The Sinquefield Chess Generation

Young Guns at Work!

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Alex Colovic

Thinkers Publishing 2021



To my family

Key to Symbols

- ! a good move
- ? a weak move
- !! an excellent move
- ?? a blunder
- !? an interesting move
- ?! a dubious move
- □ only move
- N novelty
- C lead in development
- ⊙ zugzwang
- = equality
- ∞ unclear position
- $\overline{\overline{\mathbf{z}}}$ with compensation for the sacrificed material
- \pm White stands slightly better
- ± White has a serious advantage
- **H**Black has a serious advantage
- +- White has a decisive advantage
- -+ Black has a decisive advantage
- → with an attack
- 1 with initiative
- \Leftrightarrow with counterplay
- Δ with the idea of
- \leq worse is
- + check
- # mate

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Preface

"You should write a book," he said.

It was December 2018 and Josip Asik, Dusan Krunic and I were sitting in one of Skopje's restaurants waiting for our food to arrive. Then Josip spoke. I still wonder if he would have suggested it had the food come a moment earlier.

Josip and Dusan are my dear friends. Our cooperation started many years ago when they asked me to write for Sahovski Informator (Chess Informant) and after that, for British Chess Magazine. Then they moved to conquer America by revamping the American Chess Magazine and this is how the concept of the book came about.

The idea was to write about the best players in the USA born at the turn of the century. These players grew and blossomed thanks to the continuous and generous support by the world's biggest chess patron, Rex Sinquefield, and the Saint Louis Chess Club. Their success changed the scenery of American chess, set new standards and propelled the country as the promised land for new talents.

While we were discussing the idea of the book, now over some good food, I remembered that I had always liked to analyze players' styles and preferences as Botvinnik did in his preparations. When his secret notebooks were published, I was fascinated with how he managed to extract precise characteristics based on concrete examples. As a matter of fact, Botvinnik also called these analyses "characteristics". Here is an example of what he thought about Tal's play prior to the match in 1960 (my translation from Russian from the book "Botvinnik – Tal, Return Match"): "The general tendency – to obtain positional advantage by lively play rather than long maneuvering".

Has Botvinnik's way of analysis become a lost art? Now I had a chance to do it myself.

By the time dessert came, we had agreed on the concept. Some days later, I realized with horror the enormity of the task that I had taken upon for myself.

It took me a year and a half to complete the analytical work.

To write proper "characteristics", I had to go over hundreds of games of each player. I wanted to learn what they liked and disliked, how they reacted in different situations, what was their preferred way of playing, how they handled themselves. During the first "scan", I went relatively quickly over the games, writing down the impression from each game. This is what Botvinnik did when analyzing Bronstein's play before their match in 1951. I continued with the scan until the moment when I felt that I had "understood" the player. Then I returned to the games that were most relevant for their "characteristics" and I analyzed them deeply.

The main difficulty was that sometimes, the initial impression of a "characteristic" based on a game was not exactly what I thought it was, as the deeper analysis unearthed details that changed the picture. In such cases, I had to discard those examples and either look for others, or to conclude that the "characteristic" was not clear enough to form part of the player's profile.

Most of the players in this book turned 20 in 2020. I intended to analyze their styles while they were still juniors and therefore, the latest games I consulted were from early 2020.

I was absorbed by Botvinnik's analysis, but nobody writes like that today. In the words of Toni Morrison: "If there's a book that you want to read, but it hasn't been written yet, then you must write it".

That is how this book has come into existence.

Alex Colovic Skopje, 9 March 2021

Editorial note: A very special thanks to the wonderful ACM team Josip Asik and Dusan Krunic. Without their help we could never have pulled this one off.

Chapter 1



Andrew Tang

Biographical information

Andrew Tang (born November 29, 1999) is an American Grandmaster. He was awarded the title Grandmaster in 2018. He is known online for his bullet, hyper bullet, and ultra-bullet (one-minute, 30-second, and 15-second chess, respectively) skills. Andrew also competed in the 2021 Bullet Chess Championship where he competed against Nihal Sarin, Daniel Naroditsky and Alireza Firouzja. He finished in second place. Tang streams chess live on Twitch, preferring fast bullet chess games of 15, 30, or 60-second chess with no increment. He is currently rated at 2525.

Andrew Tang's style is based on a sound positional basis. This preference for positional play is also manifested in his opening repertoire. One of his main choices with White is the London System, an opening where White obtains a solid center and harmonious development. His preference for the Sämisch Variation against the King's Indian indicates the same, as there, White obtains a well-protected pawn center with good piece development behind it. With Black, his choices are the Queen's Gambit Declined and the Ruy Lopez, again going for solid positions and smooth development.

