

Chess Openings for White,

"A must for every
chess player."

-Anatoly Karpov,
12th World Champion

Explained

Winning
with 1. e4

M Lev Alburt
M Roman Dzindzichashvili
M Eugene Perelshteyn

Chess Openings for White, Explained

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Winning with 1. e4

**by Lev Alburt, Roman Dzindzichashvili,
and Eugene Perelshteyn**

with Al Lawrence

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Staff:*Editing & Design*

OutExcel! Corporation
Al Lawrence, President
Email: OutExcel@aol.com

Creative Director

Jami L. Anson, Jadesign
Email: jadandesign@aol.com

Editorial Consultants

Gary Colvin
Peter Kurzdorfer
Daphne Lawrence
Stefanie Posteraro

Technical Assistant

Igor Yagolnitser

Cover Design

Jami L. Anson, Jadesign

Illustrations

Kathleen Merz, Jadesign

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Jami L. Anson
Nigel Eddis
Brian Killigrew
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“Chess Openings, Explained is rich in ideas, practical and to the point. A must for every chess player.”

—Anatoly Karpov
12th World Champion

*Our thanks to the U.S. Chess Federation
for the use of the photos throughout this book.
The U.S. Chess Federation is the membership organization
for chess players of all levels, from beginner to grandmaster.
For information on USCF membership, please go
to www.uschess.org.*

*Thanks also to the World Chess Hall of Fame, the official
museum for both the World and U.S. Chess Federations.
For information, please go to
www.worldchesshalloffame.org.*

Note to the Reader

You should be able to read a chess book without squinting, without forever flipping pages back and forth to find the relevant diagram, and without trying to keep a 12-move variation in your head.

With the publication of *Just the Facts!* in 2000, we began an award-winning book design that makes it fun for you to get the most out of the unique chess instruction we feel we offer. *Chess Openings for White, Explained* continues to employ our well-received approach. First of all, this book offers a wealth of diagrams, the video-playbacks of chess. Indeed, there are more than 1,600 of them, to allow you to keep track of the positions, even without a board and set. Second, we use color to emphasize important points and to give your eyes some variety. Third, whenever possible, we make sure that the diagrams on a page-spread relate to the moves on that spread, eliminating the need for back-and-forth page-turning.

Additionally, we employ proven instructional techniques—such as forecasting important ideas in a chapter and ending each chapter with brief “puzzles” to mark those ideas in your memory. In fact, in producing *Chess Openings for White, Explained*, we used many techniques to make following along and learning easier and more fun.

Look for **blue** diagrams and **blue** boxes that call your attention to the most important positions and most interesting ideas. This highlighted information will be especially worth revisiting and, sometimes, even committing to memory.

The most important, or “main” lines are clearly set off in **bold** type. Diagrams related to main lines are larger than analysis and side-line diagrams, which are clearly labeled “ANALYSIS.”

Chess Openings for White, Explained uses the now universal algebraic system of chess notation. For more on notation, see page 8.

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Chess Notation

Chess players around the world use “notation,” a universal system for reading and writing chess. It’s easy to learn, and once you know it, you’ll be able to decipher quickly any book or newspaper article on chess.

The vertical columns of squares that run up and down the board are called *files* and are lettered. The horizontal rows of squares that run sideways are called *ranks* and are numbered. The intersection of a file and rank gives a square its name. Let’s look at a board that gives the “address” of every square:

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

To make writing and reading fast, each piece is assigned a single letter. In English, we use these:

King =	K	Knight =	N
Queen =	Q	Rook =	R
Bishop =	B	Pawn =	the file it’s on

So, the move “Qe5” means that the queen moves to the e5-square. Captures are marked with an “x,” as in “axb5,” which means that a pawn on a4 captures a pawn or a piece on b5.

Another special convention: Although the word “exchange” means to trade, “Exchange” (with a capital “E”) means the trade of knight or bishop for a more-valuable rook. A player who manages this trade “wins the Exchange.”

PART

ONE

**ABOUT THIS
BOOK**

BY GM LEV ALBURT

Chapter 1

The Authors & the Book

This book provides you with a complete repertoire for White based on 1. e4, regardless of how Black responds. This volume contains every secret the authors have compiled over decades of research in the recommended openings. No theoretical novelty (**TN**) will be withheld from you.

Such information is normally revealed only to world championship contenders, who hire top theoreticians, like Roman Dzindzichashvili, for that purpose. But shared TNs are only one of this book's unusual offerings.

Two of your three authors are international grandmasters and repeat winners of the U.S. Championship. The third and youngest of the three of us, Eugene Perelshteyn, is already a GM-elect and a rising star on the international tournament circuit.

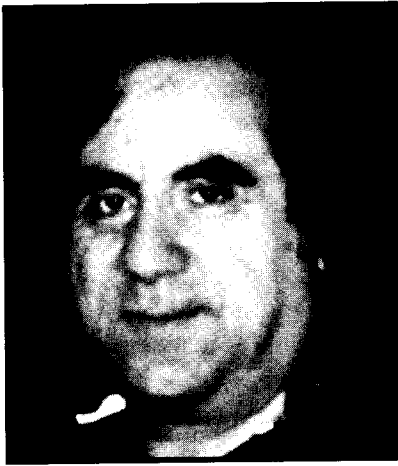
It helps if you understand who



Eugene Perelshteyn

the authors are and what they bring to you that's unique. I'm a three-time U.S. Champion turned chess instructor. My books, including the *Comprehensive Chess Course: from beginner to master*, which I co-authored and published, are among the best received chess instruction in the U.S.

GM Roman Dzindzichash-



Roman Dzindzichashvili

vili (“Dzindzi” to his many fans) has been one of the prime movers and creators of modern opening theory for the past 40 years. His advice and help has been sought, with rewarding results, by such greats as Boris Spassky, Victor Korchnoi, Anatoly Karpov and Gata Kamsky.

In fact, Roman’s revolutionary reassessment of the main line of the Scandinavian Opening allowed American Gata Kamsky to win a game (with Black) and then the match against world championship contender Vishy Anand. At that time, Gata was losing by two points with two games to go in a match played in Anand’s home turf, India, for the right to play the world champion.

Roman is extremely generous in sharing his ideas. Perhaps that’s because he knows he can

always create new, equally important novelties! In the 1984 U.S. Championship, Roman gave me a tool to handle the “Anti-Benko” move order: 1. d4 Nf6 2. Nf3. He suggested 2. ... e6 3. c4 a6!?

This paradoxical move (later christened the “Dzindzi-Indian”) remains unrefuted, and can be very useful in the hands of devoted Benko/Benoni players. It took me less than an hour to grasp the ideas behind this amazing system—and 90% of the credit goes to Roman’s innate ability to single out and emphasize essentials, and to convey his knowledge of moves and ideas in a logical, easy-to-learn, easy-to-remember and practical way.

Every chess player should know how good it feels to go into a game completely confident in his opening repertoire, and it’s even better when you have an important novelty or two up your sleeve. Not surprisingly, I played very well in this tournament. And with 3. ... a6 (first looked upon as completely ridiculous), I scored 2½ out of 3 versus Jim Tarjan, Larry Christiansen and Yasser Seirawan—all top GMs. Such a result (with Black!) couldn’t help but catapult me into clear first place—my first U.S. Championship crown.

Importantly, the Dzindzi-Indian wasn’t a surprise novelty

for one game (or one tournament) only. A year later, in another U.S. Championship, Christiansen tried to smash my position with a homemade, aggressive line. But Dzindzi's and my analyses held. I got an equal position (but one that was very sharp, and very familiar to me), eventually winning. Many opponents soon gave up trying to deal with Dzindzi's innovation and switched to other openings!

Roman's teaching talents aren't limited to GM chess—as the enormous popularity of his “Roman's Forums” and “Labs” videos attests. Dzindzi's TNs, ideas and, crucially, the convincing way he presents them, should help readers of this book feel as confident as I did during the 1984 U.S. Championship. As a result, you'll win many important games—whether you're playing a friend at Starbucks or competing in the U.S. Masters!

You'll find in this book many games played by Roman's student and our co-author, Eugene Perelshteyn. He helped Roman with opening research, checked their co-discoveries with computer programs and tested some of them, with success, against top GM opponents.

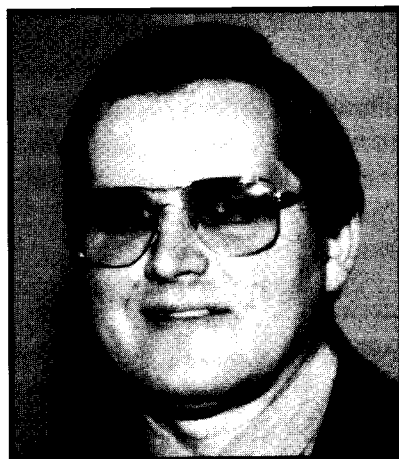
Putting it all together

Just the Facts!, the seventh and final book in the *Comprehen-*

sive Chess Course, is one of the fastest-selling endgame books of all time. It was selected by the Chess Journalists of America as the best book of 2000-2001.

Comprehensive Chess Course Executive Editor Al Lawrence built special features into that series—and now into this book. These features make these books especially easy to learn from. Al is a former teacher with advanced degrees in curriculum and instruction. Additionally, Al is a former Executive Director of the U.S. Chess Federation and currently the volunteer Executive Director of the World Chess Hall of Fame in Miami. (In his “real” job, he's in charge of developing new products and licensing properties for Excalibur Electronics, Inc.).

Al is the author of 12 books and scores of articles of his own



Al Lawrence

on a variety of subjects. He writes on chess with great style and unique perspective. In fact, he was voted 2000-2001 Chess Journalist of the Year.

The new series: Alburt's Chess Openings

After Nikolay Krogius and I completed the endgame book *Just the Facts!*, only one part of the game, the opening, remained to be explained. (It wasn't within the scope of the *Course* to tackle opening theory in detail.)

In *Chess Openings for White, Explained* and its companion volume for Black, Roman, Eugene and I provide you with a solid, effective and interconnected repertoire for *both* White and Black—plus reviews of all other openings from both sides' points of view.

Some of you are already familiar with *Pirc Alert!: A Complete Defense against 1. e4*, which I co-authored with the Pirc's number one practitioner, GM Alex Chernin. Former President of the U.S. Chess Federation and chess columnist E. Steven Doyle called it “perhaps the best specialized opening book of all time.”

Following in the tradition of *Pirc Alert!*, our goal was:

- To convey the overall understanding of openings in

such a way that it makes its readers self-reliant;

- To reveal all the theoretical secrets, often five to 10 years before they get into the opening reference books;

- To do all this with respect for the other demands on the reader's time.

How we selected these openings

Each opening and variation we chose for this book had to pass a tough set of criteria:

- Each must be completely sound, even up to the super-GM level;

- Each must reward ideas rather than rote memorization—thus its theory can be reduced to a relatively small and completely understandable portion;

- We gave preference to openings rich in our **TNs!**

Who should read this book?

Players of all strengths, from beginners to super-GMs, will profit from this book. Here are some who will benefit most:

- Anyone who already plays some of our recommended openings—for you this book will be like having the personal opening notebook you always wanted;

- Anyone who has to play against these lines;



Lev Alburt

- Anyone who wants to develop a comprehensive, coherent and completely modern, competitive repertoire for White, without gaps in his understanding;

- Anyone who wants to acquire back-up openings to understand on a very high level;

- Any player who wants to know what it means to master openings like top professionals do.

Structure and content

In *Chess Openings for White, Explained*, we provide you with a complete repertoire for White. The companion volume does the same thing for Black.

- Part I tells you about the authors and the book;

- Part II discusses the develop-

ment of the openings, open and closed, from White's point of view;

- Part III covers the symmetrical reply to 1. e4—1. ... e5;

- Part IV explains the Grand Prix attack against the Sicilian Defense, Black's most popular choice against our first move;

- Part V handles the French Defense;

- Part VI discusses the two remaining openings using a light-square strategy—the Caro-Kann and Center Counter (Scandinavian) Defense;

- Part VII deals with the Pirc, Modern, Alekhine, and the rest of Black's defensive tries.

- Part VIII gives you carefully chosen and instructively annotated sample games.

You get a sound, aggressive—and *complete* repertoire!

How the chapters are arranged

At the beginning of a line, we give more—and more basic—explanations. As we go deeper into a line, we leave basic explanations behind, because normally more expert players will be the readers who pursue a long line to its conclusion.

Some Chess Symbols

In chess literature, the assessment of an entire position is frequently expressed with one of a number of symbols. Here are the most common:

+–	White has a decisive advantage.
±	White has a clear advantage.
±	White has a slight advantage.
=	The chances are equal.
∓	Black has a slight advantage.
∓	Black has a clear advantage.
–+	Black has a decisive advantage.

Individual moves of a game can also be assessed with symbols:

!!	A very good move
!	A good move
?	A weak move
??	A blunder
!?	An interesting or provocative move, often involving some risk
?!	A dubious move

For DVDs on playing better chess, go to chessondvd.com.

Chapter 2

How to Use This Book

Making the most of your time

You can count on this book as your primary source of chess opening knowledge for a very long time. It will guide you through the moves, ideas and surprises of a recommended network of related openings—lines that have never been refuted and that offer you a rich choice of creative resources.

Besides making the book rich in chess knowledge, including previously secret theoretical novelties, we wanted to make it easy to learn from—and to help you remember and apply what you learned.

You'll learn and understand the typical positions, the key ideas, and the relative value of the pieces in each line.

You can read and study this book sequentially, as it is laid out. Or you can take the chapters out of order, studying first a variation that you have reason to be interested in immediately. (Perhaps

you are preparing for a tournament or a special game.) Or, if you're researching from Black's point of view, you may want to go to a chapter on a specific variation. Taking the material out of order shouldn't make any difference in the benefits you derive, as long as you ultimately read the whole book, and as long as you do read each chapter itself in sequence. The reasons will become clear as you take a look at the special features we've built in to help you learn and remember.

Special features and how to use them

- On the left-hand page before each chapter, you'll find "Some Important Points to Look For." The page contains a very short preview of the chapter to put the upcoming information in context. Then you'll see a series of briefly explained diagrams, touchstones for the most impor-

tant ideas you're about to study. Previewing the most important ideas will prepare you to better understand them when you meet them in the context of the chapter—and will increase your ability to remember them. Additionally, there will be an index of the chapter's main lines.

- Throughout the book, the most important positions are highlighted in **blue**. This format not only calls your special attention to them, but makes the process of reviewing what you've learned much quicker and more effective.

- The most important ideas and guiding principles are set in large type within boxes, what art directors refer to as “call-outs,” also highlighted in **blue**, with the same effect.

- Importantly, moves and the diagram they relate to are nearly always placed on the same page-spread! Although a painstaking process for the page designer, this layout principle keeps you from having to flip back and forth from moves to diagrams.

- There are many diagrams and they are in the right places,

often making it possible to study without a board—and highlighting crucial moments of a game.

- Main lines are given in **bold** and clearly separated from analysis.

- It's easy to identify main-line positions. Main-line diagrams are large throughout. All other positions, whether pure analysis or side-games, are smaller and labeled “ANALYSIS.”

- Every chapter offers a brief summary of its main ideas. Carefully reading the summary after studying a chapter will help you remember the key points.

- Every chapter is followed by “Memory Markers,” centrally important positions that challenge you to lock in the concepts you've learned and encourage you to use these ideas in new positions, as you'll want to do in your own games.

We want this book to be your complete openings reference for your entire playing career. We intend to update the book whenever necessary.

Our goal is to make your opening studies as simple and as well organized as possible!

Chapter 3

How to Study Openings

You've decided to choose a serious opening repertoire. Your idea is first to find a promising game-starting scheme, to learn it, and to stick with it. So you hit the reference books.

Petrosian's complaint

After hours or even days, what's your finding? See if this sounds familiar: "When I study White, it's always equal. When I study Black, it's always worse!" Just so you understand that we all hit this wall, regardless of rating, the complaint is in this instance voiced by none other than world champion Tigran Petrosian.

Opening romance

It's a lucky player who finds an opening system he loves to rely on, loves to protect from those who would inflict harm on it with their new, villainous ideas.

A player and his favorite

opening are really a bit of a romance. Even a tyro in such a relationship can rise on occasion to the role of knight-in-shining-armor to rescue his maiden in distress.

We all know club players who will take on any opponents and all debaters on the topic of their favorite starting moves. How do these players find their beloved beginnings? Most often, it takes place as it did with Al. He happened to see an old game with the Center Counter Defense. For no completely logical reason, the moonlight struck the board. Al was smitten. The fact that the first dates—early victories—were fun clinched the relationship.

Even on a very top level of play, these same "romantic" factors can play a part. I became known for my reliance on Alekhine's Defense. Despite the prevailing opinion that after 1. e4,

the move 1. ... Nf6 is not quite correct, I played “my” Alekhine consistently at the highest levels, with rewarding results. And with White I achieved quite good results first with the rather amateurish Veresov and later with the more conventional Catalan.

It’s worth noting that both AI and I elected to adopt less analyzed openings that offered a shortcut—sidestepping much of the normal preparation.

Let’s take a look at the basic points to consider when choosing an opening repertoire.

Set reasonable goals

Barring blunders from our opponents, what should we expect from a satisfactory opening?

A. Regardless of its theoretical assessment, we want a position we know how to play.

B. With White, we want a position that is at least equal; we prefer to retain some advantage, although demanding a significant advantage is usually unrealistic.

C. With Black, we want an equal position, or if it is slightly worse for us, we at least want a position we know how to hold. For example, a player who emulates attacking genius Mikhail Tal may be happy with a material deficit in exchange for an attack—even if, theoretically, it doesn’t fully compensate him.

Openings are schizophrenic

It’s impossible to play in a way that will guide you only to tactical terrain while preventing positional games, or vice versa.

Even if you’re preparing to play the super-solid Exchange variation of the Ruy Lopez, you have to be ready for the razor-sharp Schliemann, which Black can play on move three, avoiding your favorite. And that’s just one example. There are Giuoco Pianos that are hardly *pianissimo*. Your opponent can play the French to hold or to harm. And even the Caro-Kann specialist can be content to draw—or convinced to win with a counterattack.

Openings are schizophrenic. Whatever opening you play, you risk getting a position that doesn’t match your own attitudes about aggression or passivity. Still, in some extreme cases, consider the pluses and minuses of your play, indeed of your style. If you are a pawn-loving Korchnoi fan, don’t play the Smith-Morra!

Petrosian’s rule

Sometimes winning is the only acceptable outcome, and you may be tempted to launch an early, wild attack. But you should remember a piece of advice from Petrosian.

“It's much easier to play for a win from an equal position [*or, we might add, from a slightly better position—ed.*] than from a bad position!”

Should you study both 1. e4 and another first move?

You don't really have to learn another first move to surprise your opponents. There are enough choices *within* most openings that create opportunities to catch your opponent off guard.

Actually, the best thing about knowing a second opening is not that you can use it as a surprise weapon, but that you learn the ideas and themes of different types of positions. But from the point of view of real people with jobs to do and lawns to cut, a second opening covering the same ground may steal time from other important areas of your chess development.

In this book we offer a compromise. We give you specific

lines to specialize in. But we also give you a complete review of all openings, from White's point of view.

Don't blame everything on your opening

We can hold our favorite openings to a standard too high, or even blame them for defeats that take place long after the opening phase.

Don't make the mistake of rejecting a move simply because it led to a loss by a lesser player against a top GM. This is a corollary to the cynical outlook that an opening is too often evaluated by the results of a few key games, and these games were won by the stronger player.

When you lose to a smartly played mating attack by a stronger player, don't rush to blame the opening. The direct cause of your loss probably lies in a different stage of the game.

Home brew

Whatever your playing strength, nothing will improve your opening results more than home preparation—your own

As a rule of thumb, you should spend about 25% of your chess study time on the openings.

You'll understand the ideas we present so well that you're likely to be surprised at the innovations you come up with on your own.

work in your own home over your own board. (For the serious who have the opportunity, personal chess trainers can be a tremendous advantage, of course.)

The reasons are simple to understand. Your own ideas are the easiest to remember. Moreover, you'll play much better in a line that you've studied over your kitchen table—even if your opponent finds the best move, and he probably won't.

Sometimes your home brewery will produce a tactical trick. Perhaps with best play your bathtub TN peters out to equality faster than the main line. But an opponent tasting it for the first time will likely get dizzy and slip.

The chances are extremely high that this book, and its companion volume, *Chess Openings for Black, Explained*, will give you the best opening foundation

you've ever had.

You'll understand the ideas we present so well that you're likely to be surprised at the innovations you come up with on your own. And in the process of trying to find better and more interesting moves, you will of course constantly increase your understanding and skill.

Let the book do the rest

Under different circumstances, I'd have much more to say about how to study openings, how to look for TNs and for shortcuts, those time-saving sidelines. I would explain the techniques for cutting your job down to size, how to gather and assess material, how to organize and what to memorize. But the fact is that *Chess Openings for White, Explained* does all of this for you.

I'm sure you're eager to get started!

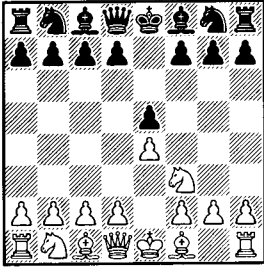
**PART
TWO**

**DEVELOPMENT
OF THE
OPENINGS**

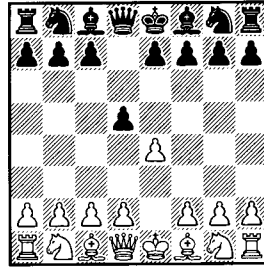
Chapter 4: Our Choice—1. e4!

Some Important Points to Look For

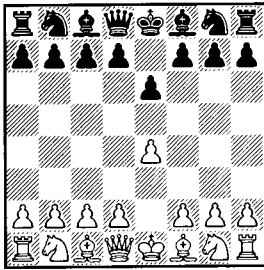
In this chapter we review Black's choices against White's most popular first move, and our recommendation—1. e4!.



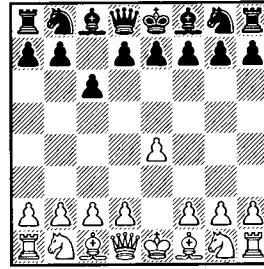
- ◆ Symmetry, but White is on the move and attacking. See Diagram 2.



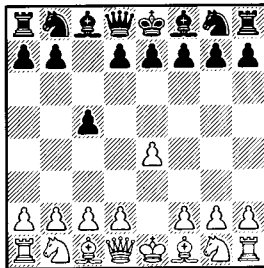
- ◆ Scandinavian: cutting the Gordian knot. See Diagram 31.



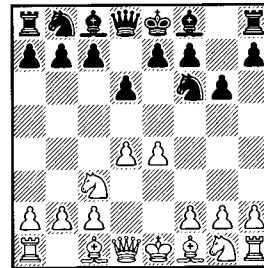
- ◆ French: preparing ... d5. See Diagram 34.



- ◆ Caro-Kann: preparing ... d5. See Diagram 35.



- ◆ The asymmetrical challenge in the center. See Diagram 47.



- ◆ Pirc: development first, center later. See Diagram 61.

Chapter 4

Our Choice—1. e4!

Its Development from White's Point of View

We all have the practical desire to study only the moves we think we'll see or use in our next game. You should, however, know something about everything in the openings. The box below gives you five specific reasons why.

There's a more encompassing, general motive for a chess player to know a lot in general: creative solutions are found by seeking connections to other themes and ideas.

So having a wide general

knowledge makes you a better player. But there's no denying that specializing in a limited number of chess openings is an essential survival skill. Our choices on the chessboard often permit us to narrow the fight to terrain we know well.

In fact, this book is all about recommending certain lines that make it possible even for amateurs to become true opening experts. It offers brand-new ideas that will put your opponents at a disadvantage.

Five Reasons to Know Something About Everything in the Chess Openings

1. *You need to have some information in order to make meaningful choices.*
2. *Transpositions (shifts from one opening to another) take place frequently.*
3. *Ideas from one opening can be applied to other openings.*
4. *Sometimes you reach a position in an opening with "colors reversed"—for example, when White plays the English (1. c4) and Black responds with 1. ... e5, the players can find themselves in a "Reversed Sicilian."*
5. *You can improve your overall play by practicing in different kinds of middlegame positions resulting from various openings.*

Two Reasons to Study Open Games First

1. *They are the most dangerous to your opponent.*
2. *You'll learn to make combinations and defend against combinations, which abound in the open games.*

But you should also play over games from openings you *don't* use. And you should certainly know at least the basics of all of the major openings!

The fact that you need to know a lot in general while learning to restrict the range of possibilities is not really a contradiction. A good chess player should be able to conduct any phase of the game competently, wherever it takes him.

Open and Closed

This book teaches you how to win with 1. e4. We've chosen 1. e4 for a number of reasons. It makes sense to learn the *open* games before studying *closed*

positions. And 1. e4 leads more often to open positions, while 1. d4 usually brings on closed middlegames.

It's helpful to define the basics as we go along, so let's draw the distinction between *open* and *closed* in chess: Open positions offer unblocked lines of contact between the opposing armies; closed positions don't.

Take a look at the two columns below. In the column on the left we list words that generally apply to open games; the column on the right describes closed games.

Prior to the end of the 19th century, the advent of Steinitz' theory and positional play, opening a

Open

Open files
Open diagonals
Fluid or absent center pawns
Tactics
Attacks
Gambits
Combinations
Fast
1. e4

Closed

Blocked files
Blocked diagonals
Blocked center
Positional Play
Strategy
Bind
Regrouping
Slow
1. d4, 1. c4, 1.Nf3

chess game with 1. e4 was *de rigueur*. But even now, nearly all top grandmasters at least occasionally play 1. e4. This move still dominates the lower rungs of the tournament circuit, a popularity which isn't surprising, since 1. e4 best corresponds to the three rules of thumb about the opening phase. (See the box at the bottom of page 28.)

Now let's start our review in earnest to gain some perspective on the possible responses to 1. e4.

A Symmetry:

Meeting the best with its shadow

1. e4 e5

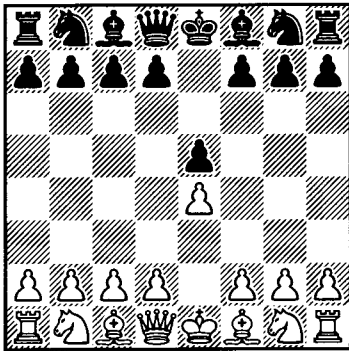


Diagram 1
After 1. ... e5

1. ... e5 is Black's most natural reply. Still, being a tempo ahead in these open beginnings is an advantage. In open positions, an extra move can be important.

White can try for an edge with
2. Nf3.

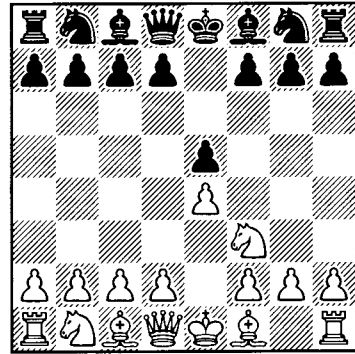


Diagram 2
After 2. Nf3

For over 100 years, this move has been viewed as the only serious try for an advantage. It not only develops and prepares castling, but it also attacks the e5-pawn. Championed by Paul Morphy, 2. Nf3 eventually triumphed over the romantic 2. f4 (the King's Gambit).

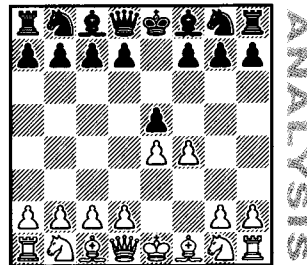


Diagram 3
King's Gambit

After 2. Nf3, theoretically best for Black is to develop with the pawn-protecting move ...

2. ... Nc6.

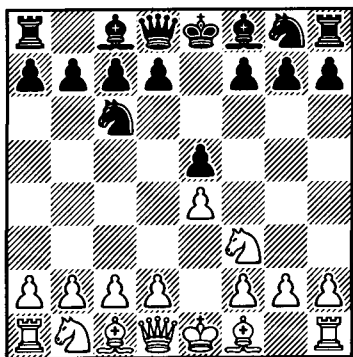


Diagram 4
After 2. ... Nc6

Why not 2. ... Bd6, a move many beginners make? After all, it protects a pawn while developing a kingside piece.

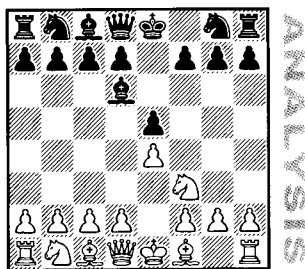


Diagram 5
Bad defense: Black blocks
his development!

Because Black's pawn is stuck on d7, where it doesn't influence the center, at least for the near

future. The move also blocks the most natural diagonal (c8-h3) for the c8-bishop. (Fianchettoing this bishop isn't usually a good idea in the 1. e4 e5 openings, because the bishop will be blocked by the well-protected e4-pawn. Besides, getting the piece to b7 would take an extra move.)

In the last fifteen years, as a result of the attention of world champions Anatoly Karpov and Vladimir Kramnik, and many followers, Petroff's Defense, 2. ... Nf6, has moved up in the es-

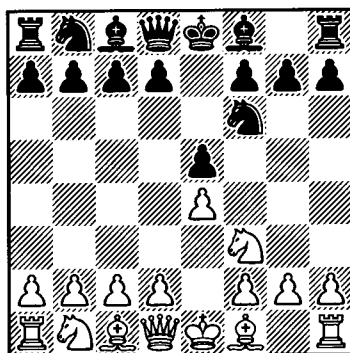


Diagram 6
2. ... Nf6, Petroff's Defense

team of theory from a "shortcut" to nearly the equal of 2. ... Nc6. We recommend that you play

Three Rules of the Opening

1. *Control the center (preferably by occupying it with pawns);*
2. *Develop—bring your pieces from their starting position onto squares from which they exercise influence on the action (start with the kingside pieces because of the next rule);*
3. *Castle (usually short, since it can be accomplished most quickly and safely).*

3. Nxe5 d6 4. Nf3 Nxe4 5. Nc3.

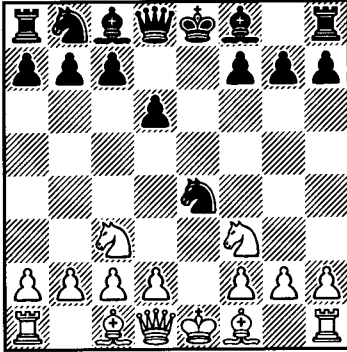


Diagram 7
After 5. Nc3

We'll explain why White gets an edge—and often a strong attack.

Dubious, or as their proponents would say, “enterprising,” are the gambits 2. ... d5 and 2. ... f5. We show how to handle them, as well as how to treat 2. ... d6, used by Philidor (and called the Philidor Defense)—and how to achieve an advantage.

Let's return to 2. ... Nc6.

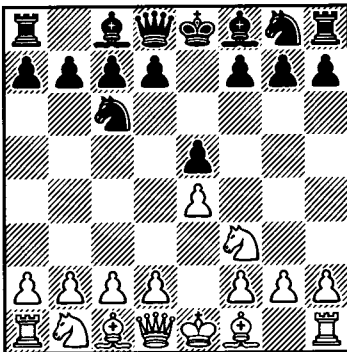


Diagram 8
After 2. ... Nc6

Now the unpretentious “knights-first” 3. Nc3 isn't without poison,

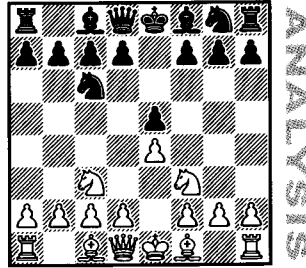


Diagram 9
After 3. Nc3

but only if Black plays the natural 3. ... Bc5, allowing the move that's archetypal in such positions— 4. Nxe5, with an edge. (After 4. ... Nxe5, White has the pawn fork 5. d4. Black could play 4. ... Bxf2+, but after 5. Kxf2 Nxe5 6. d4 Ng6 7. Bc4, White has a strong center and will soon castle “by hand.”)

But instead of 3. ... Bc5, Black can go into a Four Knights Game by playing 3. ... Nf6, maintaining symmetry for one or two more moves, and this path leads to equality.

We're still only at move three, and for a while, White can control the options. Let's look at 3. d4.

**FOR MORE THAN
100 YEARS, 2. Nf3
HAS BEEN VIEWED
AS THE ONLY SERIOUS
FOLLOW-UP
TO 1. E4 E5.**

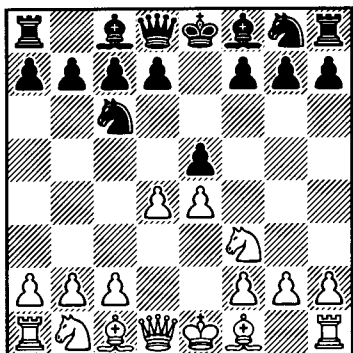


Diagram 10
Scotch Opening

By the early 20th century, this move was felt to be analyzed and played to death (meaning to a draw). Theoreticians thought that White played his important central thrust too early, dissipating his latent energy. But in the 1990s, Kasparov's victories with the Scotch put it back into the fray. (See Fine's advice on the facing page.)

Other than the Scotch, the two most promising moves for White in the main line (1. e4 e5 2. Nf3 Nc6—see Diagram 8) are 3. Bc4 and 3. Bb5. The first choice attacks the f7 square, Black's most vulnerable point before he has castled.

**BLACK'S MOST
VULNERABLE POINT
BEFORE HE HAS CASTLED
IS THE F7-SQUARE!**

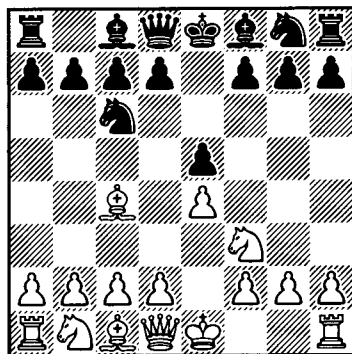


Diagram 11
After 3. Bc4

The move 3. Bc4 was Morphy's favorite and brought him many exciting victories, as it then did numerous 19th-century *aficionados* of the attack.

On the Olympus of super-grandmaster play, 3. Bc4 continues to be regarded, as it has been for most of the twentieth century, as being "exhausted" and drawish. But not among the mortals, where it continues to be popular. Theory suggest, as an antidote to 3. Bc4, either 3. ... Bc5 or 3. ... Nf6.

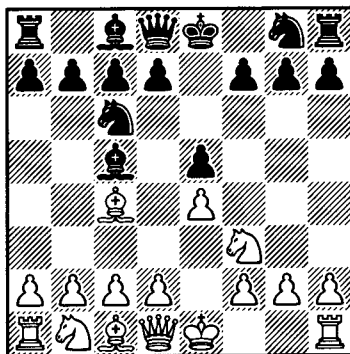


Diagram 12
Giuoco Piano

After 3. ... **Bc5**, the opening is questionably called the Giuoco Piano (Italian for the “Quiet Game”), unless White attacks with the Evans Gambit, 4. b4.

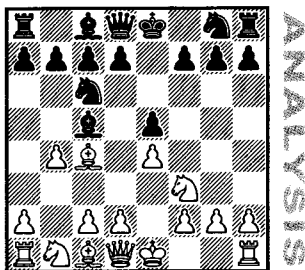


Diagram 13
Evans Gambit

Or Black can play 3. ... **Nf6**, appropriately called the Two Knights Defense.

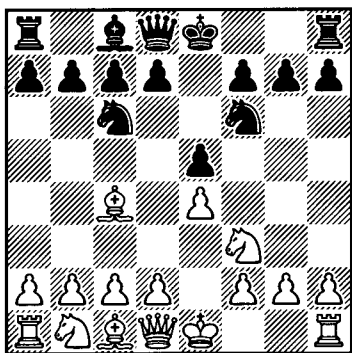


Diagram 14
Two Knights Defense

But the most popular third-move choice for White is the positional 3. **Bb5**, initiating the famous Ruy Lopez opening.



Fine Moves

For 50 years, the book *The Ideas Behind the Chess Openings* by the American champion Reuben Fine held sway, determining the way we played openings. (Reuben Fine was a world-championship contender and a winner of the 1938 AVRO super-tournament.)

Here are his three tips on finding good moves in the opening:

- ◆ Whenever possible, make a good developing move that threatens something.
- ◆ Two questions must be answered prior to making a move:
 1. How it affects the center;
 2. How it fits with the development of your other men.
- ◆ Deviate from “book” lines only for a reason.

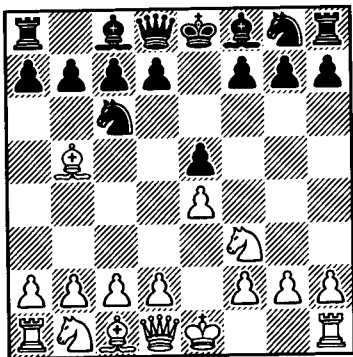


Diagram 15

Ruy Lopez

White's third move attacks the knight, which defends the e5-pawn.

However, this move requires, as we will see, a lot of study time. We've therefore chosen for you a hybrid of the Scotch Gambit and Morphy's 3. Bc4 (actually, our line is much closer to 3. Bc4 than to the actual Scotch). In this repertoire, Dzindzi reveals some of his new and explosive ideas!

The practical problem with playing the Ruy Lopez is the terabyte of theory that has accumulated in this time-honored opening. Especially over the long-term, when you are rising higher and higher in the ranks of chess players, you'd need to remember a lot to play the Ruy. Even an historical review takes a bit of time. So settle back. It's well-worth your knowing.

After 3. ... a6,

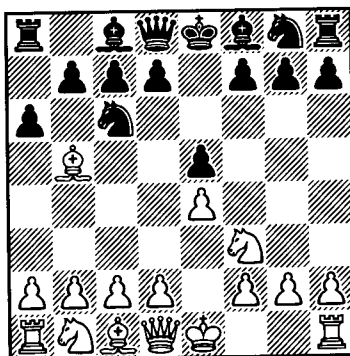


Diagram 16

Ruy Lopez, Morphy's Defense

the "main line" for nearly a hundred years, you can choose Bobby Fischer's favorite, 4. Bxc6. (No, it doesn't win a pawn: after 4. ... dxc6!, 5. Nxe5? can't be recommended because of 5. ... Qd4.)

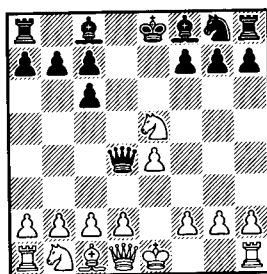


Diagram 17

After 5. ... Qd4

Instead of 5. Nxe5?, Emanuel Lasker, against José Raúl Capablanca in 1914, headed for the ending with 5. d4 exd4 6. Qxd4.

ANALYSIS

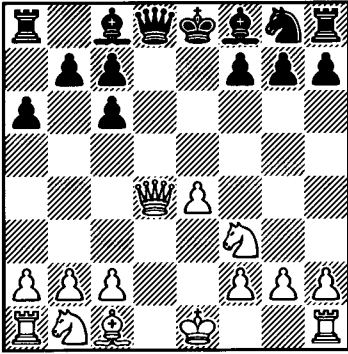


Diagram 18
After 6. Qxd4

White enjoys the better pawn structure. He can, potentially, create a passed pawn—on the e-file. Black has no such threat, but his bishop pair should hold the game. However, even Capa lost this position to Lasker.

Fischer further improved on White's play with 5. 0-0.

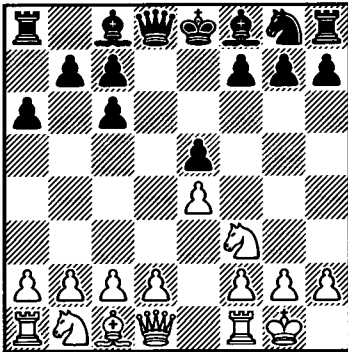


Diagram 19
After 5. 0-0

Now, if 5. ... f6, 6. d4 exd4 7. Nxd4 c5 8. Nb3 Qxd1 9. Rxd1,

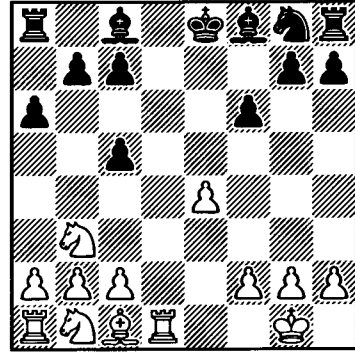


Diagram 20
After 9. Rxd1

the ending is clearly better for White.

Theory views third moves for Black other than 3. ... a6 as somewhat inferior:

3. ... Nge7 (planning to fianchetto); the immediate fianchetto 3. ... g6; and the classic (and somewhat passive) 3. ... d6, which commits Black to giving up the center after 4. d4 exd4 5. Nxd4.

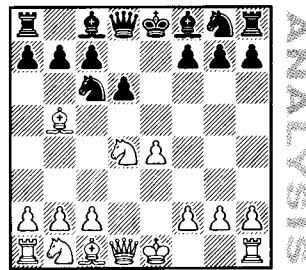


Diagram 21
Ruy Lopez, after 5. Nxd4

Siegbert Tarrasch showed that White has a slight but persistent edge here!

