. Other approaches are mentioned in the gambits-in-brief section below. **3...d6!** This is Black's most effective defense. Other moves are more likely to provide some compensation for the pawn.

3...d5; **4.e5 g6;** **5.Bf4 Bh6** (5...h5; **6.Qd2 Bf5;** **7.Nc3 c6;** **8.Nf3 Nd7;** **9.Nh4** gave White plenty of compensation in *Kindsvogel vs. Roederer, 1992.*) **6.Qd2 Bxf4;** **7.Qxf4 Bf5??;** **8.h3** won instantly in *Meinsohn vs. Trin, 1998.*

3...Nf6; **4.e5 Ng8** is a strange strategy. Black is a pawn up on a Brooklyn Defense (1.e4 Nf6; 2.e5 Ng8!?) so it isn't bad. **5.f4!?** (5.Bd3 d6; 6.Nf3 Nc6; 7.Nbd2 doesn't look at all bad for White.) **5...d5.** Neither side has developed any pieces, and White is missing a pawn. The game resembles a Caro-Kann if Black follows with ...c6. **6.c4!?** **Bf5;** **7.Nc3 e6;** **8.Nf3 Bb4;** **9.Qb3 Bxc3+;** **10.bxc3** is *Schmuecker vs. Rautenberg, 2001.* Black got a decent game with **10...b6**, but could have played with more ambition. **10...Be4!;** **11.Be2 dxc4!** The White bishop is overworked, but the Black bishop rules, even defending b7! **12.Qxc4 Ne7;** **13.Rg1 Nf5.** Black is clearly better. White won't be able to mount much of an attack on the kingside. Castling can be prevented but this action comes at too high a price. **14.Ba3?? Bxf3!** (14...Ne3; **15.Qa4+ c6;** **16.Kf2** is not as clear.) **15.Bxf3 Qh4+;** **16.Ke2 c6!;** **17.Rg2 Nd7.** Black's knights defend all the critical dark squares and the bishop pair isn't enough to make up for the missing pawn. White also has to worry about the pawn at f4.

4.Be2. For other moves, see the supplement. **4...Nf6.** **4...h5;** **5.h3 Nf6;** **6.Nc3 g6;** **7.Be3 Bg7;** **8.Qd2 c6;** **9.0-0-0 Qa5;** **10.Kb1 0-0;** **11.Bh6 Be6;** **12.Bxg7 Kxg7;** **13.d5 Bd7;** **14.Nf3 b5;** **15.a3 cxd5;** **16.exd5 Na6** was drawn in *C. Nakamura vs. Busquets, 1994.* **5.Nc3 e5.** **5...g6;** **6.Bg5 c6;** **7.Qd2 b5;** **8.Bd3 Nbd7;** **9.0-0-0 Bb7;** **10.f4 b4;** **11.Nce2 c5** led to a double-edged game in *C. Nakamura vs. Leski, 1994.* **6.dxe5.**



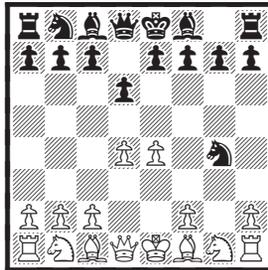
6.d5 c6; **7.Bg5 Nbd7;** **8.Qd2 a6;** **9.0-0-0 c5;** **10.f4 b5** was clearly better for Black in *Joukl vs. Lamac, 1993.*

6.Nf3 Nc6 (6...exd4; **7.Nxd4 g6;** **8.Bg5 Bg7;** **9.Qd2.** White will have a stronger kingside attack than is usual in this Larsen approach to the Philidor since the open g-file can be helpful and White is castling queenside anyway.) **7.Bg5 Be7;** **8.Rg1 exd4;** **9.Nxd4 Nxd4;** **10.Qxd4 c5?!** **11.Qd2 h6;** **12.Be3 Rg8;** **13.0-0-0 Qa5;** **14.Bb5+ Bd7;** **15.Bxd7+ Nxd7;** **16.Bxh6** gave White a strong kingside attack in *Tibitanz vs. Schaffranietz, 1997.*

6...dxe5; **7.Qxd8+ Kxd8;** **8.Nf3 Bd6;** **9.Bg5 Be6;** **10.0-0-0 Nbd7;** **11.Bxf6+ gxf6!;** **12.Rhg1 Bc5!** The old weakness at f2 feels the pressure. Black is clearly better, *Kalbermatter vs. Espig, 1992.*

Supplement: Alternatives for White at move 4.