With such classical inclinations, it is not surprising that Tang has a very good understanding and technique. Here is an example where he outplays his opponent positionally and then follows up with a precise tactical finish.

Å	Brodsky, David	(2479)
1	Tang, Andrew	(2521)
۲	Charlotte 2020	

Game 1

1. e4 e5 2. 🖄 f3 🖄 c6 3. 🌲 b5 g6

(see diagram on the right)



Position after: 3... g6

The Cozio Defense is one of Tang's favorite choices in the Ruy Lopez. He likes to fianchetto the dark-squared bishop, so he also has the Steinitz Deferred in his repertoire.

4. d4 exd4 5. c3 a6 6. ዿc4 ዿg7 7. cxd4 b5 8. ዿb3 ⊘a5 9. ዿc2 ⊘e7 10. 0-0 0-0



Position after: 10... 0-0

Black scores very well from this position. He has finished development unhindered and has good play against White's center.

11. 🗘 g5

After 11. 邕e1 d6 12. h3 c5, Black was already somewhat better and Tang outplayed Nepomniachtchi in a blitz game, although eventually, he blundered in a winning position and lost.

11... h6 12. ዿd2 ⊘c4 13. ዿc3 d5

Counter-attacking the White center is one of the main ideas in the Cozio.



Position after: 13... d5

14. e5 c5 15. dxc5

15. b3 cxd4 16. 2xd4 2a5 is very comfortable for Black as the knight from a5 will return to c6 to further pressurize the center.

15... g4



Position after: 15... 🗘 g4

Black finishes development and thanks to this pin, attacks the pawn on e5.

16. h3?

White succumbs to the pressure of the pin.

It was vital to finish development with 16. 心bd2 although White would have to navigate the complications after both replies.

A) 16... ②xe5 17. 營e1 getting away from the pin. 17... ③xf3+ 18. ③xf3



Position after: 18. 公xf3

18... d4 [18... 象 xf3 doesn't spoil the structure as White has 19. 象 xg7 家g7 20. 窗 c3+ d4 21. 窗 xf3 with an approximately equal position after 21... 罩 c8 22. b4 ② d5



when the knight lands on c3 and is no worse than the bishop.] **19. 溴xd4** [19. **公**xd4? doesn't drop a piece but still loses; 19... b4 20. h3 bxc3 21. hxg4 營xd4 22. 營xe7 cxb2 as the pawn on b2 is too strong.] **19... 溴xd4 20. 公**xd4 營xd4 21. 營xe7 邕ac8 with …響c5 next, and the position is equal.

B) 16... ②xd2 leads to sharp play after 17. ②xd2 [17. [™]/₂xd2 is an alternative: 17... ③xf3 18. gxf3 ②c6



Position after: 18... 公c6

(threatening ...d4) 19. 昌ad1 公xe5 20. 營xd5 營xd5 21. 昌xd5 公xf3+ 22. 含g2 Qxc3 23. bxc3 公g5 with an approximately equal endgame as the strong bishop compensates for the wrecked pawn structure] 17... 公c6 18. h3 Qxf3 19. 營xf3 公xe5.



Position after: 19... 🖄 xe5

B1) 20. 營g3 公c4 21. 急f4 Threatening c6. 21... 邕c8 22. b3!? 急xa1 This is not forced, but it's critical to take the exchange. 23. 邕xa1 營f6 24. 邕d1 公a3 25. 急d3 with good compensation for White in view of Black's dark-squared weaknesses and the wayward knight on a3.

B2) 20. 響f4 公c4 21. 皇c3 公xb2 22. 皇xg7 當xg7 23. a4 bxa4 24. 皇xa4 公xa4 25. 邕xa4



Position after: 25. 邕xa4

when White's activity should suffice for enough compensation.

16... 🗘 xf3 17. gxf3

17. 營xf3 d4 18. 邕d1 [18. 急d2 公xe5 leaves Black a pawn up with little compensation for White] 18... dxc3! is a relatively simple but effective combination.

17... b4!



Position after: 17... b4!

Black's play in the remainder of the game is powerful and precise, quite typical for Tang's best games. The idea of this pawn sacrifice is to gain a tempo with ... (2) c6 in order to liberate the h4-d8 diagonal for the queen.

18. 🗘 d4

White wants to avoid giving the tempo with ... c6 and intends to play f4 in order to prevent ... g5, but this doesn't help much.



Position after: 19... Wg5+

20. 當h1 [20. 當h2 d4 21. 皇d2 皇xe5+ is even worse for White after 22. 當h1 營h4 23. 當g2 公e3+! 24. 皇xe3 dxe3 25. 營e2 營f4 with a winning attack.] 20... d4 21. 皇d2 營h5 22. 當g2 公xb2 23. 營c1 公xe5 Threatening ...營xf3+. 24. 皇e4 邕ab8 with a winning position for Black.

