**Tal v Larson**

The game:

(29) Mikhail Tal - Bent Larsen [B82]

Ch World (match) (cand.) (1/2) Bled (Slovenia), 1965

 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 d6 6.Be3 Nf6 7.f4 Be7 8.Qf3 0–0 9.0–0–0 Qc7 10.Ndb5 Qb8 11.g4 a6 12.Nd4 Nxd4 13.Bxd4 b5 14.g5 Nd7 15.Bd3 b4 16.Nd5 exd5 17.exd5 f5 18.Rde1 Rf7 19.h4 Bb7 20.Bxf5 Rxf5 21.Rxe7 Ne5 22.Qe4 Qf8 23.fxe5 Rf4 24.Qe3 Rf3 25.Qe2 Qxe7 26.Qxf3 dxe5 27.Re1 Rd8 28.Rxe5 Qd6 29.Qf4 Rf8 30.Qe4 b3 31.axb3 Rf1+ 32.Kd2 Qb4+ 33.c3 Qd6 34.Bc5 Qxc5 35.Re8+ Rf8 36.Qe6+ Kh8 37.Qf7

1–0

Play through the game.

1. We all know this is the Sicilian defence, but do you know the name of this variation?

Sheveningen variation

1. Suggest alternative 4th moves for black.

e5 Bb6

Nf6, Nc3,a6 (Paulsen)

1. How does castling Queen’s side give white an advantage?

Can advance the f,g and h pawns – strong king side attack. Pieces more active.

1. White makes a blunder. Can you spot it? What would you have done?

16 Nd5. N d2.

1. Black, however, surrenders their advantage. Can you spot where their blunder happens? What might have been a better move?

Both 17 f5 and 18 Rf7 are blunders.

1. Write down three key learning points from the game.

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