Of the alternatives, only 4.f3 merits serious consideration.

**4.f3!?**

a) 4.Nc3 c6; 5.Be2 Nf6; 6.Bg5 (6.Bf4 Qa5; 7.Qd2 e5!; 8.Be3 b5; 9.f3 Be7. Black has a comfortable position and an extra pawn, Stephens vs. Martens, 1990.) 6...Qa5; 7.Qd2 Nbd7; 8.Nf3 is Tibitanzl vs. Tudosa, 1996. Black should probably kick the bishop with ...h6, but White has a fair bit of compensation because Black's position is cramped.

b) 4.Bg5 h6; 5.Bh4 is Mayr vs. Scheipl, 1992. Black should probably expand on the kingside with ...g5, put the bishop at g7, and then develop the knights. The game saw 5...c5, which was a move or two premature.

c) 4.h3 Nf6; 5.Nc3 c6; 6.Be3 Qa5; 7.Qd2 Nbd7; 8.0-0-0 b5! led to a strong queenside attack in Joukl vs. Kawaciukova, 1995.

4...Nf6 5.Nc3. 5.Be3 g6; 6.Nc3 Bg7; 7.Qd2 Nc6; 8.0-0-0 0-0 was seen in a game attributed to the famous actor Humphrey Bogart, a true chess addict. This is not a good strategy for Black because the open g-file is very useful for attacking purposes. Indeed, Black's king wound up in a humiliating checkmate. The correct defense is 5...e5, where 6.dxe5 Nfd7; 7.exd6 Bxd6; 8.Nc3 Qh4+; 9.Bf2 Qg5 is unclear.

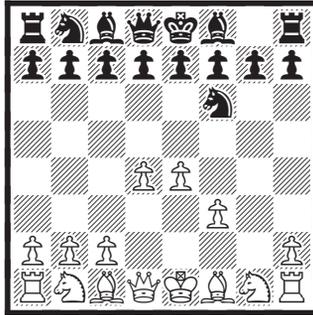
5...e5!; 6.Be3!?

a) 6.dxe5 leads to equality if Black recaptures immediately. There is a more interesting option. 6...Nfd7!?!; 7.exd6? (7.Be3 dxe5. White has no compensation for the missing g-pawn.) 7...Qh4+; 8.Ke2 Bxd6. Material is equal, but White's position is pathetic.

b) 6.d5 Nh5!?!; The threat is ...Qh4+. An alternative is 6...exd4; 7.Qxd4 Nc6; 8.Qd2 Be6; 9.0-0-0 Be7; 10.h4 Ne5; 11.h5 h6. White has sufficient compensation for the pawn, Dimitrov vs. Campbell, 1995. Perhaps White should have taken the initiative with 12.f4!?! Nfg4!?!; 13.Bd4 (13.fxe5 Nxe3; 14.Qxe3?? Bg5 wins the queen.) 13...Bf6; 14.Bh3 when Black's position is under tremendous pressure.

GIBBINS-WIEDENHAGEN GAMBIT IN BRIEF

MALTESE FALCON [A45]

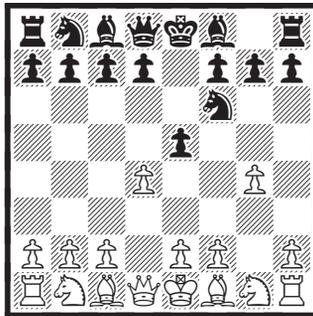


1.d4	Nf6
2.g4	Nxg4
3.f3	Nf6
4.e4	

The idea here is to continue Be3, perhaps with Nd2 to follow. Still, Black can play ...d5 with strong pressure at e4. If White responds by advancing the e-pawn, then the pawn at f3 just looks rather silly. Eventually, White may be able to make something of the g-file so this can be used in amateur games. The name of the opening is a tribute to Humphrey Bogart, a central figure in Gibbins-Wiedenhagen lore.