Black can even try to get away with moving the same piece

twice with 3. ... Nd4, Bird's Defense.

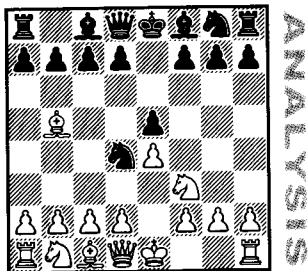


Diagram 22
Ruy Lopez, Bird's Defense

And a Ruy player from the White side must be ready for Kramnik's revitalized Berlin Variation. He proved in his 2000 World Championship match against Kasparov that the endgame after 1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. 0-0 Nxe4 5. d4

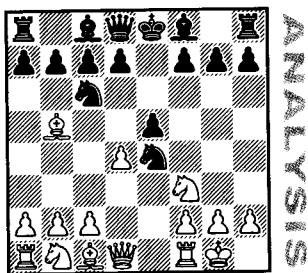


Diagram 23
After 5. d4

5. ... Nd6 6. Bxc6 dxc6 7. dxe5 Nf5 8. Qxd8+ Kxd8 is playable for Black.

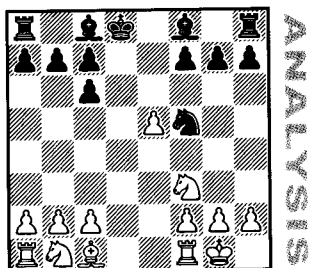


Diagram 24
Ruy Lopez, Berlin Defense

If, after Black's best third move, 3. ... a6, you've decided to play 4. Ba4, be prepared for the "Open Variation" (Fine called it the "Counter Attack Defense"). After the normal moves, 4. ... Nf6 5. 0-0,

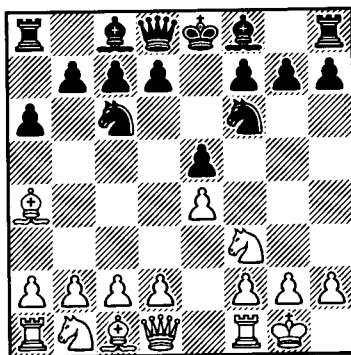


Diagram 25
After 5. 0-0

Black captures a pawn.

5. ... Nxe4 6. d4 b5 7. Bb3 d5 8. dxe5 Be6

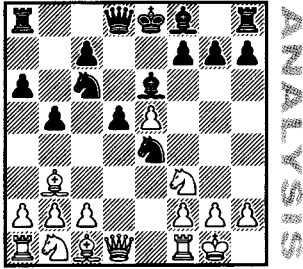


Diagram 26

Ruy Lopez, Open Variation

And you need to know very well the “Champions’ Defense,” the Chigorin Variation, which grandmasters had in mind when they said, in the last part of the twentieth century, that nobody can become a great player without playing great Ruys. (And most world champions and challengers did play them, often from both sides.) Let’s follow from Diagram 25:

5. ... Be7 6. Re1 b5 7. Bb3

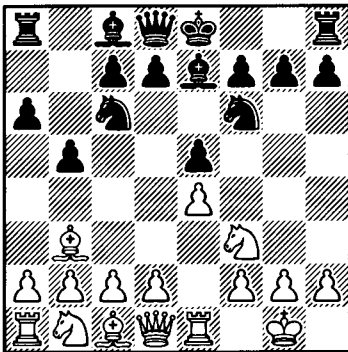


Diagram 27

After 7. Bb3

7. ... d6

Another popular choice for Black is 7. ... 0-0 8. c3 d5, the

Marshall Gambit.

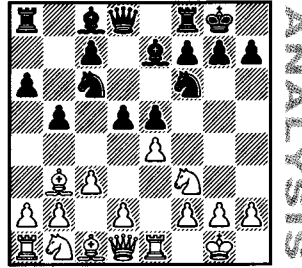


Diagram 28

Ruy Lopez, Marshall's Gambit

After the “classical” 7. ... d6, play continues:

8. c3 0-0 9. h3 Na5

We’re skipping some twists, such as Breyer’s paradoxically good 9. ... Nb8.

10. Bc2 c5 11. d4 Qc7

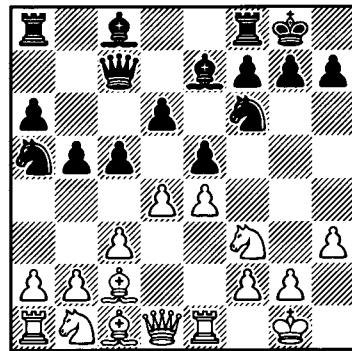


Diagram 29

Ruy Lopez, Chigorin Variation

This is the blueprint-beginning of many great Ruys! (Chess players sometimes call these classic theoretical starting places “tabi-as.”)

Our choice for White, as we’ve already mentioned, puts his light-square bishop on an even more

aggressive square: 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4

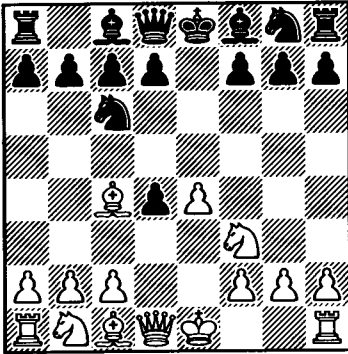


Diagram 30
After 4. Bc4

B The light-square strategy:
Immediately challenging White's center

1. e4 d5

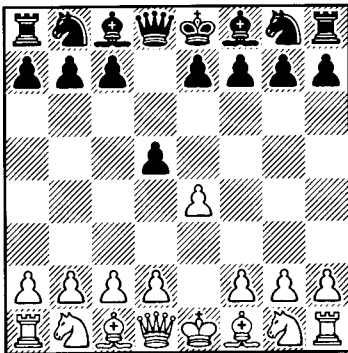


Diagram 31
The Center Counter (Scandinavian)

A basic tenet of combating 1. e4 is that if Black can play ... d5 without a drawback, he has equalized. So why not play 1. ... d5 right away?

This attempt to cut through the Gordian knot of main lines was traditionally viewed by theory as weak. But the move was always

underrated. Recently it's been given new life. After the best response, 2. exd5, Black somewhat surprisingly has *two* good moves: to recapture with the queen 2. ... Qxd5,

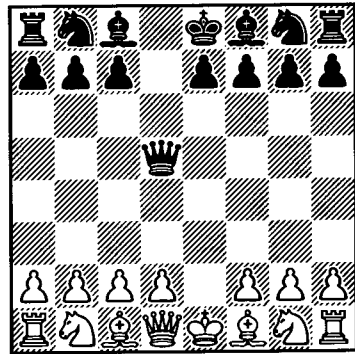


Diagram 32
After 2. ... Qxd5

or to play 2. ... Nf6.

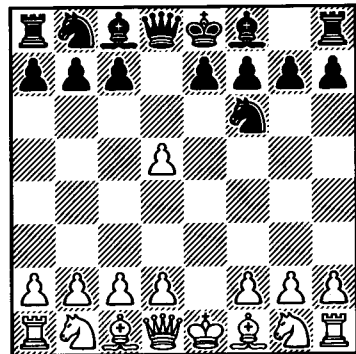


Diagram 33
After 2. ... Nf6

The legendary weakness of 2. ... Qxd5, according to traditional theory, was White's win of a tempo with 3. Nc3. The verdict was that Black exposed his queen to early harassment, allowing White to develop while Black's

most powerful piece dodged bullets.

And while the recent reputation of the Center Counter has

vastly improved, in this book we'll show you a line for White that secures him a small but lasting edge.

C The light-square strategy: *Preparing ... d7-d5*

As we've noted, when Black captures on d5 with a piece, White gets an advantage in the center, and a somewhat better game. Two major openings, the Caro-Kann and the French, solve this problem by preparing ... d7-d5 with a neighboring pawn move, in order to be able to recapture on d5 with a pawn.

1. e4 e6

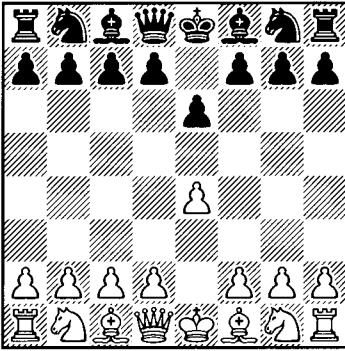


Diagram 34

Beginning the French Defense

1. e4 c6

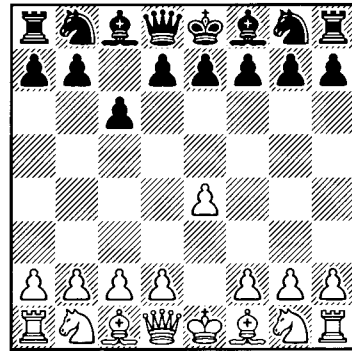


Diagram 35

Beginning the Caro-Kann Defense

Let's look what will happen after the natural 2. d4 d5 in each case.

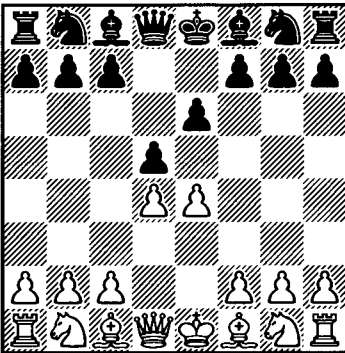


Diagram 36

French Defense

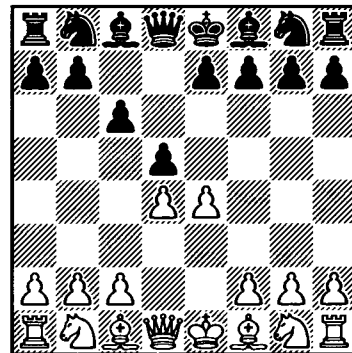


Diagram 37

Caro-Kann Defense

Black's ... e7-e6 opens a diagonal for his dark-square bishop and thus also facilitates early castling. The negative: the light-square bishop is restricted by the e6-pawn and often winds up a bad "French" bishop, hemmed in by its own pawns. In the Caro-Kann, the light-square bishop is free and will soon move to f5 or (after White's Nf3) to g4.

On the other hand, ... c7-c6 doesn't forward Black's development (except for opening the diagonal for his queen, which is less pressing than developing the minor pieces), doesn't prepare for castling short, and in some cases—where ... c6-c5 will be called for—loses a tempo.

Nonetheless, as practice shows, the Caro-Kann is at least as good as the French. Already we've seen its single but strong plus, keeping the light-square bishop "good." This benefit offsets the minuses.

When facing the French, White's two main continuations are 3. Nc3 and 3. Nd2.

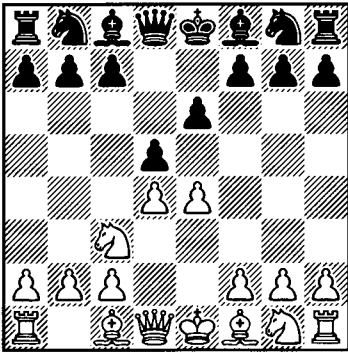


Diagram 38
French, White allows 3. ... Bb4

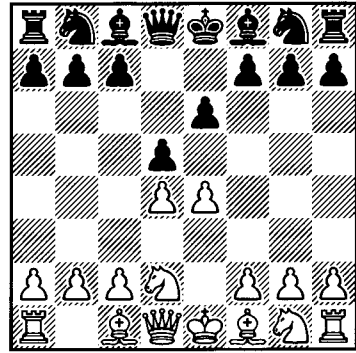


Diagram 39
French, White avoids the pin

We've chosen the sharper 3. Nc3, and in Chapter 19 we demonstrate how to achieve an edge against 3. ... Bb4 with 4. e5 c5 5. Bd2.

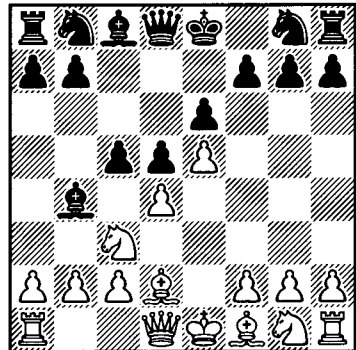


Diagram 40
After 5. Bd2

Against 3. ... Nf6, we show how to get a better game in the main line, 4. Bg5.

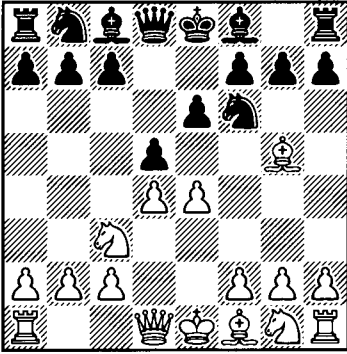


Diagram 41
After 4. Bg5

And against the less ambitious, but solid and newly popular, Rubinstein Variation—3. ... dxe4 4. Nxe4, we give you lines leading to White's advantage.

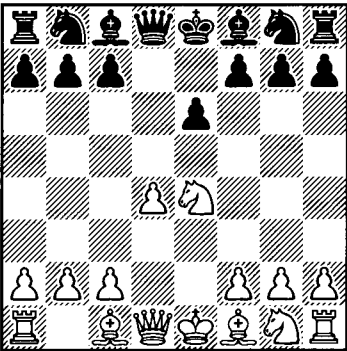


Diagram 42
After 4. Nxe4

Similarly the Caro-Kann main line goes: 1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4

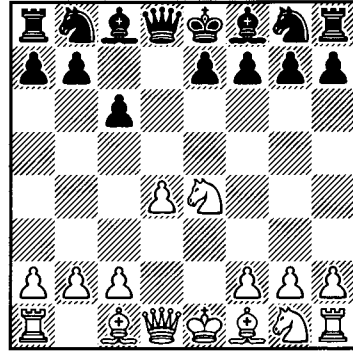


Diagram 43
After 4. Nxe4

This is a very solid, mostly positional opening, perfectly fitted to those sharing Petrosian's philosophy—with Black, seek safety first.

Also good, and popular, is 3. e5.

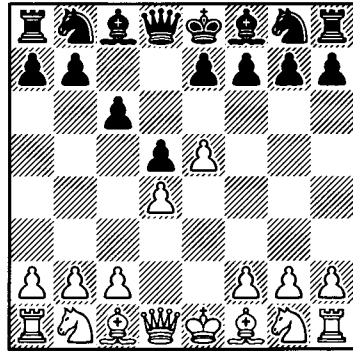


Diagram 44
After 3. e5

But we decided to follow in Bobby Fischer's footsteps by choosing the less analyzed 3. exd5 cxd5.

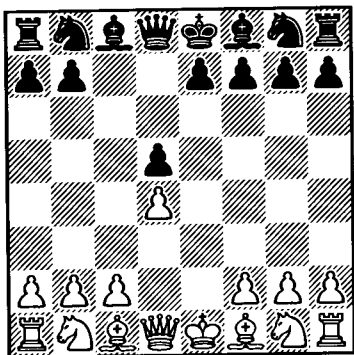


Diagram 45
After 3. ... cxd5

Now 4. c4 begins the Panov-Botvinnik Attack, but, like Fischer, we play 4. Bd3

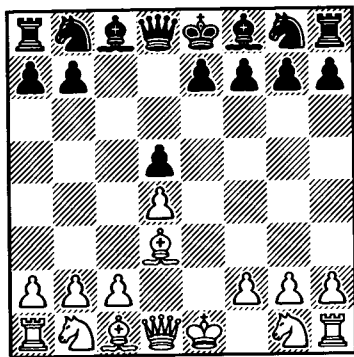


Diagram 46
After 4. Bd3

to stop 4. ... Bf5. This is the Exchange Variation. Dzindzi has prepared some real bombshells for you to use in this line! Thus it takes only one chapter of the book to deliver a very serious blow to the Caro-Kann!

**ONE CHAPTER DELIVERS
A VERY SERIOUS BLOW
TO THE CARO-KANN!**

D The Sicilian:

Black's queenside counterattack

Now we come to the defense we recommend against 1. e4, the Sicilian Defense, 1. ... c5.

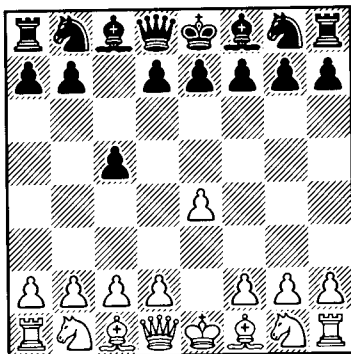


Diagram 47
After 1. ... c5

The Sicilian is currently Black's most popular defense against 1. e4. In fact, it's played more often on all levels, from club players to super-grandmasters, than all other replies to 1. e4 combined! Not surprisingly, its popularity corresponds with very good results for Black. A search of more than 100,000 games reveals that the Sicilian yields Black the following statistics versus the classic 1. ... e5 and 1. ... e6:

	1. ... e5	1. ... e6	1. ... c5
Black won:	28.8%	25.4%	30.3%
Black drew:	31.7%	35.9%	34.9%
Black lost:	39.6%	38.6%	34.9%

So the Sicilian won the most games and lost the least! How can 1. ... c5 compete with 1. ... e6 and 1. ... e5, the logical,

classical choices? After all, 1. ... c5 doesn't put a pawn in the center; doesn't develop or help to develop a piece (except for the queen, which normally isn't supposed to be brought out early in the opening); and doesn't make castling easier.

The explanation is that White's most obvious try for an advantage is to play d2-d4. Let's see how it works.

2. Nf3 d6

Or 2. ... Nc6 or 2. ... e6.

3. d4 cxd4 4. Nxd4

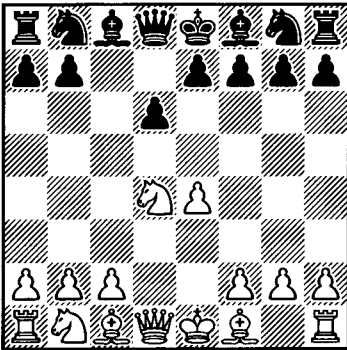


Diagram 48
After 4. Nxd4

4. ... Nf6

This induces White to play 5. Nc3, as other moves allow Black to equalize easily—for example, 5. Bd3 Nc6. Moves like 4. ... e6 allow 5. c4, the Maroczy Bind—a variation that is not to

be feared by Black, as we show in *Chess Openings for Black, Explained*, but is a different kind of game than Black normally seeks when playing the Sicilian.

5. Nc3

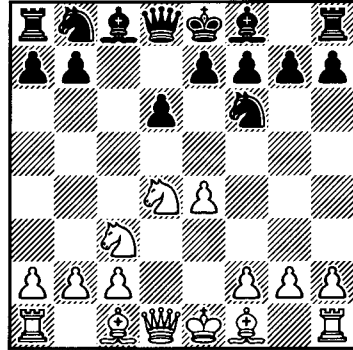


Diagram 49
After 5. Nc3

White is better developed and has more space. Black, however, has exchanged his bishop's pawn for the White queen's pawn, and center pawns are usually worth the most. Besides, Black has potentially good play along the semi-open c-file.

Therefore White's most promising plan in the Sicilian is an attack, while "Sicilian endgames" are known to favor Black.

Black has numerous choices in the Sicilian after 5. Nc3. One popular choice is 5. ... a6, the Najdorf.

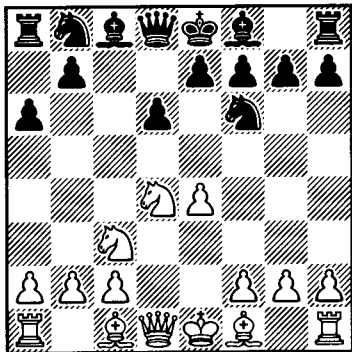


Diagram 50
Sicilian Najdorf

The idea of this move is to take control of b5—useful if Black decides to play ...e7-e5.

Another move that Black often chooses is 5. ... e6, the Scheveningen.

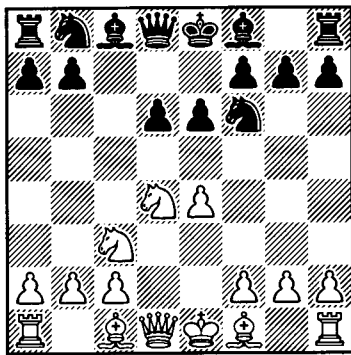


Diagram 51
Sicilian Scheveningen

Yet another choice for Black after 5. Nc3 is 5. ... Nc6.

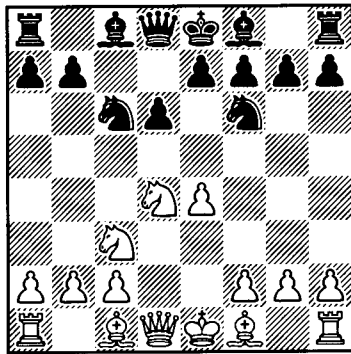


Diagram 52
After 5. ... Nc6

All three popular lines require both players to absorb a *lot* of detailed information, and to master a great number of tactical and strategic ideas. Yet White should be ready for all three—and more!

Here is the Sicilian Four Knights:

1. e4 c5 2. Nf3 e6 3. d4 cxd4
4. Nxd4 Nf6 5. Nc3 Nc6

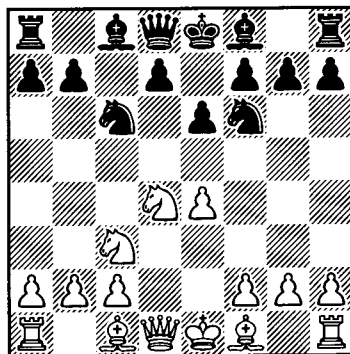


Diagram 53
After 5. ... Nc6

This can lead to a small advantage for White (\pm) after 6. Ndb5 Bb4 7. a3 Bxc3+ 8. Nxc3 d5 9. exd5 exd5 10. Bd3 d4 11. Ne2 0-0 12. 0-0 Qd5 13. Nf4!

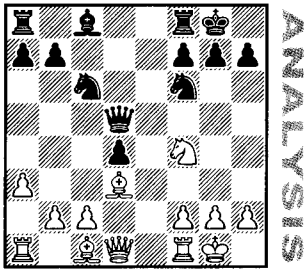


Diagram 54
After 13. Nf4!

13. ... Qd6 14. Nh5!

Co-author Alburst once tried to defend Black's side against Anatoly Karpov, then a young man of 20. Failing to hold that game against the youthful genius, Lev abandoned the Sicilian. That was a mistake. Very few players like to play emerging endgames, this one only slightly better for White. Those who like it would most likely lack Karpov's nearly unerring touch.

Back to Black's fourth move. After 1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4,

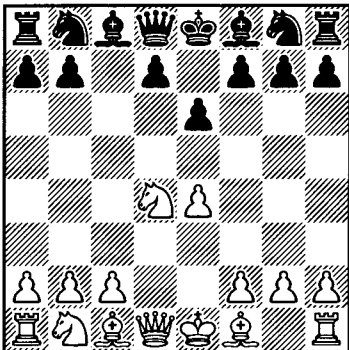


Diagram 55
After 4. Nxd4

Black can delay 4. ... Nf6 and play 4. ... a6, the flexible Kan, or 4. ... Nc6, the Taimanov.

In the Sveshnikov, Black first develops his queen's knight: 1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4.

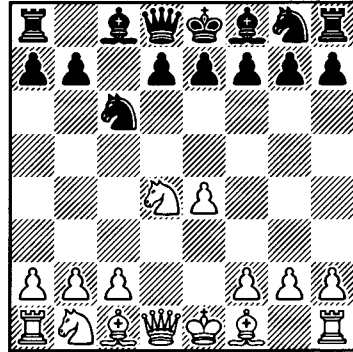


Diagram 56
After 4. Nxd4

4. ... Nf6 (although Grandmaster Sveshnikov himself nowadays prefers the immediate 4. ... e5) 5. Nc3 e5!?

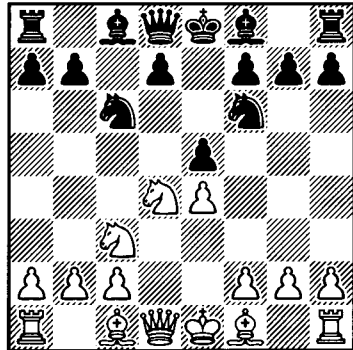


Diagram 57
Sicilian Sveshnikov

Viewed as anti-positional at its creation 35 years ago, today it's very much the rage.

And of course, some players love the supersharp Dragon:

1. e4 c5 2. Nf3 d6 3. d4 cxd4
4. Nxd4 Nf6 5. Nc3 g6

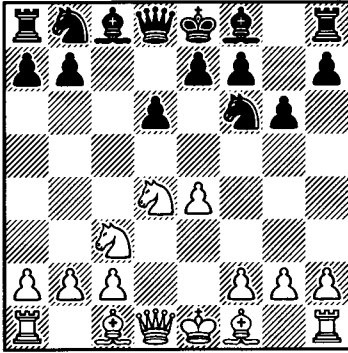


Diagram 58
After 5. ... g6

The variation is called the Dragon because Black's pawn formation reminds some of the legendary beast.

Most dangerous for Black here are lines in which White castles long and then launches an attack with h2-h4-h5, sacrificing that pawn for an open path to the enemy king.

One such opening tabia arises after 6. Be3 Bg7 7. f3 0-0 8. Qd2 Nc6.

**THERE IS NO DOUBT
THAT BLACK'S
CASTLED POSITION
COMES UNDER
FIRE FIRST.**

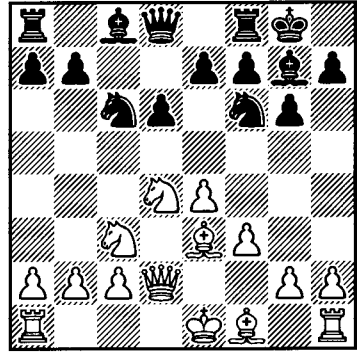


Diagram 59
After 8. ... Nc6

And now White follows up with either 9. 0-0-0 (where one of the main replies is 9. ... d5, now judged \pm) or 9. Bc4. Black has counter-play, but there is no doubt that Black's castled position comes under fire first.

But imagine that, in the position shown in Diagram 59, Black's d-pawn is still on d7—and it is Black's turn to move (since he saved that tempo). In that case, Black would have an excellent game after 8. ... d5. This—an option to play ... d5 in one move—is the very reason for choosing the Accelerated Dragon, our recommendation in this book's sister volume.

To deal with all of these opening variations would take several books like this one—and thousands of hours of study! Thus we've chosen for you another shortcut, the Grand Prix Attack. It's a line analyzed in depth by both Lev and Dzindzi.

It's true that with best play Black can equalize, but you will know how to plan and play in the resulting positions. Black can easily misjudge, stepping over an invisible red line. And our theoretical novelties will provide you with the combative edge.

D Countering from the corners:

The Pirc, Modern and Alekhine

1. e4 d6

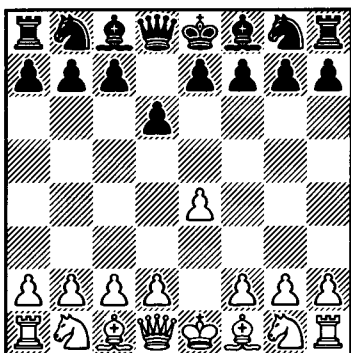


Diagram 60
Pirc Defense

Usually the game continues
2. d4 Nf6 (inviting the White knight to occupy a square in front of his c-pawn, as 3. Nd2, while possible, has the drawback of blocking the bishop).

3. Nc3 g6

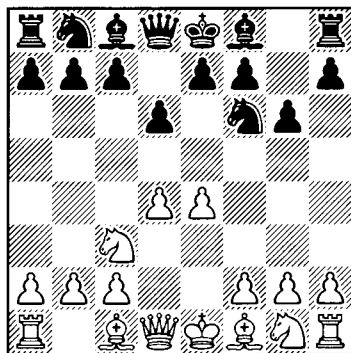


Diagram 61
After 3. ... g6

Black is ready to fianchetto his bishop and then to castle. He'll fight for the center later, a modernist trade-off.

Our line: 4. Nf3 Bg7 5. h3

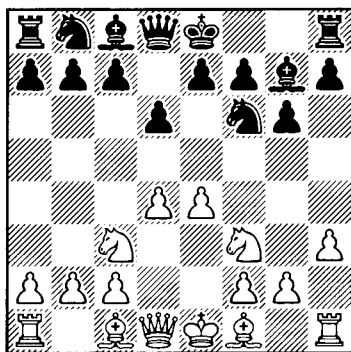


Diagram 62
After 5. h3

is both solid and aggressive—and based greatly on our own analysis! Here's just one variation: 5. ... 0-0 6. Be3 b6 7. e5 Nfd7 8. e6!

**OUR THEORETICAL NOVELTIES WILL PROVIDE
YOU WITH THE COMBATIVE EDGE.**

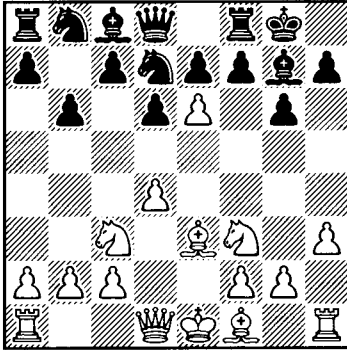


Diagram 63
After 8. e6!

We also show you how to deal with the Pirc's light-square relative, the Gurgenzidze Defense.

1. e4 g6 2. d4 c6

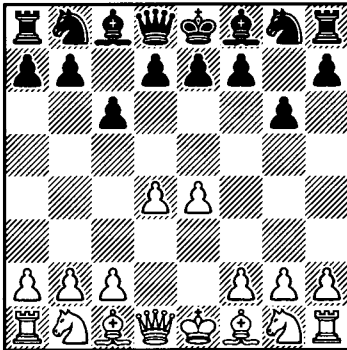


Diagram 64
Gurgenzidze Defense

Black plans ... d5.

The Modern Defense, 1. e4 g6,

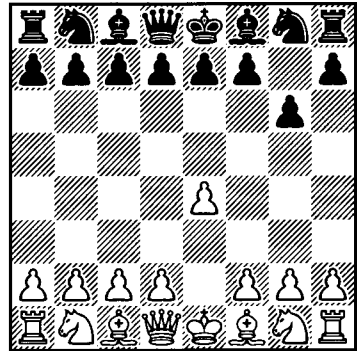


Diagram 65
The Modern Defense

is a flexible, less formal cousin (in some cases even a twin) of the Pirc. When facing it, we transpose into our lines against the Pirc.

Alekhine's Defense, 1. e4 Nf6,

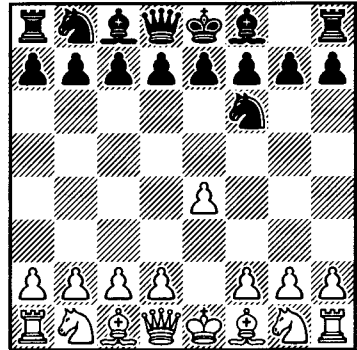


Diagram 66
After 1. ... Nf6

is a true triumph of hyper-modernism—Black provokes White to push (with tempo!) his central pawns, as in the line 2. e5 Nd5 3. c4 Nb6 4. c5.

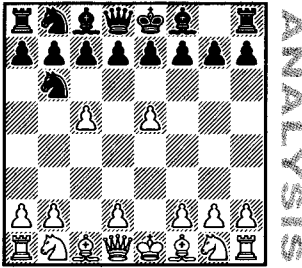


Diagram 67
After 4. c5

Black will, however, recoup some of these tempos soon by attacking White's extended (sometimes even over-extended) pawn center. Despite Lev's life-long efforts, the theory still (correctly) favors White in the modern line:

2. e5 Nd5 3. d4 d6 4. Nf3.

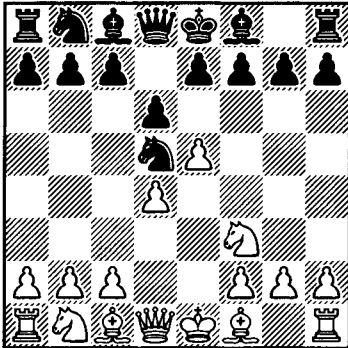


Diagram 68
After 4. Nf3

All three major replies, Lev's 4. ... Bg4 and 4. ... g6, and GM Bagirov's 4. ... c6, seem to promise White a small edge.

We've decided to offer you a line that is nearly as good, (indeed, it guarantees White an

edge), but is definitely less known—Dzindzi's favorite Exchange Variation.

1. e4 Nf6 2. e5 Nd5 3. d4 d6
4. c4 Nb6 5. exd6

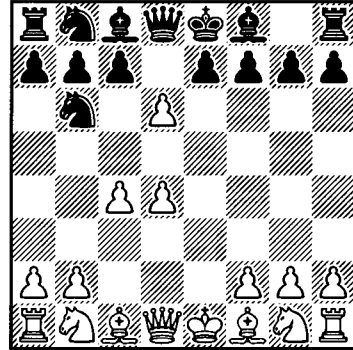


Diagram 69
After 5. exd6

We show you how to achieve a small edge against the unambitious 5. ... exd6, as well as against the very ambitious 5. ... cxd6, by developing your queen-side first.

1. e4 Nc6

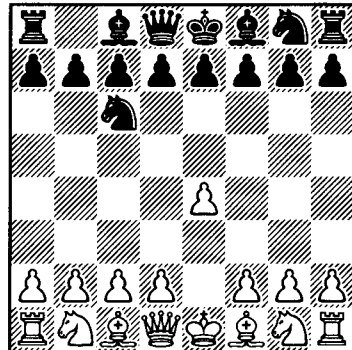


Diagram 70
After 1. ... Nc6

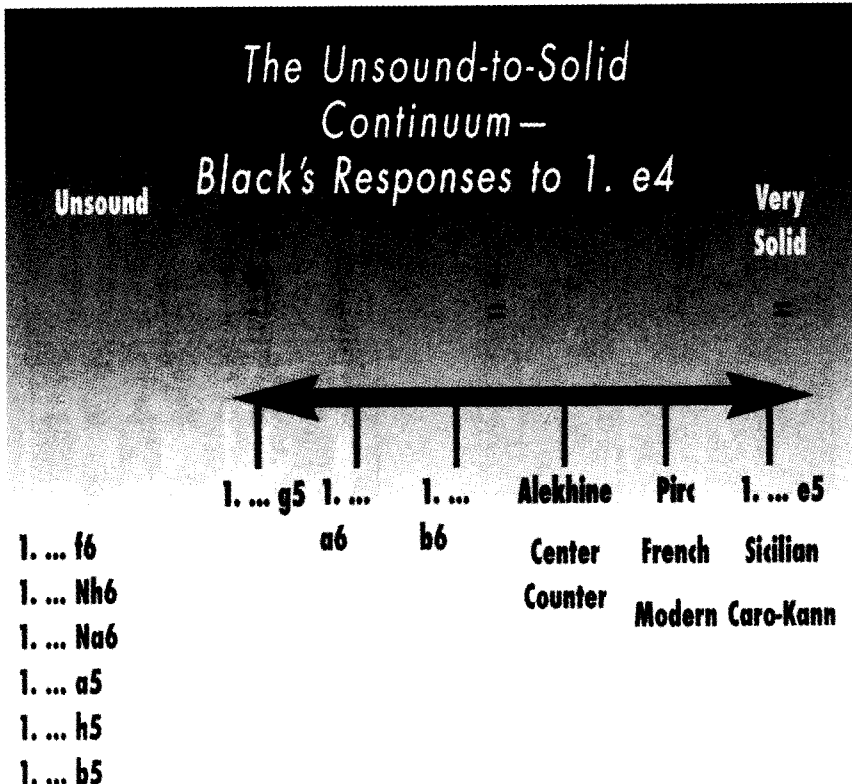
This Nimzovich Defense is a poor cousin of the Alekhine

Defense. After 2. Nf3, Black's best move is definitely 2. ... e5. Thus there's no need to study lines like 2. d4 d5, where White should play first accurately, then inventively, to assure just a very small edge in some unclear, "atypical" positions.

The graphic below plots, on the unsound-to-solid continuum, Black's first-move responses to 1. e4. You can see that Black's

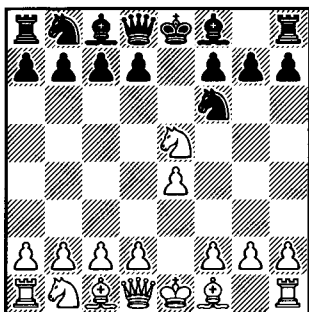
faux-pas openers result in a plus-over-minus (a clear advantage for White). Black's opening goal is equality.

The minor openings—1. ... a6, 1. ... b6, 1. ... g5—are minor because they aren't good and can be easily dealt with. But we must admit that Tony Miles played 1. ... a6 in a tournament game against then-world champion Anatoly Karpov—and won!



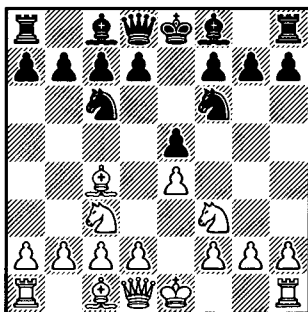
Summary:

In this chapter, we provide a review of all openings starting with 1. e4, from White's point of view. We also explain how and why we choose systems for your repertoire. Sometimes a shortcut is chosen to save your study time—ideally, a shortcut rich in our TNs. In other cases (such as the 3. Nc3 French), we deal with main lines as well.

Our Choice—1. e4!**Memory Markers!**

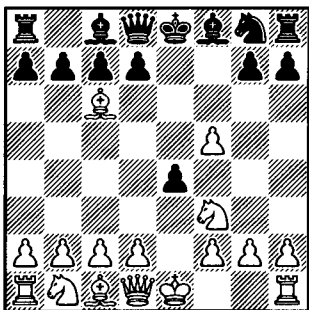
MARKER 1

Diagram 71
After 3. Nxe5



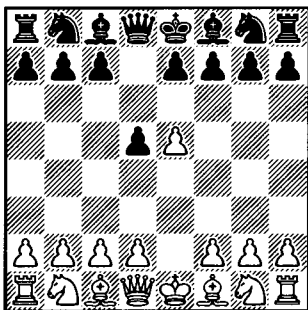
MARKER 2

Diagram 72
After 4. Bc4



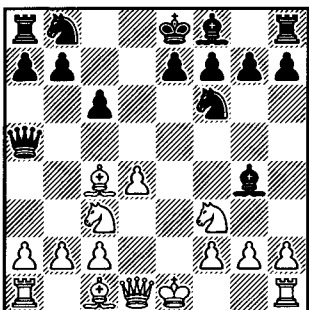
MARKER 3

Diagram 73
After 5. Bxc6



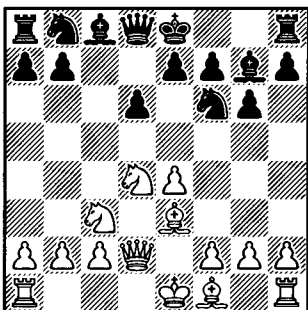
MARKER 4

Diagram 74
After 2. e5



MARKER 5

Diagram 75
After 6. ... Bg4



MARKER 6

Diagram 76
After 7. Qd2

Our Choice—1. e4!

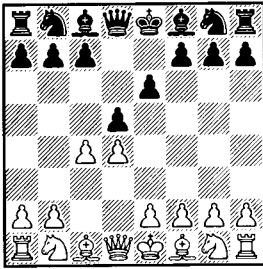
Solutions to Memory Markers!

- No. 1* **3. ... d6 4. Nf3 Nxe4** (not 3. ... Nxe4? 4. Qe2). See page 28.
- No. 2* **4. ... Nxe4**, and Black is at least equal. See page 29, note after Diagram 9.
- No. 3* The right answer here (and in many similar positions) is to take with the d-pawn: **5. ... dxc6!**
- No. 4* Black achieves a better game with **2. ... c5**. Also good is 2. ... Bf5, taking the bishop out before playing ... e6, but 2. ... c5, planning to pin the white knight with ... Bg4 (after Nf3), is even stronger. See page 36 and compare with the French.
- No. 5* **7. h3**. Why not 7. Bxf7+? Because after 7. ... Kxf7 8. Ne5+ Qxe5+, Black has a piece for a pawn.
- No. 6* **7. ... Ng4!**. Thus it is better for White to secure the e3-bishop with 7. f3. See page 44.

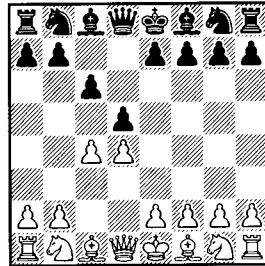
Chapter 5: White's Other First-Move Choices

Some Important Points to Look For

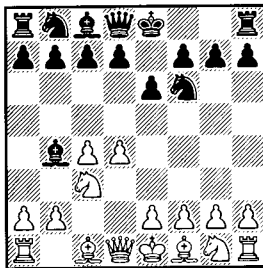
1. d4 is as good as 1. e4. It generally leads to somewhat delayed actions and strategically more complex mid-games. Black has a wide choice of unrefuted defenses.



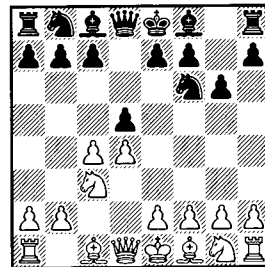
- ◆ The Orthodox Queen's Gambit Declined—reminiscent of the French. See Diagram 86.



