

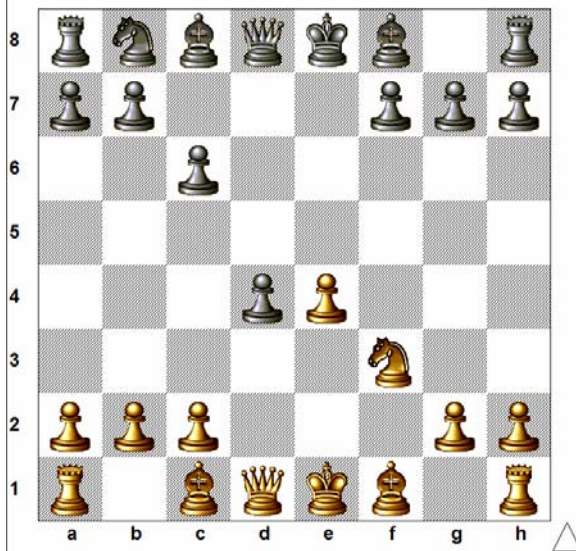
Blackmar-Diemer Gambit:O'Kelly Variation

Analysis by FM Eric Schiller 1/15/2004

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 c6 The O'Kelly Defense. This reliable defense can also be used in the Caro-Kann, against 1.e4 c6 2.d4 d5 3.Nc3 fxe4 4.f3 and then 4...Nf6. White has tried at least half a dozen plans, but none of them bring any advantage.

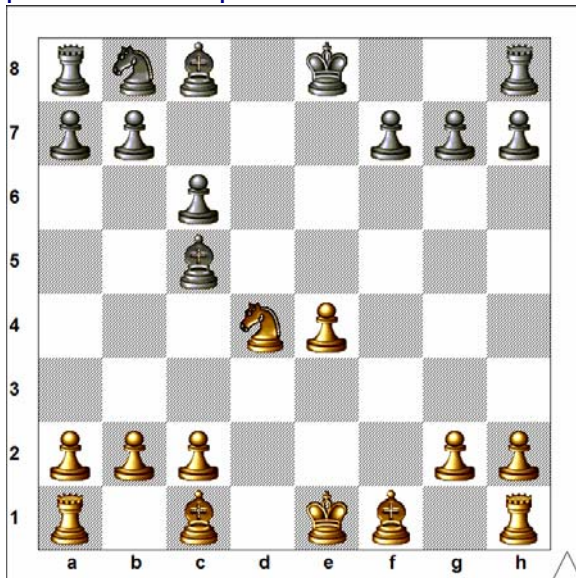
5.Nxe4 is the McGrew Variation. It is the main line in BDG Keybook II. Other moves will be examined at the end of the game.

5...Nxe4 6.fxe4 e5 forces 7.Nf3 to stop ...Qh4+. 7...exd4 Looking at this position, it is clear that Black has equalized. Whichever way White captures, the queens can be forced from the board, and White is left with a weak pawn at e4.



8.Bc4!? This is the gambit approach, which can be expected from anyone who plays the Blackmar-Diemer Gambit.

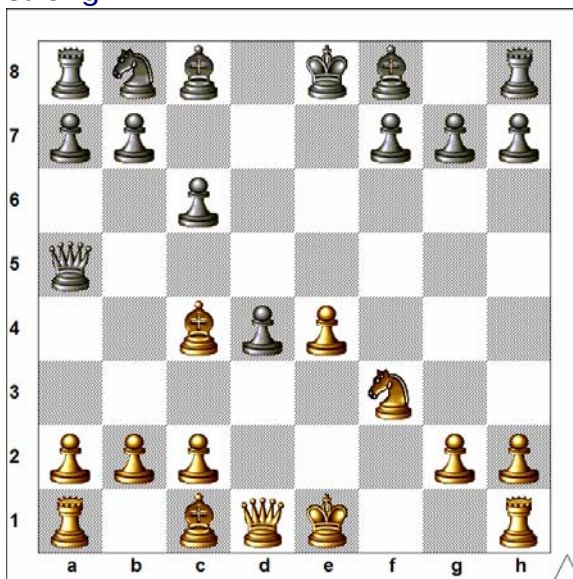
8.Qxd4 Qxd4 9.Nxd4 Bc5 was evaluated in the Big Book of Busts as better for Black on the basis of a much superior pawn structure. This is not like an isolated d-pawn. The pawn on the e-file is much harder to support. This is also hardly the kind of position that BDG-ers aspire to as White! Some practical examples:



