

# SG KiNG Openings:

Fuck the French (part one): Diemer-Duhm Gambit

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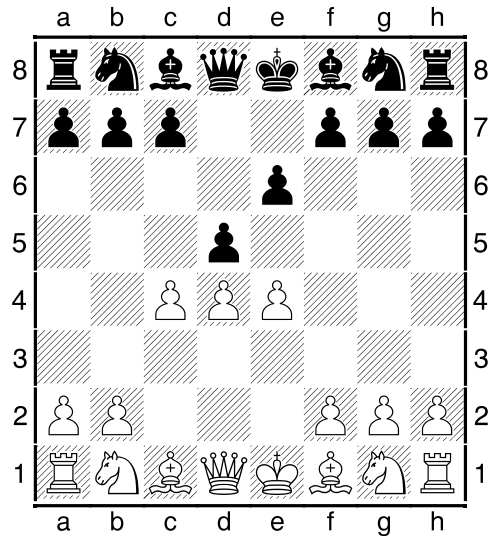
# KiNG

SG KiNG ([www.sgking.nl](http://www.sgking.nl))

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## Diemer-Duhm Gambit

1.e4 e6 2.d4 d5 3.c4



The starting position of one of the most exciting and underrated gambits in chess, the Diemer-Duhm Gambit. The Diemer-Duhm Gambit was first mentioned in the book 'Blackmar Gemeinde', published in 1955 by Emil Joseph Diemer (1908-1990). Diemer named it after the first known DDG game, Duhm-Martin, a correspondence game in 1908-1909.

It took until 1994 before DDG reached a broad public. The 'Godfather' of the DDG, Jyrki Heikkinen, started a website (<ftp://ftp.funet.fi/index/ddg/>) full of inspiring DDG games and 'theory'. His website is still active these days, and a real must for every gambiteer.

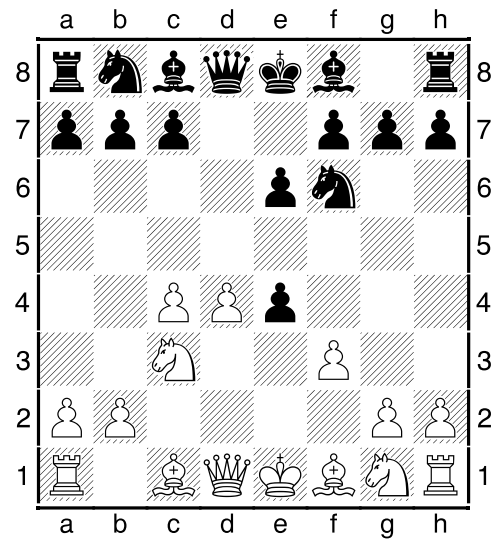
Heikkinen, a strong Finnish club player, played the DDG in thousands of games, with a great deal of success. He laid the foundation of DDG of today.

In the first two games we will discuss the "official" bust 5...c5. The third game will cover the Kmoch Variation (5...Bb4).

**dxe4 4.Nc3**

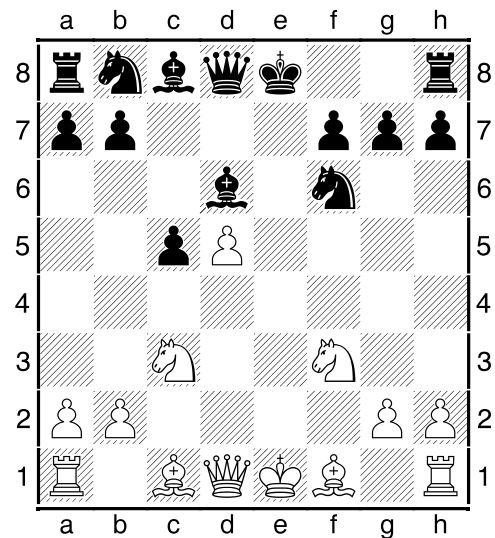
4.f3? is too premature. For example, 4...c5 5.d5 Bd6 gives Black the advantage.

**4...Nf6 5.f3**



The first critical position of the Diemer-Duhm Gambit. Now Black has two options: 5...c5 and 5...Bb4.

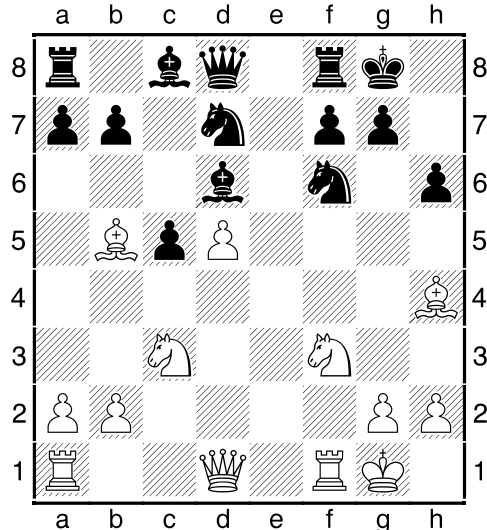
**5...c5 6.d5 exd5 7.cxd5 exf3 8.Nxf3 Bd6**



This position is often given as the "bust" of the DDG (Spanisch bis Französisch, Keres (1974) and Unorthodox Chess Openings by Schiller (1998)), which were copied many times after).

First we'll discuss the 'old main line' of the DDG which used to be 9.Bb5+, as recommended by Heikkinen. In the second game we'll discuss a novelty, 9.Qe2+.