18... ∕∑c6 19. f4 [₩]h4

Everything falls apart for White. He cannot defend both f4 and h3.

20. 臭e3 ②xe3 21. fxe3 鬯g3+ 22. 塗h1 鬯xh3+ 23. 塗g1 鬯xe3+ 24. 邕f2



Position after: 24. 邕f2



Position after: 29... 🕱 xa1

24... 🖄 xe5

An easy sacrifice. Black collects a lot of pawns and White is still hampered with an undeveloped queenside.

This allows White to give one check.

30. ^I xg6+ ∲h8

0-1

In the next game, against another bright American hope, Tang outplays his young opponent convincingly.

Game 2

- گ
 Tang, Andrew
 (2501)
- Yoo, Christopher Woojin (2414)
- Reykjavik 2019

1. d4 🖄 f6 2. 🖄 f3 g6 3. 🖄 bd2

A rare choice in Tang's repertoire, as usually he goes for the London System with 3. \pounds f4.

3... c5 4. dxc5 營a5 5. a3 營xc5 6. b4 營c7 7. Ձb2 Ձg7 8. c4 d6 9. g3 b6 10. (2501) Ձg2 ዴb7 11. 0-0 0-0 12. ≧c1 ⊘bd7



Position after: 12... 🖄 bd7

Both sides have finished development and obtained good development. The position is balanced.

13. **₩b**3

Tang continues to put his pieces on good squares.

13... 邕ac8

Black makes the typical hedgehog moves, but herein lies the danger in this position for Black – after both sides play the typical moves, White ends up better! This doesn't happen abruptly and Black definitely could have played better in the next several moves, but generally this means that the tendency here is in White's favor, so Black had to do something more concrete.

13... a5!? was more direct, starting queenside play immediately. This move also hides a small tactical detail if White continues in the same way as in the game: 14. 單fd1 單fc8.



Position after: 14... 邕fc8

With the tension on the queenside and possible opening of the a-file, Black

naturally keeps the rook on a8. 15. \bigcirc f1 @ c6! This is the idea – Black threatens to take on b4 and play ... @ a4, winning the exchange. 16. \blacksquare e1 e6 with a flexible position for Black.

14. 菖fd1 a6 15. ☑f1 營b8 16. ☑e3



Position after: 16. 🖄 e3

16... b5

The typical counterplay on the queenside, but it also weakens the queenside.

A) 16... e6 was a more conservative approach. It covers the d5-square but weakens the d6-pawn. Still, it was possible to play like this. 17. g4 is a common idea from the similar-looking position from the double-fianchetto line of the English Opening. The difference is that here, the queen is on the queenside while in the English Opening, the queen is on the kingside on h4 [the tactical justification is that White cannot immediately take advantage of that, as after 17. $rac{10}{2}$ d3 $rac{10}{2}$ fd8 18. $rac{10}{2}$ cm d6 19. $rac{10}{2}$ xd6 $rac{10}{2}$ e4, Black wins material].



Position after: 17. g4

17... h6 18. h4 邕fd8 19. g5 hxg5 20. hxg5 心h5 21. 皇xg7 當xg7 22. 響b2+ e5 23. 邕c2 with unclear play.

B) 16... 邕c7!? (Δ ...邕fc8) 17. h4 邕fc8 18. 息h3 豐a8 19. 心h2 with the idea 心hg4 and again, play is complex and with mutual chances.

17. 🗘 h3

Another typical idea borrowed from the above-mentioned line of the English Opening.

17... bxc4 18. 🖄 xc4



Position after: 18. 🖄 xc4

18... 邕c7?!

Black continues with the normal moves, moving away from the pin, but after White's next, he is under severe pressure.

18... e6 was possible, although it's understandable that Black didn't want to play it – it looks too loose. 19. 03 [19. 0xd6? 2xc1 20. 2xc1 2d5 wins material for Black and even though after 21. 2xd5 exd5 22. 2f4, White has compensation, this is not what White wants to embark on from a position where he has solid and easy play.] 19... d5 [19... 2d5 20. 0fd2 is more pleasant for White, as Black always has to worry about the pawn on d6.]



Position after: 19... d5

This solves the problem with the d6pawn, but White keeps the initiative after 20. (a) a5 (a) e4 21. (a) xg7 (a) xg7 22. (a) d2, thanks to his good central control and the queenside majority.