10.Be3 (10.c3 Nd7 11.Bd3 Ne5 12.Bc2 is Mellado vs. Garcia Albarracin, 1997 . Black should just castle.) 10...O-O 11.O-O-O Bg4 12.Re1 Nd7 13.c3 Rfe8 14.Bf4 Nf6 15.e5 Nd5 16.Bg3 Rad8 17.h3 Bh5 18.Bh4 (18.e6 fxe6 19.Rxe6 Rxe6 20.Nxe6 Be3+! 21.Kc2 Re8 and Black is clearly better.) 18...Rd7 19.Bf2 Bg6 20.Bc4 b5 21.Bxd5 Rxd5 22.Re2 b4 23.Nxc6 bxc3 24.Rd1 cxb2+? (24...Rxd1+! 25.Kxd1 Bd3! should give Black a winning endgame.) 25.Rxb2 Rxd1+ 26.Kxd1 Bxf2 27.Rxf2 was

agreed drawn in Anuruddha vs. Maung Maung, 1995 .

8...Qa5+ looks very strong.



9.Kf2? This is one way to get castled, but it is probably better to block with the bishop.

9.Bd2 Qc5 10.Qe2 Bg4 11.b4!? (11.O-O? d3+!) 11...Qh5 12.O-O Nd7
An exciting game lies ahead!

9...Bc5! 10.Qd3!

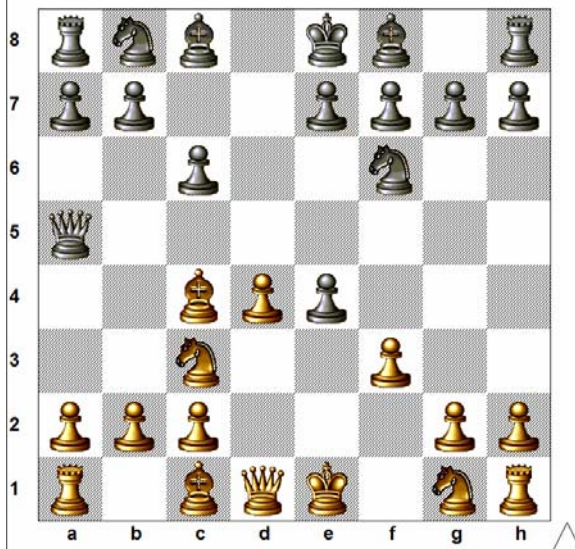
10.Ne5 Qc7! (10...O-O 11.Bxf7+ Rxf7+ 12.Nxf7 Kxf7 13.Qh5+ Kf8!
14.Rf1 Be6 15.Kg1+ Ke7 16.Qg5+ Kd7 17.Qxg7+ Kc8 is certainly no
worse for White.) 11.Qh5 O-O 12.Ng6 hxg6 13.Qxc5 Qb6 with a terrible
game for White.;

10.Nxd4 Qb4! 11.b3 b5 12.a3 Qc3 White must give up a piece.

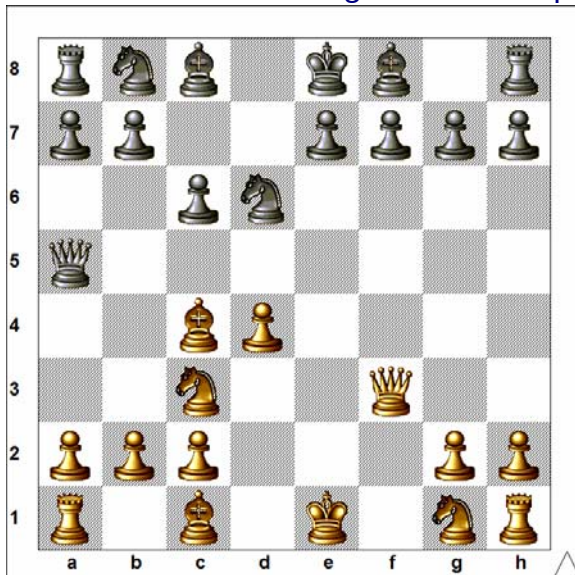
10...O-O is a little better for Black, because the pawn at d4 is still taboo. In the end, it must fall, but even so, Black has a safer king and easy development.