**9.Bb5+ Bd7** (9...Nbd7 is a recommendation by Schiller in his book *Unorthodox Chess Openings* (1998), but this seems to give us gambiteers a good game. 10.0-0 0-0 11.Bg5 h6 12.Bh4.



Now Black has a couple of moves:

**\*12...Nb6?! 13.Ne4** gives white good attacking chances, for example 13...a6 14.Bxf6 gxf6 15.Qd2 Kg7 16.Bd3.

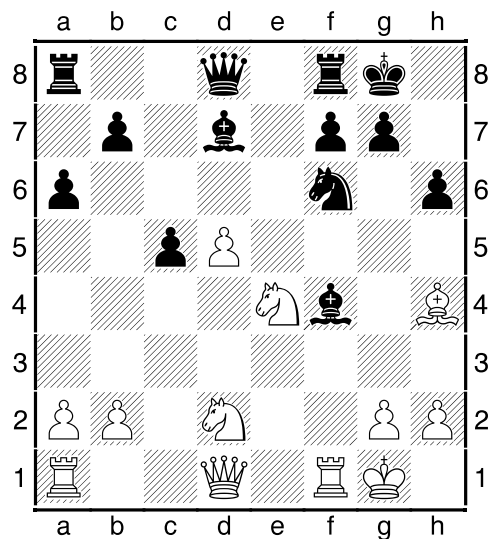
**\*12...g5?! 13.Nxg5 hxg5 14.Bxg5 Be5 15.Qf3 Qb6 16.Rae1** gives White a strong attack.

**\*12...Qb6 13.Nd2 Qc7 14.Nc4** (14...Bxh2+ 15.Kh1 Bd6 (15...g5 16.d6!) 16.Bxd7 Bxd7 17.Nxd6 Qxd6 18.Rxf6! wins for White) 14...a6 15.Bxd7 Nxd7 16.Qh5 gives White a good game.

**\*12...Re8 13.Nd2! g5** (13...Be5 14.Nde4 g5 15.Nxf6+ Bxf6 16.Bf2 Qb6 17.Qa4 with compensation for the pawn.) 14.Nc4 Bf8 15.Bg3 (15.Qf3 (as in *Heikinnen-Rebel Decade, London 1996*) gxh4 16.Bxd7 Nxd7 17.Qxf7+ Kh8 seems insufficient for White) 15...a6 16.Bxd7 Bxd7 17.Qf3 leads to an interesting game.

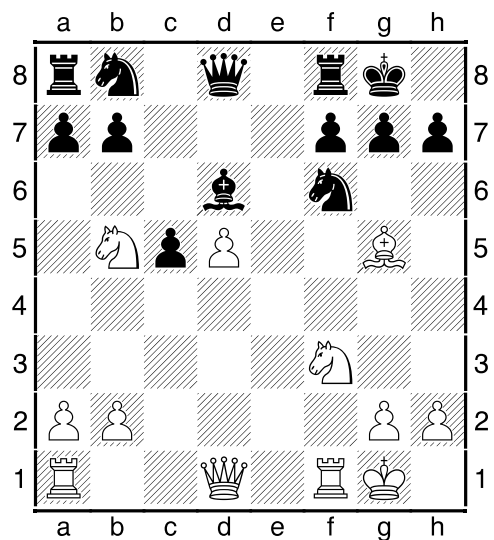
**\*12...a6 13.Bxd7 Bxd7 14.Ne4 Bf4** (Both 14...Bb5 and 14...Bf5 lead to disaster for Black: 14...Bb5 15.Bxf6 gxf6 16.Nh4+-; 14...Bf5 15.Nxf6+ gxf6 16.Nd2+/-) 15.Nfd2! (A strong move, found by

Heikinnen)



15...g5 16.Rxf4! Nxd5 17.Rf2 gxh4 18.Qh5 f5 19.Qg6+ Kh8 20.Qxh6+ Kg8 21.Qg6+ Kh8 22.Ng5 Qe7 23.Nde4!+/-.)

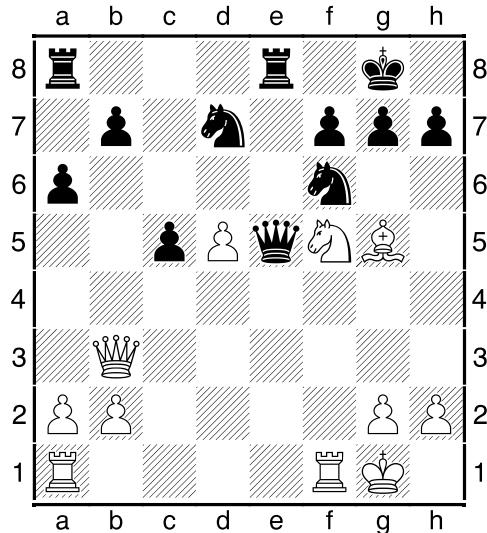
**9...Bd7** is a lot better than 9...Nbd7. **10.0-0** (White can still go for the Qe2+ option: 10.Qe2+!? Qe7 11.Bg5 Qxe2+ (11...0-0 12.0-0 Qxe2 13.Bxe2 Re8 14.Bxf6 gxf6 15.Bd3 Kg7 16.Ne4 Black's doubled f-pawns and white's activity should give White enough compensation) 12.Bxe2 Be7 13.0-0 0-0 14.Rae1 Re8 15.Ne5 h6 16.Bf4 a6 17.a4 Bc8 18.Nc4 Nbd7 19.Bf3 and White has a small edge) **10...0-0 11.Bg5 Bxb5 12.Nxb5**