19. 🖄 a5



19... 邕xc1

After 19... 2a8 20. 2xc7 @xc7 21. 2c1, White has strong initiative on the queenside. 21... 2b6 [21... b8 is worse: 22. 2c6 @e8 23. e3 threatening both 2xe7 and 2a7.] 22. 2d4 still targets the c6-square. 22... 2e5 23. 2c2



and with ideas such as 2 dc6 or 2 g2(in order to exchange one of the defenders of the c6-square), White threatens to overwhelm Black's queen-side.

21... ĝe4

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21... & a8 doesn't avoid the loss of the bishop pair after 22. c4 a7 23. c6 & xc6 24. xc6, with a practically winning position for White, as his bishops dominate the board while Black is stuck with the weak pawn on a6.

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Position after: 21. 邕d1

22. 🖄 d2

White was already spoilt for choice, but he characteristically chooses the more methodical option.



Position after: 23. Wc3

A) 23... 公f6 24. 公c6 集xc6 25. 響xc6 is winning for White as Black cannot successfully defend the pawn on a6 and prevent further damage to his position. For example: 25... 響b5 26. 響xb5 axb5 27. 公d4 邕b8 28. 公c6 邕b7 29. 集xf6 exf6 30. e3



Position after: 30. e3

prevents ... Âc1, as now White wants to take on d6. White has a technically winning position here.

B) 23... 265 24. 2xe5 dxe5 25. 2c6 Better than the capture on e5. [25. 2xe5 2xe5 $2c8\pm$] 25... 2c7 [25... 2xc6 26. $2c8\pm$] 25... 2c7 [25... 2c6 26. 2c6 is hopeless for Black with his weakness on a6, passive pieces and damaged central structure. 26. $2c8\pm$ 27. $2c8\pm$ should be technically winning for White, although Black can try to put up resistance with the bishop pair.

22... ≗d5

22... â a8 was an alternative, although White keeps a big advantage after 23.

^(a) ^(b) ^(c) ⁽

23. ₩d3



Position after: 23. Wd3

23... 🖄 c5

Probably Black has pinned his hopes on this move, but after White's calm retreat, he cannot keep the position together.

24. 🖞 c2 🖄 ce4

24... \bigcirc cd7 was no better. After 25. \bigcirc c6 & xc6 26. \textcircled xc6, White has a winning position with the bishop pair, the weak pawn on a6 and Black's loose knights.

25. ∅xe4 ≗xe4 26. ₩c4



Again threatening both the pawn on a6 and the bishop on e4 (after & xf6).

26... **₩a**8

26... 響b5 also loses after 27. 臭xf6 響xc4 28. ②xc4 exf6 29. 邕xd6, winning another pawn.

27. ≗xf6 exf6 28. Äxd6



Position after: 28. 邕xd6

White wins material and Black has nothing to show for it.

28... f5 29. 響xa6 響e8 30. 臭g2

The bishop on h3 was doing nothing, so White exchanges it.

A good, consolidating move.

33... [₩]b2 34. ⁶C4 [₩]a2



Position after: 34… 響a2

35. 邕d8

White wins in many ways. Tang chooses to simplify the position.

35... 菖xd8 36. 鬯xd8+ 臭f8 37. 鬯d3 鬯a1 38. f4

White secures the e5-square for the knight. Apart from being two pawns up, White can also play against the king, attacking the f7-pawn.

38... h5 39. ∅e5 h4 40. ₩d5 h3+ 41. �f2

1-0

Tang is very resilient in defense and dangerous in the counter-attack. In the game against the Italian Grandmaster below, Tang defends well and when his opponent oversteps the mark, he takes his chance and converts the advantage in the end-game flawlessly.

Game 3

- <u> </u>Brunello, Sabino
- Tang, Andrew
- Riga 2017

1. d4 d5 2. c4 e6 3. 🖄 c3 🚊 e7

Tang always chooses this move order in the Queen's Gambit Declined (QGD).

4. ②f3 ②f6 5. ≗g5 h6 6. ≗h4 0-0 7. e3 b6

The Tartakower Variation is Tang's main defense against the 5. 2g5 line of the QGD. It offers a solid and playable position that fits his preferences.

8. ዿੈe2 ዿੈb7 9. ዿੈxf6 ዿੈxf6 10. cxd5 exd5 11. 0-0



Position after: 11. 0-0

This line was popular in the 1970's, thanks to Korchnoi's efforts, but nowa-(2566) days it is considered that Black can (2475) equalize against it.

11... 響e7

This was also Geller's choice in Game 5 of his Candidates match against Korchnoi in 1971.

11... 公d7 is the main line, when after 12. b4 [in case of 12. 營b3 c6, Black doesn't have to move the queen to e7] 12... c5 13. bxc5 bxc5, Black equalizes as shown in several games from the matches between Karpov and Kasparov.

12. 習b3 邕d8 13. 邕ad1



Position after: 13. 昌a