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

OSHIMA DEFENSE [A45]

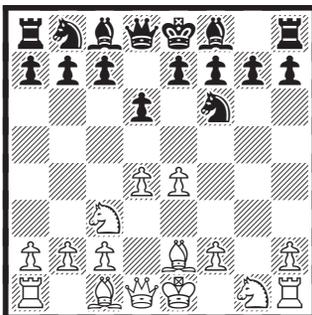


1.d4	Nf6
2.g4	e5

Sometimes the advance of the g-pawn is so dubious that Black can grab a small advantage even leaving a pawn hanging at e5, and that is the case here. If White captures at e5, then Black grabs the g-pawn with a great Budapest-type position, and if the e-pawn is regained, Black even has an extra pawn! On 3.g5, the knight leaps onto e4, a powerful position.

Impression: Chances are about equal. **Popularity:** Awaiting a hero!

STUMMER GAMBIT [A45]



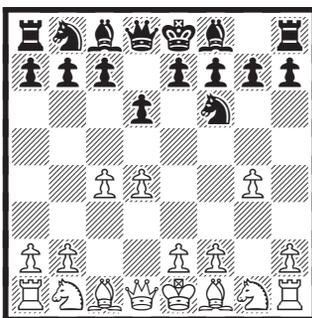
1.d4 Nf6
 2.g4 Nxg4
 3.e4 d6
 4.Be2 Nf6
 5.Nc3

A very solid approach for White, which doesn't quite get enough for the pawn. A strong center, yes, but only the normal single tempo edge in development. Analysis of this line was presented above in the main discussion of the Gibbins-Wiedenhagen gambit.

Impression: Black looks a bit better. **Popularity:** Few dare to play it.

MORE GAMBITS IN BRIEF

AGED GIBBON GAMBIT (OLD INDIAN) [A53]

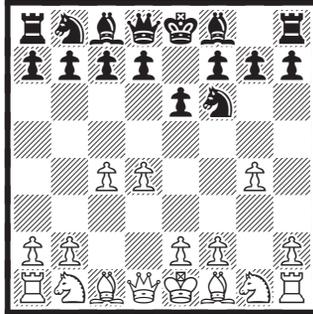


1.d4 Nf6
 2.c4 d6
 3.g4

A Clyde Nakamura special, based on the ideas of the Gibbins-Wiedenhagen gambit. Probably no more or less sound than that one, but there is of course the option of capturing with the bishop, which is probably better than taking with the knight. The name is temporary. Clyde Nakamura had sent me one that turned out to be used elsewhere, so this gambit will get renamed as soon as someone uses it prominently and repeatedly.

Impression: Black is better. **Popularity:** Awaiting a hero!

DEVIN GAMBIT (INDIAN GAME) [E00]

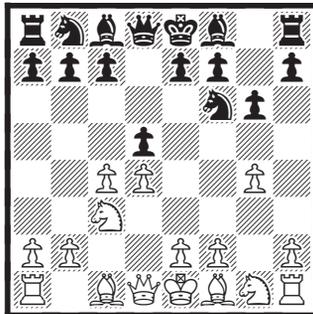


1.d4 Nf6
 2.c4 e6
 3.g4

This relative of the Gibbins-Wiedenhagen Gambit isn't terribly impressive. White is not going to get enough compensation for the pawn because Black has a lead in development and no weaknesses.

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

GIBBON GAMBIT (GRUENFELD DEFENSE) [D80]

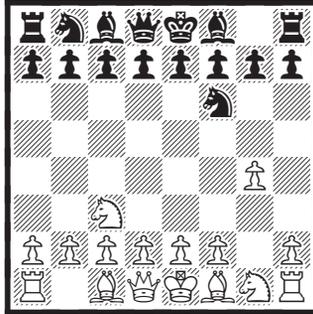


1.d4 Nf6
 2.c4 g6
 3.Nc3 d5
 4.g4

The Gibbon is the kind of monkey business that sometimes works effectively in tournament play, even at professional levels. Normally, a fianchetto defense is not the first choice against Grob openings, and even with the pawn gone, the open files after an eventual h4-h5 are meaningful. White also has pressure at d5.

Impression: Chances are about equal. **Popularity:** Few dare to play it.