**12...Qb6? 12...a6?! gives White a strong initiative. 13.Nxd6 Qxd6 14.Nh4! Nbd7 15.Nf5 Qe5 (15...Qb6 16.Qf3 Rfe8**

17.Bxf6 Nxf6 (17...Qxf6 18.d6 Rab8  
19.Qg4 Kh8 20.Ng3 Qe6 21.Qxe6 fxe6  
22.Rf7+-) 18.Qg3+=) 16.Qb3 Rfe8

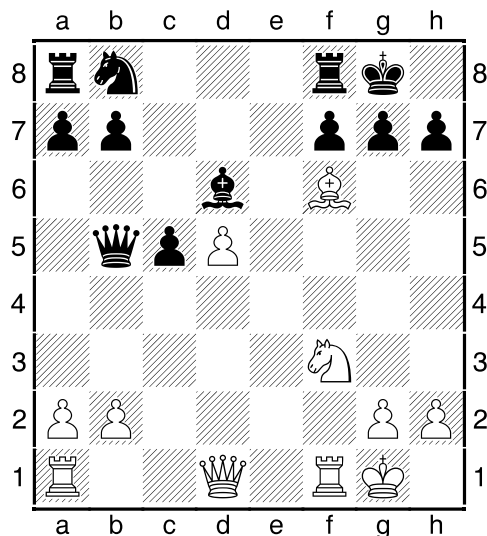
1999. A truly beautiful miniature by Heikinnen. Black resigns, because 14...gxf6 15.Nxh7 and 14...h6 15.Bxg7! will both mate.



17.Bh4! gives White good attacking chances, for example 17... Qxd5 18.Qg3 g6 19.Rad1 Qe5 (19...Qe4?? 20.Nh6+ Kg7 21.Rxd7 Nxd7 22.Rxf7+ Kh8 23.Qc3+ for a nice mate.) 20.Rd6 Kf8 (20...Qxg3 21.Nxg3+/-) 21.Nh6 Qxg3 22.hxg3 Kg7 23.Bg5+-.

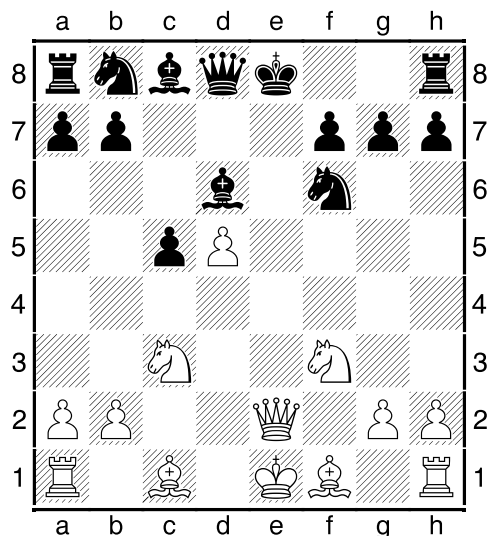
12...h6 is a better alternative for Black. Play could continue 13.Bxf6 (13.Bh4!?) 13...Qxf6 14.Nxd6 (14.Nd2!?) Qxd6 15.Nh4 g6 16.Qd2 Kh7 17.Rf3 with an initiative for White.

### 13.Bxf6 Qxb5



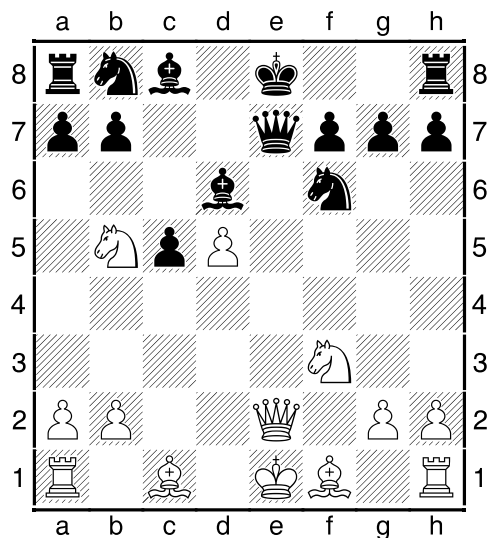
14.Ng5! 1-0 Heikinnen-Bongiovanni,

9.Bb5+ still leads to exciting positions for gambit players, however, White has a better option.



**9.Qe2+!** changes the whole verdict of this “bust”-variation. This counterintuitive move offers an exchange of queens while a pawn down in a gambit. Definitely a surprise move!