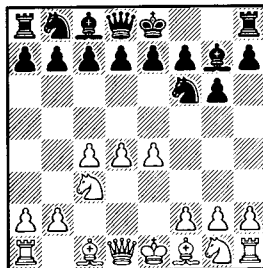
- ◆ Many GMs play both the Slav and the Caro-Kann. See Diagram 88.



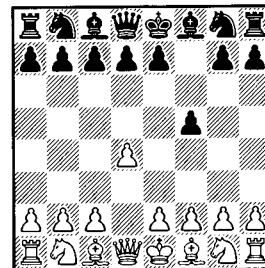
- ◆ The irrefutable Nimzo. See Diagram 106.



- ◆ The Hyper-Modern Gruenfeld. See Diagram 108.



- ◆ The King's Indian Defense—development first. See Diagram 113.



- ◆ Dutch Defense—a mirror image of the Sicilian. See Diagram 128.

Chapter 5

White's Other First-Move Choices

1. d4 and the rest

The move 1. d4 acquired popularity together with the positional school of Wilhelm Steinitz and Siegbert Tarrasch. At first glance, 1. d4 doesn't adhere to the three immediate goals of the opening (see page 28) as well as 1. e4 does. While d2-d4 puts the pawn in the center and opens lines for White's dark-square bishop and his queen, it definitely doesn't assist in castling short. Still, both analytically and statistically, 1. e4 and 1. d4 are of equal strength.

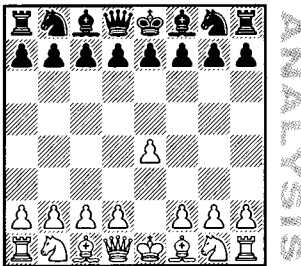


Diagram 77
After 1. e4

1. e4 occupies the center, frees a bishop, and forwards castling short.

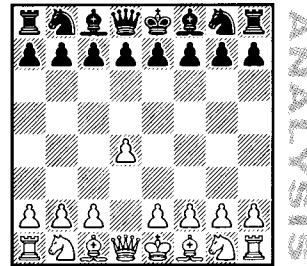


Diagram 78
After 1. d4

1. d4 occupies the center, frees a bishop, but does not help to prepare castling short. The two opening moves, however, are equal.

WHY BLACK CAN'T TAKE ADVANTAGE OF WHITE'S 1. d4

The symmetrical 1. ... d5 leaves White with an extra tempo. The "super-principled" 1. ... e5 loses a pawn—there's compensation, to be sure, but it's worth no more than half a pawn.

All other moves, including the various "Indian" defenses emanating from 1. ... Nf6, leave White with more pawns in the center, and thus with more space—so, no refutation here either.

What you can expect when playing 1. d4

A Classical Symmetry:

Queen's Gambit

1. d4 d5 2. c4

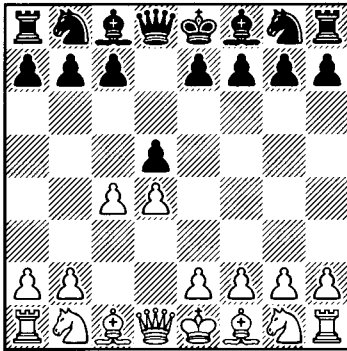


Diagram 79
After 2. c4

With his second move, White—who is, after all, a tempo ahead and thus should welcome opening up the game—attacks Black's central pawn. Without this thrust, either now or a move or two down the road, White's chances for an edge are close to zero.

Black now has three main choices: to take on c4 (Queen's Gambit Accepted), to protect the d5-pawn with one of its two neighbors (the Queen's Gambit Declined), or to play the sharp Chigorin Defense, 2. ... Nc6.

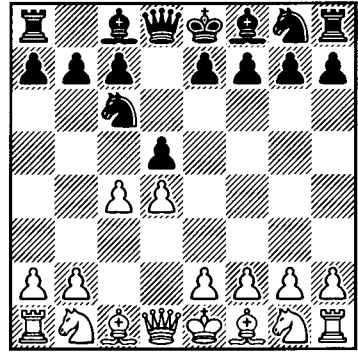


Diagram 80
After 2. ... Nc6

Black aims at quick development and often cedes White the bishop pair. The once disparaged Chigorin, named after the great Russian player, theoretician and contrarian Mikhail Chigorin, has been made border-line acceptable in modern tournament play, chiefly by the efforts of Alex Morozevich. Still, by being well-prepared, you can count on getting an edge as White.

Albin's Counter Gambit,
2. ... e5,

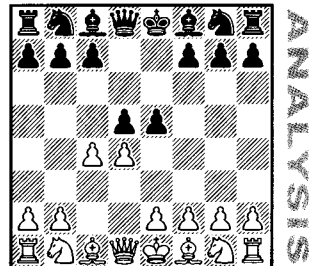


Diagram 81
After 2. ... e5

often played by beginners and by club players looking for early tactics, is generally still regarded

with skepticism by leading GMs.

American champion Frank Marshall's old favorite, 2. ... Nf6, gives White a strong center for free (after 3. cxd5 Nxd5 4. e4) and therefore isn't a good choice, either.

The idea of the Queen's Gambit Accepted 2. ... dxc4

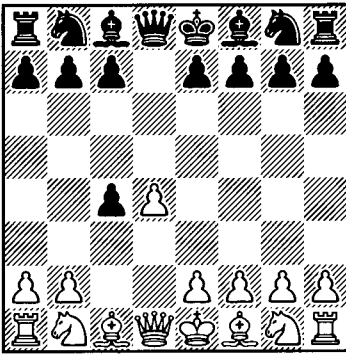


Diagram 82
After 2. ... dxc4

can be summed up in Reuben Fine's words: "A more comfortable game gets priority; equality in the center will come later."

After 3. Nf3, Black shouldn't try to hold onto the c4-pawn, because 3. ... b5 4. a4 c6 5. e3 Bb7 (or 5. ... a6) 6. axb5 cxb5

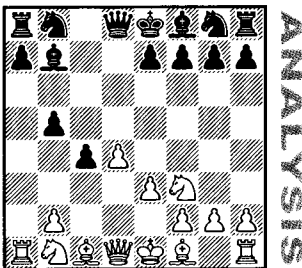


Diagram 83
After 6. ... cxb5

7. b3! regains White the "lost" pawn—and yields him the better game because of his superior pawn structure.

Better is 3. ... Nf6

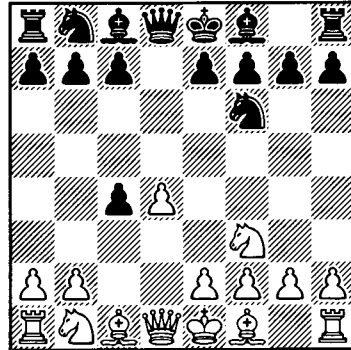


Diagram 84
After 3. ... Nf6

4. e3 e6 5. Bxc4 c5,

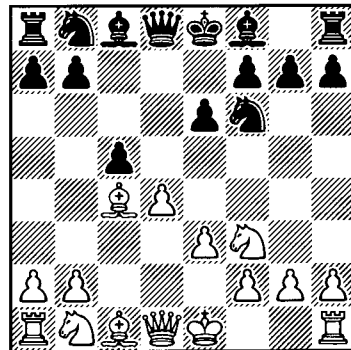


Diagram 85
After 5. ... c5

attacking White's center. Often the game will lead either to a close-to-equal endgame, or to an archetypal position with a White *isolani* on d4.

“Strong-point” Defenses: 2. ... e6 and 2. ... c6

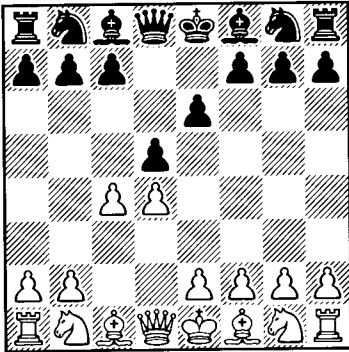


Diagram 86
Orthodox

Positive: 2. ... e6 helps facilitate kingside development, and early castling; it also preserves the option to play ... c7-c5 in one move. Negative: the bishop on c8 is now blocked by the e6-pawn. (Often this bishop will later be developed to b7.)

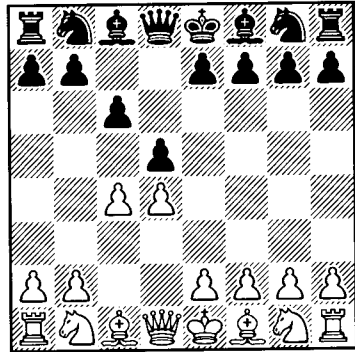


Diagram 88
Slav

Positive: 2. ... c6 keeps the c8-h3 diagonal open. Negative: it offers Black none of the benefits of its cousin, 2. ... e6.

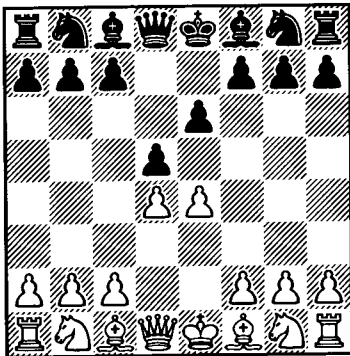


Diagram 87
French

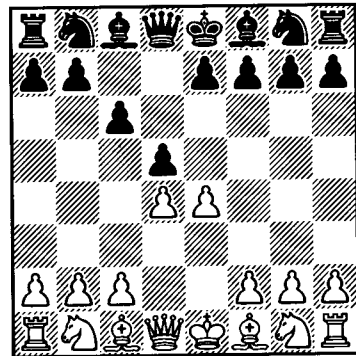


Diagram 89
Caro-Kann

The Queen's Gambit Declined, Orthodox Defense, and the Slav Defense resemble the French and Caro-Kann.

Just as they were 100 years ago, both the Queen's Gambit Declined (Orthodox) and the Slav Defense are today generally regarded as equally playable.

In the Orthodox Defense, after the natural 3. Nc3 (the Catalan, 3. Nf3, with the idea 4. g3, is also a good try for White),

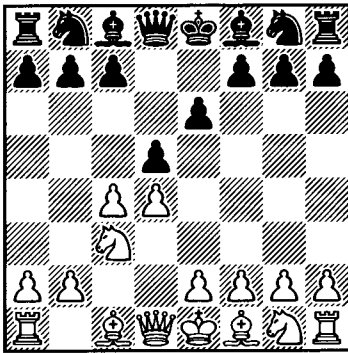


Diagram 90
After 3. Nc3

Black could play 3. ... c5,

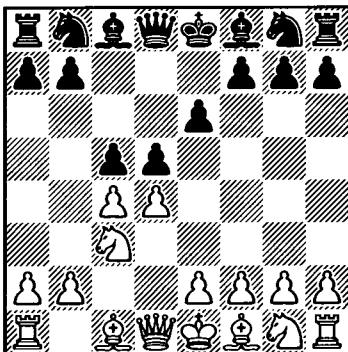


Diagram 91
After 3. ... c5

the Tarrasch Defense. Black accepts the *isolani* after 4. **cxd5** **exd5** 5. Nf3 (5. dxc5 doesn't win

a pawn, as Black counters with 5. ... d4). 5. ... Nc6 6. g3

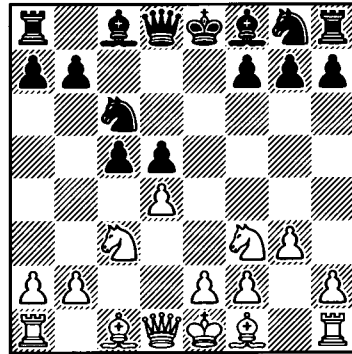


Diagram 92
After 6. g3

Akiba Rubinstein's idea—aimed at putting more pressure on the d5-pawn.

6. ... Nf6 (less common, but viable, is 6. ... c4) 7. Bg2 Be7 8. 0-0 0-0

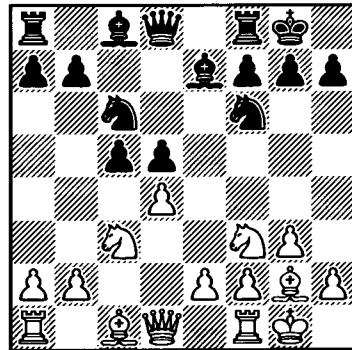


Diagram 93
After 8. ... 0-0

And now White usually prefers 9. Bg5 to Fine's recommendation, 9. dxc5 (but chess fashions often move in cycles).

The Tarrasch Defense served

Garry Kasparov well, and vice versa, in the early 1980s. Less popular now, the opening awaits another champion to restore it to the top tier of defenses.

The Orthodox usually continues: **3. ... Nf6 4. Bg5 Nbd7.**

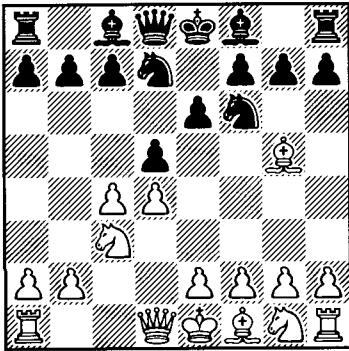


Diagram 94
After 4. ... Nbd7

(Or 4. ... Be7, but the knight's move is equally good—and sets a classic trap.)

5. Nf3 (The trap? White can't win a pawn: 5. cxd5 exd5 6. Nxd5? Nxd5!, and Black wins.) **5. ... Be7 6. e3 0-0**

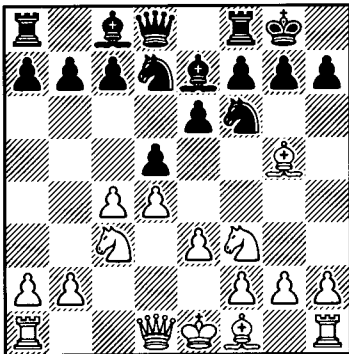


Diagram 95
After 6. ... 0-0

Here White usually delays moving his king's bishop—to avoid moving it yet again after ... dxc4. Fortunately for him, White has useful moves he can make while he waits for Black to capture on c4: Qc2, Rc1, even a3. Often this tabia leads to White's minority attack, beginning with b4.

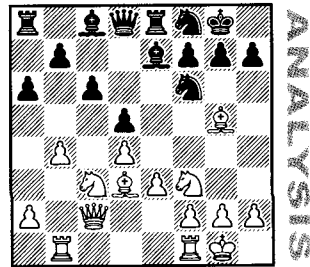


Diagram 96
Minority Attack

In response, Black will soon attack the White king.

But sometimes White castles long and attacks with the king-side pawns!

The history and theory of the Queen's Gambit Declined-Orthodox Defense is rich in great names: Lasker's Variation, Capablanca's exchange maneuver, Botvinnik's central thrust. This is an old, solid, inexhaustible opening!

The same can be said about the Slav: **1. d4 d5 2. c4 c6.**

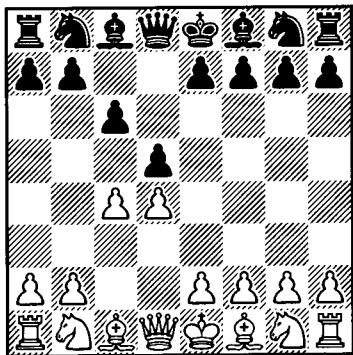


Diagram 97
After 2. ... c6

Interestingly, the symmetrical position after 3. Nf3 Nf6 4. cxd5 cxd5 5. Nc3 Nc6 6. Bf4 Bf5

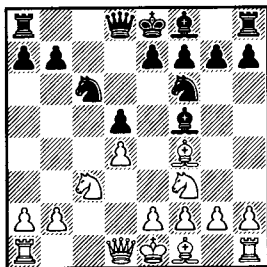


Diagram 98
After 6. ... Bf5

is viewed by theory as equal. Even after 3. Nf3 Nf6 4. Nc3 a6 (paradoxical, but solid),

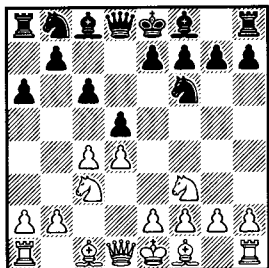


Diagram 99
After 4. ... a6

the exchange on d5 is worthless. Here is a popular line in the Slav:

3. Nf3 Nf6 4. Nc3

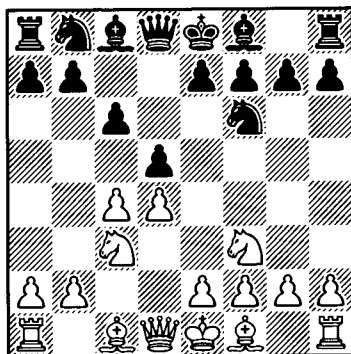


Diagram 100
After 4. Nc3

4. ... dxc4 5. a4 (to stop ... b5) 5. ... Bf5

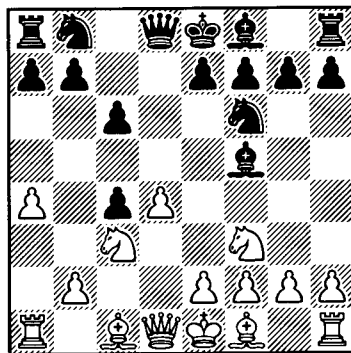


Diagram 101
After 5. ... Bf5

**THE QUEEN'S
GAMBIT DECLINED,
ORTHODOX DEFENSE,
IS AN OLD, SOLID,
INEXHAUSTIBLE
OPENING!**

Nowadays **6. Ne5**, preparing to restrict Black's bishop with **f3** and **e4**, is viewed as somewhat more promising for White than the straightforward **6. e3**.

Another popular line starts on move 4: instead of capturing on **c4**, Black plays **4. ... e6**.

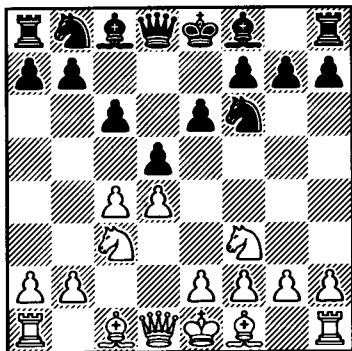


Diagram 102
After 4. ... e6

Black seems to reach back to the Orthodox, except that now **5. Bg5** runs into the super-sharp Botvinnik Variation: **5. ... dxc4** **6. e4 b5** **7. e5 h6**,

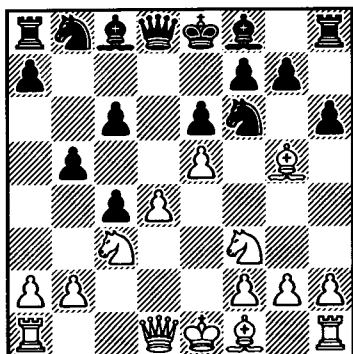


Diagram 103
After 7. ... h6

which is still very much alive and

well. Thus White usually plays the more cautious **5. e3**, which is best met by **5. ... Nbd7**.

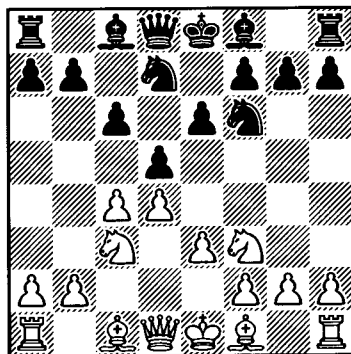


Diagram 104
After 5. ... Nbd7

Now the "normal" **6. Bd3** leads to *another* super-sharp variation, the Meran:

6. ... dxc4 **7. Bxc4 b5**

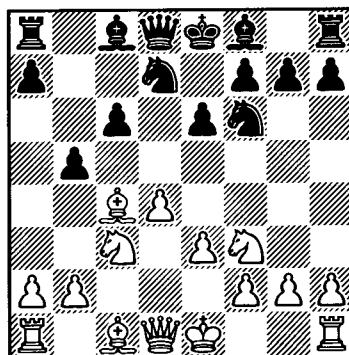


Diagram 105
After 7. ... b5

Nowadays White often tries to avoid the Meran by playing **6. Qc2**—but this move still leads to sharp play and mutual chances.

To conclude, the classic, symmetrical **1. ... d5** is a good,

solid choice that has passed the test of time. It offers a rich blend of strategic as well as sharply charged tactical positions, and the choice is often in Black's hands. For White to get an edge against a well-prepared opponent requires a *lot* of preparation.

B Asymmetrical Defenses

The move 1. d4 became popular with the advent of Steinitz' theory, and for several decades the symmetrical 1. ... d5, preventing e4, was viewed as the only fully correct reply. But early in the twentieth century, players began to rely more and more on asymmetrical approaches.

The Nimzo-Indian Defense,
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4,

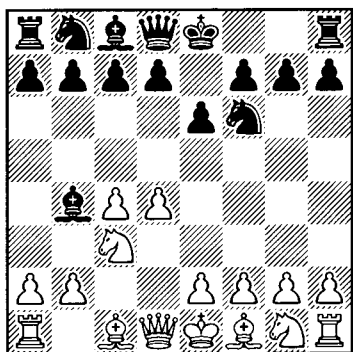


Diagram 106
After 3. ... Bb4

was the first of the “modernist” openings. It remains the most flexible and solid—and it's our choice for Black in our companion volume, *Chess Openings for Black, Explained*. No informed

player ever seriously hopes to refute the Nimzo. It's built on a super-solid strategic foundation: Black develops harmoniously and quickly (he's ready to castle at move four), while, by controlling e4, he denies White uncontested control of the center.

The Nimzo is very popular among chess elites. You may try to emulate one of the greats in his handling of the White pieces.

If White avoids the pinning of his knight by playing 3. Nf3,

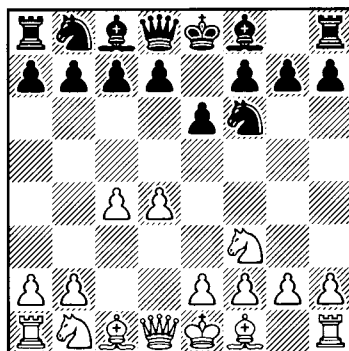


Diagram 107
After 3. Nf3

then Black has a choice among the sharp 3. ... c5, the solid 3. ... b6 (Queen's Indian) and our own choice for Black—3. ... Bb4+ (the Bogo-Indian, named after GM Efim Bogolubov). The Nimzo-Indian and Bogo-Indian closely resemble one another.

Black Gives White a Center in Order to Attack It

The “modern” Nimzo-Indian was followed by the development

of the “hyper-modern” Gruenfeld Defense:

1. d4 Nf6 2. c4 g6 3. Nc3 (ready to play e4) 3. ... d5

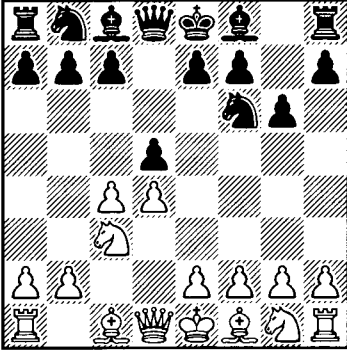


Diagram 108
After 3. ... d5

After 4. cxd5 (still the most popular move) 4. ... Nxd5 5. e4 Nxc3 6. bxc3,

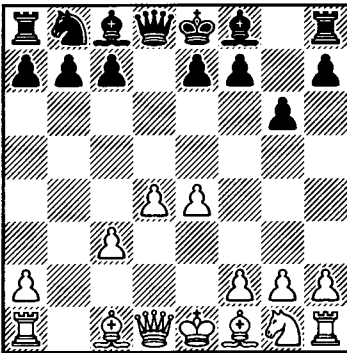


Diagram 109
After 6. bxc3

White has a strong center. But Black has better development and a natural way to attack that center with ... c5, ... Nc6, and other moves that hit at d4. Until the ‘70s, the only acceptable line for White was to put his bishop

on c4 and his knight on e2 (to avoid being pinned with ... Bg4). These days the main line goes:

6. ... Bg7 7. Nf3!? c5!
8. Rb1

Here you have a perfect role model, world champion Vladimir Kramnik, who handles the White pieces with particular finesse.

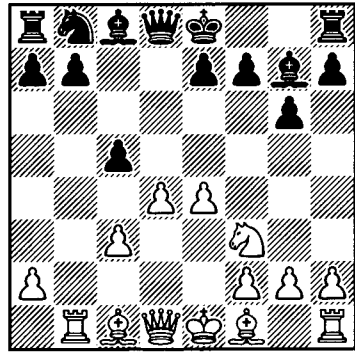


Diagram 110
After 8. Rb1

You can also consider other White systems against the Gruenfeld, such as 4. Qb3,

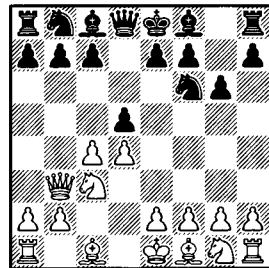


Diagram 111
After 4. Qb3

or 4. Bf4 Bg7 5. e3.

And there is room for some home cooking, perhaps borrowing from a little-known recipe—

ANALYSIS

for instance, the paradoxical
4. cxd5 Nxd5 5. Na4!?!.

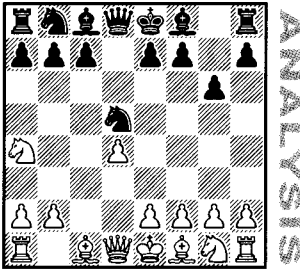


Diagram 112
After 5. Na4!?!

Recently, this line became nearly mainstream. White threatens e4, and Black is without the resource ... Nxc3.

Development Above All: King's Indian Defense

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4

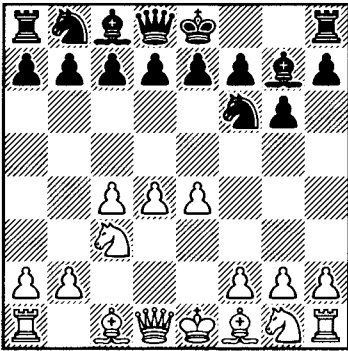


Diagram 113
After 4. e4

4. ... 0-0

Or 4. ... d6 to guard e5. But Bobby Fischer proved that 5. e5—after 4. ... 0-0—leads to a sharp but equal game.

In the King's Indian, Black allows his opponent to play e4 and to build a strong center. Black uses this time to develop his kingside pieces to excellent squares and to castle, ready to claim his stake in the center by a subsequent ... e5, or to attack White's center, Sicilian-like, with ... c5.

Unsurprisingly, White has a choice among many systems against this “non-contact” opening. He can play the ambitious 5. f4 d6 6. Nf3. Or he can choose the solid fianchetto (with 4. Nf3 rather than 4. e4, 4. ... 0-0 5. g3 d6 6. Bg2).

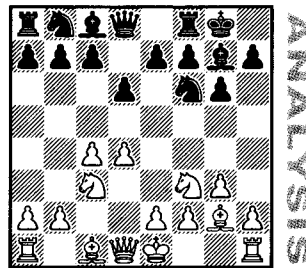


Diagram 114
After 6. Bg2

Or he can try the aggressive Saemisch: 5. f3 d6,

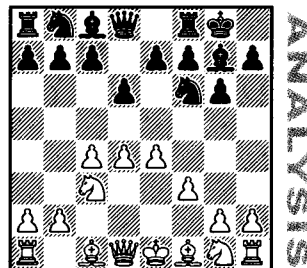


Diagram 115
After 5. ... d6

and follow up with either the “modern” 6. Bg5 or the classic 6. Be3. White can also choose the subtle Averbach: 5. Be2 d6 6. Bg5, successfully employed by co-author Lev Alburt.

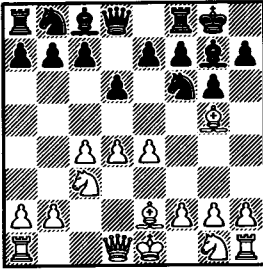


Diagram 116
After 6. Bg5

And finally, the most popular: 5. Nf3 d6 6. Be2,

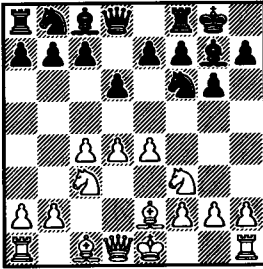


Diagram 117
After 6. Be2

followed by the logical 6. ... e5
7. 0-0.

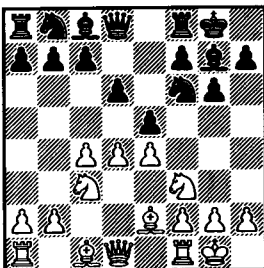


Diagram 118
After 7. 0-0

The main line today, and for the past 40 years or more, is the challenging 7. ... Nc6, usually leading to sharp positions in which White storms on the queenside while Black attacks the White king—e.g., 8. d5 Ne7 9. Ne1 (or the now popular 9. b4!)

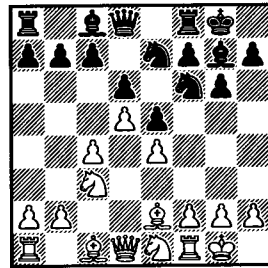


Diagram 119
After 9. Ne1

9. ... Nd7 10. f3 f5 11. Be3 f4
12. Bf2 g5

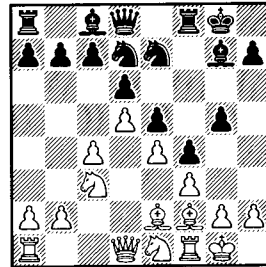


Diagram 120
After 12. ... g5

To stay informed about what's going on in this system, you should keep track of what the great players (above all, Kramnik) are playing. Their openings are often analyzed deeply—to 20 or more moves.

Or you can develop your own shortcut, such as the solid 4. Bf4.

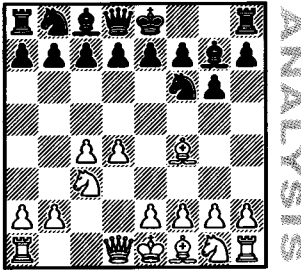


Diagram 121
After 4. Bf4

After the bishop's move, the game can continue 4. ... 0-0 5. e3 d6 6. h3.

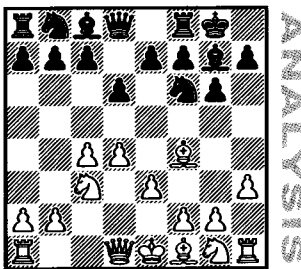


Diagram 122
After 6. h3

White wants to preserve his bishop and thus guards against ... Nh5. He will then play Be2 and 0-0, beginning queenside play with b4 and c5 (this pawn works in tandem with White's dark-square bishop).

Compare this system with Emanuel Lasker's treatment, as Black, of the Reti: 1. Nf3 d5 2. g3 Nf6 3. Bg2 c6 4. 0-0 Bf5.

Note that in our line, since we're White, we have an extra tempo. So we can play c4 rather than the prophylactic c3

(Lasker's ... c6).

Theory slightly favors White in various systems where Black fianchettoes his king's bishop while keeping the knight on g8 for a while, using this nuance to attack the d4-pawn with ... d6 and ... e5, and sometimes with ... Nc6 and ... e5.

The same is true for the Old Indian: 1. d4 Nf6 2. c4 d6 3. Nc3 e5,

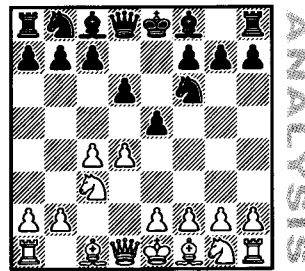


Diagram 123
Old Indian

as well as various Benonis:

1. d4 c5 2. d5 e5 3. Nc3 d6 4. e4 Be7, planning ... Bg5 and the exchange (generally favorable for Black) of his "bad" bishop for White's "good" bishop. Or:

1. d4 Nf6 2. c4 c5 3. d5 e5.

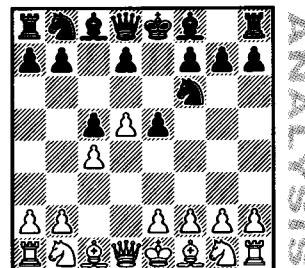


Diagram 124
Old Benoni

The Modern Benoni (Mikhail Tal's favorite) is more challenging: 1. d4 Nf6 2. c4 c5 3. d5 e6.

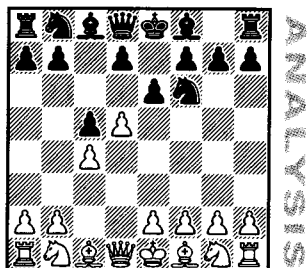


Diagram 125
Modern Benoni

You should also be ready to face Albur's favorite, the Benko Gambit:

1. d4 Nf6 2. c4 c5 3. d5 b5,

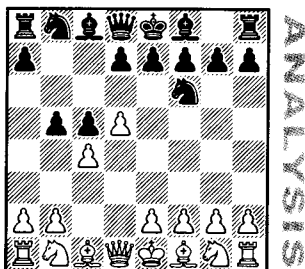


Diagram 126
Benko Gambit

nowadays, a mainstream, solid choice, which is naturally often discussed in his books. (See, for instance, the last chapter of *Building Up Your Chess*.)

Against 1. d4, you'll occasionally see the Budapest Gambit: 1. ... Nf6 2. c4 e5 3. dxe5.

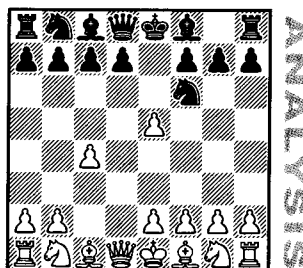


Diagram 127
Budapest Defense

Now 3. ... Ne4 is tempting but risky (White, with best play, should get his plus-over-equal), while 3. ... Ng4 is more solid but still favors White.

Finally, you should be ready for Mikhail Botvinnik's trusty Dutch Defense: 1. ... f5.

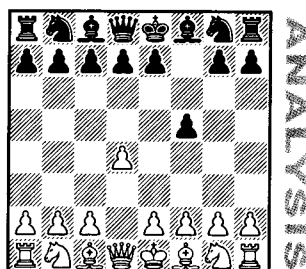
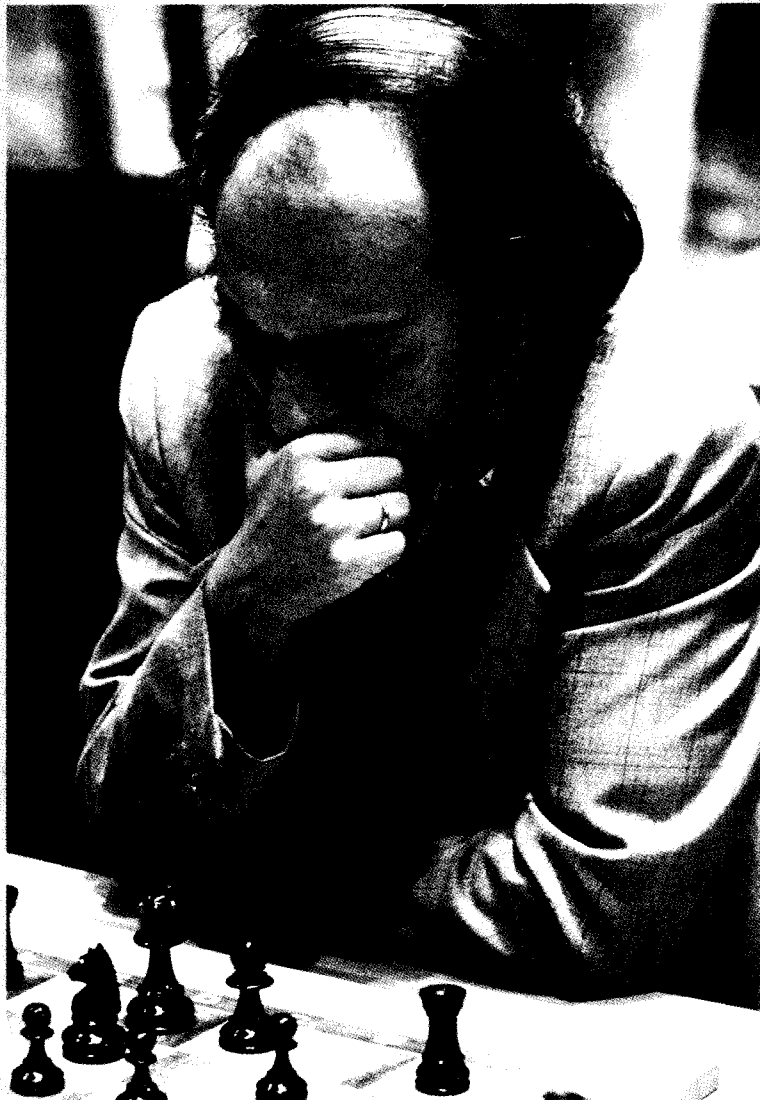


Diagram 128
Dutch Defense

No, this move doesn't develop, nor does it bring castling closer. Moreover, it exposes Black's king somewhat. But it does take control of the e4-square. And recall that, in the King's Indian, Black must relocate his f6-knight to prepare the attacking ... f5. In some cases, the Dutch can save Black a tempo, or even two!

Still, with best play, White should get an edge, although a slight one.

Mikhail Tal



Mikhail Tal loved to play 1. e4, but as Black against 1. d4, he often relied on the Modern Benoni.

Summary:

As a rule, 1. d4 leads to somewhat delayed actions, and strategically more complex middlegame positions, than 1. e4 does. Moreover, to play 1. d4 main lines, you must know at least as much theory as you would need to be prepared to play 1. e4. Thus even many grandmasters choose shortcuts against some major Black replies.

For instance, Lev Alburt, as a young master, played the Veresov (1. d4 Nf6 2. Nc3 or 1. d4 d5 2. Nc3),

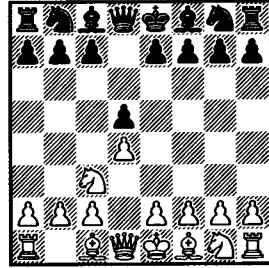


Diagram 129

Veresov

and sometimes the Trompowsky (1. d4 Nf6 2. Bg5).

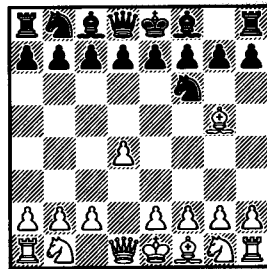


Diagram 130

Trompowsky

Realizing that these choices limited his punch,

Alburt expanded his play to include the mainline 2. c4 against 1. ... Nf6. Even then, Lev had to use shortcuts, such as the Catalan (1. d4 Nf6 2. c4 e6 3. g3),

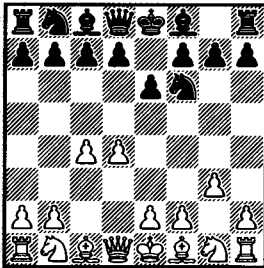


Diagram 131
Catalan

and, against the Gruenfeld, 7. Nf3 (after 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. Bxc3 Bg7).

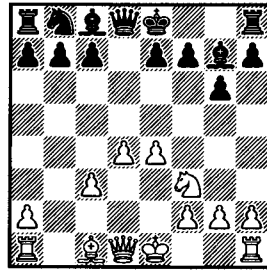


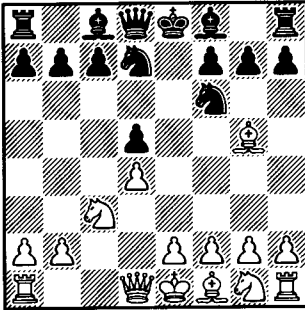
Diagram 132
Gruenfeld

At the time, White's seventh move was a rare diversion from the standard 7. Bc4. Fashions change, however, and now Lev's old shortcut is a theory-laden, modern main line!

For 1. c4 and other first moves, see our companion volume, chapters 40 through 45.

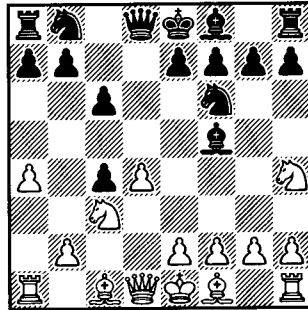
Chapter 5: White's Other First-Move Choices

Memory Markers!



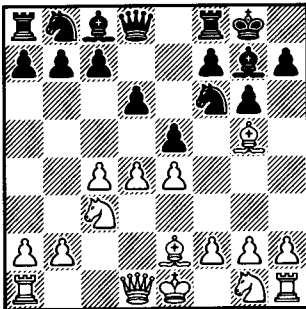
MARKER 1

Diagram 133
After 5. ... exd5



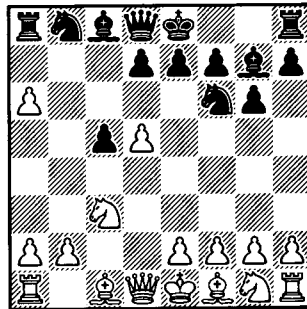
MARKER 2

Diagram 134
After 6. Nh4



MARKER 3

Diagram 135
After 6. ... e5



MARKER 4

Diagram 136
After 6. ... Bg7

Chapter 5: White's Other First-Move Choices Solutions to Memory Markers!