Alternatives at move 5.

A) 5.Bc4 This logical move is the main line in Lane (1995), though he also provides an example of the Diebert Variation. 5...Qa5! The key move, not mentioned by Lane or in BDG Keybook II! The pin on the knight at e3 is excruciating, and White is not even ahead in development! The knight at g1 does not have much of a future for White. Black can open up the center with ...e5 if desired. All things considered, a great value for Black!



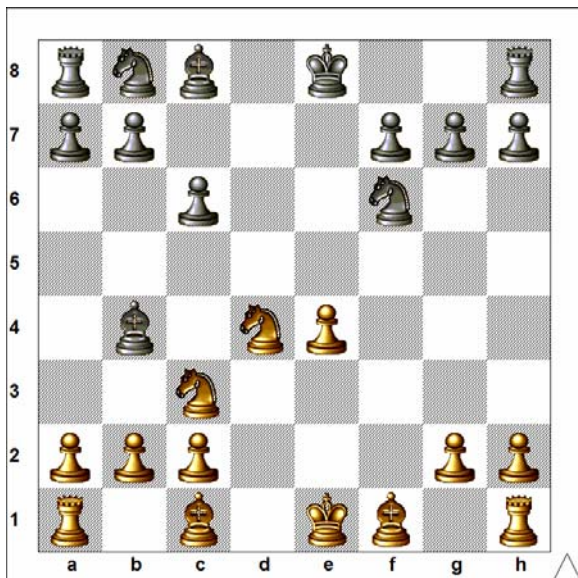
6.fxe4 (6.Be3 e6 7.a3 exf3 8.Nxf3 Nd5 9.Bd2 Qb6 10.O-O Nd7 11.Rb1 Be7 is clearly better for Black, Dommett vs. Holt , 2001.; 6.Bd2!? Qb6 (6...Qf5!? is perhaps best.) 7.Qe2 Qxd4? (7...Qxb2 8.Rb1 exf3 9.Nxf3 Qa3 gives Black two pawns, but White has a huge lead in development and there is quite a bit of compensation.) 8.O-O-O is just too risky for Black. For example, 8...Qb6 9.Nxe4 h6 10.Nd6+ Kd7 11.Nxf7 Black resigned, Argandona vs. Calderon, 1999.) 6...Nxe4 7.Qf3 Nd6 The knight defends f7 and attacks the unguarded bishop at c4...



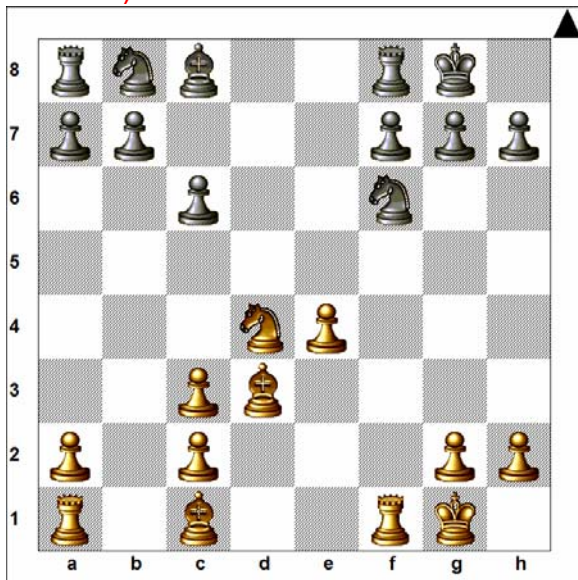
8.Bb3 Bf5! ...and also supports the f5-square! 9.Nge2 e6 10.Bf4 Nd7 11.O-O h6 12.Rad1 O-O-O 13.Ng3 Nf6 This is analysis by Howell. Black is a pawn up with no weaknesses.