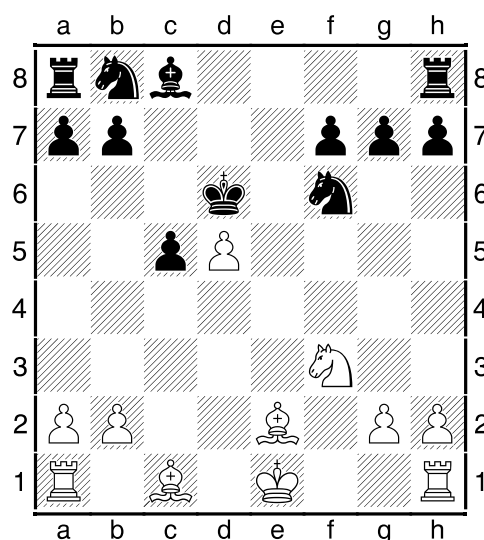
**9...Qe7 10.Nb5!**



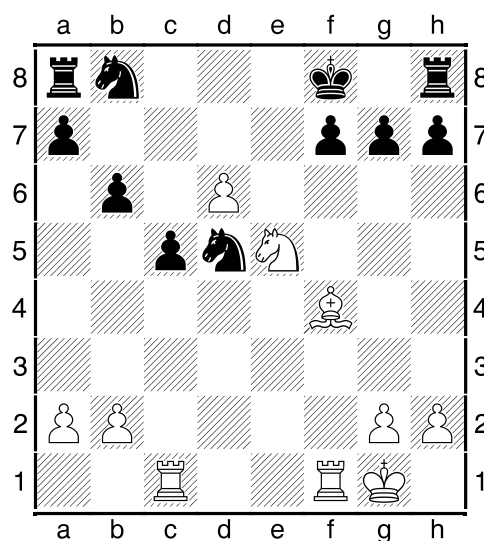
The key move which gives the White the advantage. Now Black has four options, Kd7, Kf8, Qxe2 and 0-0:

\***10...Kd7** 11.Nxd6 Qxe2+ (11...Kxd6? 12.Bf4+ Kd7 13.Ne5+ gives White a decisive advantage, for example 13...Kd8 14.d6 Qe8 15.0-0-0+- and 11...Qxd6? is not much better, 12.Ne5+ +-) 12.Bxe2

Kxd6



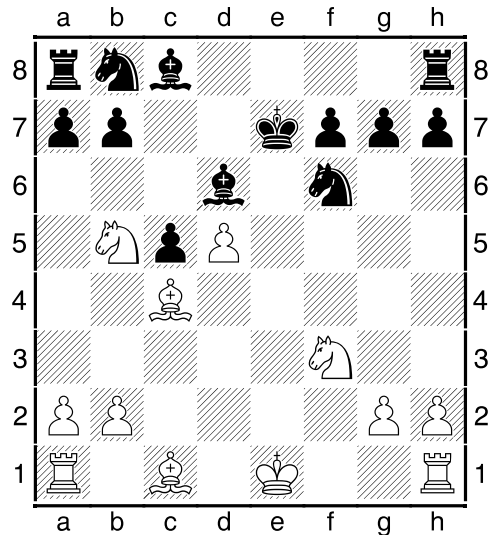
White is a pawn down, but White's rapid development and Black's exposed King gives White a big advantage, even with queens off! 13.Bf4+ (The move 13.Bc4, which we will see in similar positions in later variations, is too slow here due to 13...Re8+) 13...Ke7 (13...Kxd5 14.0-0-0+ will lead to disaster) 14.d6+ Kf8. (Another option is 14...Kd8 15.Ne5 Be6 16.Bf3! The light-squared bishop on the h1-a8 diagonal continues to give Black problems in these variations. 16...Nd5 17.0-0-0 Nxf4 18.Bxb7+/- or 14...Ke8 15.Rc1 b6 16.0-0 +-) 15.Rc1 b6 16.Ne5! Be6 17.Bf3 Bd5 18.Bxd5 Nxd5 19.0-0



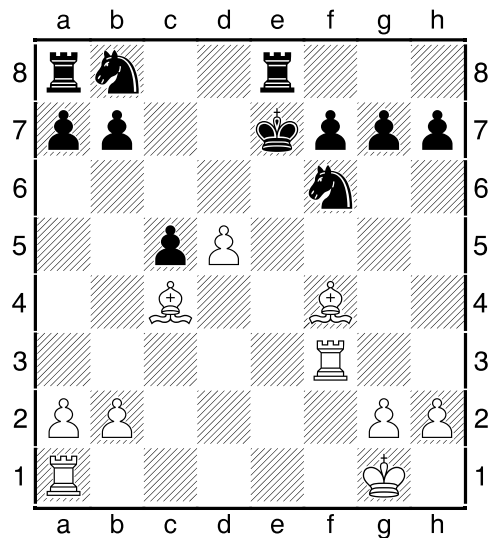
White's ‘DDG-pawn’ and Black's underdevelopment gives White a decisive advantage, for example 19...f6 20.Rcd1

fxe5 21.Bxe5+ Nf6 22.d7 Nc6 23.Bxf6 gxf6 24.Rxf6+ +/-.

**\*10...Kf8** 11.Qxe7+ Kxe7 12.Bc4 (even stronger than the immediate 12.Nxd6 and 13.Bf4+, because the white-squared bishop would be on f1 in this variation, which makes the manoeuvre Ne5-Bf3 impossible.)