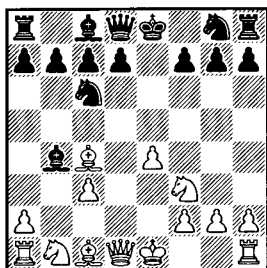
- No. 1* **6. Nf3.** Or 6. e3. Or 6. Qc2. But not 6. Nxd5? Nxd5!, winning.
See page 58.
- No. 2* **6. ... e6!**, as 7. Nxf5 exf5 is fine for Black. See page 59.
- No. 3* **7. dxe5 dxe5 8. Qxd8 Rxd8 9. Nd5** wins a pawn.
See page 64.
- No. 4* **7. e4! ±.** Thus Black has to play ... Bxa6 as soon as White threatens e4. See page 66.

PART
THREE

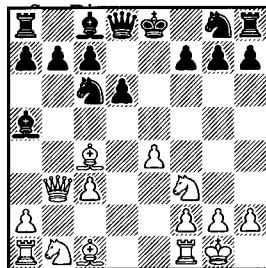
**1. e4 e5:
THE OPEN
GAMES**

Chapter 6: Scotch Gambit—Introduction and Early Divergences Some Important Points to Look For

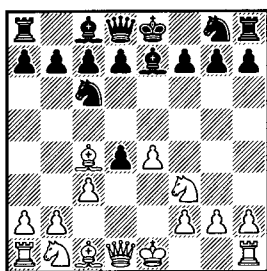
If Black tries to avoid the Two Knights Defense or Giuoco Piano, he doesn't equalize. Sometimes White gets a small edge—and sometimes a big attack!



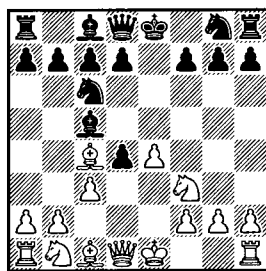
- ◆ White gains an important tempo.
See Diagram 140.



- ◆ Not a true sacrifice.
See Diagram 144.



- ◆ Black's position is untenable!
See Diagram 168.



- ◆ Black should go into a Giuoco Piano. See Diagram 174.

Outline of Variations

1. e4 e5 2. N3 Nc6 3. d4 exd4 4. Bc4 (74) [C44]

A 4. ... Bb4+ 5. c3 dxc3 6. bxc3 Ba5 7. 0-0 d6 8. Qb3 (76)

A1 8. ... Qe7 9. e5 dxe5 10. Ba3 Qf6 11. Nbd2 Nge7 12. Ne4 Qg6 13. Bxe7 (77)

A2 8. ... Qf6 9. Bg5 Qg6 10. e5 dxe5 11. Re1 (80)

A3 8. ... Qd7 9. Bg5 (82)

A3a 9. ... Nf6 10. e5± (82)

A3b 9. ... f6 10. Bxg8 fxg5 11. Bxh7 (83)

B 4. ... Be7 5. c3 (83)

B1 5. ... dxc3 6. Qd5 Nh6 7. Bxh6 0-0 8. Bxg7! (83)

B2 5. ... Nf6 6. e5 Ne4 7. Bd5 Nc5 8. cxd4 Ne6 9. Nc3± (84)

C 4. ... Bc5 5. c3 (84)

C1 5. ... d3 6. b4 Bb6 7. a4 a6 8. Bxd3± (85)

C2 5. ... dxc3 6. Bxf7+ Kxf7 7. Qd5+ Ke8 8. Qxc5 Qe7
9. Qxe7+ Ngxe7 10. Nxc3 (86)

C3 5. ... Nf6—see Chapter 7

Chapter 6

Scotch Gambit

Introduction and Early Divergences

The Scotch Gambit takes its name from its use by the Edinburgh, Scotland, Chess Club during a correspondence match with the London Chess Club in the early 1800s.

Gambits arising after 1. e4 e5 were the daily fare of nineteenth-century players. This preference forced Black to perfect his defensive techniques. Over time, White players turned to other approaches, not so much because they were getting worse positions from their opening gambits, but because their first-move initiatives were petering out to equality too early.

Soon after the Edinburgh-London match, the Scotch Gambit disappeared from the very top levels of chess for a century and a half. During that time

it had the reputation of being a not-quite-correct beginning used by club players.

Nowadays—and in this book—the Scotch Gambit is primarily used to reach, via desirable routes, the Giuoco Piano and the Two Knights Defense.

1. e4

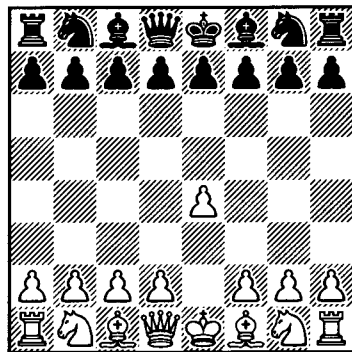


Diagram 137

After 1. e4

1. ... e5 2. Nf3

The Scotch Gambit is primarily used to reach, via desirable routes, the Giuoco Piano and the Two Knights Defense.

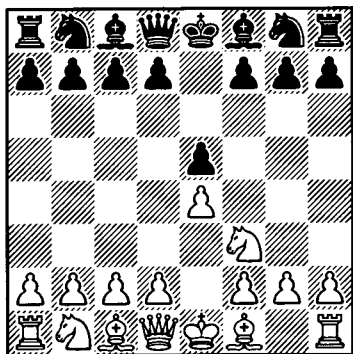


Diagram 138
After 2. Nf3

2. ... Nc6

The main line. Black's other choices are: 2. ... Nf6—the solid Petroff Defense (Chapter 11); 2. ... d6—the Philidor Defense (Chapter 12); and the dubious 2. ... f5 and 2. ... d5 (both in Chapter 13).

3. d4 exd4 4. Bc4

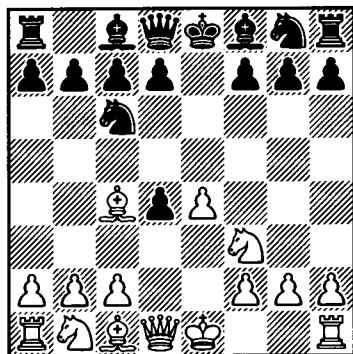


Diagram 139
After 4. Bc4

We've arrived at the Scotch Gambit. White temporarily sacrifices a pawn on d4, striving for quick development.

Here Black's most popular

responses are 4. ... Nf6 (which transposes to the Two Knights Defense after 5. e5), and 4. ... Bc5 (transposing to the main line Giuoco Piano after 5. c3 Nf6). We cover these lines in later chapters.

In this chapter we cover other choices for Black—such as 4. ... Bb4+ and 4. ... Bc5 5. c3 dxc3 or 5. ... d3, or 4. ... Be7 (4. ... d6 transposes to the Philidor Defense). All of these lines yield White at least some advantage.

▲ 4. ... Bb4+ 5. c3 dxc3 6. bxc3

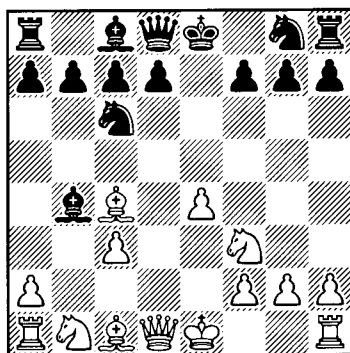


Diagram 140
After 6. bxc3

White sacrifices a pawn, winning an important tempo for attack. (Another good option is to ignore 5. ... dxc3 and develop quickly with 6. 0-0, also with advantage for White.)

6. ... Ba5

If you play the Scotch Gambit, you will have opportunities to see the hasty 6. ... Be7?, which loses immediately to

7. Qd5!. After 6. ... Bc5, you'll have 7. Bxf7+! Kxf7 8. Qd5+ Ke8 9. Qxc5±, when White regains his pawn, depriving the Black king of his right to castle.

7. 0-0

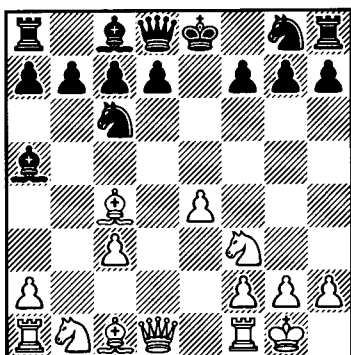


Diagram 141
After 7. 0-0

7. ... d6

7. ... Nf6? 8. e5 Ng4
9. Bxf7+! Kxf7 10. Ng5+ Ke8
11. Qxg4±; 7. ... Nge7 8. Ng5

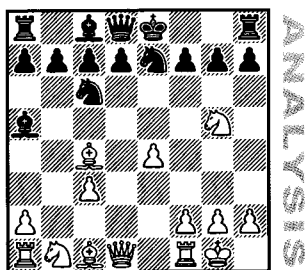


Diagram 142
After 8. Ng5

Now it's hard for Black to defend f7: 8. ... Ne5 (8. ... 0-0 9. Qh5+-) 9. Nxf7 Nxf7 10. Bxf7+ Kxf7 11. Qh5+ Kf8 12. Qxa5±.

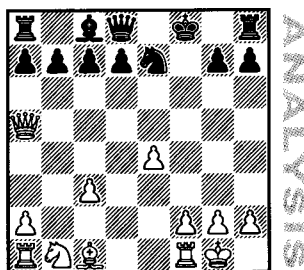


Diagram 143
After 12. Qxa5±

8. Qb3

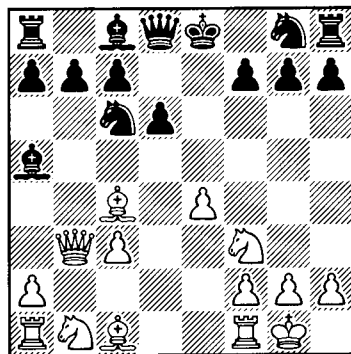


Diagram 144
After 8. Qb3

This is the critical position. Our analysis shows that Black's position is untenable!

A1 8. ... Qe7 9. e5

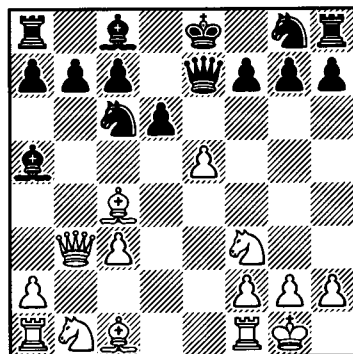


Diagram 145
After 9. e5

White pries open the center.

9. ... dxe5

If instead, 9. ... Nxe5,

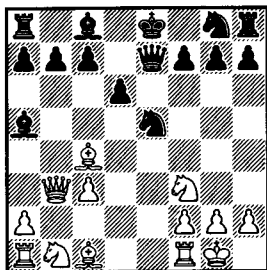


Diagram 146
After 9. ... Nxe5

then 10. Nxe5 Qxe5 (10. ... dxe5
11. Qa4+ winning) 11. Bxf7+,
and White is better.

10. Ba3 Qf6 11. Nbd2

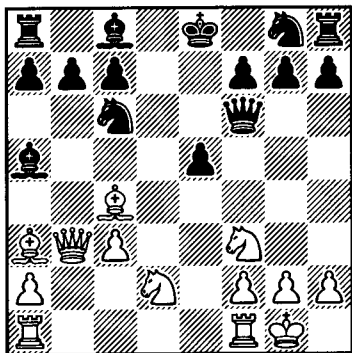


Diagram 147
After 11. Nbd2

Now all of White's pieces are
in play, while Black faces serious
difficulties developing.

11. ... Nge7 12. Ne4 Qg6
13. Bxe7

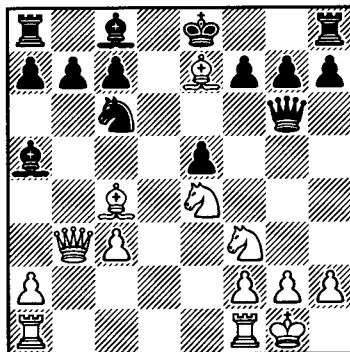


Diagram 148
After 13. Bxe7

A1a 13. ... Qxe4 14. Rfe1 Qf5
15. Ba3

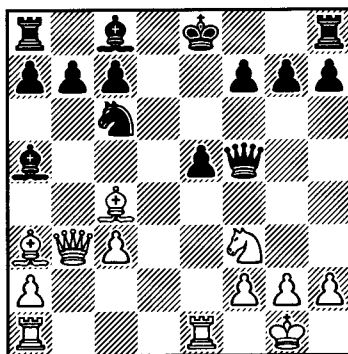


Diagram 149
After 15. Ba3

White is threatening
16. Nxe5, for which Black has no
adequate defense. White stands
much better.

Black is also in trouble after
the other captures: 13. ... Nxe7
or 13. ... Kxe7.

A1b 13. ... Nxe7 14. Nxe5! Qxe4
15. Bb5+

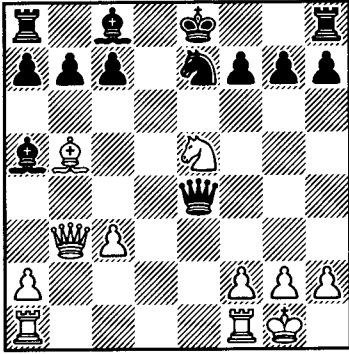


Diagram 150
After 15. Bb5+

White is winning: 15. ... c6
16. Qxf7+ Kd8 17. Rad1+ Nd5

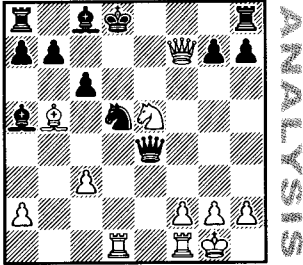


Diagram 151
After 17. ... Nd5

18. Bxc6!+-

A1c 13. ... Kxe7

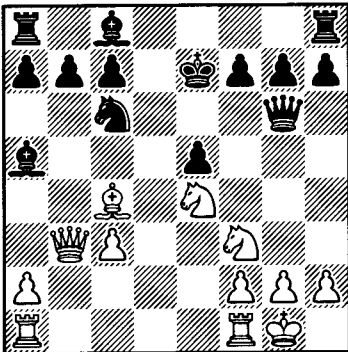


Diagram 152
After 13. ... Kxe7

14. Qa3+ Ke8 15. Neg5!

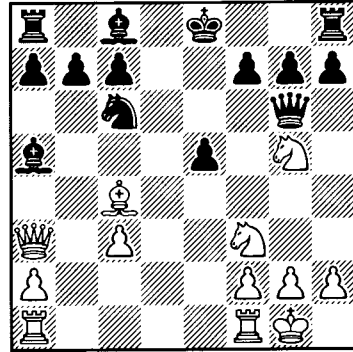


Diagram 153
After 15. Neg5!

A star move!

15. ... Rf8 16. Bb5 Bb6
17. Rae1 f6 18. Nxe5!+-

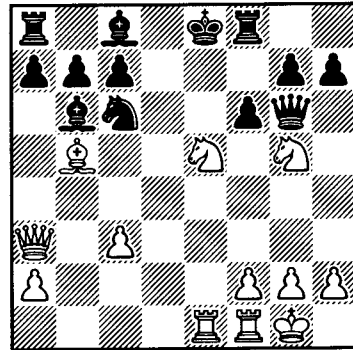


Diagram 154
After 18. Nxe5!

A2 8. ... Qf6 9. Bg5 Qg6 10. e5!

A2a 11. ... Nge7 12. Bxe7

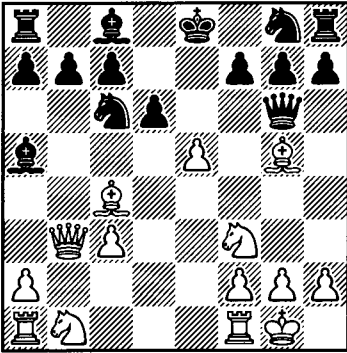


Diagram 155
After 10. e5!

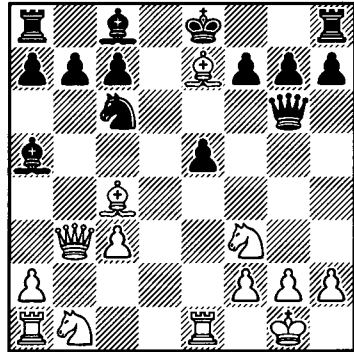


Diagram 157
After 12. Bxe7

10. ... dxe5 11. Re1

12. ... Nxe7

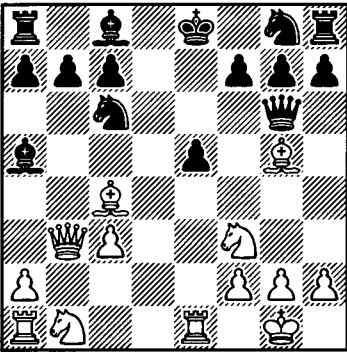


Diagram 156
After 11. Re1

If 12. ... Kxe7 13. Nxe5 Nxe5
14. Rxe5+ Kf8 15. Rxa5+- .

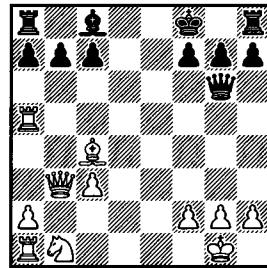


Diagram 158
After 15. Rxa5+-

13. Nxe5+-

ANALYSIS

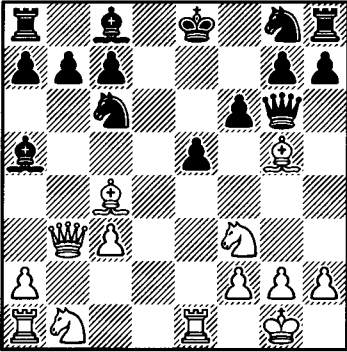
A2b 11. ... f6

Diagram 159
After 11. ... f6

12. Bxg8 fxg5 13. Bd5+-

Black is finished.

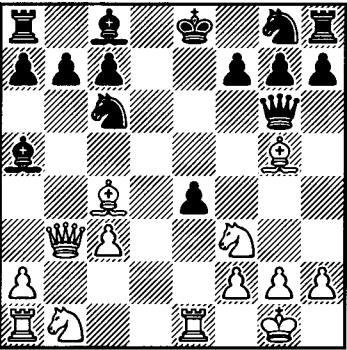
A2c 11. ... e4

Diagram 160
After 11. ... e4

12. Bd5

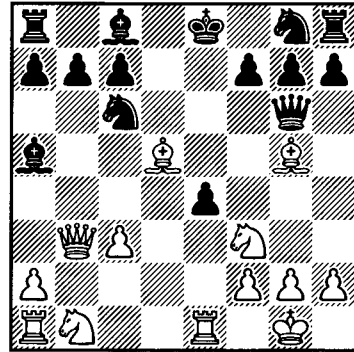


Diagram 161
After 12. Bd5

Or simply 12. Nbd2!.

12. ... Nf6

12. ... Bf5 13. Qxb7; 12. ... f5
13. Bxg8

13. Bxc6+ bxc6 14. Ne5!

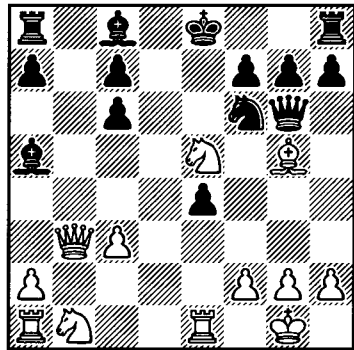


Diagram 162
After 14. Ne5!

14. ... Qh5

14. ... Qxg5 15. Qxf7+ Kd8
16. Nxc6, checkmate

15. Bxf6 gxf6 16. Nxc6

White has an overwhelming
attack.

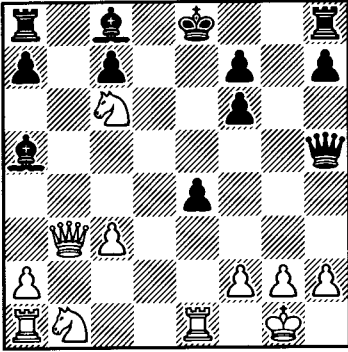


Diagram 163
After 16. Nxc6

A3 8. ... Qd7 9. Bg5

Also good for White is 9. Re1, with the idea of e5.

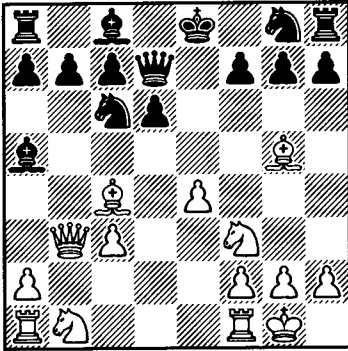


Diagram 164
After 9. Bg5

Black faces serious trouble with his development—for example:

A3a 9. ... Nf6 10. e5!

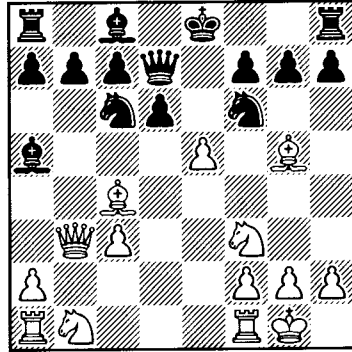


Diagram 165
After 10. e5!

10. ... Nxe5 11. Nxe5 dxe5 12. Rd1

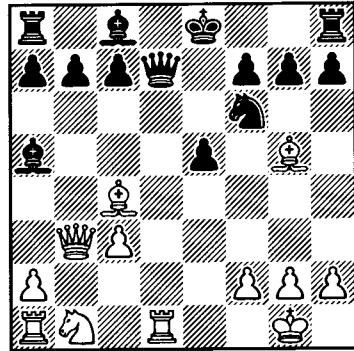


Diagram 166
After 12. Rd1

Driving the queen away from f7 and b5.

12. ... Qg4

12. ... Qe7? 13. Qb5+

13. Bxf7+

A3b 9. ... f6 10. Bxg8

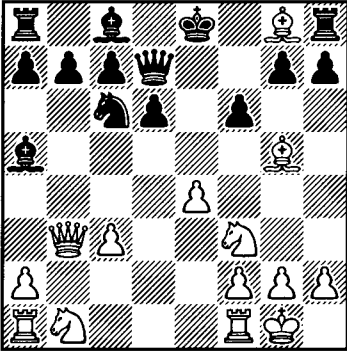


Diagram 167
After 10. Bxg8

10. ... fxg5 11. Bxh7

If 11. ... Rxh7?, then
12. Qg8+ wins.

B 4. ... Be7 5. c3

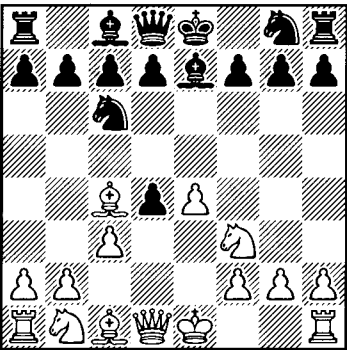


Diagram 168
After 5. c3

B1 5. ... dxc3 6. Qd5

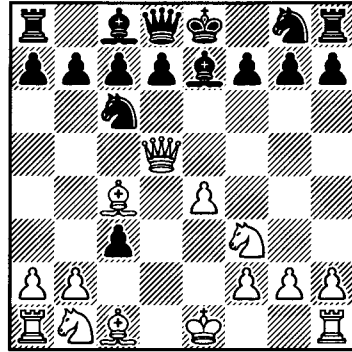


Diagram 169
After 6. Qd5

6. ... Nh6 7. Bxh6 0-0

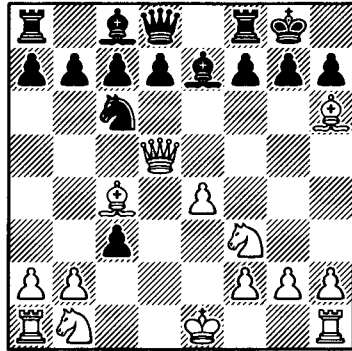


Diagram 170
After 7. ... 0-0

8. Bxg7! Kxg7 9. Nxc3

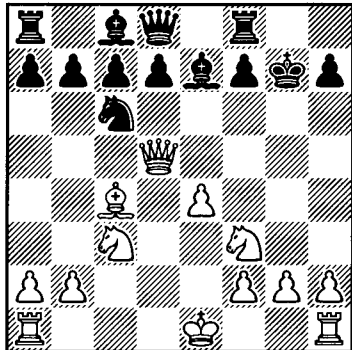


Diagram 171
After 9. Nxc3

White is better.

B2 5. ... Nf6 6. e5!

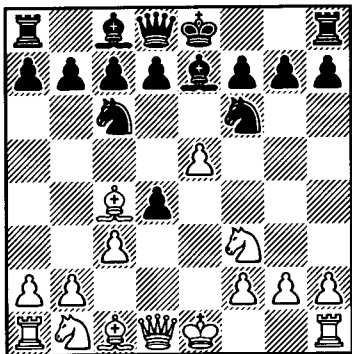


Diagram 172
After 6. e5!

6. ... Ne4 7. Bd5 Nc5 8. cxd4
Ne6 9. Nc3

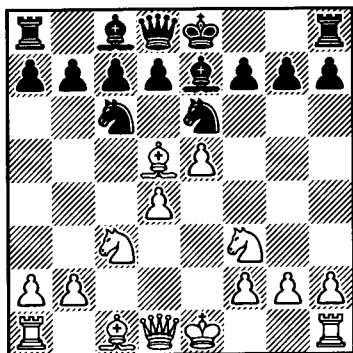


Diagram 173
After 9. Nc3

White has a clear advantage.

C 4. ... Bc5 5. c3

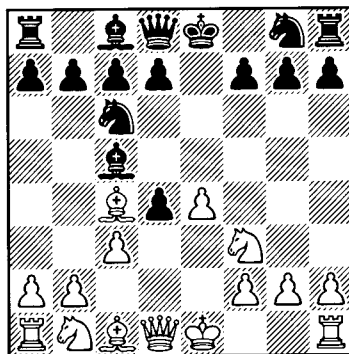


Diagram 174
After 5. c3

Here we cover the 5. ... d3
and 5. ... dxc3.

5. ... Nf6 transposes to the
main line Giuoco Piano. And if
5. ... Qe7 6. 0-0 Ne5,

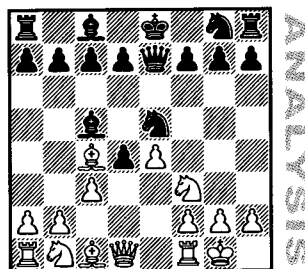


Diagram 175
After 6. ... Ne5

White gets a small edge: 7. Nxe5
Qxe5 8. f4! dxc3+ 9. Kh1 Qd4
10. Qb3.

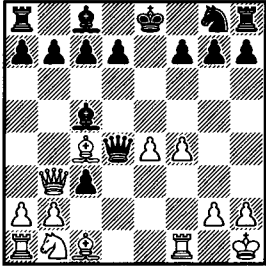


Diagram 176
After 10. Qb3

61 5. ... d3 6. b4 Bb6 7. a4

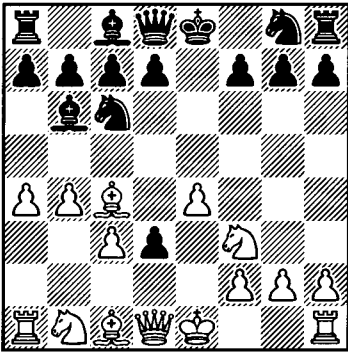


Diagram 177
After 7. a4

7. ... a6

If 7. ... a5?!, then 8. b5 Nce7
9. Qb3

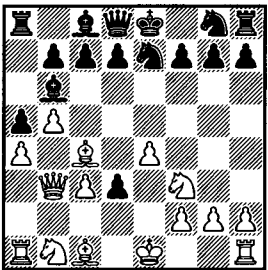


Diagram 178
After 9. Qb3

forces Black to give up his central pawn: 9. ... d5 10. exd5, with a better position for White.

8. Bxd3

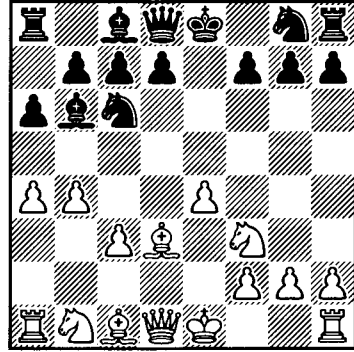


Diagram 179
After 8. Bxd3

Also strong is 8. 0-0, ready to meet 8. ... d6 with 9. Qb3.

8. ... d6 9. 0-0 Nf6 10. Nbd2 0-0 11. Nc4

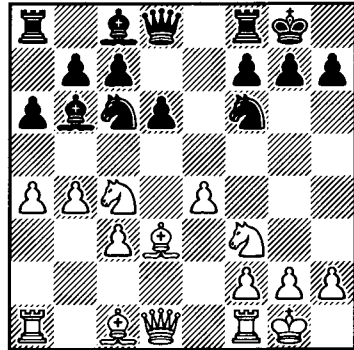


Diagram 180
After 11. Nc4

White stands slightly better because of his space advantage.

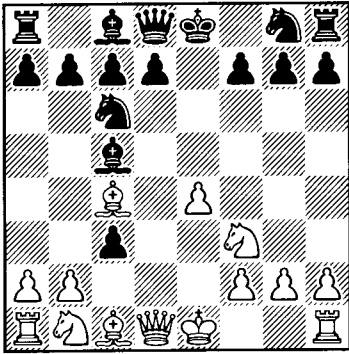
C2 5. ... dxc3

Diagram 181
After 5. ... dxc3

6. Bxf7+

Or White can sacrifice a pawn with 6. Nxc3!?

6. ... Kxf7 7. Qd5+ Ke8
8. Qxc5

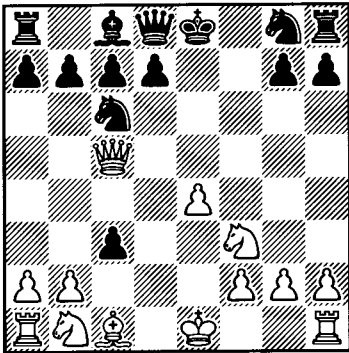


Diagram 182
After 8. Qxc5

8. ... Qe7 9. Qxe7+ Ngxe7
10. Nxc3

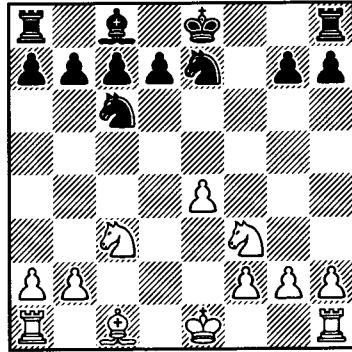


Diagram 183
After 10. Nxc3

White is better in the endgame—for example:

10. ... d5 11. exd5 Nb4
12. Bg5!

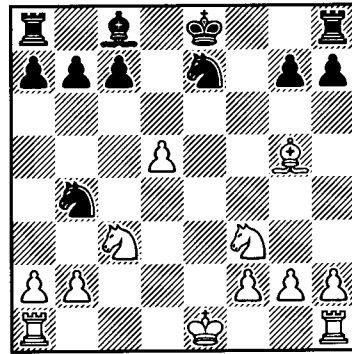


Diagram 184
After 12. Bg5

White sacrifices the Exchange.

12. ... Nc2+

12. ... Nbxd5 13. 0-0-0
Nxc3 14. bxc3

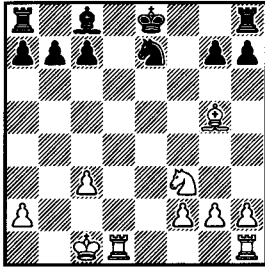


Diagram 185
After 14. bxc3

Black's king is stuck in the center.

13. Kd2 Nxa1 14. Re1 Bf5
15. Rxc7+ Kf8 16. Rxc7+-

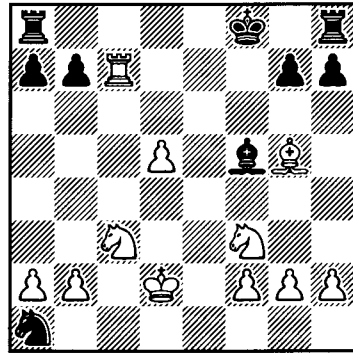


Diagram 186
After 16. Rxc7

White is clearly winning. Black's army passively observes its own destruction.

Summary:

This chapter shows that if Black, in the Scotch Gambit, tries to avoid going into the Two Knights or Giuoco Piano, he simply can't get equality. Of course, the same is true if Black tries to avoid main lines of these openings when faced with 1. e4 e5 2. Nf3 Nc6 3. Bc4. So White can go for his favorite positions (studied in Chapters 7-10) by playing either Dzinzi's 3. d4 or Morphy's 3. Bc4. But here is an example of a line our move order avoids: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7, successfully played by former world champion Vassily Smyslov.

In some lines above, White achieves only a small edge. But in lines that are more ambitious for Black, White should, and can, launch a strong, often decisive attack.

Chapter 6: Scotch Gambit

Memory Markers!

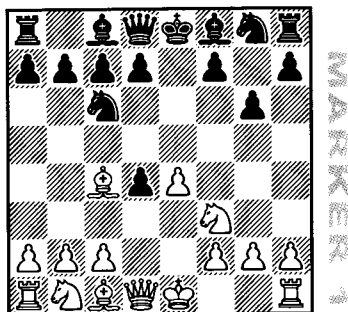


Diagram 187
After 4. ... g6

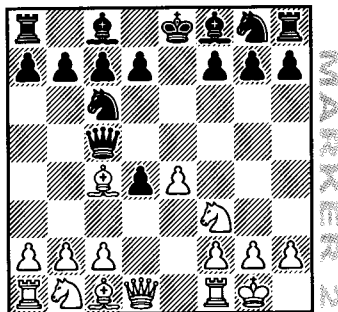


Diagram 188
After 5. ... Qc5

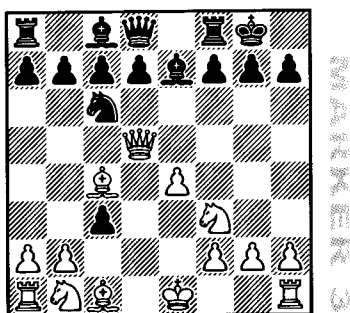


Diagram 189
After 8. Bc1

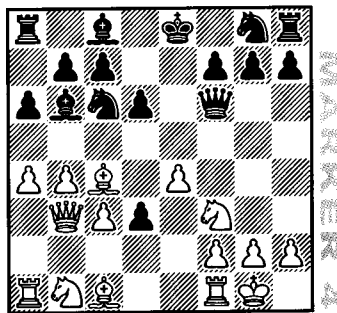


Diagram 190
After 9. ... Qf6

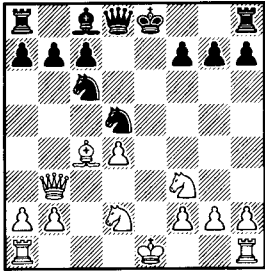
Chapter 6: Scotch Gambit

Solutions to Memory Markers!

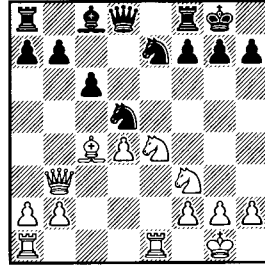
- No. 1* **5. Nxd4 Bg7 6. Be3** ± . But Morphy (and Tal) would play 5. c3!, with an attacking game. See page 76.
- No. 2* **6. Qd3! g6 7. c3! Bg7 8. cxd4 Nxd4 9. Nxd4 Qxd4 10. Qb3.**
See page 76.
- No. 3* **8. ... Nb4!** See page 83.
- No. 4* **10. a5 Ba7 11. b5!**, and if 11. ... axb5, then 12. a6!. See page 85.

Chapter 7: Giuoco Piano—New Wine from an Old Bottle Some Important Points to Look For

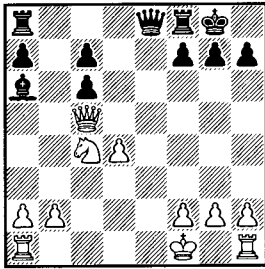
Our choice, the solid 7. Bd2, leads to positions rich in Dzindzi's novelties. While White's game is safe, Black's road to true equality is quite difficult.



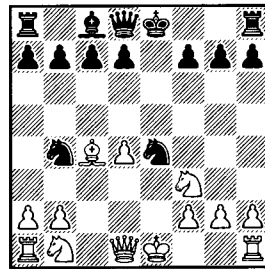
- ◆ Black has destroyed White's center.
See Diagram 195.



- ◆ The critical position.
See Diagram 197.



- ◆ An annoying pin.
See Diagram 210.



- ◆ White wins a pawn back.
See Diagram 222.

Outline of Variations

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. c3 Nf6 6. cxd4 Bb4+ 7. Bd2 (90) [C54]

A 7. ... Bxd2+ 8. Nbx2 (92)

A1 8. ... d5 9. exd5 Nxd5 10. Qb3 (92)

A1a 10. ... Nce7 11. 0-0 0-0 12. Rfe1 c6 13. Ne4 Nb6
14. Nc5! **TN** ± (92)

A1b 10. ... Na5 11. Qa4+ Nc6 12. Ne5 0-0! 13. Bxd5! Qxd5 14. Nxc6 bxc6
15. 0-0 c5! 16. Rac1! cxd4 17. Rxc7 Bb7 18. Nf3 (95)

A2 8. ... Nxe4 9. d5! Nxd2 10. Qxd2 Ne7 11. d6! (98)

B 7. ... Nxe4 8. Bxb4 Nxb4 9. Bxf7+! Kxf7 10. Qb3+ d5 11. Qxb4± (99)

Chapter 7

Giuoco Piano

New Wine from an Old Bottle

When Black chooses to hold his pawn by developing his dark-square bishop to c5, he transposes into the ancient Giuoco Piano, Italian for “the quiet game.” That name, however, fails to describe some of the tactical turns the opening can take!

1. e4 e5 2. Nf3 Nc6 3. d4
exd4 4. Bc4 Bc5

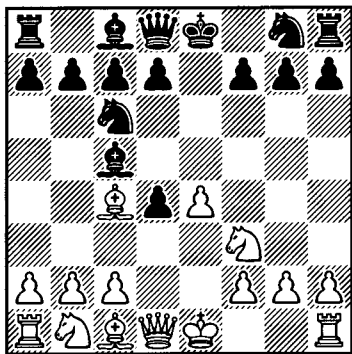


Diagram 191
After 4. ... Bc5

The opening, also called The Italian Game, was popular in previous centuries. In modern times, British GM Michael Adams has chosen, quite successfully, to

play the Giuoco.

Despite the age of this venerable debut, and the wealth of attention that has been lavished on it over the centuries, we have some surprises for your opponents! In fact, in this chapter we pour some brand-new wine out of a very old bottle.

5. c3 Nf6

Moves like 5. ... d6 or 5. ... Bb6 leave White with a strong center and a clear edge.

6. cxd4 Bb4+

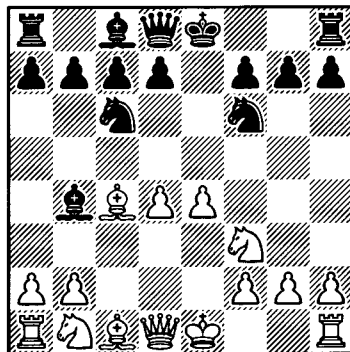


Diagram 192
After 6. ... Bb4+

This is Black’s only reason-

able move. Now we recommend 7. Bd2. Theory considers it a quiet response that usually results in a positional struggle in which White has an isolated d-pawn. Players seeking active play have generally been advised to select the heavily analyzed pawn sacrifice, 7. Nc3, which leads to a sharp game after 7. ... Nxe4 8. 0-0.

But we have new ideas in the 7. Bd2 line—even against booked-up players of Black!

7. Bd2

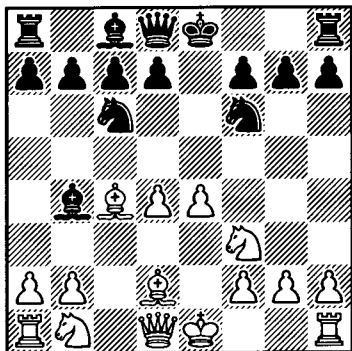


Diagram 193
After 7. Bd2

Now Black can choose between solid 7. ... Bxd2+ and 7. ... Nxe4.

We have new ideas—even against booked-up players of Black!

A. 7. ... Bxd2+ 8. Nbx d2

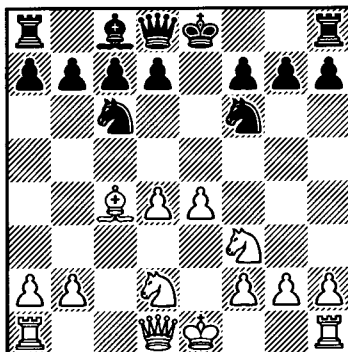


Diagram 194
After 8. Nbx d2

Black must now challenge White's center by either 8. ... d5! or 8. ... Nxe4.

A1 8. ... d5! 9. exd5 Nxd5 10. Qb3

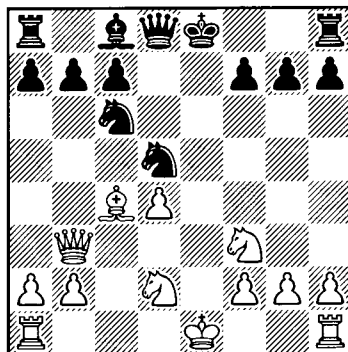


Diagram 195
After 10. Qb3

Now Black has two choices: 10. ... Nce7 and 10. ... Na5.