TUEBINGEN GAMBIT (VAN GEET OPENING) [A00]

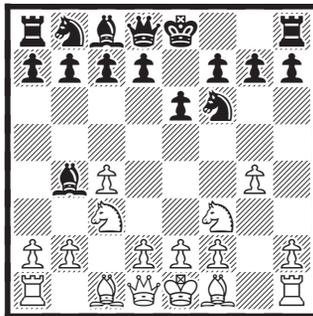


1.Nc3 Nf6
2.g4 Bg4

This is a sort of Gibbins-Wiedenhagen, but with the knight at c3 instead of a pawn at d4. That makes it a more than a bit dubious, but the principles are the same. White won't get enough for the pawn.

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

ZVIAGINTSEV-KRASENKOV ATTACK (ENGLISH OPENING) [A18]



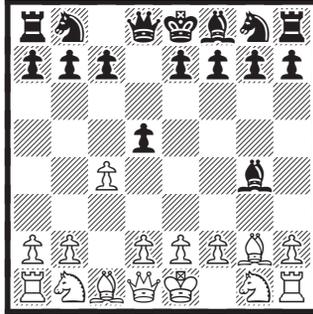
1.c4 Nf6
2.Nc3 e6
3.Nf3 Bb4
4.g4

With Grandmaster endorsements from Zviagintsev and Krasenkov, this gambit needs to be taken seriously. Why should this be better than the Gibbins-Wiedenhagen (1.d4 Nf6; 2.g4)? Well, as is usually the case, the addition of more moves has committed Black to a certain formation. In this case, the fact that the bishop has departed from f8 makes it possible for White to play aggressively on the g-file.

Impression: Chances are about equal. **Popularity:** Awaiting a hero!

WHITE GAMBITS THE G-PAWN TO A BLACK BISHOP

FRITZ GAMBIT (GROB OPENING) [A00]



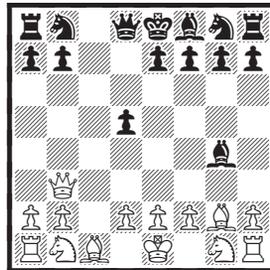
1.g4 **d5**
2.Bg2 **Bxg4**
3.c4

This is the main line of the Grob Gambit. Black has many different plans, including 3...dxc4, 3...c6, 3...d4, 3...Be6, 3...Bxg4 and 3...Bc5. 3...d4 can lead to the fun Romford Gambit, although it does give White some pressure on the long diagonal. 3...c6 will appeal to solid players, and the two plans can even be combined. **Impression:** Black looks a bit better. **Popularity:** Endangered.

WEDDING vs. LOWLANDER

Postal, 1994

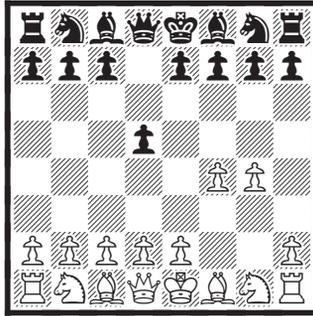
1.g4 d5; 2.Bg2 Bxg4; 3.c4 c6; 4.cxd5 cxd5; 5.Qb3.



White doesn't have much of an initiative if Black settles for simple defense, leaving White with little to work with. 5...Qc7?! A cheap move, hoping to capture at c1. 5...Nf6; 6.Qxb7 Nbd7 must be good for Black. White cannot afford to capture at d5, and Black can play aggressively with ...Rb8, sacrificing the a-pawn for a huge lead in development. 7.Bxd5?? Rb8; 8.Qc6 Rc8 and Black wins. 6.Nc3 d4?? 6...Nc6 was necessary. 7.Nd5 Qc6? Stepping into a pin. The queen had to retreat to c8. 8.Qxb7. 8.Nf4 is stronger, but less fun. 8...Qe6?? 8...Qxb7; 9.Nf6+ Nxf6; 10. Bxb7 Na6 11.Bxa8 Nb4; 12.Kd1 Be6; 13.Nf3 d3; 14.a4. 8...Qxb7; 9.Nf6+ Nxf6; 10.Bxb7 Na6!; Black is very much in the game! 11.Bxa8 Nb4; 12.Kd1 d3! 13.h3 Bf5 with considerable counterplay. 9.Nc7+. **Black resigned.**