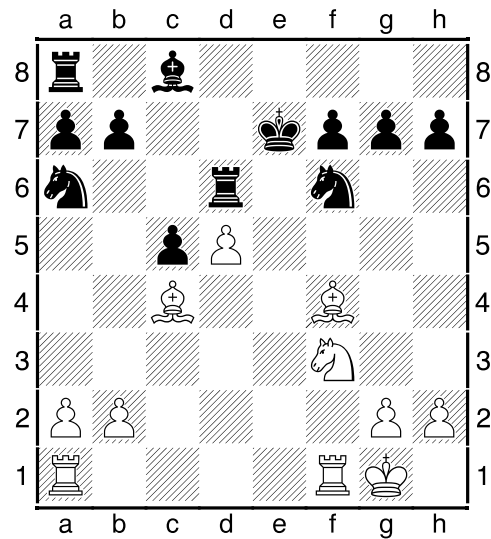


12...Rd8 (Just a variation for anyone who thinks a gambit with queens off the board is boring: 12...Bg4 13.Nxd6 Kxd6 14.Bf4+ Ke7 15.0-0 Bxf3 16.Rxf3 Re8



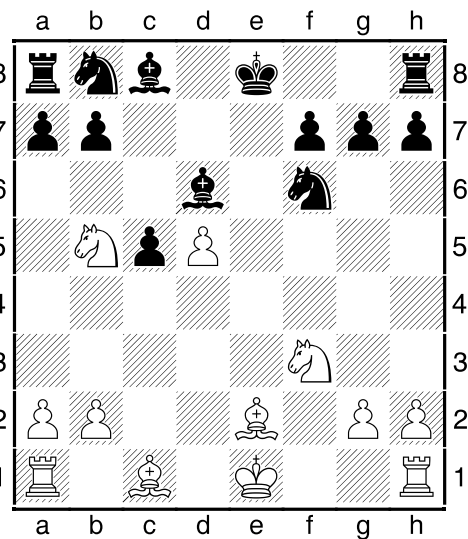
17.Bh6!+/-) 13.0-0 Na6 (Neither 13...h6 14.Be3 b6 15.Nxd6 Rxd6 16.Bf4+/= or 13...Kf8 14.Nxd6 Rxd6 15.Bf4 Rd8 16.Rae1 b6 17. Be5 Bb7 18.Ng5 Nbd7 19.d6 Nxe5 20.Rxe5 Rxd6 21.Nxh7+! is satisfying for Black).

14.Nxd6 Rxd6 15.Bf4



forces Black to give the exchange. 15...Rxd5 (15...Rd8 16.d6+ Kf8 17. Ng5 is just painful) 16.Rae1+ Be6 17.Bxd5 Nxd5 18.Ng5 leaves White on top.

**\*10...Qxe2+** is Black's most natural move and Black's best try. 11.Bxe2



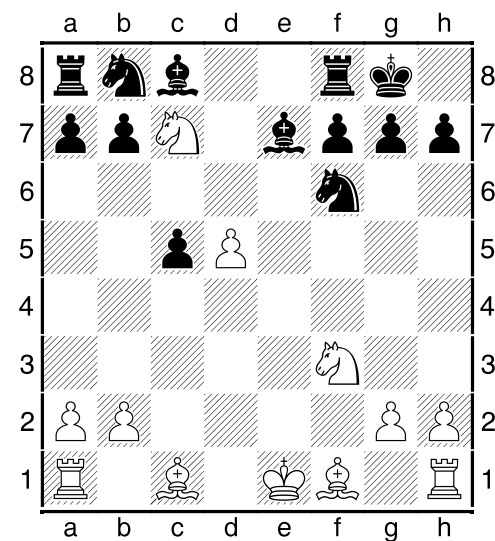
11...Ke7 (11...Kd7?! leaves f7 too vulnerable: 12.Ng5 Rf8 13.0-0 h6 14.Rxf6!! is a great sacrifice to keep the initiative. 14...gxf6 15.Nh7! Rh8 16.Nxf6+ Ke7 17.Nxd6 Kxd6 18.Bf4+ Ke7 19.Ne4 should be very good for white, despite being an exchange down.)

12.Bc4 (The immediate 12.Nxd6 Kxd6 13.Bf4+ Kd8 14.Ne5 Be6 15.Bf3 is also possible. This would lead to the 10...Kf8-

variation, in which White is better. 12.Bc4 seems to be slightly favourable.)

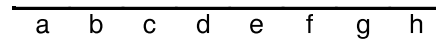
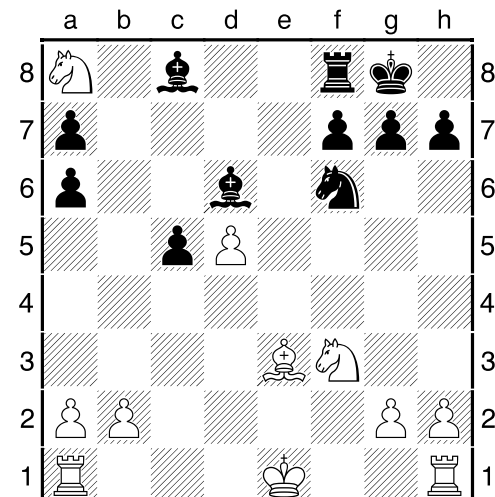
12...Bg4(12...Rd8 transposes to the 10...Kf8-variation) 13.Nxd6 Kxd6 14.Bf4+ Ke7 15.d6+ Kf8 16.Ne5 Be6 17.Bxe6 fxe6 18.0-0 Nbd7 19.Rae1 creates the threats of g2-g4 or Ne5-f3-g5. For example, 19...Ke8 20.Nf3 Nf8 21.Ng5 Kd7 22.Be5+=.