A1a 10. ... Nce7

Black prepares to play ... c6, strengthening his d5-knight.

11. 0-0

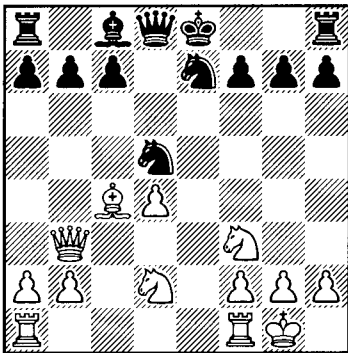


Diagram 196
After 11. 0-0

11. ... 0-0 12. Rfe1 c6 13. Ne4

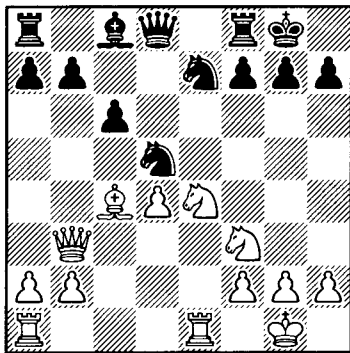


Diagram 197
After 13. Ne4

We've reached the critical position of the opening. White has an isolated d-pawn, but Black can't organize his forces to attack it. Black's bishop is stuck defending the pawn on b7 and his horsemen are tied up. On the other hand, all of White's pieces are placed on active squares. On the next move, he has Nc5 in mind, increasing the pressure on Black's b7-pawn.

13. ... Nb6

Black wants first to drive

away White's bishop. White meets 13. ... Qb6 with either 14. Nc5 or 14. Nc3 (fighting for the d5-square).

14. Nc5!

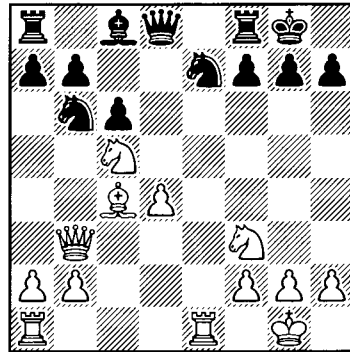


Diagram 198
After 14. Nc5!

A Theoretical Novelty (TN)!

14. ... Nxc4 15. Qxc4 b6
16. Nd3

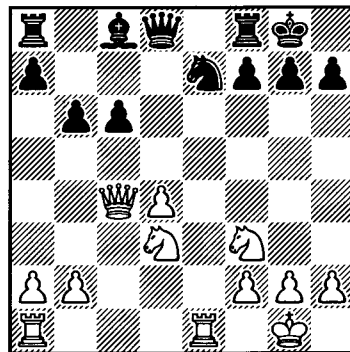


Diagram 199
After 16. Nd3

White stands slightly better. The "obvious" move 16. ... Be6? allows White to make a beautiful combination.

16. ... Be6? 17. Rxc6! fxc6
18. Qxc6+ Kh8 19. Nde5

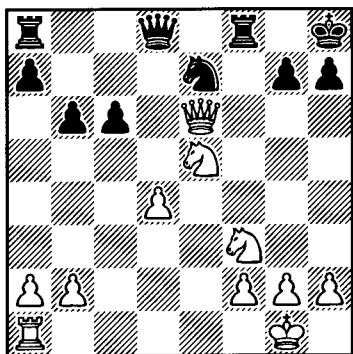


Diagram 200
After 19. Nde5

And now Black can't stop one of White's knights from coming to f7:

19. ... Qe8 20. Ng5 Ng6

Or 20. ... h6? 21. Nef7+ Rxf7

22. Nxf7+ Kh7

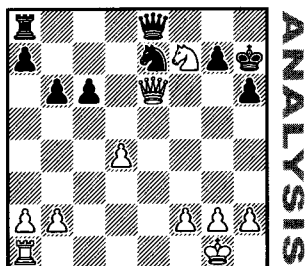


Diagram 201
After 22. ... Kh7

23. Re1, and White wins.

21. Nef7+

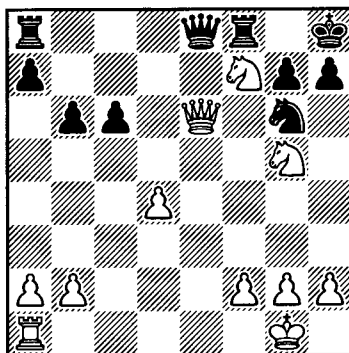


Diagram 202
After 21. Nef7+

21. ... Rxf7

21. ... Kg8? leads to mate:
22. Nh6++ Kh8 23. Qg8+! Rg8
24. Ngf7+.

22. Qxf7!

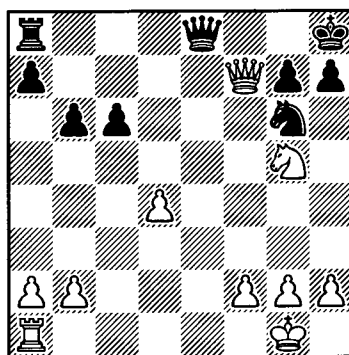


Diagram 203
After 22. Qxf7!

This is stronger than 22. Nxf7+ Kg8 23. Nh6++ Kh8 24. Qxe8+ Rxe8 25. Nf5

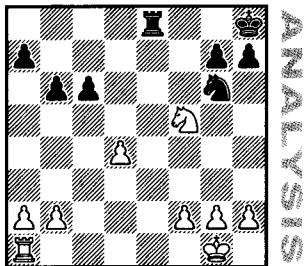


Diagram 204
After 25. Nf5

25. ... Nf4!, with counter-play.

22. ... h6

22. ... Qxf7 23. Nxf7+ Kg8

24. Ne5±

23. Qxe8 Rxe8 24. Nf3 Re2

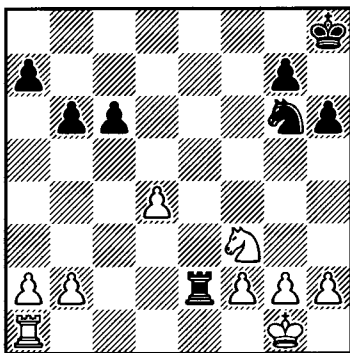


Diagram 205
After 24. ... Re2

25. b3 Nf4 26. Kf1 Rc2 27. Ne5

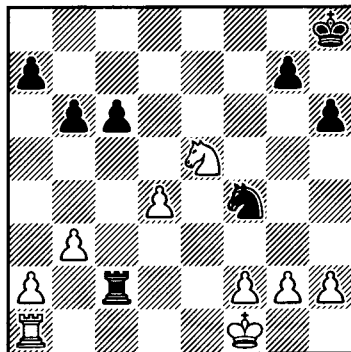


Diagram 206
After 27. Ne5

White has an advantage—for example, 27. ... c5 28. dxc5 bxc5 29. h4.

A1b 10. ... Na5

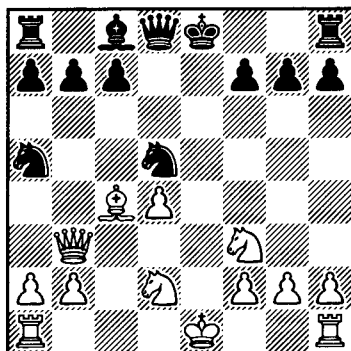


Diagram 207
After 10. ... Na5

11. Qa4+ Nc6

Black looks for a draw by repetition.

12. Ne5

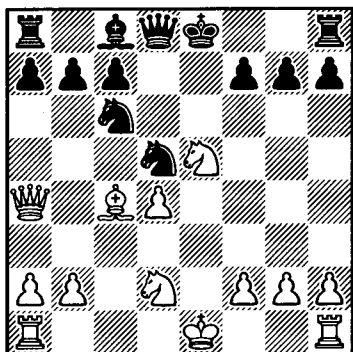


Diagram 208
After 12. Ne5

White pressures Black's knight on c6.

12. ... 0-0! 13. Bxd5!

White should not instead play 13. Nxc6,

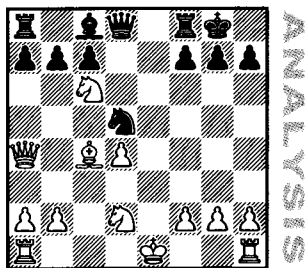


Diagram 209
After 13. Nxc6

because after 13. ... Qe8+ 14. Kf1 Nb6! 15. Qb5 bxc6 16. Qc5 Nxc4 17. Nxc4 Ba6,

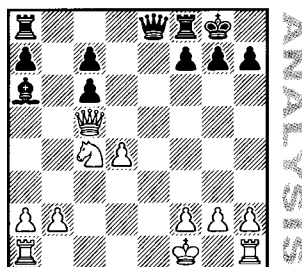


Diagram 210
After 17. ... Ba6

Black is better.

13. ... Qxd5

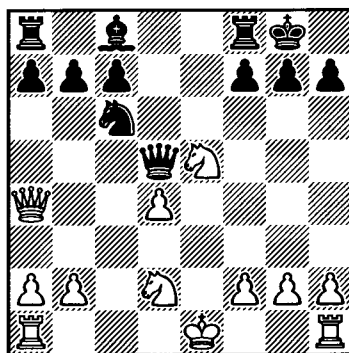


Diagram 211
After 13. ... Qxd5

14. Nxc6 bxc6

Or 14. ... Qxc6 15. Qxc6 bxc6 16. 0-0-0,

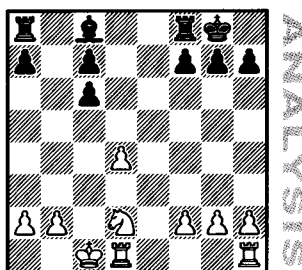


Diagram 212
After 16. 0-0-0

with a very slight edge for White,

whose king is closer to the likely future battlefield. The game could continue: 16. ... Be6 17. b3 a5 18. Kb2 a4 19. Ne4!

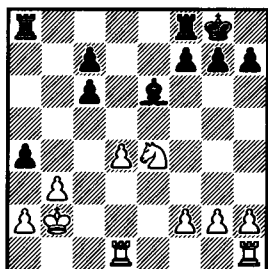


Diagram 213
After 19. Ne4!

19. ... Bd5 20. f3 ±.
15. 0-0

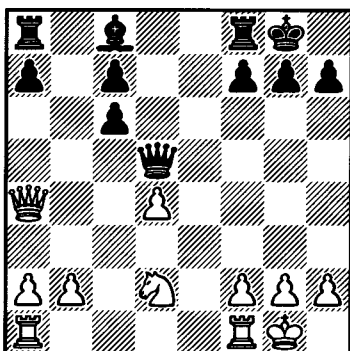


Diagram 214
After 15. 0-0

Now White wants to play Nb3 and take control of the c5-square. He would then restrict Black from advancing and trading off his doubled c-pawn. So Black's best chance is to try to open the position with an immediate c5.

15. ... c5! 16. Rac1! cxd4 17. Rxc7 Bb7 18. Nf3

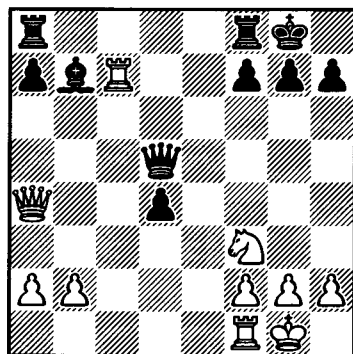


Diagram 215
After 18. Nf3

This is another critical position in the Giuoco Piano. Existing theory suggests White should avoid this turn of events. But, although the game is murky and double-edged, we believe White's chances are better.

White threatens Rd7. Black can defend against the threat.

18. ... Rfd8

Then White should counter by doubling his rooks.

19. Rfc1

Also interesting is 19. Re1 19. ... d3 20. h3!.

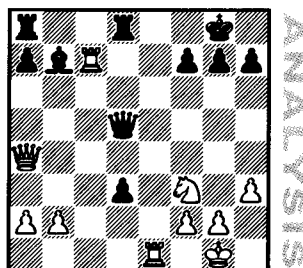


Diagram 216
After 20. h3!

After 19. Rfc1 White is ready to meet

19. ... d3

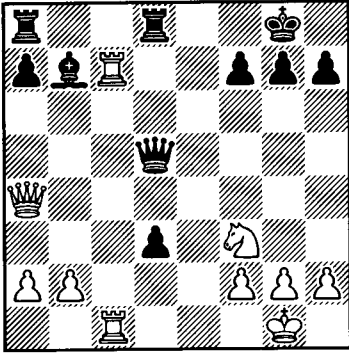


Diagram 217
After 19. ... d3

with 20. R1c5, because the endgame after 20. ... Qe4 21. Qxe4 Bxe4 22. Nd2 favors White.

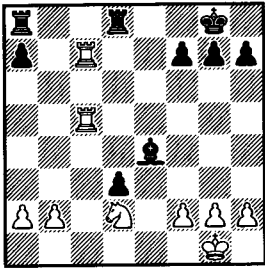


Diagram 218
After 22. Nd2

ANALYSIS

A2 8. ... Nxe4

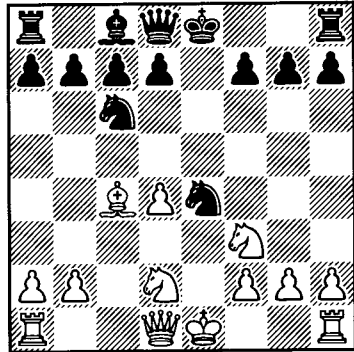


Diagram 219
After 8. ... Nxe4

9. d5! Nxd2 10. Qxd2 Ne7

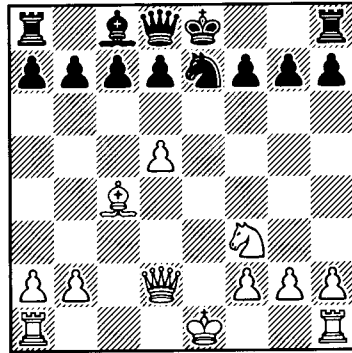


Diagram 220
After 10. ... Ne7

11. d6!

White prevents Black from playing d6 and splits Black's camp in two.

11. ... cxd6 12. Qxd6

Or 12. 0-0-0!?

12. ... 0-0 13. 0-0

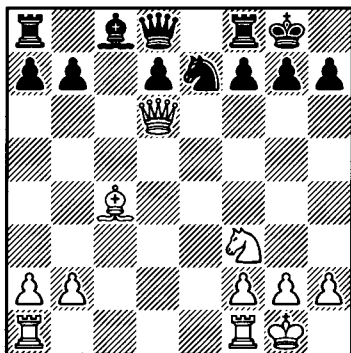


Diagram 221
After 13. 0-0

Black faces difficulties completing his development.

B 7. ... Nxe4 8. Bxb4 Nxb4

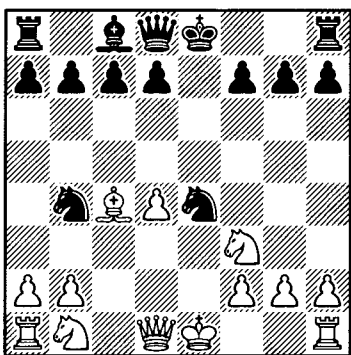


Diagram 222
After 8. ... Nxb4

**9. Bxf7+! Kxf7 10. Qb3+ d5
11. Qxb4! ±**

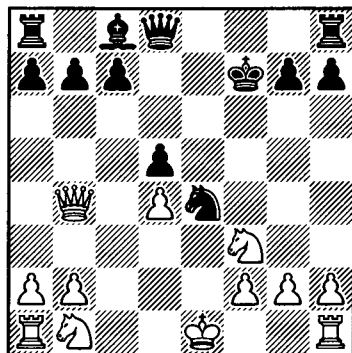


Diagram 223
After 11. Qxb4

Keeping Ne5 in reserve is stronger than using it to give check immediately, as after 11. Ne5+ Ke6 12. Qxb4 c5,

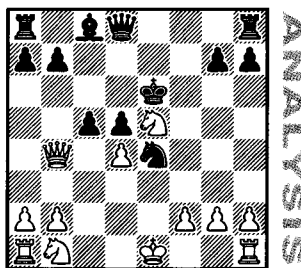


Diagram 224
After 12. ... c5

the game becomes unclear.

ANALYSIS

BLACK FACES DIFFICULTIES COMPLETING HIS DEVELOPMENT.

11. ... Re8

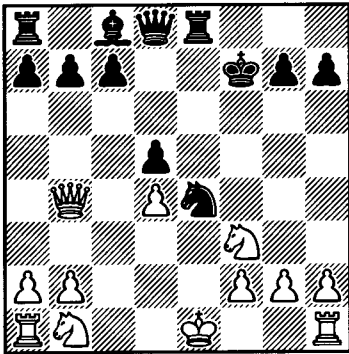


Diagram 225
After 11. ... Re8

12. 0-0 a5 13. Qb3

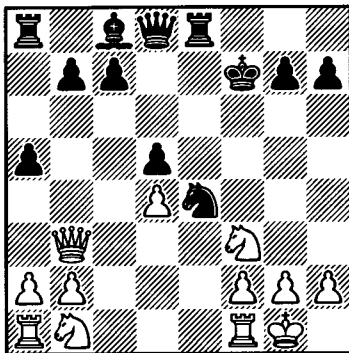


Diagram 226
After 13. Qb3

This is more accurate than 13. Qa3, because on b3 the queen attacks both d5 and b7. If 13. ... a4, then 14. Qe3 Kg8 15. Ne5, with the slightly better game—for example, 15. ... c5 16. Nc3.

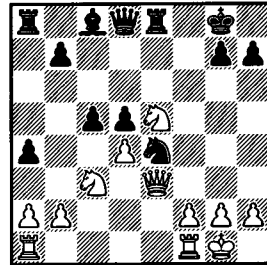


Diagram 227
After 16. Nc3

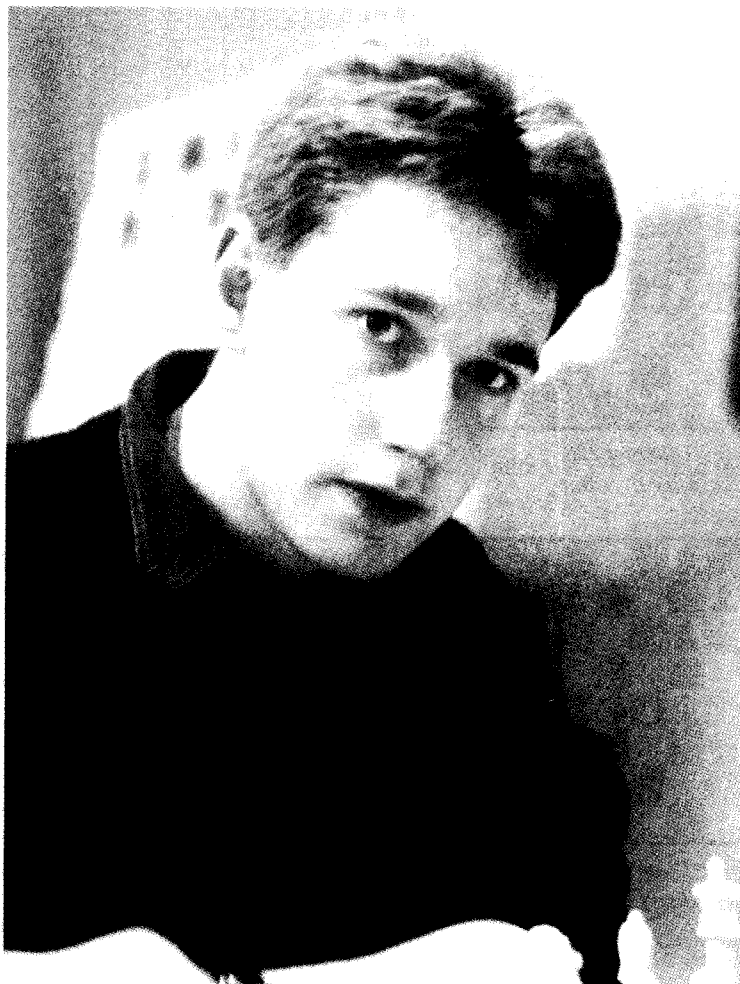
ANALYSIS

Summary:

We recommend a solid choice: 7. Bd2, leading to positions White "can't lose," rather than choosing the sharp move that's been studied in depth, 7. Nc3. The reason: new ideas we've developed for White both in the solid 10. ... Nce7 and the sharp 10. ... Na5.

Theory says that Black is supposed to equalize in the Giuoco Piano, and we don't pretend to have refuted this solid, venerable defense. Still, without taking any real risks, we make Black's road to true equality quite difficult, and perhaps never fully achievable, by exploiting techniques that lead to superior positions ranging from slight endgame edges to sudden attacks.

Michael Adams



British GM Michael Adams, one of today's top competitors, has shown his willingness to enter the Giuoco Piano from either side.

Chapter 7: Giuoco Piano—New Wine from an Old Bottle Memory Markers!

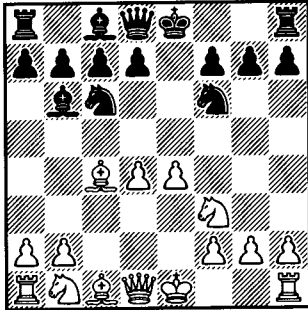


Diagram 228
After 6. ... Bb6

MARKER 1

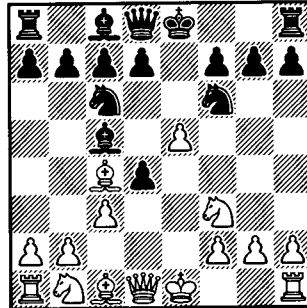


Diagram 229
After 6. e5

MARKER 2

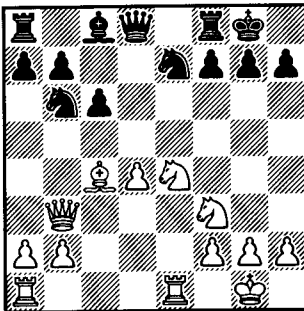


Diagram 230
After 13. ... Nb6

MARKER 3

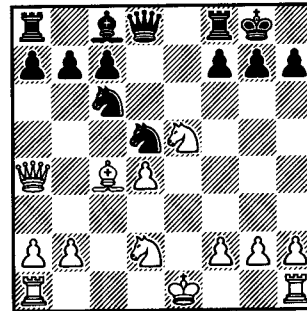


Diagram 231
After 12. ... 0-0

MARKER 4

Chapter 7: Giuoco Piano—New Wine from an Old Bottle

Solutions to Memory Markers!

No. 1 7. **d5!** (not 7. e5 d5!), forcing 7. ... Na5 (otherwise, 8. e5 and 9. d6, winning!). See page 91.

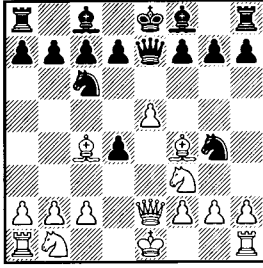
No. 2 6. ... **d5!** =. See page 91.

No. 3 14. **Nc5!**. See page 93.

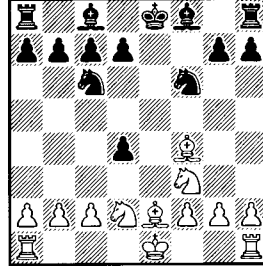
No. 4 13. **Bxd5! Qxd5** 14. **Nxc6**. See page 96.

Chapter 8: Two Knights Defense—Intro and 5. ... Ng4 Some Important Points to Look For

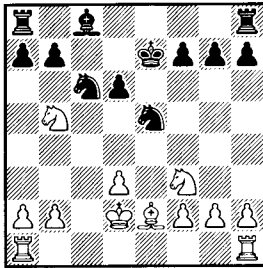
Fifth-move sidelines 5. ... Ne4 and 5. ... Qe7 favor White, while the solid 5. ... Ng4 comes close to—but never reaches—equality.



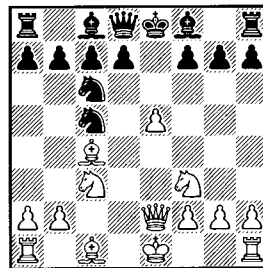
- ◆ White's h2-h3 looms.
See Diagram 236.



- ◆ White will regain a lost pawn.
See Diagram 238.



- ◆ White's king is better placed.
See Diagram 256.



- ◆ White's e5-pawn is a bastion of strength. See Diagram 261.

Outline of Variations

1. e4 e5 2. Nf3 Nc6 3. d4 cxd4 4. Bc4 Nf6 5. e5 (104) [C56]

A 5. ... Ng4 6. Qe2 Qe7 7. Bf4 (106)

A1 7. ... f6 8. exf6 (107)

A1a 8. ... Qxe2+ 9. Bxe2 Nxf6 10. Nbd2 Nd5 11. Bg3 Ncb4 12. Nxd4 c5!?
13. a3 cxd4 14. axb4 Nxb4 15. Kd1!± (107)

A1b 8. ... gxf6 9. Nbd2 (108)

A1b1 9. ... Qxe2+ 10. Bxe2 Nge5 11. 0-0-0 d5 12. Nb3 (108)

A2b2 9. ... d6 10. 0-0-0 Qxe2 11. Bxe2 Nge5 12. Nb3± (109)

A1c 8. ... Nxf6 9. Nbd2 d6 10. Nb3± Qxe2+ 11. Bxe2 d3 12. Bxd3 Nb4
13. Kd2 Nxd3 14. cxd3 (110)

A2 7. ... d6 8. exd6 (110)

A2a 8. ... cxd6 9. Nbd2 Bf5 10. Nb3 Bxc2 11. Nbx4 Bg6
12. 0-0 (110)

A2b 8. ... Qxe2+ 9. Bxe2 Bxd6 10. Bxd6 cxd6 11. Na3 (111)

A2b1 11. ... Nge5 12. Nb5 d3! 13. cxd3!± (112)

A2b2 11. ... 0-0 12. 0-0 Re8 13. Rfe1± (112)

B 5. ... Ne4 6. Qe2 Nc5 7. e3 dxc3 8. Nxc3 Be7 9. Be3 0-0 10. 0-0-0 Ne6 11. Ne4 (113)

C 5. ... Qe7? 6. 0-0 Nxe5 7. Nxe5 Qxe5 8. Re1 Ne4 9. f4!± (114)

Chapter 8

Two Knights Defense

Intro and 5. ... Ng4, 5. ... Ne4, and 5. ... Qe7

Rather than playing 4. ... Bc5 and taking up the Giuoco Piano, Black can develop his other knight, attacking e4. He thus enters a variation of the Two Knights Defense. Black certainly has choices in the opening, but it's important to note that he enters the Two Knights on our terms.

The Two Knights Defense itself is one of the oldest openings and one of the most aggressive in Black's arsenal. World championship challenger David Bronstein even suggested that instead of a "defense," the Two Knights could properly be called "Chigorin's Counter-attack," after the great Russian master who loved his eccentric knights so dearly.

The intricate variations

offered by the Two Knights Defense have been favorites of both over-the-board and correspondence champions.

1. e4 e5 2. Nf3 Nc6 3. d4
exd4 4. Bc4 Nf6 5. e5

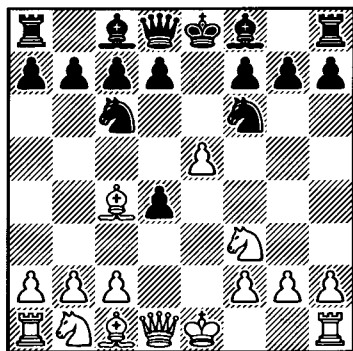


Diagram 232
After 5. e5

So here we are in the Two Knights, which usually arises from a different move order:
1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6

**THE TWO KNIGHTS DEFENSE IS ONE OF THE
MOST AGGRESSIVE IN BLACK'S ARSENAL.**

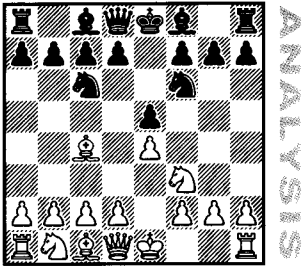


Diagram 233
After 3. ... Nf6

4. d4 exd4 5. e5

The major reason behind our recommended move order is that we limit Black's choices—for example, in the way noted on page 87.

Now Black can choose one of four moves. In this chapter we cover the knight moves 5. ... Ng4 and 5. ... Ne4, as well as the reckless 5. ... Qe7. We treat the main line, the natural 5. ... d5, in two separate chapters—9 and 10. Because the Two Knights Defense is old, heavily analyzed, and aggressive, Black has experimented with many lines. In our approach, we've made choices for you that will reduce Black's options while pressing for an enduring advantage.

So don't be discouraged by a bit of complexity. Read the next three chapters carefully, and you'll be a Two Knights expert, ready to challenge even a grandmaster with your knowledge of the moves and ideas!

A. 5. ... Ng4

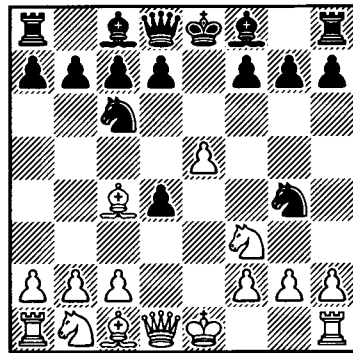


Diagram 234
After 5. ... Ng4

Black's idea is to put pressure on the e5-pawn right away.

6. Qe2

Now White is threatening 7. h3 Nh6 8. Bxh6, wrecking his opponent's kingside pawn structure. So Black has to play Qe7. By the way, the exchange combination 6. Bxf7+ Kxf7 7. Ng5+ Kg8 8. Qxg4

**READ THE NEXT THREE CHAPTERS CAREFULLY,
AND YOU'LL BE A TWO KNIGHTS EXPERT, READY
TO CHALLENGE EVEN A GRANDMASTER WITH
YOUR KNOWLEDGE OF THE MOVES AND IDEAS!**

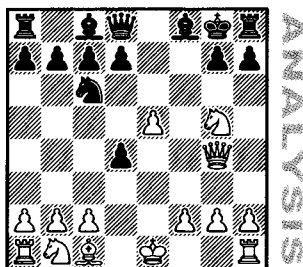


Diagram 235
After 8. Qxg4

doesn't favor White after 8. ... h6
9. Nf3 d6.

6. ... Qe7 7. Bf4

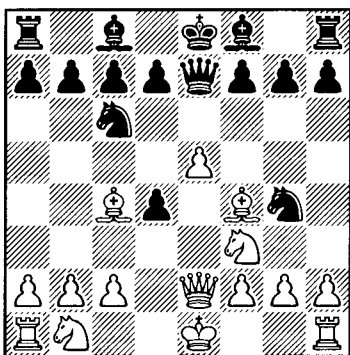


Diagram 236
After 7. Bf4

Again, White is threatening h3. Here Black has two choices:
7. ... f6 and 7. ... d6.

A1 7. ... f6 8. exf6

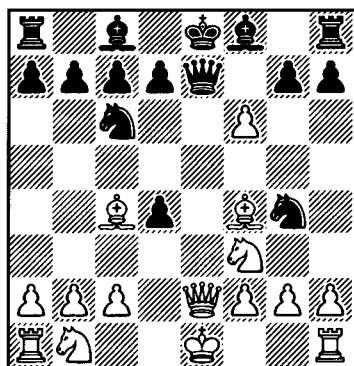


Diagram 237
After 8. exf6

Here Black has three moves:
8. ... Qxe2+, 8. ... Nxf6, and 8. ... gxf6.

A1a 8. ... Qxe2+ 9. Bxe2 Nxf6 10. Nbd2

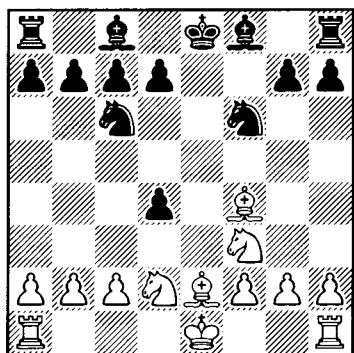


Diagram 238
After 10. Nbd2

White's plan is to retake the pawn on d4 with Nb3 and Nxd4. (10. Bxc7 d6 leads to complications favorable for Black.) Erenburg–Postny, 1998, continued:

10. ... Nd5 11. Bg3 Ncb4 12. Nxd4 c5!?

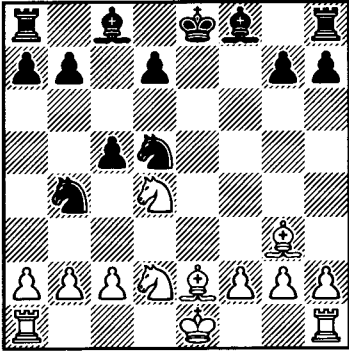


Diagram 239
After 12. ... c5!?

13. a3 cxd4 14. axb4 Nxb4

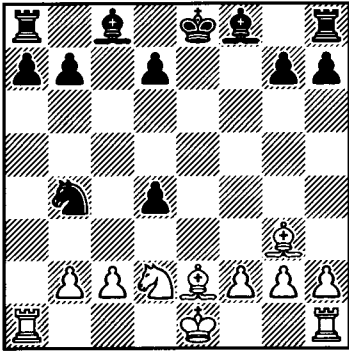


Diagram 240
After 14. ... Nxb4

Now, instead of 15. 0–0–0?!,
White should have played:

15. Kd1! d3 16. Bxd3 Nxd3
17. cxd3

**Black seriously
weakens his
pawn structure.**

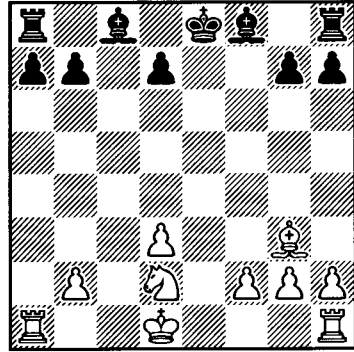


Diagram 241
After 17. cxd3

White gets strong play on the e-
and c-files.

A1b 8. ... gxf6

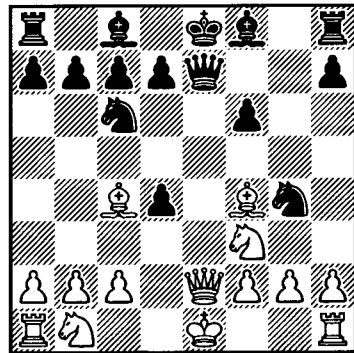


Diagram 242
After 8. ... gxf6

Black's idea is to station a
knight on e5, where it would
dominate the center. However, in
the process, Black seriously
weakens his pawn structure.

9. Nbd2

Black loses his d-pawn after
either 9. ... Qxe2+ or 9. ... d6.

A1b1

9. ... Qxe2+ 10. Bxe2 Nge5
11. 0–0–0

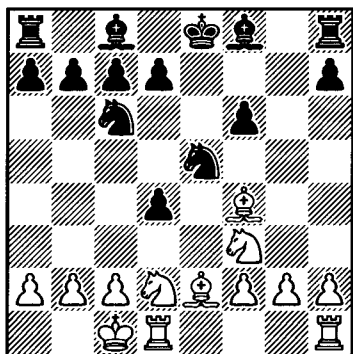


Diagram 243
After 11. 0-0-0

11. ... d5

If 11. ... Bc5, White has 12. Ne4!

12. Nb3

White wins a pawn back. He has a better pawn structure and a better game.

A1b2

9. ... d6

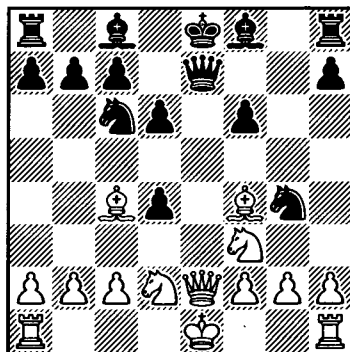


Diagram 244
After 9. ... d6

10. 0-0 Qxe2 11. Bxe2 Nge5
12. Nb3±

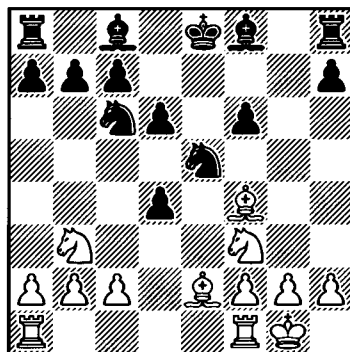


Diagram 245
After 12. Nb3

Once again, Black's d-pawn can't be saved.

WHITE WINS A PAWN BACK. HE HAS A BETTER PAWN STRUCTURE AND A BETTER GAME.

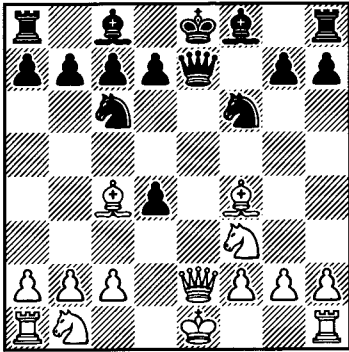
A1c 8. ... Nxf6

Diagram 246
After 8. ... Nxf6

**9. Nbd2 d6 10. Nb3 Qxe2+
11. Bxe2**

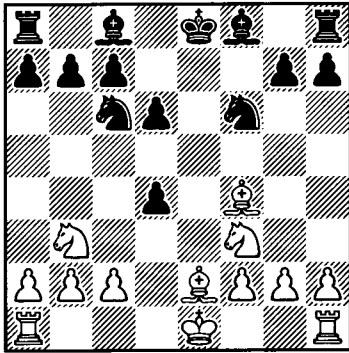


Diagram 247
After 11. Bxe2

**11. ... d3 12. Bxd3 Nb4 13.
Kd2 Nxd3 14. cxd3**

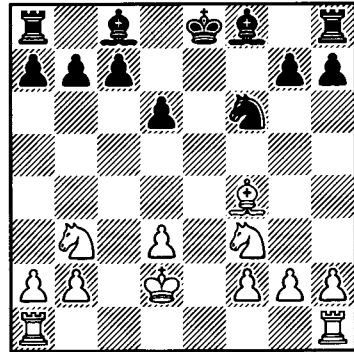


Diagram 248
After 14. cxd3

White is ahead in development and stands slightly better.

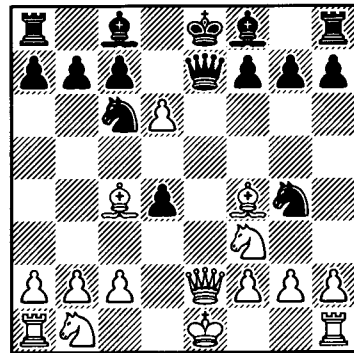
A2 7. ... d6 8. exd6

Diagram 249
After 8. exd6

Now Black can choose 8. ... cxd6 or the exchange of queens.

A2a 8. ... cxd6 9. Nbd2 Bf5

White can sacrifice the pawn

**WHITE IS AHEAD IN DEVELOPMENT
AND STANDS SLIGHTLY BETTER.**

on c2 to get a jump in development.

10. Nb3 Bxc2 11. Nbx d4 Bg6

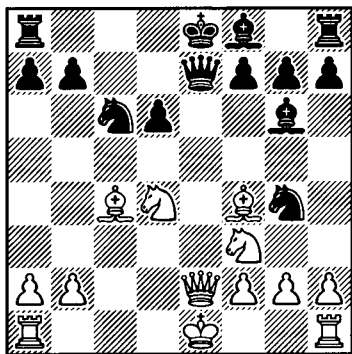


Diagram 250
After 11. ... Bg6

Black's lack of development and weak pawn on d6 give White sufficient play for his pawn. The game could continue:

12. 0-0 Qxe2 13. Bxe2 Nge5 (13. ... Be7 14. Bb5) 14. Rfe1

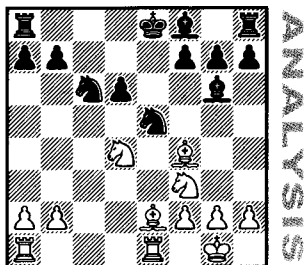


Diagram 251
After 14. Rfe1

14. ... Be7 15. Nxc6 Nxc6 16. Bb5 Kd7 17. Rad1,

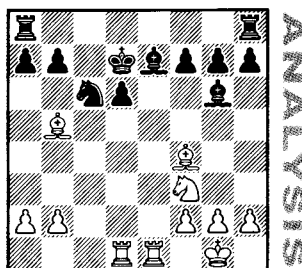


Diagram 252
After 17. Rad1

with the idea Ne5+. White has a strong initiative.

A2b 8. ... Qxe2+

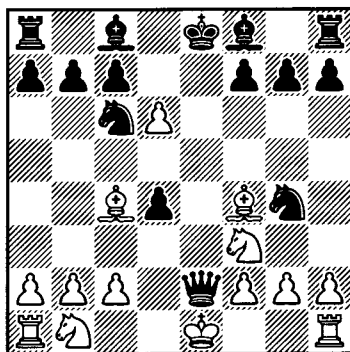


Diagram 253
After 8. ... Qxe2+

9. Bxe2 Bxd6 10. Bxd6 cxd6 11. Na3

Black's lack of development and weak pawn on d6 give White sufficient play for his pawn.