MORE GAMBITS IN BRIEF

DUDWEILER GAMBIT (BIRD OPENING) [A02]

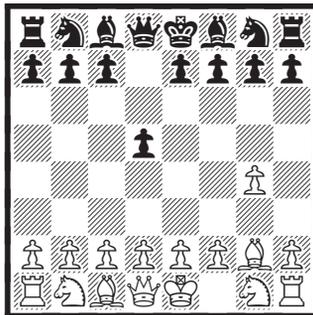


1.f4 d5
2.g4

This is a truly awful gambit and Black can just eat the pawn at g4, though there is nothing wrong with 2...e5, threatening Fool's Mate at h4.

Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

GROB GAMBIT (GROB OPENING) [A00]

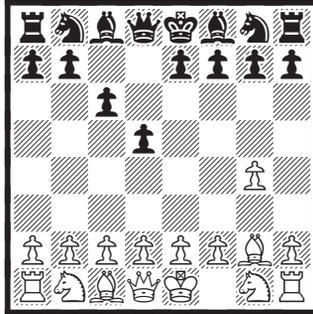


1.g4 d5
2.Bg2

This old form of the Grob offers a pawn in return for potential pressure on the a8-h1 diagonal. Black can safely take the pawn, but 2...c6 is a good, solid alternative, planning to take the whole center with ...e5. See Grob Gambit Declined.

Impression: Black looks a bit better. **Popularity:** Rare.

GROB GAMBIT DECLINED (GROB OPENING) [A00]

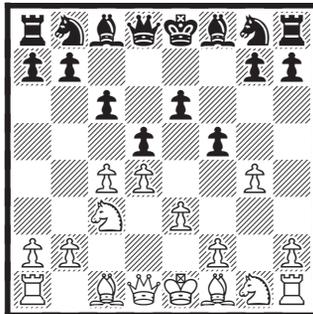


1.g4 d5
2.Bg2 c6

This is one of the soundest formations against the Grob. Black will develop and keep strong pressure in the center. It is easier to play than accepting the gambit, though Grobniks will probably be prepared for it.

Impression: Black looks a bit better. **Popularity:** Endangered.

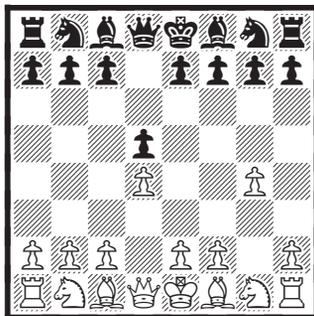
PORTISCH GAMBIT (QUEEN'S GAMBIT DECLINED) [D31]



1.d4 d5
2.c4 e6
3.Nc3 c6
4.e3 f5
5.g4

Some players not usually known as opening radicals have used this gambit, including Portisch and Seirawan. Portisch introduced the line into professional play and has repeated it, so he deserves the credit. It is presently scoring well and, as with most g4 gambits against the Dutch, can be considered fully playable. Black should probably decline and develop the knight at g8 to any of the three available squares. **Impression:** Chances are about equal. **Popularity:** Few dare to play it.

ZURICH GAMBIT (QUEEN PAWN GAME) [D00]

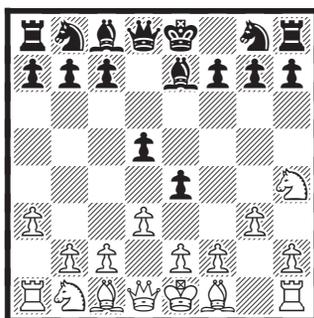


1.d4 d5
2.g4

This gambit can also be reached via 1.g4 d5; 2.d4. Not much else to say about this silly move. Take the pawn and smile. White gets nothing in return.
Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

WHITE GAMBITS THE G-PAWN TO THE BLACK QUEEN

BURK GAMBIT (HUNGARIAN OPENING) [A00]



1.g3 e5
2.a3 d5
3.Nf3 e4
4.Nh4 Be7
5.d3

Black can win a pawn at h4, and all White will get in return is an open g-file. The time wasted on a3 makes this a dubious gambit indeed.
Impression: Black looks a bit better. **Popularity:** Awaiting a hero!

see also: Latvian Gambit: Mayet Attack: Poisoned Pawn Variation.