\*10...0-0!?. Black voluntarily gives the exchange to bring his King in safety. 11.Qxe7 Bxe7 12.Nc7

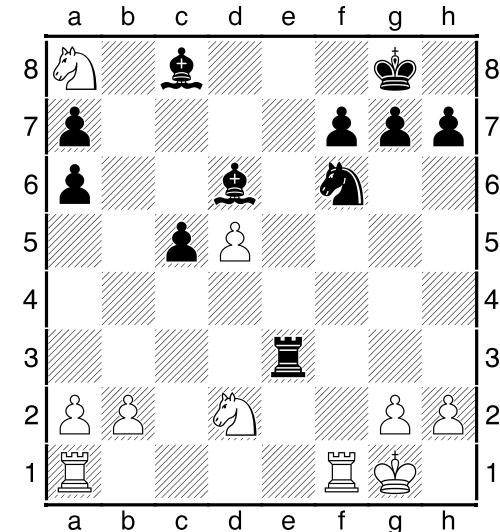


We'll consider two options for Black here: 12...Na6 and 12...Bd6.

\*12...Na6 13.Bxa6 bxa6 14.Nxa8 Bd6 Black needs to cover the escape route of the knight, c7. 15.Be3!



This move is the only move that gives White a possibility to fight for the advantage. The point is that after 15...Re8 white plays 16.0-0! And now the tactics favour White: 16...Rxe3 17.Nd2!

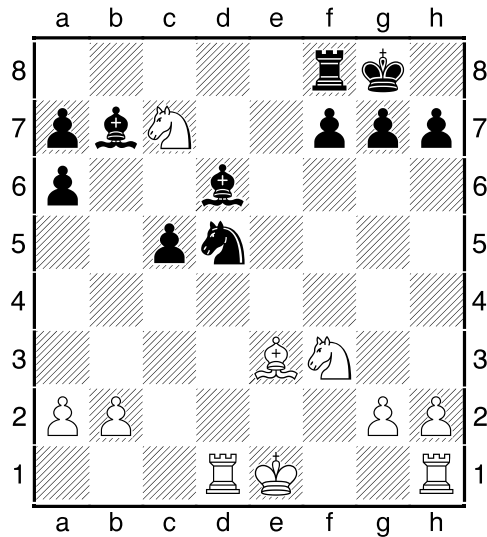


(a strong move, intending Nc4, which forces Bd6 to move, which will either save Na8 or give White the opportunity to push d6). 17...Rd3 (17...Re8 will give d6 time to shine: 18.Nc4 Bb8 19.d6! Be6 20.Nc7 Bxc7 21.dxc7 Bxc4 22.Rad1+-) 18.Nc4 Bb8 (18...Bf8 19.Nc7+-) 19.Rad1 Rxd5 20.Rxd5 Nxd5 21.Rd1 Bb7 22.Ne3! White is winning the endgame easily.)



Instead 15...Re8 and 16...Rxe3 Black has another option, 15...Nxd5. Again, tactics leave White on top: (15...Nxd5 16.Rd1 Bb7 (16...Nxe3 17.Rxd6+-) 17.Nc7

develop as quickly as possible in order to avoid problems. 14.Bb5!? a6 15.Be2 Nbd7 16.Nd2 (again heading for c4) Rxa8 17.0-0 Bg6 18.Nc4 Bf8 19.Bf4 Nxd5 20.Rad1 with an interesting ending, which should be slightly favourable for White.

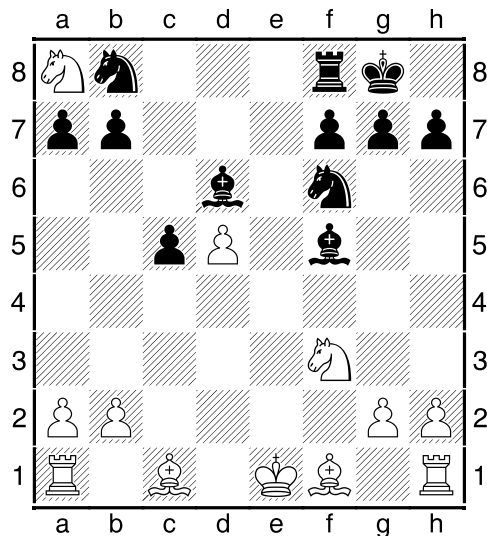


A nice 'desperado' move, giving White the edge in the endgame. For example:

Bxc7 18.Bxc5 Rc8 19.0-0 Bxh2+ 20.Kxh2 Rxc5 21.Rc1 Rb5 22.b3+/-.

Probably Black's best try is 15...Re8 16.0-0 Bb7 17.Rfe1 Rxa8 18.Rad1, but if this is the best position Black can get in this line, he should reconsider playing this line altogether.

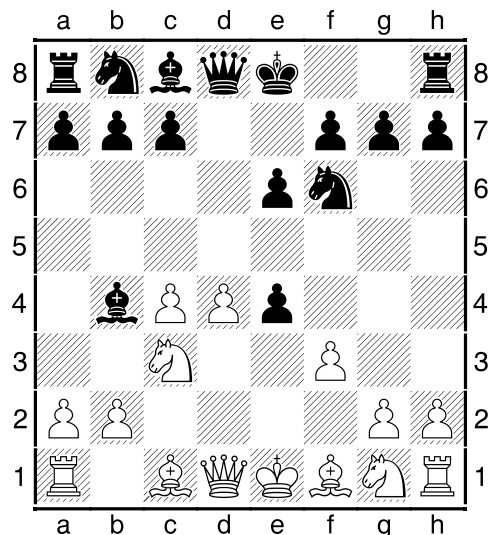
\*12...Bd6 is Black's second option to keep the knight locked away. 13.Nxa8 Bf5



White will be an exchange up and needs to

## Diemer Duhm Gambit: Knoch-Variation

1.e4 e6 2.d4 d5 3.c4 dxe4 4.Nc3 Nf6 5.f3 Bb4



Heikinnen named this the 'Knoch variation', due to its resemblance of the variation in the Nimzo-Indian (1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.f3). In practice, this is the most popular variation for Black in the DDG (5...Bb4 in 97 games, 5...c5 in 39 games; [www.chesslive.de](http://www.chesslive.de)). The Knoch Variation was the most troublesome for the DDG, but nowadays White has a lot of options for an interesting game.