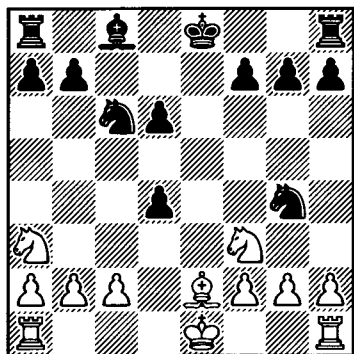


Diagram 254
After 11. Na3

With the idea of either Nb5 or Rd1, winning one of Black's d-pawns. Let's look at possible continuations: 11. ... Nge5 and ... 0-0.

A2b1 11. ... Nge5 12. Nb5 d3!

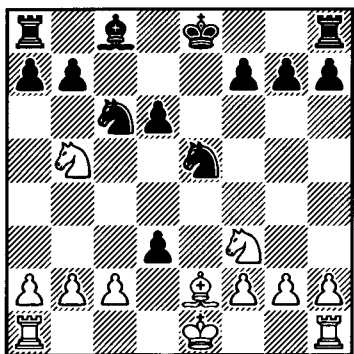


Diagram 255
After 12. ... d3!

13. cxd3

If White tries 13. Nc7+ Kd7 14. Nxa8 dxe2, his knight is trapped.

13. ... Ke7 14. Kd2

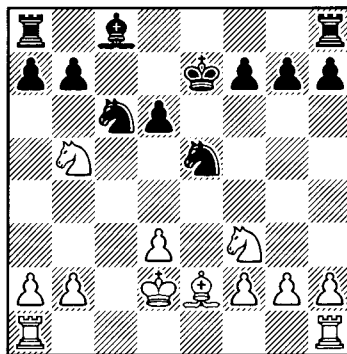


Diagram 256
After 14. Kd2

This position is slightly better for White because his king is better placed (Neubauer–Del Rio Angells, 2002).

A2b2

11. ... 0-0

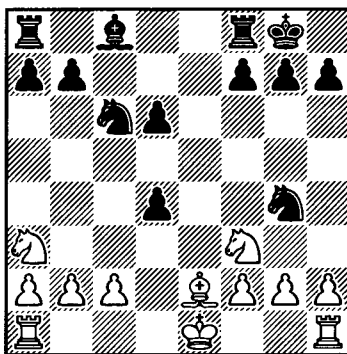


Diagram 257
After 11. ... 0-0

12. 0-0 Re8 13. Rfe1 Nge5
14. Nb5 Bg4

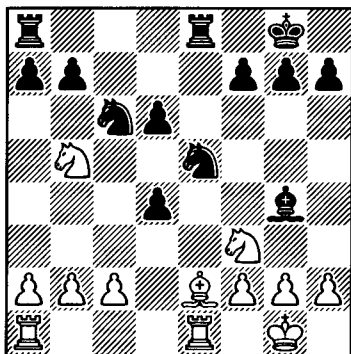


Diagram 258
After 14. ... Bg4

15. Nfxd4 Nxd4 16. Nxd4
Bxe2 17. Rxe2

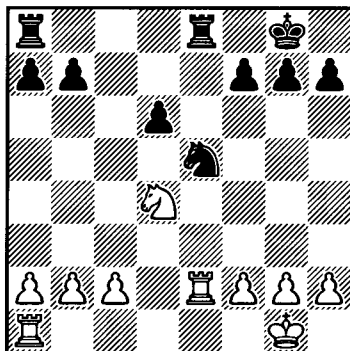


Diagram 259
After 17. Rxe2

White enjoys a slight edge because Black's isolated pawn on d6 is weak.

B 5. ... Ne4

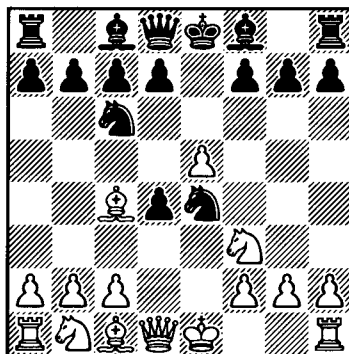


Diagram 260
After 5. ... Ne4

Here we recommend another pawn sacrifice:

6. Qe2 Nc5 7. c3 dxc3
8. Nxc3

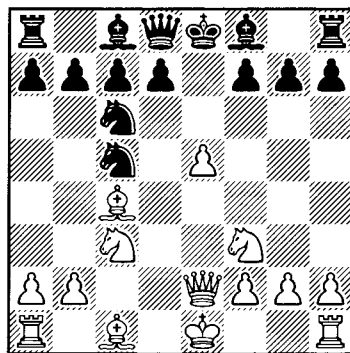


Diagram 261
After 8. Nxc3

White's powerful e5-pawn restricts Black, who has trouble developing his queenside and finding breathing room for his pieces.

8. ... Be7 9. Be3 0-0 10.
0-0-0 Ne6 11. Ne4

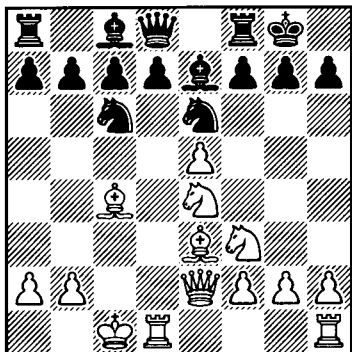


Diagram 262
After 11. Ne4

White has the initiative (Nakamura–Fressinet, 2004).

6 5. ... Qe7?

This attempt to win a pawn backfires on Black along the e-file.

6. 0-0!

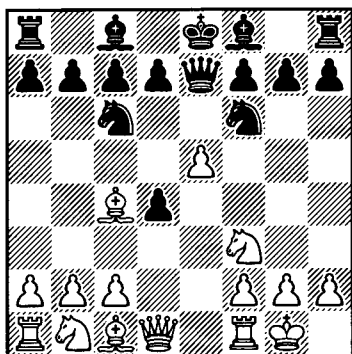


Diagram 263
After 6. 0-0!

6. ... Nxe5 7. Nxe5 Qxe5
8. Re1 Ne4

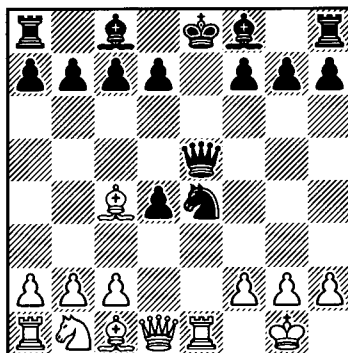


Diagram 264
After 8. ... Ne4

9. f4! Qe7 10. Nd2 f5
11. Nxe4 fxe4 12. Qxd4±

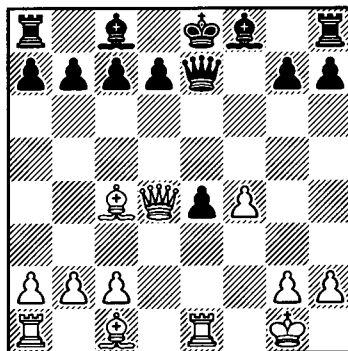


Diagram 265
After 12. Qxd4

Black's e-pawn falls as well!

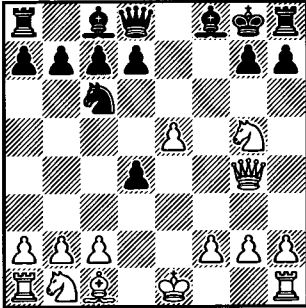
Mikhail Chigorin

Mikhail Chigorin, the great Russian teacher and player, loved the Two Knights and played it as a counterattack.

Summary:

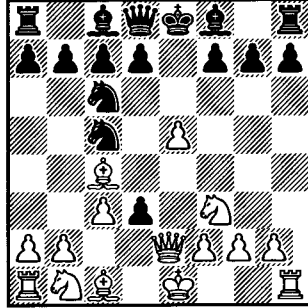
In this chapter, we looked at Black's sidelines in the Two Knights Defense—5. ... Ne4, 5. ... Ng4, and 5. ... Qe7. On 5. ... Ne4, a pawn sacrifice gives White an initiative worth more than a pawn. The more solid 5. ... Ng4 often leads to nearly equal endings for Black, but even those are still more pleasant for White to play. With the self-destructive 5. ... Qe7, Black lines up his queen and his king on the e-file, where White's rook can create winning threats.

Chapter 8: Two Knights Defense—Intro and 5. ... Ng4 Memory Markers!



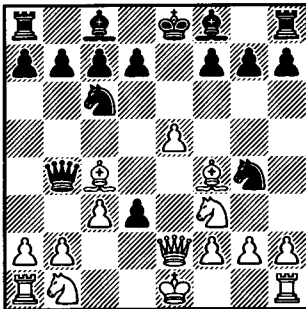
MARKER 1

Diagram 266
After 8. Qxg4



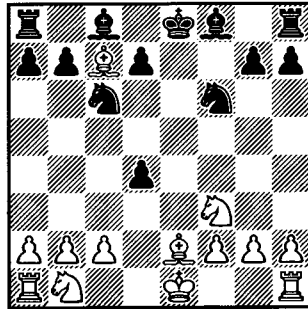
MARKER 2

Diagram 267
After 7. ... d3



MARKER 3

Diagram 268
After 8. ... d3



MARKER 4

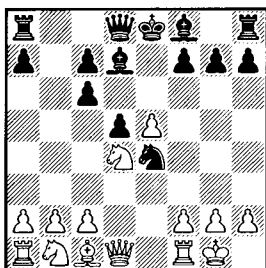
Diagram 269
After 10. Bxc7

Chapter 8: Two Knights Defense—Intro and 5. ... Ng4 Solutions to Memory Markers!

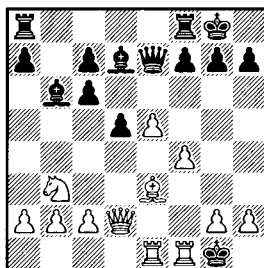
- No. 1* **8. ... h6 9. Nf3 d6** ♞. See page 106.
- No. 2* **8. Qe3**, planning b2-b4. See page 113.
- No. 3* **9. Qxd3 Qxb2 10. 0-0 Qxa1 11. Qc2**,
ready to win the queen. See page 107.
- No. 4* **10. ... d6!**, with an edge. See page 107.

Chapter 9: Two Knights Defense—5. ... d5 with 7. ... Bd7 Some Important Points to Look For

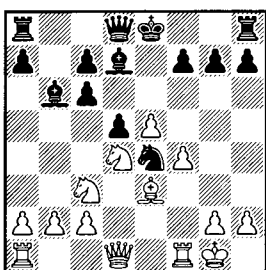
Against Black's best—5. ... d5 and 7. ... Bd7, followed by
9. ... Bc5—White applies his main weapons,
the queenside blockade and the kingside pawn storm.



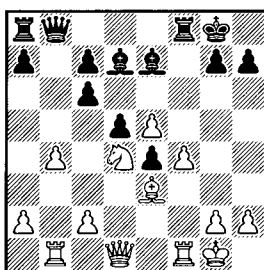
- ♣ Black has several choices.
See Diagram 277.



- ♣ Watch White's rook.
See Diagram 289.



- ♣ When Nc3 is called for.
See Diagram 312.



- ♣ Blockade.
See Diagram 354.

Outline of Variations

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bd7 8. Bxc6 bxc6 9. 0-0 (118) [C56]
- A** 9. ... Bc5 10. f3 Ng5 11. f4 (121)
- A1** 11. ... Ne4 12. Be3 (122)
- A2** 11. ... Ne6 12. c3 (134)
- B** 9. ... Be7 10. f3 Nc5 11. f4 (136)
- B1** 11. ... 0-0 12. f5 (136)
- B2** 11. ... f5 12. Be3 0-0 13. Nc3 Qb8 14. Rb1! (140)
- B3** 11. ... Ne4 12. Nc3 Nxc3 13. bxc3 c5 14. Nb3 c4 15. Nd4 c5
16. Ne2 Bc6 17. Be3 Qc7 18. Ng3 g6 19. f5!? (140)
- B4** 11. ... Ne6? 12. f5! Nxd4 13. Qxd4 Qb8 14. e6! (141)
- C** 9. ... c5 10. Nb3 (142)
- C1** 10. ... Bb5 11. Re1 Be7 12. f3 Ng5 13. Bxg5 Bxg5 14. Nxc5 d4
15. c3 Be3+ 16. Kh1 Bf2 17. Qb3! Bxe1 18. Qxb5+ (143)
- C2** 10. ... c6 11. f3 Ng5 12. f4 Ne4 13. Nc3 Nxc3 14. bxc3 Be7
15. f5 0-0 16. Be3 c4 17. Nc5 (145)

Chapter 9

Two Knights Defense

The Solid Bishop Move, 5. ... d5 with 7. ... Bd7

We saw in the last chapter that Black's shortcuts and sidelines in the Two Knights Defense give White a very good game. In this chapter and the next, we take a careful look at the best fifth move for Black, ... d5. We use two chapters because on move seven the road offers another wide fork. The path taken depends on which bishop Black develops—whether he plays 7. ... Bd7 or 7. ... Bc5. This chapter is about the first, more popular choice.

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5

**THE MOST
COMMON COUNTER-
BLOW IN SUCH
POSITIONS IS ... D5.
BLACK STRIKES
AT THE CENTER.**

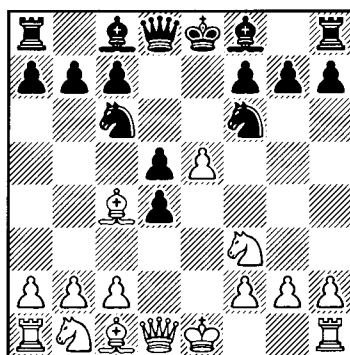


Diagram 270
After 5. ... d5

The most common counter-blow in such positions. Black strikes at the center.

6. Bb5

Black forces White's bishop to move because both 6. exd6 Bxd6 and 6. exf6 dxc4 are good for Black.

6. ... Ne4

6. ... Nd7 is too passive. After the simple move sequence 7. 0–0 Be7 8. Re1 0–0 9. Bxc6 bxc6 10. Nxd4,

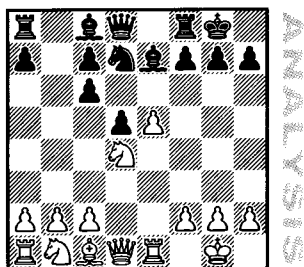


Diagram 271
After 10. Nxd4

Black has to move backward with 10. ... Nb8 because 10. ... Bb7 is met by 11. Qg4!, with a strong attack.

7. Nxd4

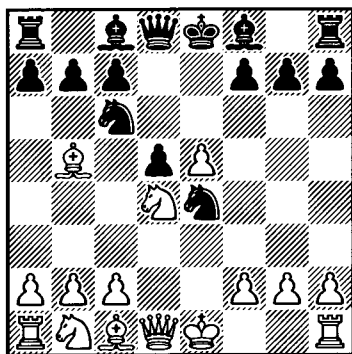


Diagram 272
After 7. Nxd4

We're at the crossroads—7. ... Bd7 (this chapter) and 7. ... Bc5 (the next chapter).

7. ... Bd7

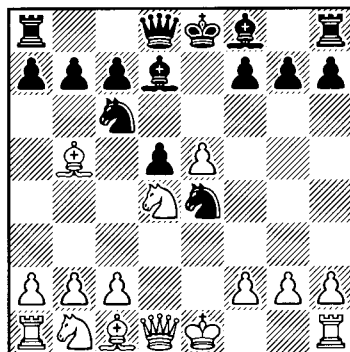


Diagram 273
After 7. ... Bd7

Black forces White to capture on c6. White captures with the bishop in order to save a tempo.

8. Bxc6 bxc6

After 8. ... Bxc6 9. 0-0 Be7 10. f3 Nc5 11. f4,

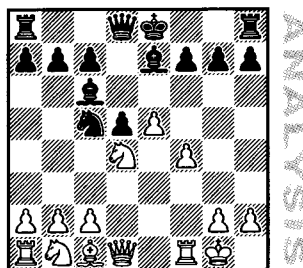


Diagram 274
After 11. f4

White's idea is f5. He develops a strong initiative on the kingside. Note that Black's bishop on c6 is very passive.

11. ... Ne4 12. f5 0-0 13. Nc3

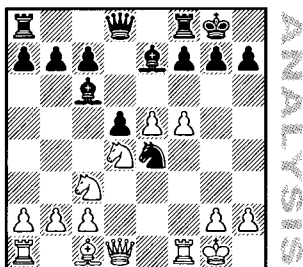


Diagram 275
After 13. Nc3

As we'll see many times in this chapter and the next, the doubling of White's pawns is of little, if any, significance.

13. ... Nxc3 (13. ... Bc5
14. Be3, an advantage of playing
13. Nc3 over 13. Nd2) 14. bxc3

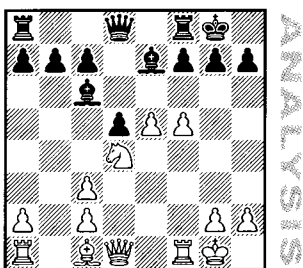


Diagram 276
After 14. bxc3

White threatens f6, with a dangerous attack.

9. 0-0

**THE DOUBLING OF
WHITE'S PAWNS IS
OF LITTLE, IF ANY,
SIGNIFICANCE.**

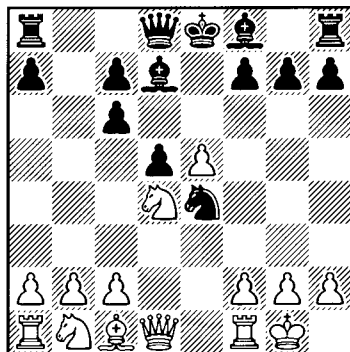


Diagram 277
After 9. 0-0

This is the fundamental position, the tabia, of the opening. White's plan involves fixing Black's c- and d- pawns while launching a kingside attack with f4. Black has several choices: 9. ... Bc5 (considered the most promising), 9. ... Be7, and 9. ... c5.

A 9. ... Bc5

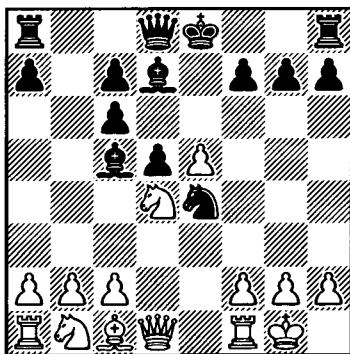


Diagram 278
After 9. ... Bc5

10. f3

This move is stronger than the immediate f4, because now White gains a tempo.

10. ... Ng5 11. f4

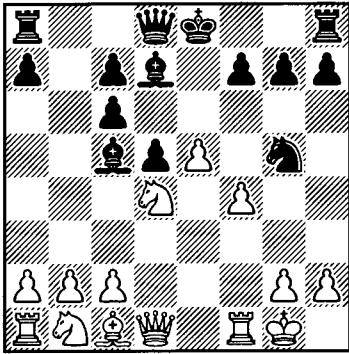


Diagram 277
After 11. f4

Now Black's knight can move to either e4 or e6.

A1 11. ... Ne4 12. Be3

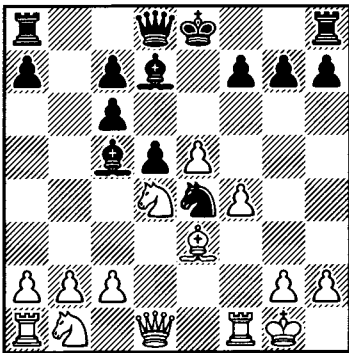


Diagram 280
After 12. Be3

Here Black has two main moves: 12. ... 0-0 and 12. ... Bb6.

12. ... Qb8?! 13. Nc3! (TN) favors White—for example, 13. ... Qxb2 14. Nxe4 dxe4 15. Qd2!.

A1a 12. ... 0-0 13. Nd2

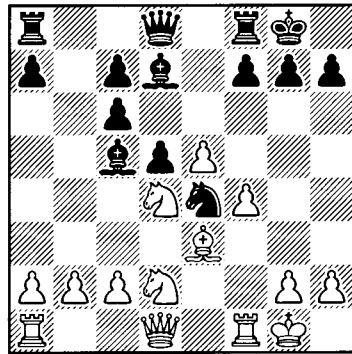


Diagram 281
After 13. Nd2

Now White does not want to allow his pawns to be doubled on the c-file, after 13. Nc3, because he looks forward to a successful dark-square blockade. Black has four ways of continuing here: 13. ... Nxd2, 13. ... f5, 13. ... f6 and 13. ... Bxd4?!

A1a1 13. ... Nxd2 14. Qxd2

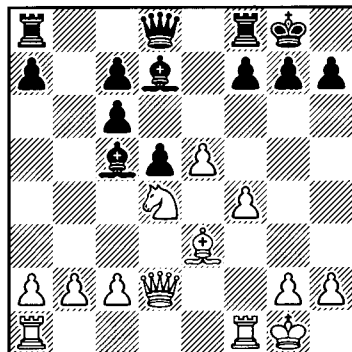


Diagram 282
After 14. Qxd2

In this key position of the variation, White's plan is to occupy the dark squares after Nb3 and Qc3, paralyzing Black's position

on the queenside. Black can play 14. ... Bb6, or attack with 14. ... f6.

A1a1 (I) 14. ... Bb6 15. Nb3

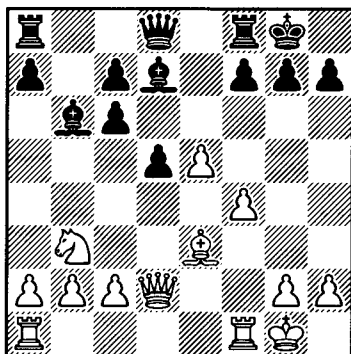


Diagram 283
After 15. Nb3

A1a1 (Ia) 15. ... Bf5

This bishop move allows White to develop a strong initiative after:

16. a4!

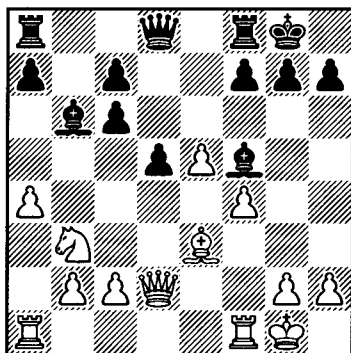
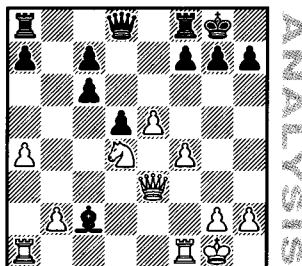


Diagram 284
After 16. a4!

16. ... Bxc2

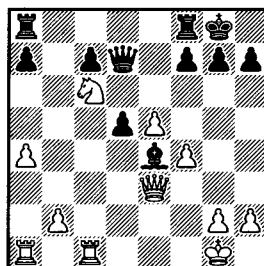
Or 16. ... Bxe3+ 17. Qxe3 Bxc2 18. Nd4



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Diagram 285
After 18. Nd4

18. ... Be4 19. Nxc6 Qd7
20. Rfc1.



ANALYSIS

Diagram 286
After 20. Rfc1

White starts his play on the queenside. Ironically, Black's centralized bishop can't help his comrades-in-arms, nor they him!

**17. Bxb6 Bxb3 18. Bc5 Re8
19. f5!**

**IRONICALLY, BLACK'S
CENTRALIZED BISHOP
CAN'T HELP HIS
COMRADES-IN-ARMS,
NOR THEY HIM!**

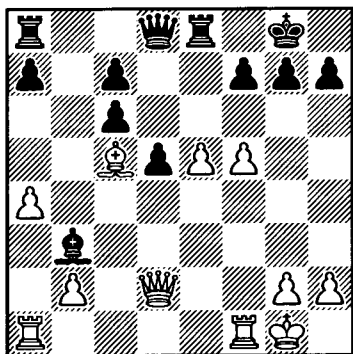


Diagram 287
After 19. f5!

White threatens f5-f6. He has more than sufficient compensation for the pawn.

19. ... Rxe5 20. Qc3 d4 21. Bxd4 Re2 22. Rf3!

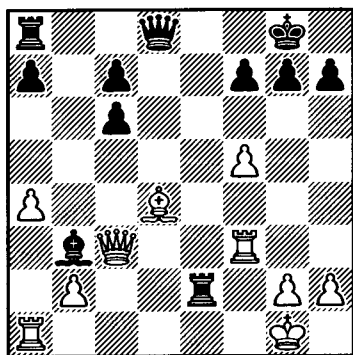


Diagram 288
After 22. Rf3!

White has an attack.

A1a1 (Ib) 15. ... Qe7
16. Rae1

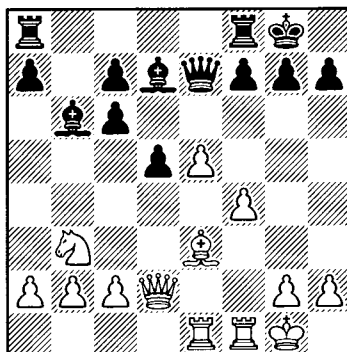


Diagram 289
After 16. Rae1

White activates his rook, making it difficult for Black to achieve the freeing ... f6. If Black plays 16. ... f6? now, White pushes 17. e6!, when the pawn is untouchable and can be reinforced with f5. White not only forces Black's bishop to the back rank, but drives a crippling wedge deep into enemy territory.

If instead Black tries 16. ... Rfe8, then White has 17. f5!, with a strong attack, as the e5-pawn is once again poison.

A1a1 (II) 14. ... f6 15. Nb3
Bb6 16. Qc3 fxe5 17. fxe5 Qe7

**WHITE DRIVES A CRIPPLING WEDGE
DEEP INTO ENEMY TERRITORY.**

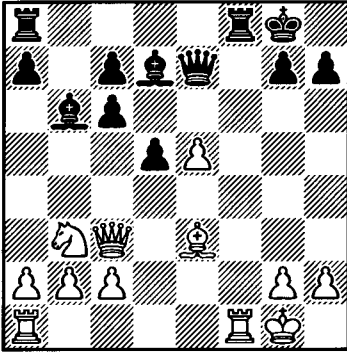


Diagram 290
After 17. ... Qe7

After 17. ... Qg5 18. Nc5 Bxc5 19. Bxc5, White wins control of the f-file and stands better.

18. Nc5!

White's strategy has prevailed. He has taken over the outpost on c5 and fully controls the dark squares.

18. ... Rxf1+ 19. Rxf1 Re8
20. b4

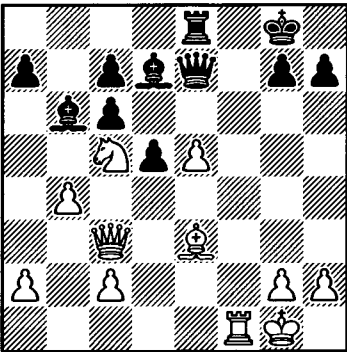


Diagram 291
After 20. b4

White is clearly better because Black's queenside is completely blockaded and his bishops are hemmed in. Taking

the pawn on e5 loses to 21. Rf8+, whichever way Black recaptures. And after 20. ... h6 21. a4, Black still can't untangle—for example, 21. ... Bxc5 22. Bxc5 Qxe5

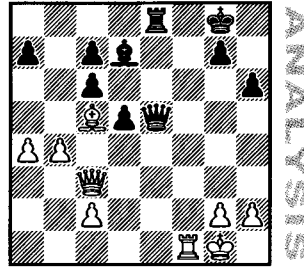


Diagram 292
After 22. ... Qxe5

23. Rf8+, with a won endgame.

A1a2 13. ... f5

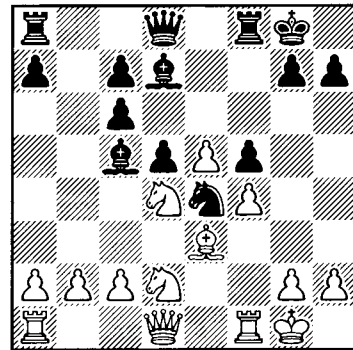


Diagram 293
After 13. ... f5

Black closes the position, but in doing so allows White to execute his plan to construct a dark-square blockade on the queenside.

14. Nxe4 fxe4

14. ... dxe4 15. Qe2±

15. Qd2

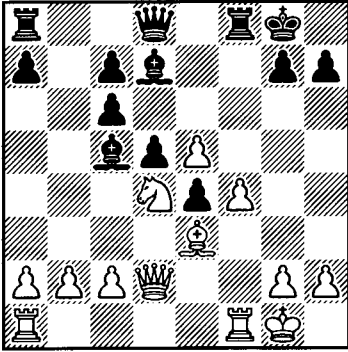


Diagram 294
After 15. Qd2

15. ... Bb6

Or 15. ... Qe7 16. Nb3 Bb6

17. Qc3.

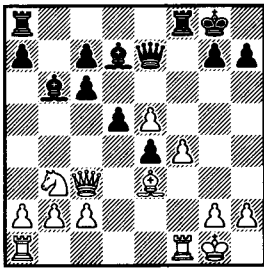


Diagram 295
After 17. Qc3

16. b4

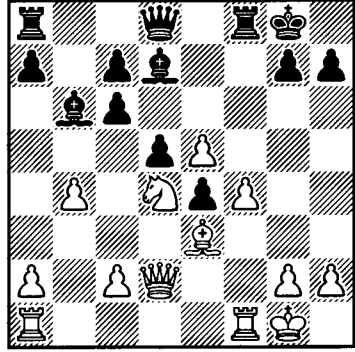


Diagram 296
After 16. b4

16. Nb3 is good, but 16. b4 is even better!

16. ... c5

If 16. ... a5, then White plays 17. a3, ready to meet 17. ... a4 with 18. c4!.

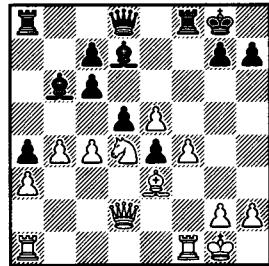


Diagram 297
After 18. c4!

17. bxc5 Bxc5 18. Nb3 Bxe3+ 19. Qxe3

WHITE PLANS A DARK-SQUARE BLOCKADE ON THE QUEENSIDE.

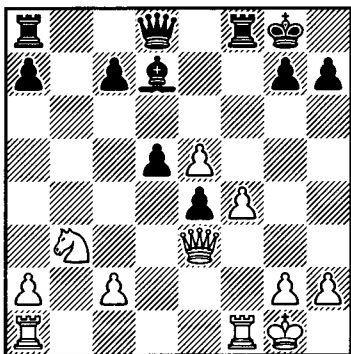


Diagram 298
After 19. Qxe3

White firmly controls the dark squares. With a timely c4!, he threatens to ruin Black's pawn structure.

A1a3 13. ... f6

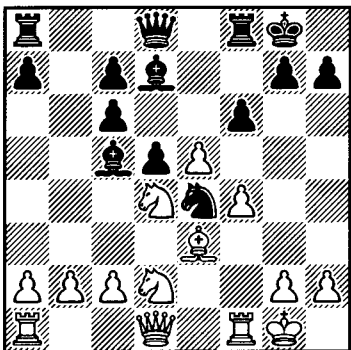


Diagram 299
After 13. ... f6

14. Nxe4 dxe4 15. Qe2!

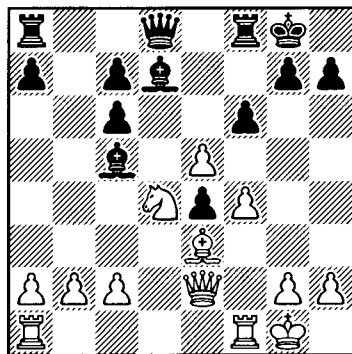


Diagram 300
After 15. Qe2!

White threatens Qc4+, winning the bishop on c5.

15. ... Bg4

After 15. ... Qe7 16. exf6 Rxf6

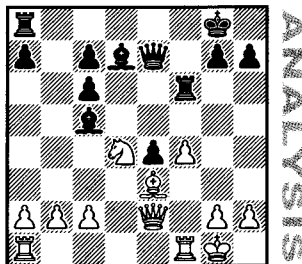


Diagram 301
After 16. ... Rxf6

17. Rad1, White is better because of Black's weak pawn on e4, and the looming threat of Qc4+—for example, 17. ... Raf8 18. Nb3 Bb6

WHITE FIRMLY CONTROLS THE DARK SQUARES.

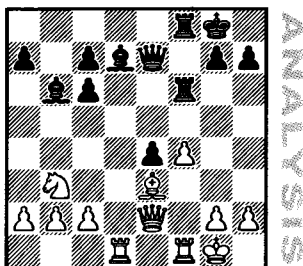


Diagram 302
After 18. ... Bb6

19. c4 Bxe3+ 20. Qxe3, when White owns the superior pawn structure, and Black has lost even the hope of an opposite-color bishop ending.

16. Qf2

If 16. Qc4+, Black plays 16. ... Qd5. After 16. Qf2, Black can attack the e5-pawn with his queen from either d5 or e8.

A1a3 (I) 16. ... Qd5

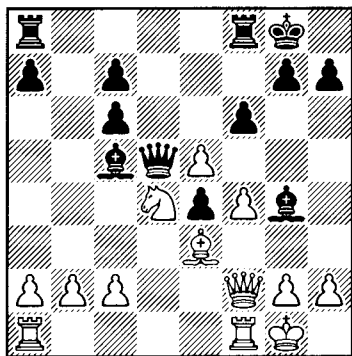


Diagram 303
After 16. ... Qd5

Black played this move in the game Sveshnikov–Keres, 1973.

17. Nxc6! Ba3

If 17. ... Bxe3, then 18. Ne7+.

18. exf6 Rxf6 19. Ne5

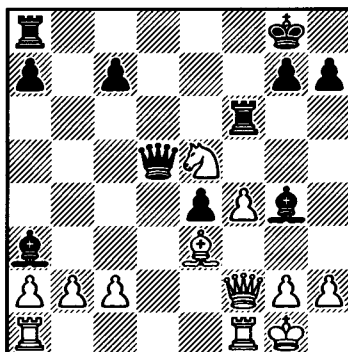


Diagram 304
After 19. Ne5

19. ... Qxe5 20. fxe5 Rxf2 21. Bxf2 Bxb2 22. Rae1

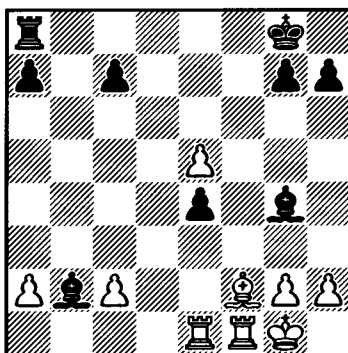


Diagram 305
After 22. Rae1

White is winning.

A1a3 (II) 16. ... Qe8 17. Nb3

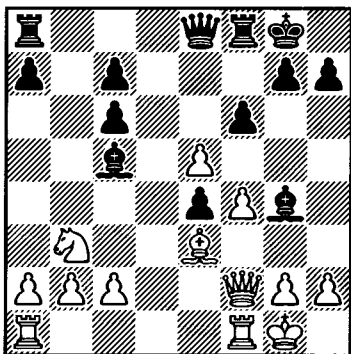


Diagram 306
After 17. Nb3

17. ... Bxe3

If Black tries 17. ... Bb6, then White has 18. c4!

18. Qxe3 fxe5 19. Qxe4 exf4
20. Rxf4 Qxe4 21. Rxe4

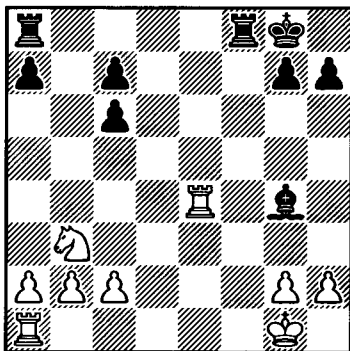


Diagram 307
After 21. Rxe4

White has a better endgame due to Black's weak doubled pawns.

A1a4 13. ... Bxd4?!

This was played in Perelshteyn–De Vreught, 1999.

14. Bxd4

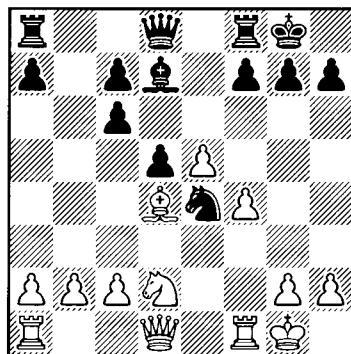


Diagram 308
After 14. Bxd4

14. ... c5?

Black has better: 14. ... Nxd2

15. Qxd2 Bf5±.

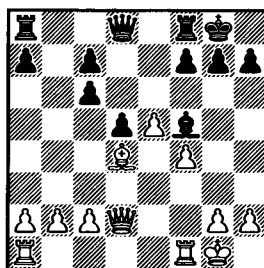


Diagram 309
After 15. ... Bf5±

15. Nxe4

**WHITE HAS
A BETTER ENDGAME
DUE TO BLACK'S WEAK
DOUBLED PAWNS.**

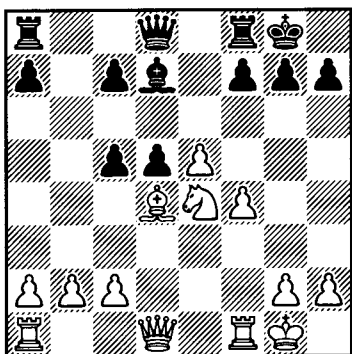


Diagram 310
After 15. Nxe4

15. ... dxe4

Or 15. ... cxd4 16. Nc5±.

16. Bxc5±

White is simply up a pawn.

A1b 12. ... Bb6

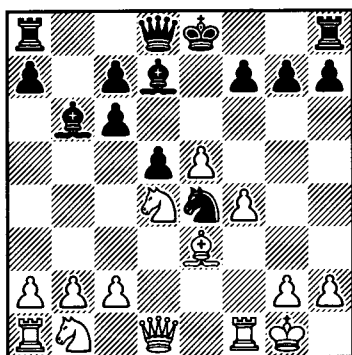


Diagram 311
After 12. ... Bb6

13. Nc3!

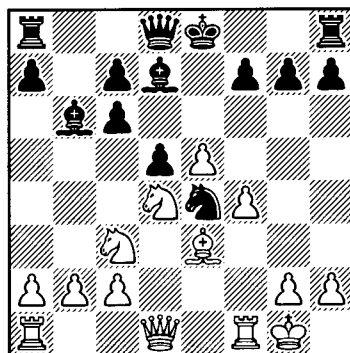


Diagram 312
After 13. Nc3!

Note that we play Nc3 because Black is threatening ... c5. White here welcomes doubling his c-pawns—they would provide him a levee restraining Black's pawns from flooding the center. White should not play 13. Nd2?! Nxd2 (or 13. ... c5) 14. Qxd2 c5!,

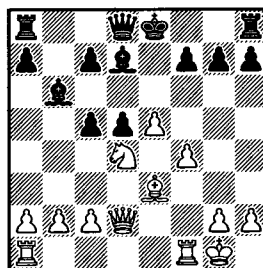


Diagram 313
After 14. ... c5!

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when Black's center becomes mobile.

15. Nb3 d4 16. Bf2 Bb5

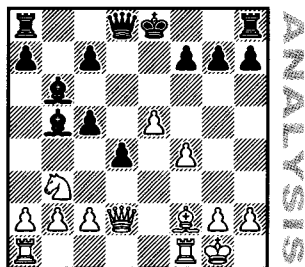


Diagram 314
After 16. ... Bb5

with the initiative (Perelshcheyn–Blatny, 2001).

After 13. Nc3, Black can choose between 13. ... c5 and 13. ... Nxc3. Only the second move is independently important, as the following line shows:

13. ... c5

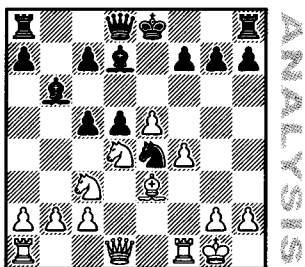


Diagram 315
After 13. ... c5

14. Nb3 d4? (If 14. ... c4, White follows up with 15. Nd4 Nxc3 16. bxc3 c5,

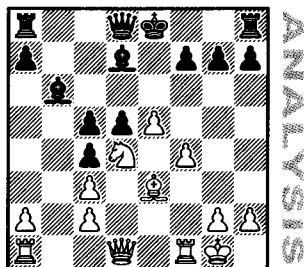


Diagram 316
After 16. ... c5

and the game has transposed to 13. ... Nxc3.)

15. Nxe4 dxe3 16. c4!

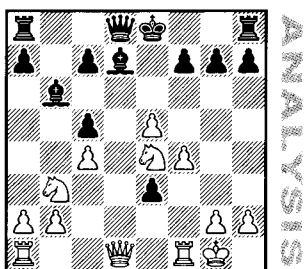


Diagram 317
After 16. c4!

White has imprisoned Black's dark-square bishop. Black's e3-pawn is a dead man walking. White is better.