B) 5.Bg5 Nbd7! Transposes to a Veresov Attack, into a good line for Black.

C) 5.fxe4 e5 6.Nf3 exd4 7.Qxd4 Qxd4 8.Nxd4 Bb4 is awkward for White, for example:

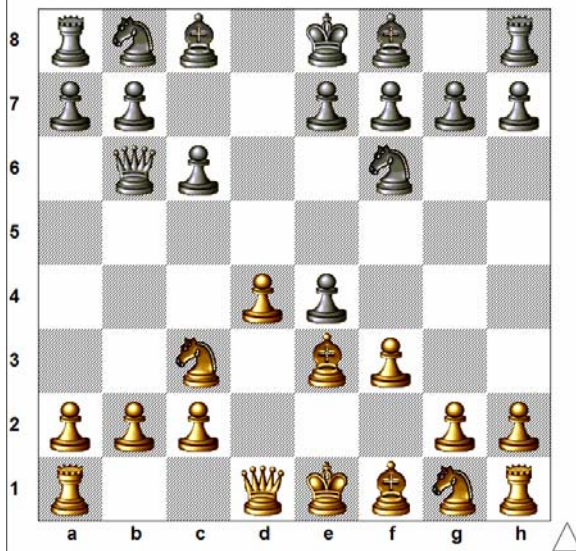


9.Bd3 (9.e5 Ne4 10.Bd2 Nxd2 11.Kxd2 O-O with a superior endgame for Black who has the bishop pair and an isolated pawn target at e5.; 9.Bc4 Bxc3+?! (9...O-O! is an improvement, for example 10.O-O Bc5! 11.Rd1 (11.Nce2 Nxe4) 11...Rd8 12.Be3 Ng4 13.Nf5 Bxe3+ 14.Nxe3 Re8) 10.bxc3 Nxe4 11.O-O O-O 12.Ba3 c5 13.Rae1 Nd6! 14.Bd5 gets White some compensation.) 9...Bxc3+ 10.bxc3 O-O 11.O-O

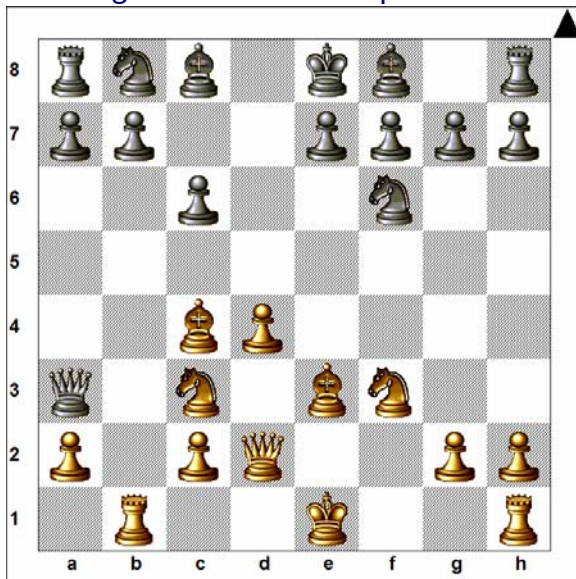


11...Re8 12.Re1 Nbd7 The bishop pair doesn't really make up for the lousy pawns.

D) 5.Be3 Black should delay the capture and create a little mischief with 5...Qb6!



6.Qd2 (6.Rb1 Bf5 7.Qd2 and only now 7...exf3 8.Nxf3 when 8...Nd5 9.Nxd5 cxd5 just leaves White a pawn down.) 6...exf3 7.Nxf3 Qxb2 8.Rb1 Qa3 9.Bc4 may seem impressive, but Black has two extra pawns and no weaknesses. Vigorous reaction is possible while the only potential attackers are the knight at f3 and bishop at c4.



9...b5 10.Bb3 Bf5 11.O-O e6 12.Nh4 Bg6 Black can complete development without difficulty.

E) 5.Bf4 Qa5 6.Bc4 Nbd7 keeps the pawn and a good game.