**6.Qa4+** was the recommendation of Heikinnen. The problem is that other moves give Black an immediate good game: 6.Qb3?! c5! (6...Nc6?! is inaccurate. 7.Be3 0-0 8.0-0-0 Bxc3 9.Qxc3 with initiative). 7.Be3 Nc6 8.0-0-0 Bxc3 9.bxc3-/+;

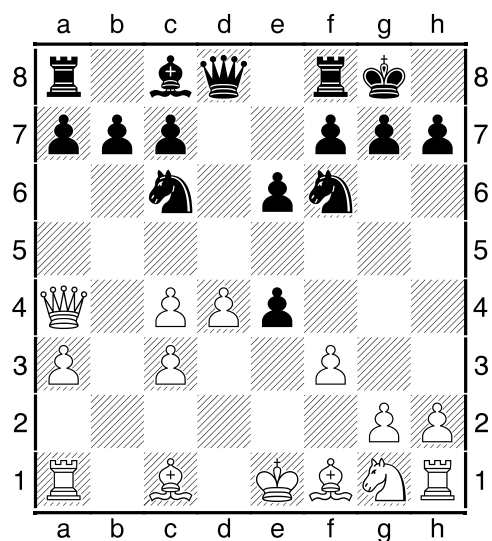
6.a3?! runs in another quick c5 by Black. 6...Bxc3+ 7.bxc3 c5!-/+.

6.Be3 leads to a playable position, but one that's clearly better for Black. 6...c5 7.Nge2 exf3 8.gxf3 0-0 9.Rg1 Nc6 10.a3 Bxc3+ 11.bxc3 Qe7 12.Qd2 Rd8 13.Bh6 Ne8!-/+.

The idea of 6.Qa4+ is that it gives Black no time for a quick ...c5. However, this costs time and White will be in desperate need of an extra move or two for an initiative.

**6...Nc6 7.a3** (7.Be3 is the alternative, but not sufficient. 7...0-0 8.0-0-0 (8.Nge2 is not better: 8...Bxc3+ 9.bxc3 e5 10.d5 exf3 11.gxf3 e4!-/+) 8...Bxc3 9.bxc3 Qe7 10.Bg5 Bd7 11.Qc2 e5-/+).

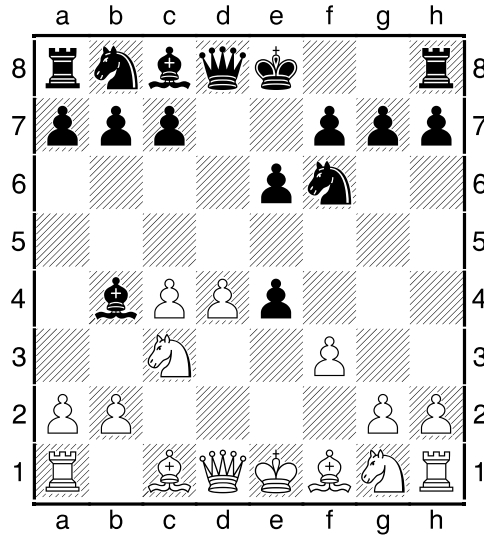
**7...Bxc3+ 8.bxc3 0-0!**



**9.Qc2.** White wants to launch a Kingside attack with Bg5, Bd3 and Qc2-f2-h4. However, Black gets a good game by a quick ...e5. (9.Bg5 is an option, but again a quick e5 ruins White plans. 9...h6 10.Bh4 e5 (10...e3 is also better for Black: 11.Bd3 e5 12.d5 Qd6-/+) 11.d5 exf3 12.Nxf3 e4! 13.Nd4 (13.0-0-0 exf3 14.dxc6 Qe7-/+) 13...Nxd4 14.cxd4 c6!-/+.

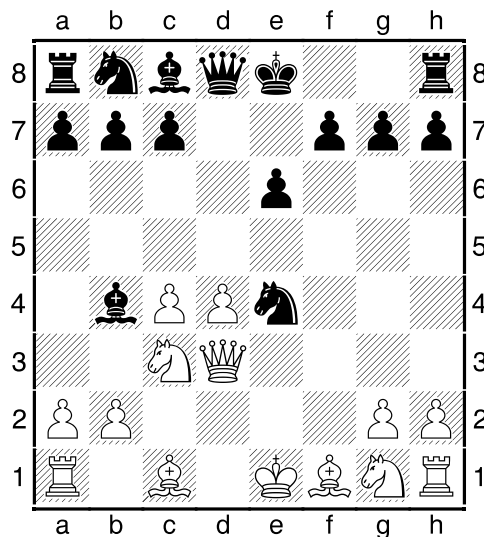
**9...exf3 10.Nxf3 e5! 11.dxe5** (11.d5 e4! 12.Nd4 Nxd4 13.cxd4 c6+) **11...Re8 12.Be2 Nxe5 13.0-0 Qd6 14.Nxe5 Qxe5+**