13. ... Nxc3 14. bxc3

**WHITE HAS IMPRISONED BLACK'S
DARK-SQUARE BISHOP. BLACK'S E-3 PAWN
IS A DEAD MAN WALKING.**

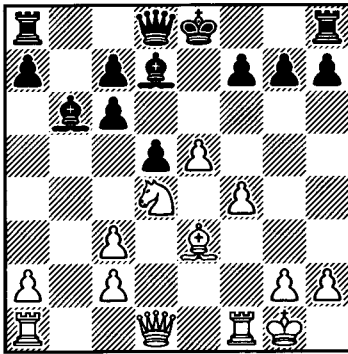


Diagram 318
After 14. bxc3

Here Black can choose 14. ... Qe7, 14. ... 0-0 or 14. ... c5.

A1b1 14. ... Qe7

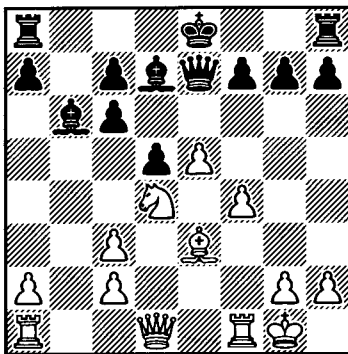


Diagram 319
After 14. ... Qe7

Black stops f5 and prepares 0-0.

15. Qd2 0-0 16. Rae1

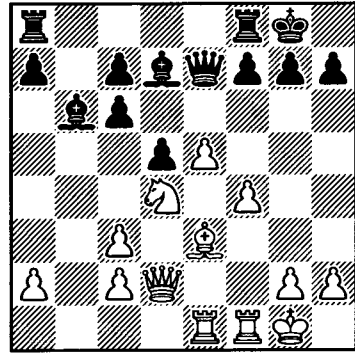


Diagram 320
After 16. Rae1

Radovanovic–Pilgaard, 2002, continued:

16. ... Rae8

Black shouldn't try 16. ... f6, because he'll see 17. e6!.

17. Nb3 Bf5 18. a4

White threatens a5 and provokes Black's reply, which weakens the b6-bishop's protection.

18. ... a5 19. Qf2

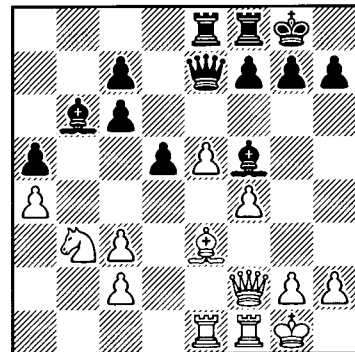


Diagram 321
After 19. Qf2

White has seized control over the c5-outpost and stands slightly better.

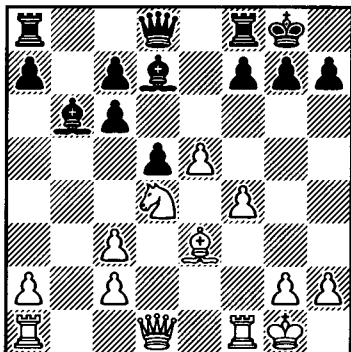
A1b2 14. ... 0-0

Diagram 322
After 14. ... 0-0

15. Qf3!

White is now ready to play both f5 and Nb3.

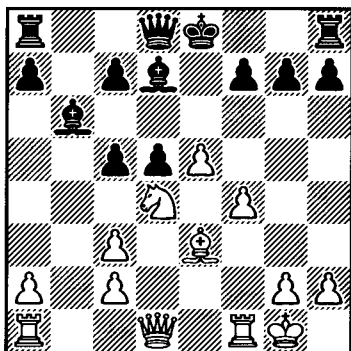
A1b3 14. ... c5

Diagram 323
After 14. ... c5

15. Nb3

If positions in which Black achieves ... d5-d4 are too sharp for your taste, you can play 15. Ne2,

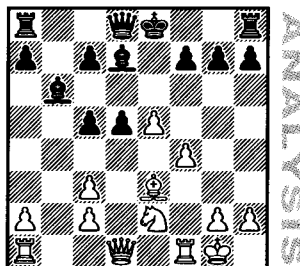


Diagram 324
After 15. Ne2

when White's chances are at least equal.

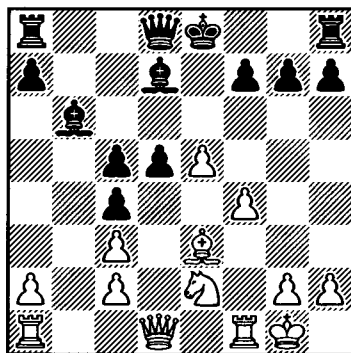
15. ... c4 16. Nd4 c5 17. Ne2

Diagram 325
After 17. Ne2

White has successfully stopped Black's pawns and stands ready to expand on the kingside. White's plan is to play Ng3 and f4-f5.

It's hard for Black to stop White's attack. If Black tries 17. ... Bc6, then White has 18. f5 0-0 19. f6!. On 17. ... Bf5, White plays his intended 18. Ng3.

A better plan for Black is
17. ... Bg4 18. h3 Bxe2 19. Qxe2
d4.

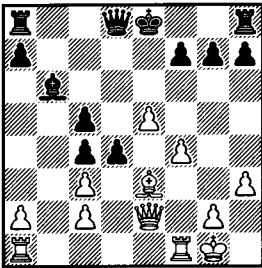


Diagram 326
After 19. ... d4

In this sharp, unbalanced position, Black has a strong center, but a *very* bad bishop. In addition, White's extra king's pawn gives him attacking chances.

A2 11. ... Ne6 12. c3

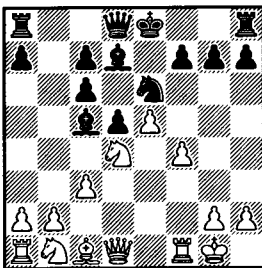


Diagram 327
After 12. c3

Now, after 12. ... Bb6, 13. f5! gives White a clear advantage. And 12. ... Nxd4 is also bad for Black.

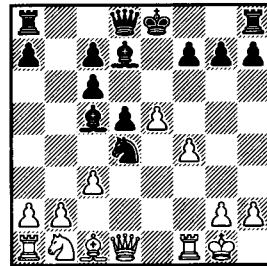


Diagram 328
After 12. ... Nxd4

After 13. cxd4 Bb6 14. f5, Black is in trouble.

Thus two options remain,
12. ... Bxd4+ and 12. ... f5, playing for a blockade.

A2a 12. ... Bxd4+ 13. cxd4

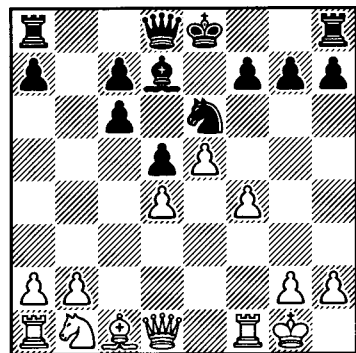


Diagram 329
After 13. cxd4

13. ... c5 14. dxc5 Bb5 15.
Rf2 Nxc5 16. Nc3 Bc6 17. Be3

IN THIS SHARP, UNBALANCED POSITION, BLACK HAS A STRONG CENTER, BUT A VERY BAD BISHOP.

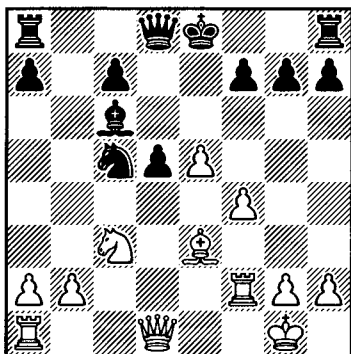


Diagram 330
After 17. Be3

The position favors White, because Black doesn't have an adequate retreat for his knight and is forced to play:

17. ... Ne4

If 17. ... Ne6, then 18. f5.

18. Nxe4 dxe4 19. Rd2 Qe7
20. Rc1±

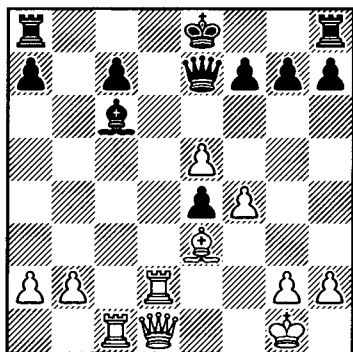


Diagram 331
After 20. Rc1±

A2b 12. ... f5

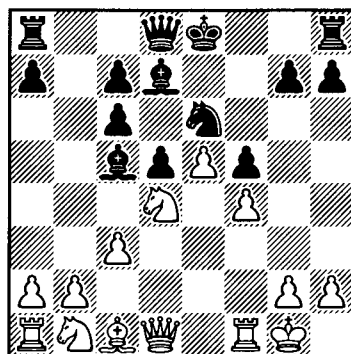


Diagram 332
After 12. ... f5

Black chooses what is perhaps the lesser evil.

13. Be3 0–0 14. Nd2 Bxd4
15. cxd4 c5 16. Nf3 ±

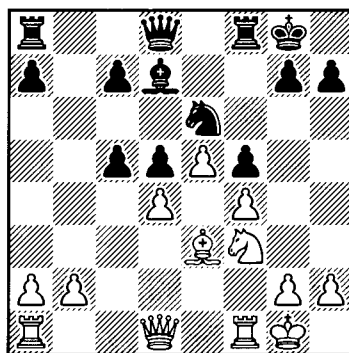


Diagram 333
After 16. Nf3 ±

This move is stronger than 16. dxc5?! d4! 17. Bf2 Bc6. After 16. Nf3, we reach a position in Jovanovic–Saric, 2004. White is more active, although it's hard for him to break through. Let's look at a sample line: 16. ... c4 17. b3! Bb5

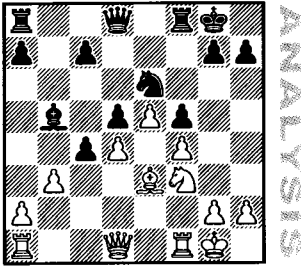


Diagram 334
After 17. ... Bb5

18. Re1 (or 18. Rf2), later forcing the capture of b3 by Nd2.

B 9. ... Be7

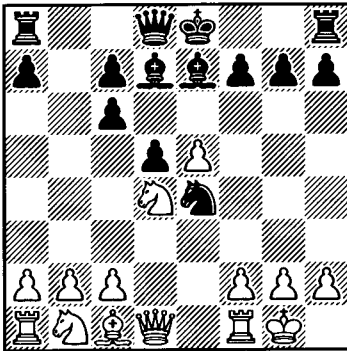


Diagram 335
After 9. ... Be7

10. f3 Nc5 11. f4

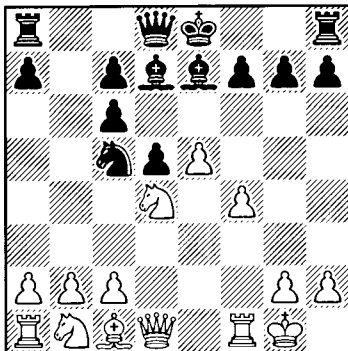


Diagram 336
After 11. f4

In this position, Black has tried several moves: 11. ... 0-0, 11. ... f5, 11. ... Ne4 and 11. ... Ne6?.

B1 11. ... 0-0

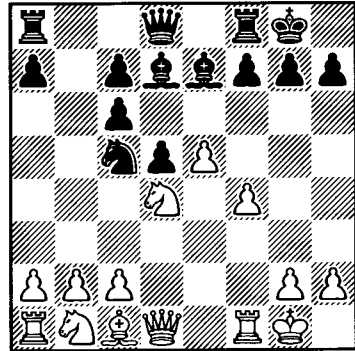


Diagram 337
After 11. ... 0-0

12. f5

White begins his operations on the kingside. Here Black has tried 12. ... Bg5 and 12. ... Ne4.

B1a 12. ... Bg5

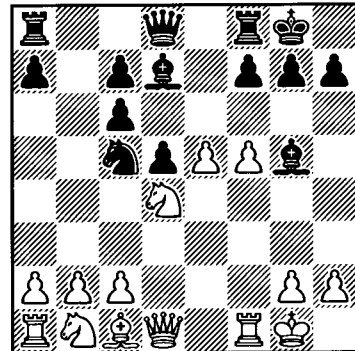


Diagram 338
After 12. ... Bg5

**13. Nc3 Re8 14. Bxg5 Qxg5
15. Qe2**

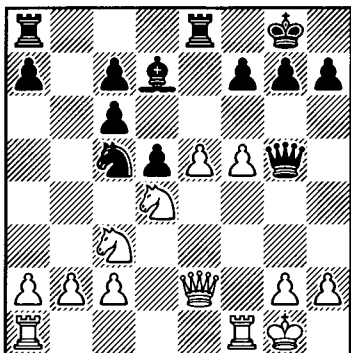


Diagram 339
After 15. Qe2

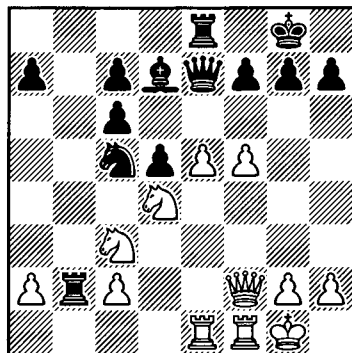


Diagram 341
After 17. ... Rxb2

White stands much better.
The game Barczay–Merstrovic,
1969 continued:

15. ... Rab8 16. Qf2 Qe7!

If 16. ... Rxb2?, White plays
17. e6! fxe6 18. fxe6+.

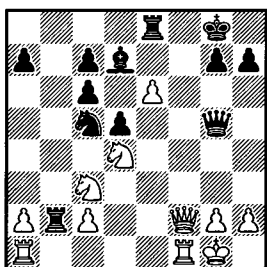


Diagram 340
After 18. fxe6+

17. Rae1! Rxb2

18. f6! Qf8 19. fxg7

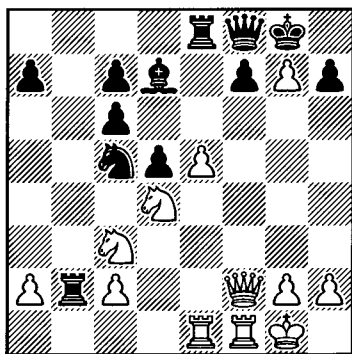


Diagram 342
After 19. fxg7

19. ... Qe7?

Relatively better is 19. ...
Qxg7 20. Re3, with a strong
attack for White.

20. e6!

WHITE STANDS MUCH BETTER.

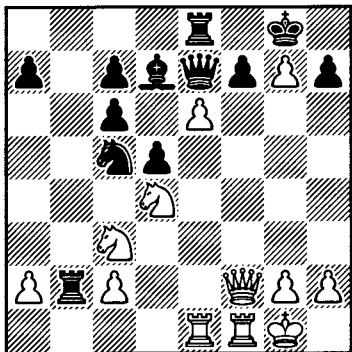


Diagram 343

After 20. e6

White threatens to unleash decisive tactics with Nf5.

B1b 12. ... Ne4

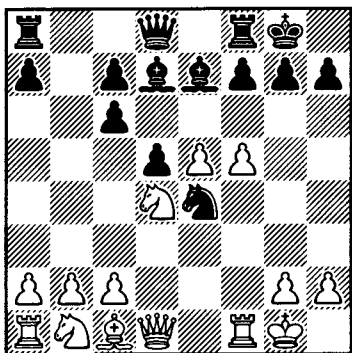


Diagram 344

After 12. ... Ne4

13. Nc3 Nxc3 14. bxc3

**WHITE THREATENS TO
UNLEASH DECISIVE
TACTICS WITH Nf5.**

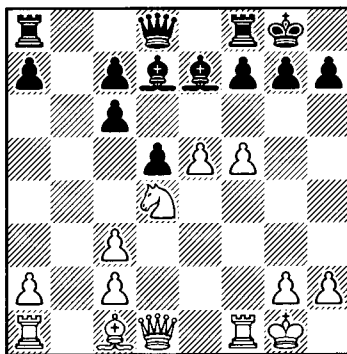


Diagram 345

After 14. bxc3

White's doubled c-pawns once again stops Black's queen-side pawn storm.

14. ... c5

If 14. ... Rb8, the 15. Qh5, with an attack.

15. Nb3 c4 16. Nd4 c5 17. Ne2 Bc6

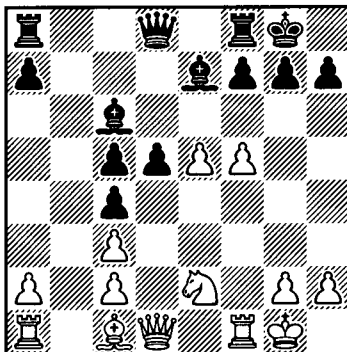


Diagram 346

After 17. ... Bc6

18. f6!

White now has an irresistible attack. Okhotnik–Ofreniuk, 1967 continued:

18. ... gxf6 19. Bh6 fxe5

If 19. ... Re8?, 20. Nd4!

20. Nd4!

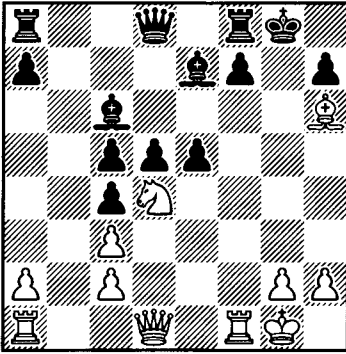


Diagram 347
After 20. Nd4!

It's mate next move.

22. Nxe5

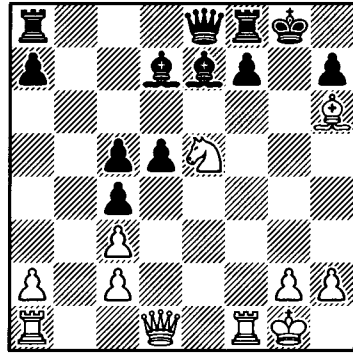


Diagram 350
After 22. Nxe5

20. ... Bd7 21. Nc6! Qe8

White's knight is untouchable: 21. ... Bxc6 22. Qg4+ Bg5 23. Bxg5 Qd7 24. Rf5! h5

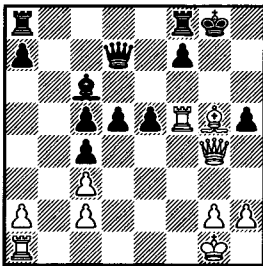


Diagram 348
After 24. ... h5

22. ... Be6 23. Qf3 Kh8 24. Qg3 Rg8

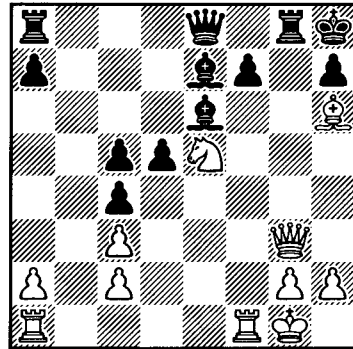


Diagram 351
After 24. ... Rg8

25. Bf6+ h5 26. Rh5

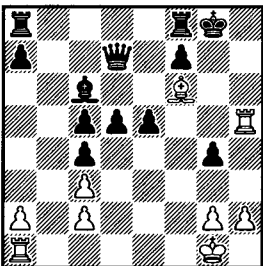


Diagram 349
After 26. Rh5

25. Nxf7+!

Black resigns.

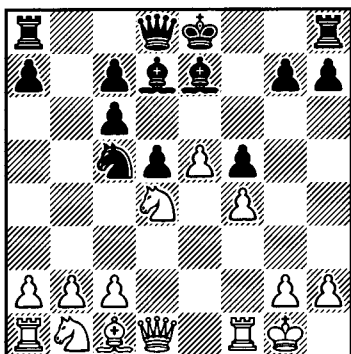
B2 11. ... f5

Diagram 352
After 11. ... f5

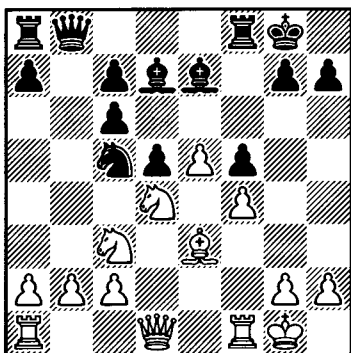
12. Be3 0–0 13. Nc3 Qb8

Diagram 353
After 13. ... Qb8

This position occurred in the game S. Petrosian–L. Bebhuk, 2003. Instead of 14. Nb3 (met with 14. ... Ne6), White should have played 14. Rb1 Ne4 15. Nxe4 fxe4 16. b4!,

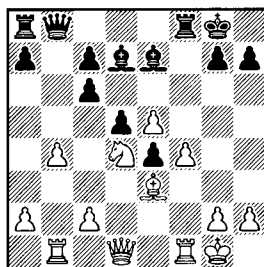


Diagram 354
After 16. b4!

with a blockade on dark squares.

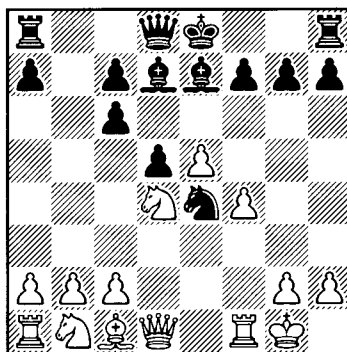
B3 11. ... Ne4

Diagram 355
After 11. ... Ne4

12. Nc3 Nxc3 13. bxc3 c5
14. Nb3 c4 15. Nd4 c5 16. Ne2

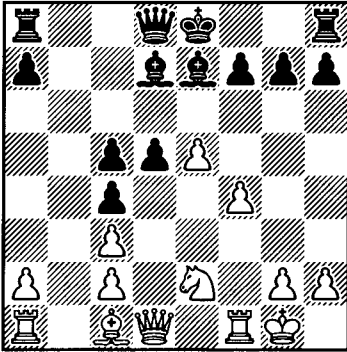


Diagram 356
After 16. Ne2

The game Grosar–Barcenilla, 1996 continued: 16. ... Bc6
17. Be3 Qc7 18. Ng3

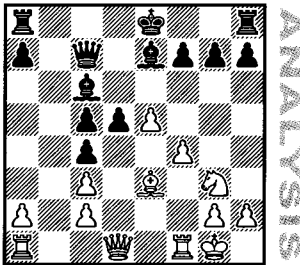


Diagram 357
After 18. Ng3

18. ... g6, restricting the knight. Now—instead of 19. Qe1, as in the game—19. f5!? is stronger and more direct.

19. ... Qxe5 20. Re1

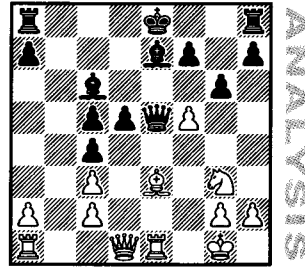


Diagram 358
After 20. Re1

White exerts strong pressure on the e-file. If 20. ... Qd6?, then 21. f6! Qxf6 22. Bxc5, and White wins.

B4 11. ... Ne6?

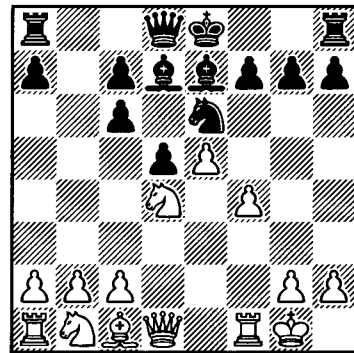


Diagram 359
After 11. ... Ne6?

This awkward move loses a tempo and allows White to develop a strong initiative.

12. f5! Nxd4 13. Qxd4 Qb8

**BLACK'S AWKWARD MOVE LOSES A TEMPO
AND ALLOWS WHITE TO DEVELOP
A STRONG INITIATIVE.**

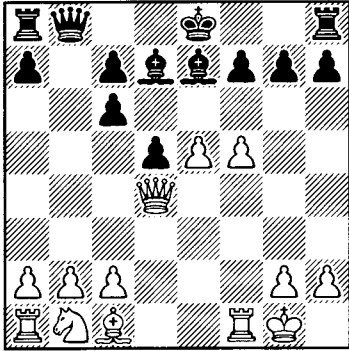


Diagram 360
After 13. ... Qb8

Black's idea is to exchange queens after ... Qb6 (13. ... 0-0? 14. f6).

14. e6!

A powerful move that opens up Black's king. If now 14. ... fxe6 15. Qxg7 Rf8 16. Bh6, and White has a powerful attack.

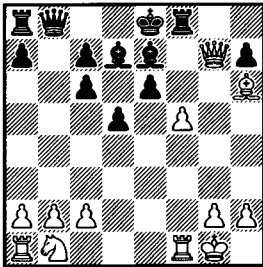


Diagram 361
After 16. Bh6

9. ... c5

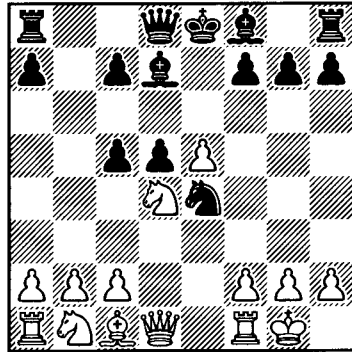


Diagram 362
After 9. ... c5

10. Nb3

Here Black must choose between 10. ... Bb5 and 10. ... c6. The aggressive 10. ... c4? is bad because of the simple 11. Qxd5 cxb3 12. Qxe4 ±.

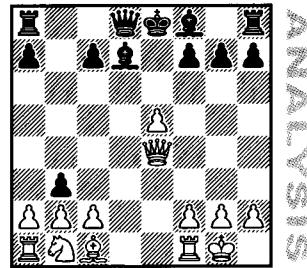


Diagram 363
After 12. Qxe4±

**WHITE'S POWERFUL 14. E6!
OPENS UP BLACK'S KING.**

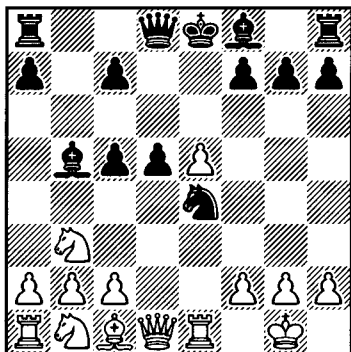
G1 10. ... Bb5 11. Re1

Diagram 364
After 11. Re1

11. ... Be7

If 11. ... c6 12. f3 Ng5 13. f4
Ne4 14. Nc3 Nxc3 15. bxc3

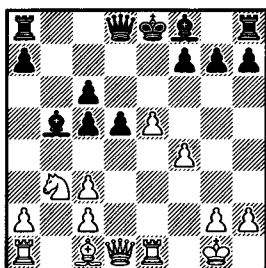


Diagram 365
After 15. bxc3

15. ... Be7 16. Be3 c4 17. Nd4
0-0 18. f5,

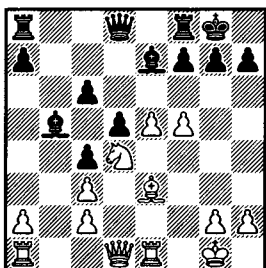


Diagram 366
After 18. f5

White has powerful threats: f6,
then Nf5, Bh6, and Qg4.

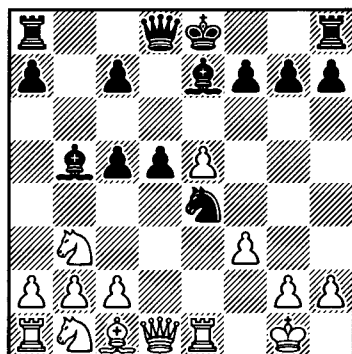
12. f3

Diagram 367
After 12. f3

12. ... Ng5 13. Bxg5 Bxg5
14. Nxc5

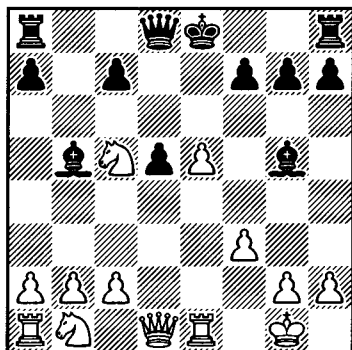


Diagram 368
After 12. Nxc5

White wins a pawn.

14. ... d4 15. c3 Be3+ 16. Kh1
Bf2 17. Qb3!

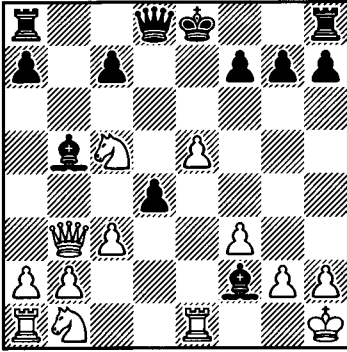


Diagram 369
After 17. Qb3!

This tactical shot preserves White's superiority.

17. ... Bxe1 18. Qxb5+

Now both king moves clearly favor White.

C1a 18. ... Ke7 19. Nd3

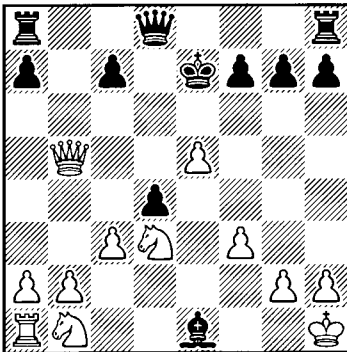


Diagram 370
After 19. Nd3

19. ... Bh4

If 19. ... dxc3, then 20. Nxe1

Qd1 21. Qc5+ Ke6 22. Qxc3±.

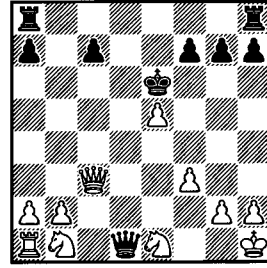


Diagram 371
After 22. Qxc3±

Play could continue, for example: 22. ... Rhd8 23. b3 Rd3 24. Na3.

20. Qc5+

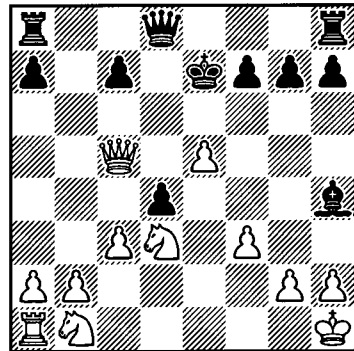


Diagram 372
After 20. Qc5+

20. ... Ke8 21. cxd4±

THE TACTICAL SHOT 17. Qb3!
PRESERVES WHITE'S SUPERIORITY.

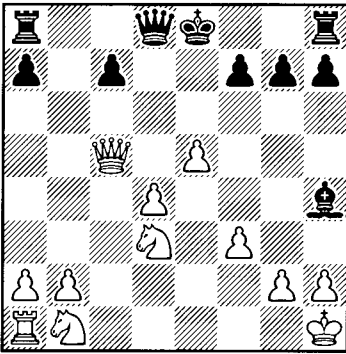


Diagram 373
After 21. cxd4±

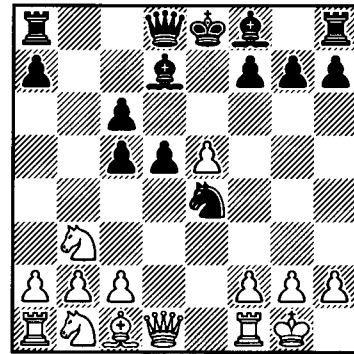


Diagram 375
After 10. ... c6

G1b 18. ... Kf8

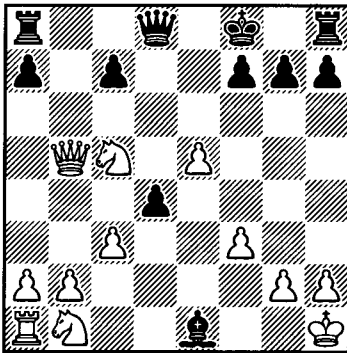


Diagram 374
After 18. ... Kf8

19. Na3 Bf2

19. ... Rb8 20. Nd7+!

20. Rd1

White wins the d4-pawn,
getting a better game.

G2 10. ... c6

11. f3 Ng5 12. f4 Ne4 13.
Nc3

As usual, White doesn't
mind doubled c-pawns, since
they will stop Black's center
from advancing.

13. ... Nxc3 14. bxc3 Be7 15.
f5 0-0 16. Be3

**AS USUAL,
WHITE DOESN'T
MIND DOUBLED
C-PAWNS, SINCE
THEY WILL
STOP BLACK'S
CENTER FROM
ADVANCING.**

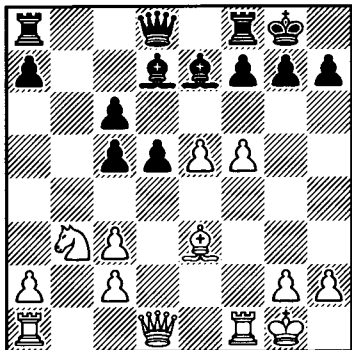


Diagram 376

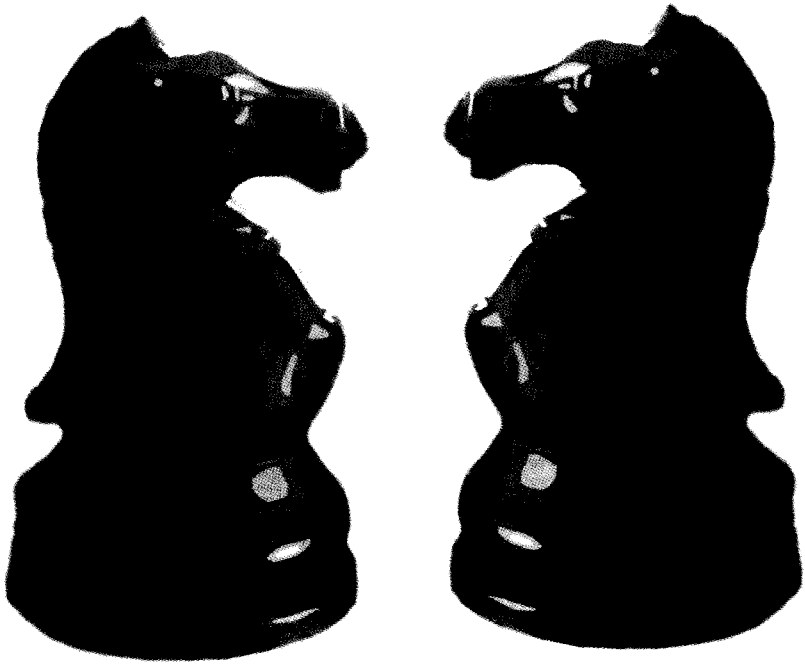
After 16. Be3

16. ... c4 17. Nc5

White's advanced e- and f-pawns are the forward artillery for an upcoming attack. We're already familiar with some of the key moves and ideas: f6, Bh6, and Qg4.

Summary:

*The move 7. ... Bd7 marks Black's best line in the Two Knights Defense, and 9. ... Bc5 is the most promising follow-up to the line. Black can settle for a small disadvantage; if he wants more he must take risks (perhaps line **A1b3** is his best try). White's main weapons are the queenside blockade and the kingside (and central) pawn storm.*



Chapter 9: Two Knights Defense—5. ... d5 with 7. ... Bd7 Memory Markers!

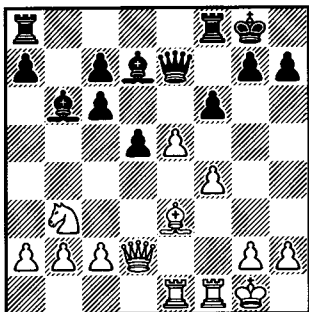


Diagram 377
After 16. ... f6

MARKER 1

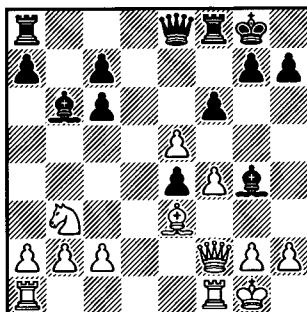


Diagram 378
After 17. ... Bb6

MARKER 2

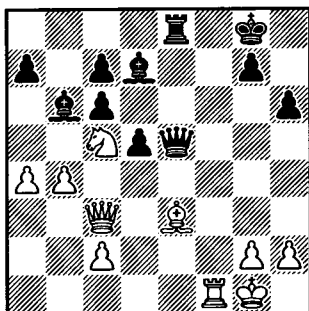


Diagram 379
After 21. ... Qxe5

MARKER 3

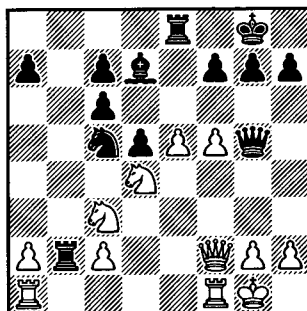


Diagram 380
After 16. ... Rxb2

MARKER 4

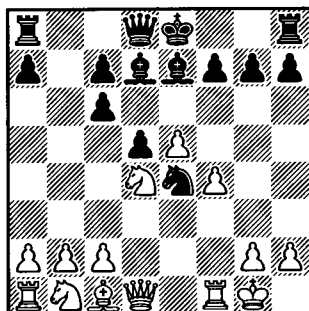


Diagram 381
After 11. ... Ne4

MARKER 5

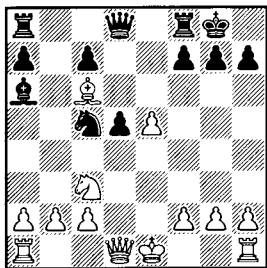
Chapter 9: Two Knights Defense—5. ... d5 with 7. ... Bd7

Solutions to Memory Markers!

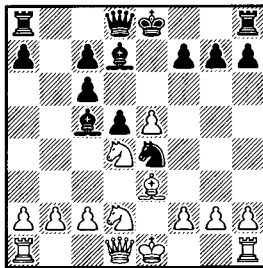
- No. 1* 17. **e6!**, and the pawn is untouchable. See page 124.
- No. 2* 18. **c4!**. See page 129.
- No. 3* 22. **Rf8+ Kh7** 23. **Qd3+ Bf5** (23. ... g6 24. Rf7+)
24. **Rxe8**, winning. See page 125.
- No. 4* 17. **e6!**. See page 137.
- No. 5* 12. **Nc3**. See page 140.

Chapter 10: Two Knights Defense—5. ... d5 with 7. ... Bc5 Some Important Points to Look For

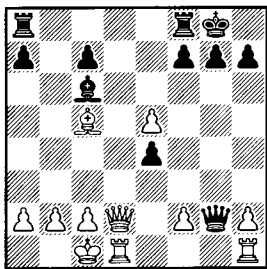
Unlike 7. ... Bd7, the sharp 7. ... Bc5 allows White to get a real advantage—especially in the case of the ambitious 8. ... 0-0.



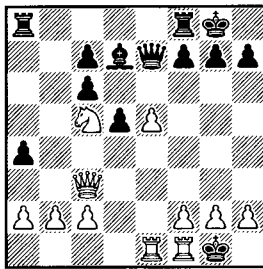
- ◆ The key move: 12. Nc3!
See Diagram 386.



- ◆ Black has options.
See Diagram 404.



- ◆ White likes the g-file.
See Diagram 406.



- ◆ Blockade.
See Diagram 412.

Outline of Variations

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bc5 8. Ba3 (150) [C56]
 8. ... 0-0 9. Nxc6 bxc6 10. Bxc5 Nxc5 11. Bxc6 Ba6 12. Nc3! d4 13. Bxa8 dxc3 14. Qxd8 Rxd8 15. b4! (151)
8. ... Bd7 9. Bxc6 bxc6 10. Nd2 (156)
 - B1 10. ... 0-0 11. Nxe4 dxe4 12. Nxc6! (157)
 - B2 10. ... Nxd2 11. Qxd2 0-0 12. 0-0 Bb6 13. Nb3! Qe7 14. Rae1 (157)
 - B3 10. ... Qh4 11. 0-0 0-0 12. Nxe4 Qxe4 13. Re1! (159)
 - B4 10. ... Qe7 11. Nxe4 dxe4 12. e6! (160)
8. ... Bxd4 9. Qxd4 0-0 10. Bxc6 bxc6 11. Nc3 Ng5 12. Qa4 Bd7 13. 0-0-0 Ne6 14. Qa3! (162)

Chapter 10

Two Knights Defense

The Sharper Bishop Move, 5. ... d5 with 7. ... Bc5

In this chapter, we complete our look at the best fifth move for Black, ... d5, by examining the more ambitious 7. ... Bc5. It's a riskier bishop move that leads to especially sharp play.

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4

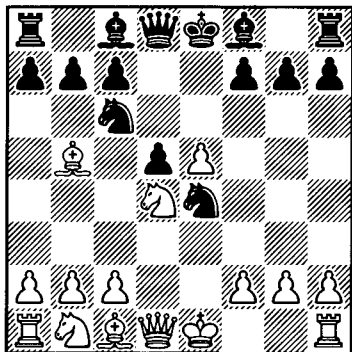


Diagram 382
After 7. Nxd4

7. ... Bc5 8. Be3

Or 8. Nxc6 Bxf2+ 9. Kf1 Qh4, which leads to unclear play.

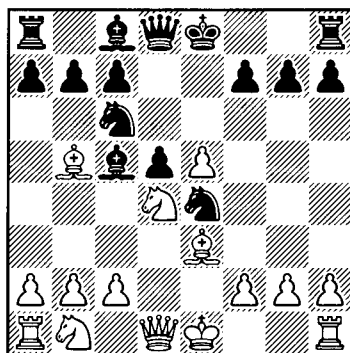


Diagram 383
After 8. Be3

Here Black has three moves: 8. ... 0-0, 8. ... Bd7, and 8. ... Bxd4.

