

ANNOTATIONS BY LUCE AND BY STOCKFISH

ROUND 2

BOARD 1

CARO-KANN DEFENSE

LUCE

White

SWING

Black

1. **e4** (0.17)

LUCE: I played 1.d4 in our last encounter and lost against Henry's Grünfeld Defense, so I decided to switch things up.

1. ...	c6	(0.39)
2. d4	(0.31)	d5 (0.28)
3. Nc3	(0.24)	dx e4 (0.25)
4. Nxe4	(0.27)	Nd7 (0.24)

LUCE: Henry likes this solid variation and he is in good company. It was a favorite of former World Champions Vassily Smyslov and Anatoly Karpov.

5. Nf3	(0.33)	Ngf6	(0.28)
6. Nxf6+	(0.30)	Nxf6	(0.38)
7. c3	(0.31)	Bg4	(0.35)
8. h3	(0.30)	Bh5?!	(0.70)

LUCE: Theory recommends 8...Bxf3 9.Qxf3 with White retaining a slight edge, due to the bishop pair. The text leads to some difficulties for Black. He has potential weaknesses at b7 and f7, and his light squared bishop is at risk of being trapped.

STOCKFISH: 8...Bxf3 9.Qxf3 Qd5 10.Be2 e6 0.30

9. **g4!** (0.80)

LUCE: Much the best, according to the engines. This is the only way to put Black's opening setup to the test.

9. ... **Bg6** (0.52)

10. **Ne5!** (0.68)

LUCE: "A knight in the center is a powerful thing." So declared Sherman Cunningham to a young Eric Luce, some forty years ago. For some reason, it stays in my head. In this game, White must act quickly, before Black has time to consolidate. Henry now sank into deep thought.

10. ... **Qd5!?** (1.26)

LUCE: I was hoping for 10...e6? 11.h4!, transposing into the game Karpov-Hort, Bugojno 1978, quoted in several opening books. It continued 11...h5 12.g5 Nd5 13.Nxg6 fxg6 14.Qc2 Kf7 15.Rh3 Ne7 16.Bc4 Nf5 17.Rf3 Qd7 18.Rxf5+! gxf5 19.Qxf5+ Ke7 20.Qe4 Re8 21.Bf4 Kd8 22.Qe5 Rg8 23.0-0-0 g6 24.Re1 Bg7 25.Qb8+ Ke7 26.Rxe6+ 1-0. This lopsided victory, pretty much put the ...Bg6 lines out of business.

Henry's 10...Qd5 may not be good from an engine perspective, but it has the advantage of introducing complications. GM Joel Benjamin once recommended to me that when your position is bad, you should strive to muddy the waters as much as possible, so as to give the opponent more chances to go astray.

STOCKFISH: 10...Be4 11.f3 Bd5 12.Bf4 Nd7 0.68

11. **f3** (1.21) **e6?!** (2.27)

LUCE: Now the position very much resembles the game referred to, but Henry manages to avoid having his kingside busted up as happened to Hort.

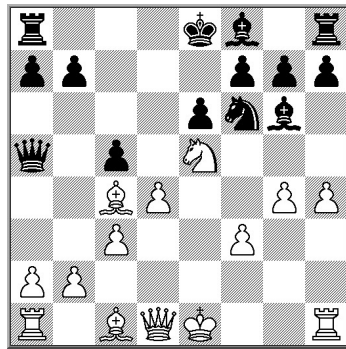
STOCKFISH: 11...Qe6 12.Qe2 Nd5 13.f4 f6 1.21

12. Bc4 (2.33) **Qa5** (2.46)
13. h4 (2.56)

LUCE: Opening preparation can only go so far. White stands much better, but the position is complicated. It is all tactics and, like Benjamin said, there are a lot of ways to go astray.

13. ... c5 (2.89)

SWING



LUCE

Position after 13...c5

LUCE: Now it was my turn for deep thought. White wants to play h4-h5, trapping Black's bishop and winning material. However, after 14.h5 cxd4 Black threatens to capture on e5 as well as c3, and the White king is exposed in the center. I considered 14.h5, 14.Bd2, 14.Be3, 14.0-0, 14.b4, and 14.dxc5, as well as the move I actually played. So many possibilities! My head was spinning, never a good thing for a chess player.

14. Qb3 (1.39)

STOCKFISH: 14.b4 cxb4 15.h5 Bxh5 16.gxh5 2.89

14. ... 0-0-0 (2.45)

STOCKFISH: 14...Bd6 15.Qxb7 0-0 16.Nc6 Qb6 1.39

15. h5? (0.26)

LUCE: A move that was good one move earlier is now bad. White's 14.Qb3 has left d4 and e5 insufficiently defended, so Black has the necessary counterplay.

STOCKFISH: 15.Bd2 Qc7 16.Bf4 Nd5 17.Nxg6 2.45

15. ... cxd4 (0.30)

LUCE: The only move but a good one, applying maximum pressure to White's center and insecure King.

16. Bxe6+? (-3.03)

LUCE: Initiating a faulty combination that costs the game. A little more patience might have done the trick. The engine demonstrates a forcing line that leads to approximate equality: 16.Bf4! (threatening 17.hxg6) 16...Bd6 (only move) 17.Bxe6+ fxe6 (only move) 18.Nc4 (only move) Qc7 19.Nxd6+ Rxd6 (only move) 20.hxg6 e5 (only move) 21.Bxe5 Re8 (only move) 22.0-0-0 Rxe5 23.gxh7 Nxh7 (only move) 24.Qg8+ Rd8 25.Qxh7 dxc3 26.Rxd8+ Qxd8 27.bxc3. I can only shake my head.

STOCKFISH: 16.Bf4 Bd6 17.Bxe6+ fxe6 18.Nc4 0.30

16. ... fxe6 (-2.95)

17. Qxe6+ (-3.74) **Nd7** (-1.96)

STOCKFISH: 17...Kb8 18.Bf4 Bd6 19.0-0 Qc5 -3.74

18. Nxd7 (-4.58)

LUCE: Overlooking Black's decisive reply, but it is unlikely I would have been able to save the game, regardless.

STOCKFISH: 18.Qc4+ Bc5 19.Nxd7 Rxd7
20.b4 -1.96

18. ... Re8 (-4.53)

19. Nb6+ (-6.48)

STOCKFISH: 19.Nxf8+ Rxe6+ 20.Nxe6
dxc3 21.Kf2 -4.53

19. ... Kd8 (-6.27)

0-1