Of course, this line is still perfectly playable against weaker opposition, but strong players who will look for counter play in positions (especially 8...0-0 and 10...e5!) have a good game against 6.Qa4+. Luckily, White has an alternative:



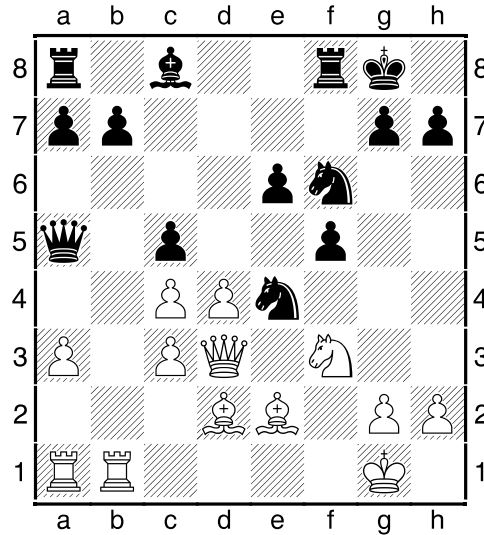
6.fxe4!? is an interesting move that gives us gambiteers enough options.

6...Nxe4 7.Qd3



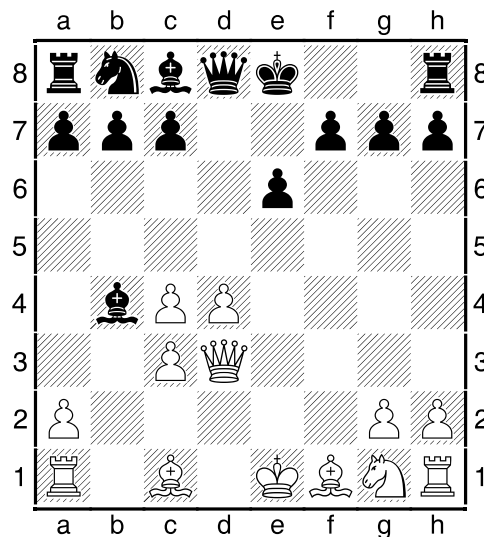
7...Nxc3

(7...f5 is a reasonable alternative for Black. 8.a3 Bxc3+ 9.bxc3 0-0 10.Nf3 c5 11.Be2 Qa5 12.Bd2 Nd7 13.0-0 Ndf6 14.Rfb1

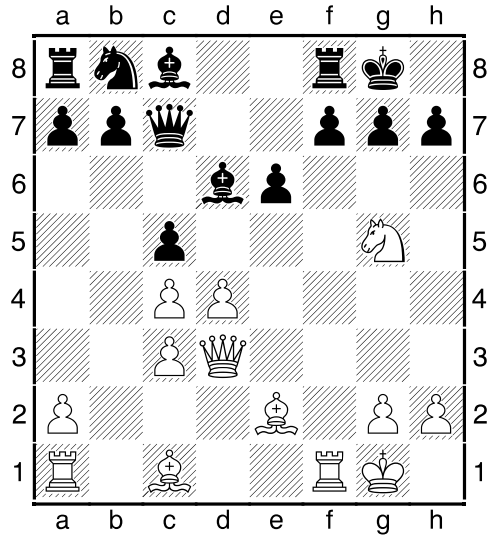


14...Nxd2 15.Nxd2 Qc7 16.Bf3 or Nf3 gives White enough to play for.)

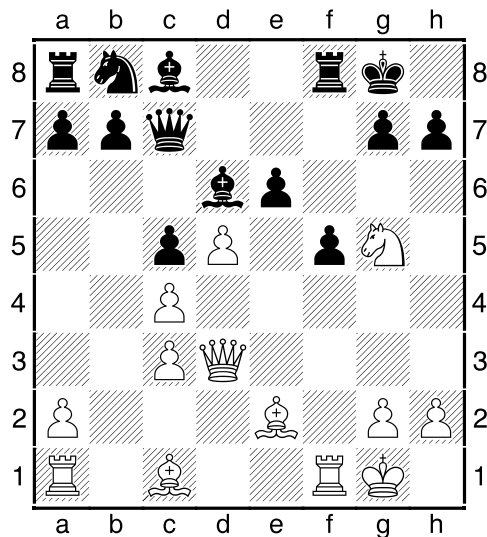
8.bxc3



8...Bd6 (The trick 8...Qh4+ doesn't work: 9.g3 Bxc3+ 10.Qxc3 Qe4+ 11.Kf2 Qxh1 12. Nf3 and White will win the queen. The alternative 8...Ba5?! 9.Ba3 gives White a good game.) 9.Nf3 c5 10.Be2 Qc7 11.0-0 0-0 12.Ng5!



**12...f5 13.d5!**



An exciting move that forces Black to be cautious: **13...e5** (13...exd5 is risky: 14.Bf3 dxc4 15.Bd5+ Kh8 16.Qh3 g6 (16...h6 17.Qh5) 17.Rd1 with a strong attack) **14.Qh3 h6 15.Ne6**. An interesting position arises. After 15...Bxe6 16.dxe6 f4 White's plan should be Rd1, Bf3 and Bd5 which seems to lead to an equal position.

Good luck in the DDG! And don't forget:  
Always do it the KiNG way:

[www.sgking.nl](http://www.sgking.nl)