A 8. ... 0-0!?

Black sacrifices a pawn with the idea of keeping White's king in the center, where he hopes to make the monarch a target. However, with accurate play, White quells Black's initiative and keeps the material gains.

9. Nxc6 bxc6 10. Bxc5
Nxc5 11. Bxc6

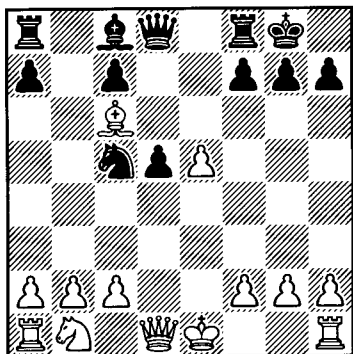


Diagram 384
After 11. Bxc6

11. ... Ba6

For 11. ... Rb8 12. Qxd5 Qe7
13. 0-0 Rxb2 14. Nc3±,

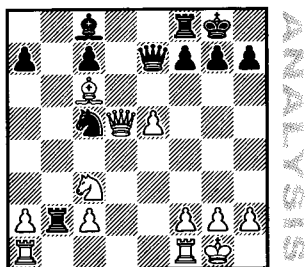


Diagram 385
After 14. Nc3

see the sample game Ye Jiangchuan–Svidler, 2001.

12. Nc3!

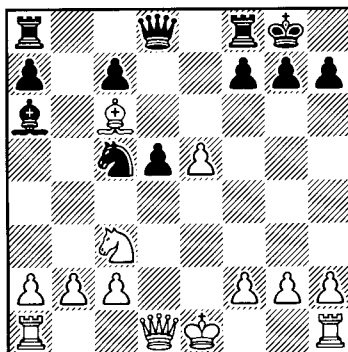


Diagram 386
After 12. Nc3!

This is the key move in neutralizing Black's initiative. The material-grabbing 12. Qxd5 is inferior. Black has 12. ... Qg5!, with the powerful threat of Qc1+. By the way, after 12. Bxa8 comes the same shot—12. ... Qg5!.

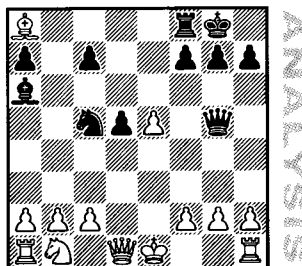


Diagram 387
After 12. ... Qg5!

Again, this move creates serious problems for White: 13. Qd2 (13. Bxd5? Qxe5+ leads to mate) 13. ... Qxe5+ 14. Kd1 Ne4

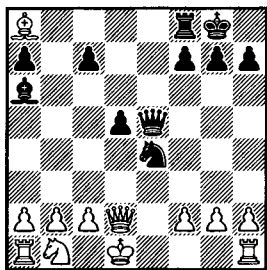


Diagram 388
After 14. ... Ne4

15. Qxd5 Nxf2+ 16. Kc1
Qe7!?,

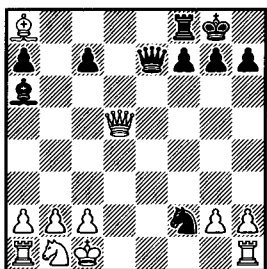


Diagram 389
After 16. ... Qe7!?

when Black's attack remains
powerful, while material will
soon be equal.

17. Rg1 Qe3+ 18. Qd2 Nd3+
19. cxd3 Qxg1+,

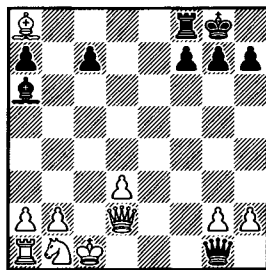


Diagram 390
After 19. ... Qxg1+

followed by ... Rxa8.

12. ... d4

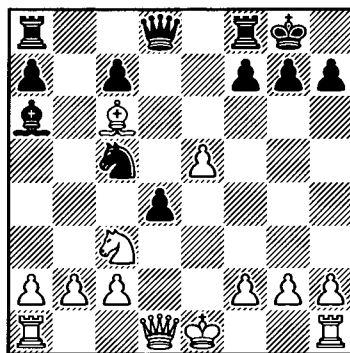


Diagram 391
After 12. ... d4

Now, after 12. Nc3!, 12. ...
Qg5 (instead of 12. ... d4) isn't
dangerous at all.

13. Qd4!

**12. Nc3! IS THE KEY MOVE
IN NEUTRALIZING BLACK'S INITIATIVE.**

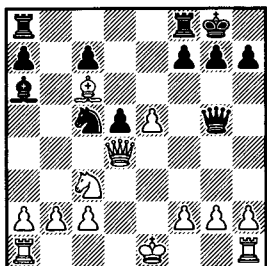


Diagram 392
After 13. Qd4!

White is much better in all lines: 13. ... Rae8 14. Bxe8 Rxe8 15. f4 Qg4 16. h3 Qg3+ 17. Qf2,

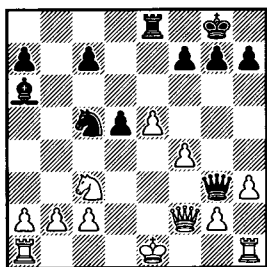


Diagram 393
After 17. Qf2

and White wins (Barden-Janetschek, 1960).

Or 13. ... Rab8 14. Qxc5 Qxe5+

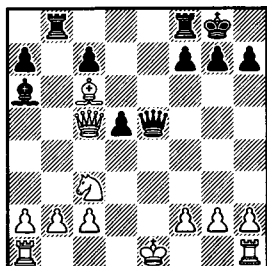


Diagram 394
After 14. ... Qxe5+

15. Qe3, winning (Khenkin-Vasyukov, 1954).

Or if Black tries 13. ... Qxg2, White plays 14. Bxd5+.

Relatively best for Black is 13. ... Ne6 14. Qe3 Qxe3+ 15. fxe3 Rab8 16. 0-0-0±,

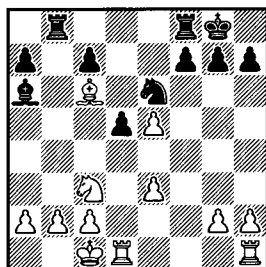


Diagram 395
After 16. 0-0-0±

as in the game Protaziuk-Filipek, 1994.

Back to 12. ... d4.

13. Bxa8

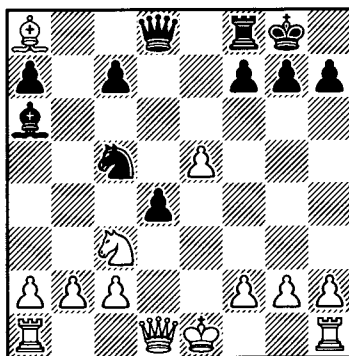


Diagram 396
After 13. Bxa8

13. ... dxc3

After 13. ... Qxa8 14. Qxd4

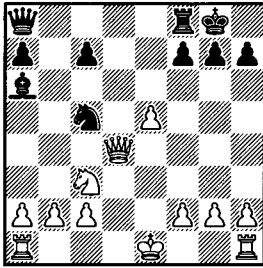


Diagram 397
After 14. Qxd4

14. ... Rd8 (14. ... Qxg2
15. 0-0-0, and White is winning)
15. Qg4!±,

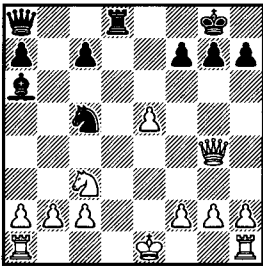


Diagram 398
After 15. Qg4!±

White follows up with Rd1. He has a clear edge, according to Keres.

14. Qxd8 Rxd8

**JUST A FEW MORE
ACCURATE MOVES ARE
NEEDED TO EXTINGUISH
BLACK'S THREATS.**

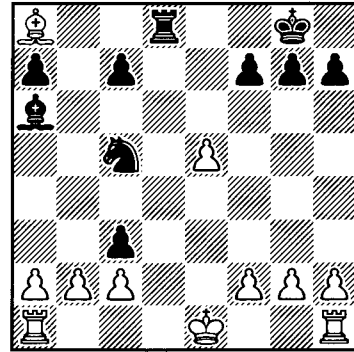


Diagram 399
After 14. ... Rxd8

15. b4! Ne6 16. Bc6

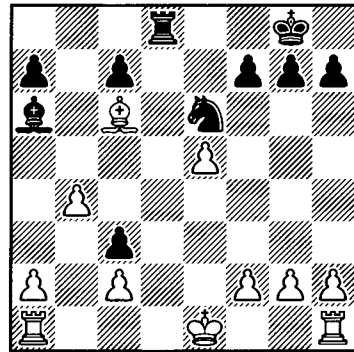


Diagram 400
After 16. Bc6

White is working to construct a won endgame. Just a few more accurate moves are needed to extinguish Black's threats.

16. ... Rd2

Or 16. ... Bc4 17. Rd1 Nd4
18. Ba4 f6!.

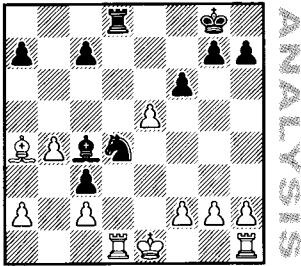


Diagram 401
After 18. ... f6!

Black's last move prepares a small but nasty trick: if 19. exf6, White gets mated after 19. ... Nxc2+ 20. Bxc2 Re8+. But 19. f4 stops all threats. White wants to play Kf2, connect his rooks, and win.

If 16. ... Nd4 17. Ba4±.

17. b5 Nd4 18. 0-0 Nxc6
19. bxa6±

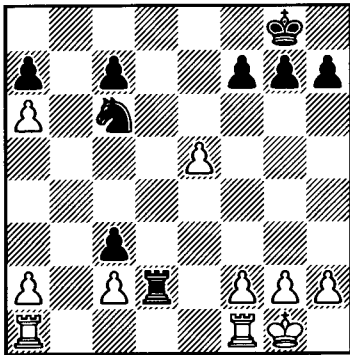


Diagram 402
After 19. bxa6±

Now winning is a matter of technique.

B 8. ... Bd7 9. Bxc6 bxc6

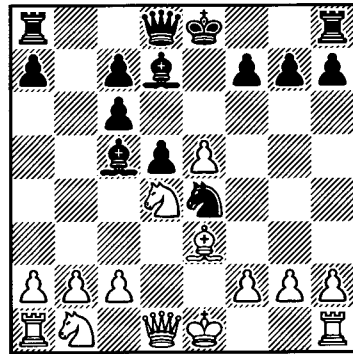


Diagram 403
After 9. ... bxc6

Black tries to steer the game into the main line (7. ... Bd7). The only difference is that instead of 0-0, White has a bishop on e3. White's plan remains the same: exchange the e4-knight and take over the dark squares on the queenside.

10. Nd2

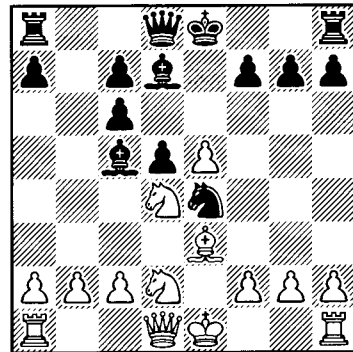


Diagram 404
After 10. Nd2

In this position, Black has tried a number of options: 10. ... 0-0; 10. ... Nxd2; 10. ... Qe7; and 10. ... Qh4.

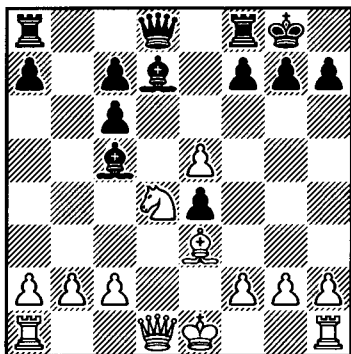
B1 10. ... 0-0 11. Nxe4 dxe4

Diagram 405
After 11. ... dxe4

12. Nxc6! Bxc6 13. Bxc5
Qg5 14. Qd2 Qxg2 15. 0-0-0

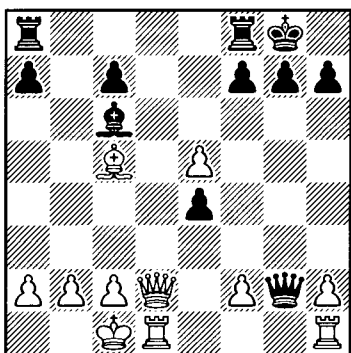


Diagram 406
After 15. 0-0-0

White stands better because the open g-file and opposite-color bishops provide him with a strong basis for attack in the mid-game.

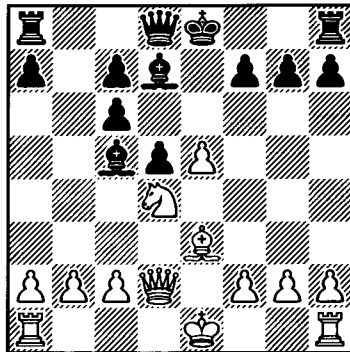
B2 10. ... Nxd2 11. Qxd2

Diagram 407
After 11. Qxd2

11. ... 0-0 12. 0-0 Bb6
13. Nb3!

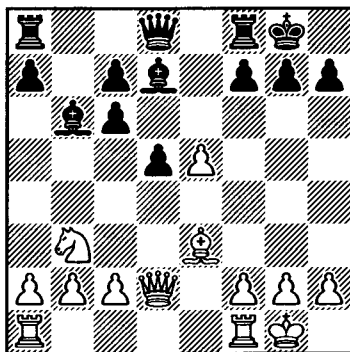


Diagram 408
After 13. Nb3!

White stops ... c5 and takes over the c5-square.

Also, 13. b4 is good.

13. ... Qe7

13. ... f6 14. exf6 Qxf6
15. Nc5

WHITE STANDS BETTER BECAUSE THE OPEN G-FILE AND OPPOSITE-COLORED BISHOPS PROVIDE A STRONG BASIS FOR AN ATTACK.

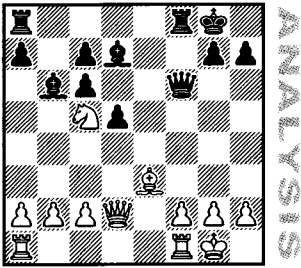


Diagram 409
After 15. Nc5

14. Rae1

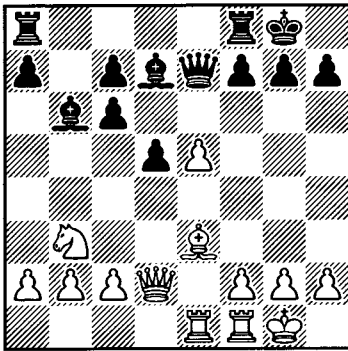


Diagram 410
After 14. Rae1

White stops Black's freeing move ... f6. Now if 14. ... f6? 15. e6!±, Black can't take the e-pawn—15. ... Bxe6? 16. Bxb6 axb6 17. Nd4, and White wins a piece.

14. ... a5

**WHITE STOPS ... C5
AND TAKES OVER
THE C5-SQUARE.**

Best, with the idea of ... a4.

15. Qc3

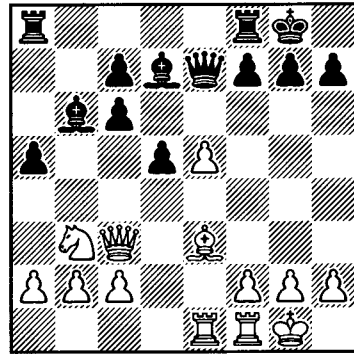


Diagram 411
After 15. Qc3

15. ... a4 16. Bc5 Bxc5
17. Nxc5

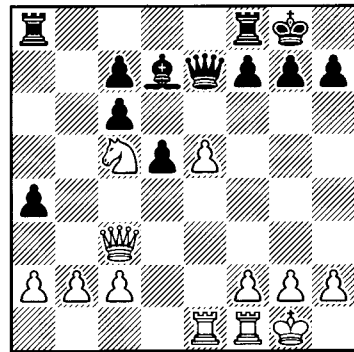


Diagram 412
After 17. Nxc5

White has secured the c5-outpost and stands better. His most natural plan is to play on the kingside, where he has a pawn majority and more space.

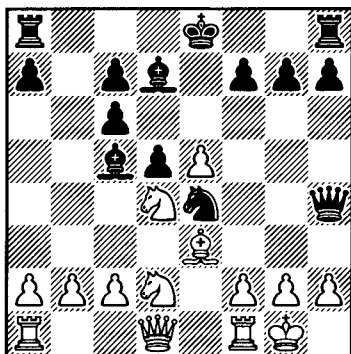
B3 10. ... Qh4 11. 0-0

Diagram 413
After 11. 0-0

Black's queen on h4 is a paper tiger.

11. ... 0-0

11. ... Nxf2? 12. Rxf2 Bxd4
13. Nf3+-

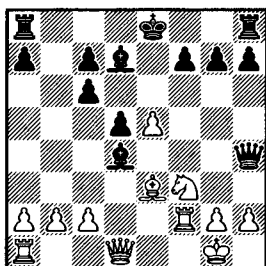


Diagram 414
After 13. Nf3+-

ANALYSIS

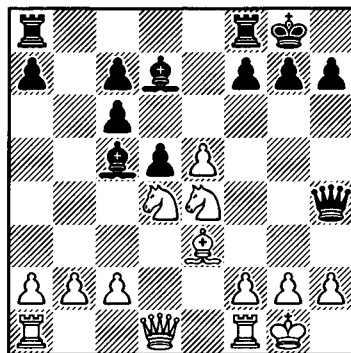


Diagram 415
After 12. Nxe4

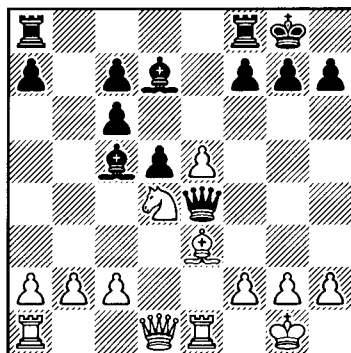
12. ... Qxe4 13. Re1!

Diagram 416
After 13. Re1!

White threatens Nxc6 and Bxc5. Now neither 13. ... Qxe5?, nor the more solid 13. ... Qh4 is sufficient for equality.

12. Nxe4

**WHITE THREATENS NXC6 AND BXC5.
NOW IT'S DIFFICULT FOR BLACK
TO FIND A PATH TO EQUALITY.**

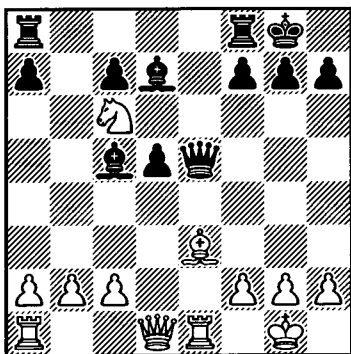
B3a 13. ... Qxe5? 14. Nxc6!

Diagram 417
After 14. Nxc6!

14. ... Bxc6

14. ... Qd6 15. Bxc5 Qxc5
16. Ne7+ Kh8 17. Qxd5±

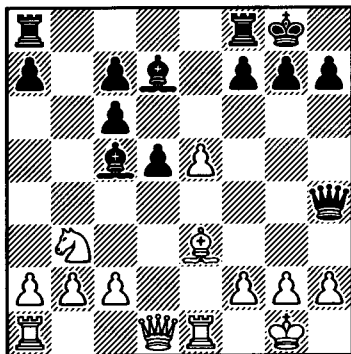
15. Bxc5±**B3b** 13. ... Qh4 14. Nb3±

Diagram 418
After 14. Nb3±

White intends to exchange dark-square bishops and occupy the c5-square with his knight.

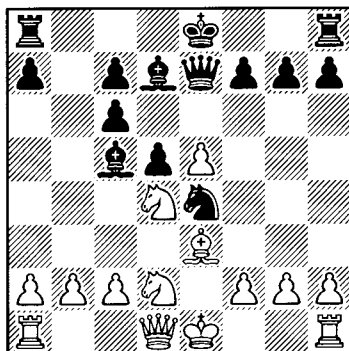
B4 10. ... Qe7

Diagram 419
After 10. ... Qe7

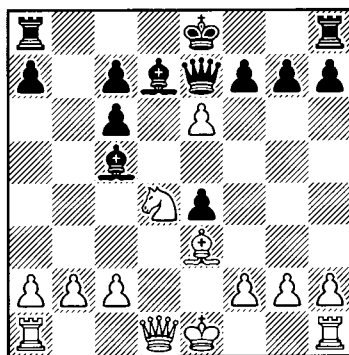
11. Nxe4 dxe4 12. e6!

Diagram 420
After 12. e6!

A tactical shot that allows White to seize the initiative, no matter how Black takes the self-sacrificing pawn.

B4a 12. ... Bxe6?

This move loses a piece.

13. Nxe6

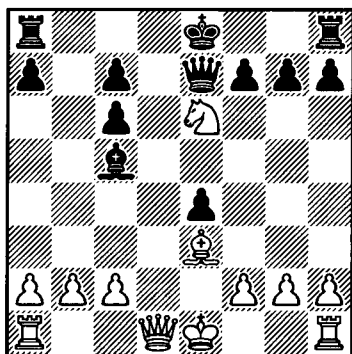


Diagram 421
After 13. Nxe6

13. ... Bxe3

13. ... fxe6 14. Qh5+ g6 15.
Qxc5

14. Nxg7+ Kf8 15. Nf5!

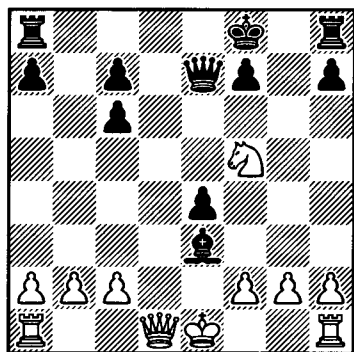


Diagram 422
After 15. Nf5!

15. ... Bxf2+ 16. Kxf2 Qc5+
17. Ne3+-

B4b 12. ... fxe6 13. Nxc6!

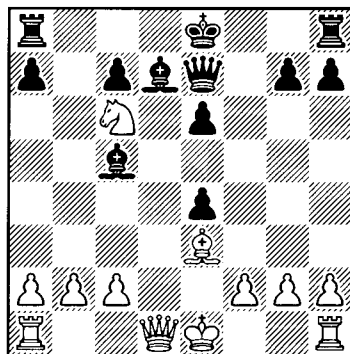


Diagram 423
After 13. Nxc6!

13. ... Bb4+

13. ... Bxc6?! 14. Qh5+ g6
15. Qxc5 Qxc5 16. Bxc5

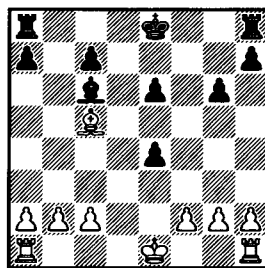


Diagram 424
After 16. Bxc5

White has a much better endgame; Black's pawn structure is ruined. (If 16. ... e3, then 17. f3!.) White plans to bring his king to e3 while attacking Black's pawns with his rooks.

14. Nxb4

**WHITE HAS A MUCH BETTER ENDGAME;
BLACK'S PAWN STRUCTURE IS RUINED.**

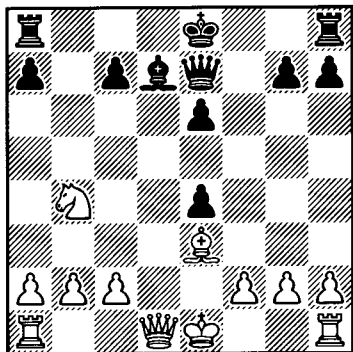


Diagram 425

After 14. Nxb4

14. ... Qxb4+ 15. Qd2 Qxb2

15. ... Qxd2+ 16. Kxd2±

16. 0-0

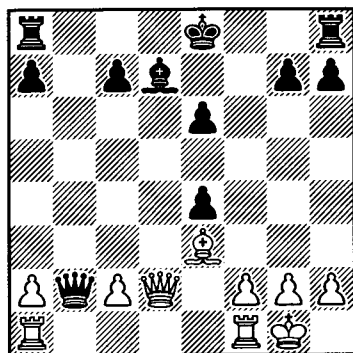


Diagram 426

After 16. 0-0

Black faces serious difficulties protecting his king. (See sample game, Dzindzichashvili–Gil. Garcia, 1988.)

♣ 8. ... Bxd4

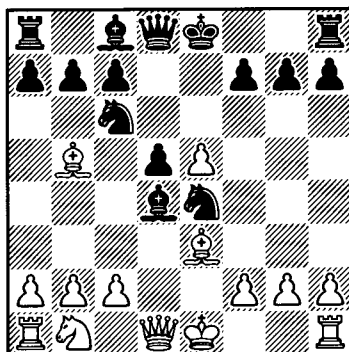


Diagram 427

After 8. ... Bxd4

9. Qxd4 0-0 10. Bxc6 bxc6
11. Nc3

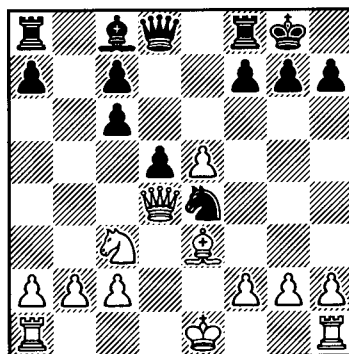


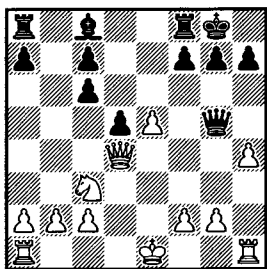
Diagram 428

After 11. Nc3

Once White exchanges knights and castles queenside, he'll enjoy a clear edge. Thus Black relocates his knight to e6.

11. ... Ng5 12. Qa4

Also good is 12. Bxg5 Qxg5
13. h4!±



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Diagram 429
After 13. h4!±

13. ... Qxg2 14. 0-0-0

12. ... Bd7

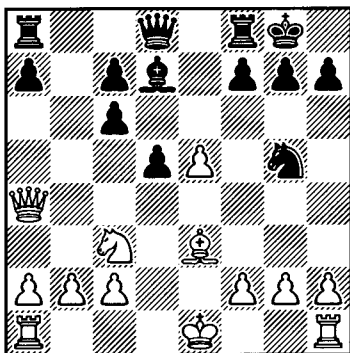


Diagram 430
After 12. ... Bd7

13. 0-0-0 Ne6 14. Qa3!

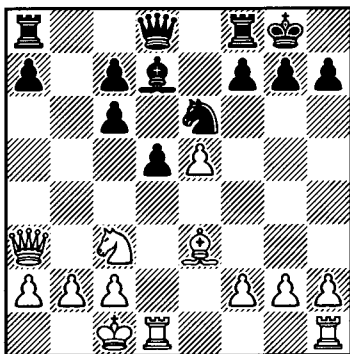


Diagram 431
After 14. Qa3!

Estrin–Brglez, 1972 continued:

14. ... f6 15. exf6 Qxf6
16. Ne4!

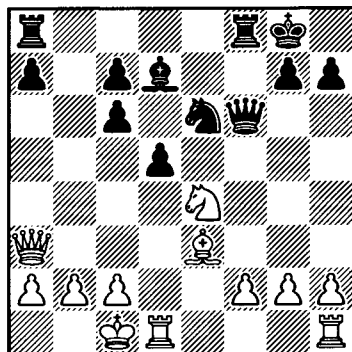


Diagram 432
After 16. Ne4!

16. ... Qg6

16. ... dxe4 17. Rxd7±

17. Nc5 Nxc5 18. Bxc5

ONCE WHITE
EXCHANGES KNIGHTS
AND CASTLES QUEENSIDE,
HE'LL ENJOY
A CLEAR EDGE.

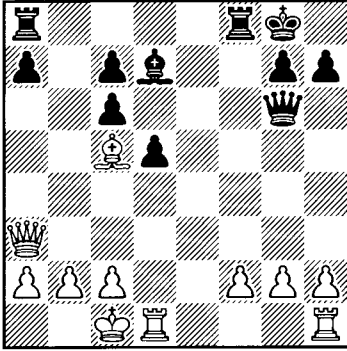
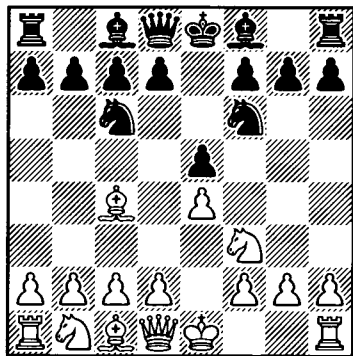


Diagram 433
After 18. Bxc5

White's position is better. Black is saddled with weak queenside pawns, which are a liability in an endgame, too. White's chances of attack are also good—for example: 18. ... Rf7 19. Rdg1, with the idea of g4.

Summary:

Playing our “Scotch-Gambit” move order pre-determines our (and Black’s) choice of lines in the Two Knights Defense. In the normal move order—1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6,



*Diagram 434
After 3. ... Nf6*

White has a choice between 4. Ng5 and 4. d4. But in our line, we made this choice on move three, playing 3. d4.

In this chapter, we studied the sharp 7. ... Bc5 (the more solid and more popular 7. ... Bd7 is covered in Chapter 9). Black’s next choice is on move eight. He can play the safer 8. ... Bd7, or sac a pawn with the risky 8. ... 0-0.

An attempt to combine 7. ... Bc5 with a later ... Bd7 leads to positions similar to those in Chapter 9—and in all cases in this chapter, such a try leads to White’s advantage. In fact, a lot of the themes from Chapter 9 turn up in Chapter 10—queenside blockades and assaults with the e- and f-pawns.

Black’s main idea behind the aggressive 7. ... Bc5 is the pawn sacrifice 8. ... 0-0. It leads to sharp play, but White can stay on top. After some complications, White retains an edge.

Chapter 10: Two Knights Defense—5. ... d5 with 7. ... Bc5 Memory Markers!

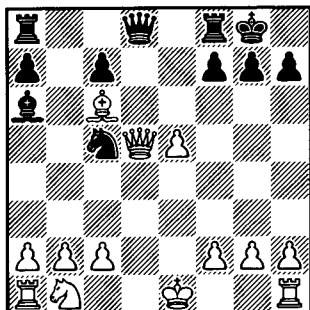


Diagram 435
After 12. Qxd5

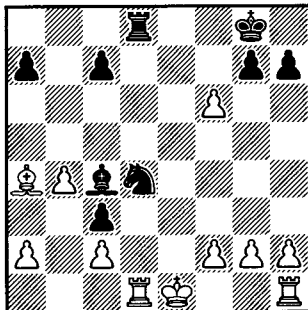


Diagram 436
After 19. exf6

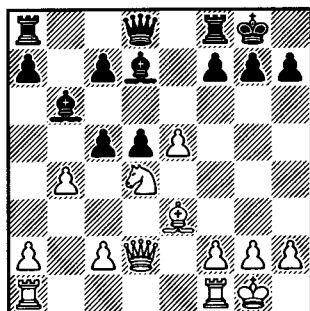


Diagram 437
After 13. ... c5

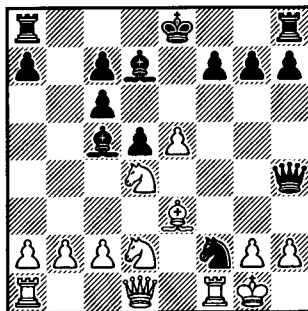


Diagram 438
After 11. ... Nxf2

Chapter 10: Two Knights Defense—5. d5 with 7. ... Bc5

Solutions to Memory Markers!

No. 1 **12. ... Qg5!** See Page 152.

No. 2 **19. ... Nxc2+!** (or **19. ... Re8+!**) **20. Bxc2 Re8+**, and mate next move!
See page 156.

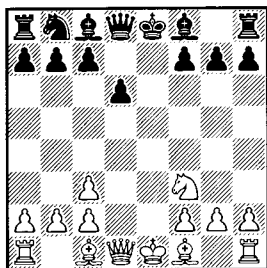
No. 3 **14. bxc5 Bxc5** **15. Nb3** ± (dark squares!). See page 157.

No. 4 **12. Rxf2!**, winning (12. ... Bxd4 13. Nf3). See page 159.

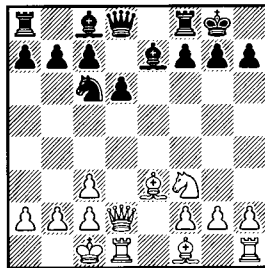
Chapter 11: Petroff Defense—Black plays 2. ... Nf6

Some Important Points to Look For

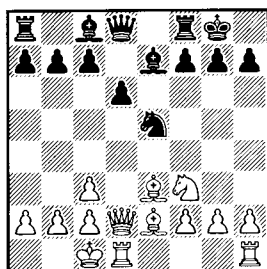
Our 5. Nc3!—long a sideshow—recently became an important main line, often leading to sharp positions in which the players castle on opposite sides.



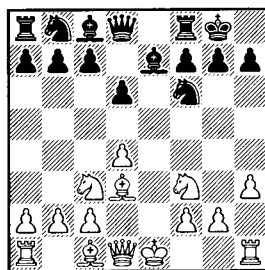
- ◆ White opens lines for his pieces.
See Diagram 444.



- ◆ The main position.
See Diagram 461.



- ◆ White is ready for ... Ng4.
See Diagram 465.



- ◆ White has a slight edge;
Black's c8-bishop is restricted.
See Diagram 486.

Outline of Variations

- 1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Nc3** (168) [C42]
- A** 5. ... Nxc3 6. dxc3! Be7 7. Be3 0-0 8. Qd2 Nc6 9. 0-0-0± (170)
- B** 5. ... Nf6 6. d4 Be7 7. Bd3 0-0 8. h3± (178)

Chapter 11

Petroff Defense

Black plays 2. ... Nf6

In the Petroff, Black shortcuts lots of theory by developing his king's knight instead of his queen's knight. He thus counterattacks White's king pawn rather than defending his own.

During the late 20th century, world champion Anatoly Karpov gave the opening an A-list imprimatur, playing it many times against the world's best. Recently the Petroff Defense has been popular at the top levels, as Black looks for ways to equalize the game. Sometimes he achieves even more. Vladimir Kramnik won the first game in his 2004 world championship match as Black with the Petroff against Peter Leko.

Our recommended line often sees White castling long and playing for a kingside attack, giving Black a very different game than he expected!

1. e4 e5 2. Nf3 Nf6

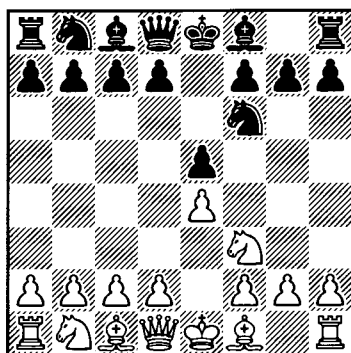


Diagram 439
After 2. ... Nf6

3. Nxe5 d6

3. ... Nxe4? loses a pawn after 4. Qe2.

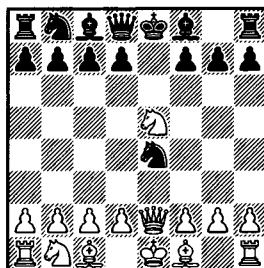


Diagram 440
After 4. Qe2

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4. ... Qe7! (relatively best)
 5. Qxe4 d6 6. d4 dxe5 7. dxe5.
 And after 3. ... Qe7 4. d4 d6
 5. Nf3 Nxe4,

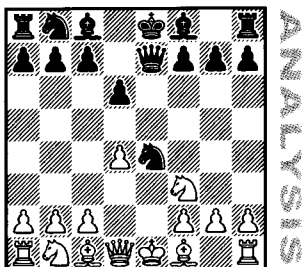


Diagram 441
 After 5. ... Nxe4

White plays 6. Be2 followed by 0-0, when Black's queen is misplaced.

4. Nf3 Nxe4 5. Nc3

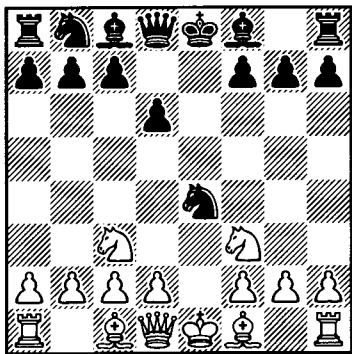


Diagram 442
 After 5. Nc3

We recommend this move over the dull 5. d4. The knight move leads to dynamic and interesting play.

♠ 5. ... Nxc3

Other moves for Black are less popular:

5. ... d5 6. Qe2 Be7 7. Nxe4 dxe4 8. Qxe4

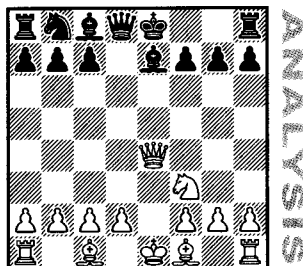


Diagram 443
 After 8. Qxe4

Black loses a pawn without sufficient compensation. The more solid but meek 5. ... Nf6 is analyzed in ♠, below.

6. dxc3!

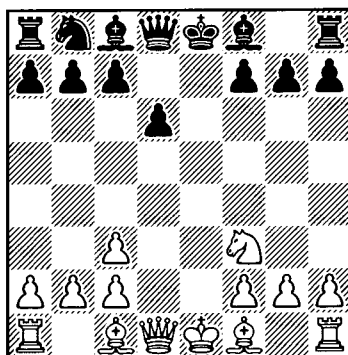


Diagram 444
 After 6. dxc3!

White captures away from the center, but opens lines for his pieces so that he can develop quickly.

6. ... Be7

Instead, after 6. ... d5 7. c4!

Be6 8. Ng5,

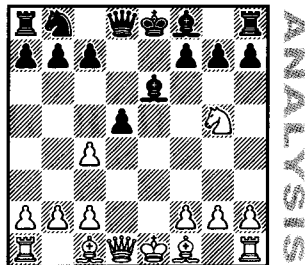


Diagram 445
After 8. Ng5

Black would have to give up his light-square bishop. And after 6. ... Bg4 7. h3 Bh5 8. Qd5! Bxf3 (8. ... Bg6 9. Qxb7) 9. Qxf3,

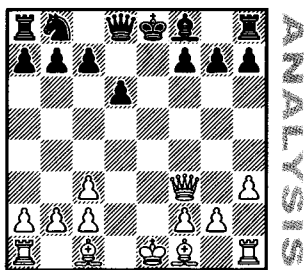


Diagram 446
After 9. Qxf3

White has the bishop pair and a lasting advantage.

7. Be3

7. Bf4 is also possible and is theory's main move, but not ours. We prefer 7. Be3 because White doesn't lose a tempo in the line 7. Bf4 0–0

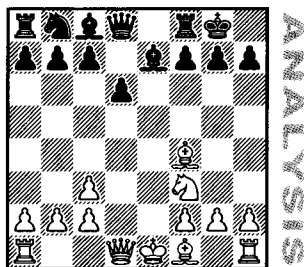


Diagram 447
After 7. ... 0-0

8. Qd2 Nd7 9. 0–0–0 Nc5
10. Be3.

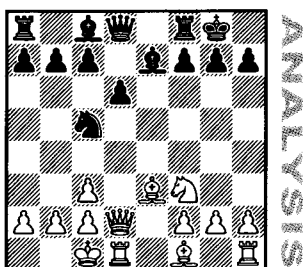


Diagram 448
After 10. Be3

Even here, however, we prefer White. His kingside attack is very powerful—for example: 10. ... Be6 11. Kb1 a6 12. Nd4!

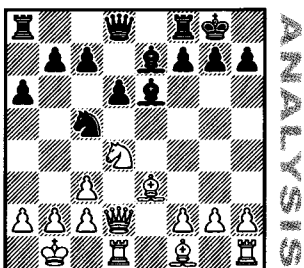


Diagram 449
After 12. Nd4!

12. ... Bd7 13. f3 Re8 14. h4

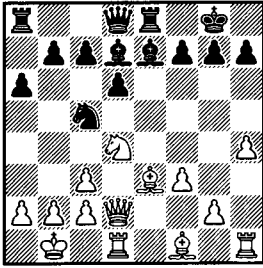


Diagram 450
After 14. h4

White is ready to launch his attack. Shirov–Motylev, 2002, continued: 14. ... Na4 15. Bg5 b5 16. Bd3 Nb6 17. Qf4 c5 18. Nf5

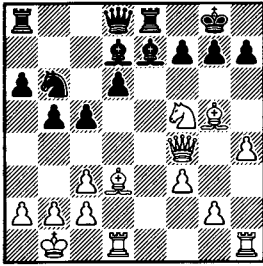


Diagram 451
After 18. Nf5

18. ... Bxf5 19. Bxf5 d5 20. Rhe1 g6 21. Bh3

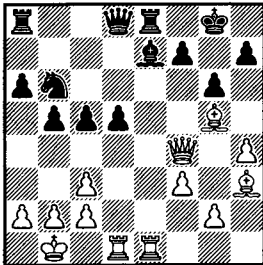


Diagram 452
After 21. Bh3

21. ... Bxg5 22. hxg5 Re7 23. Bg4 Qe8 24. Rh1 Qf8 25. Qf6!

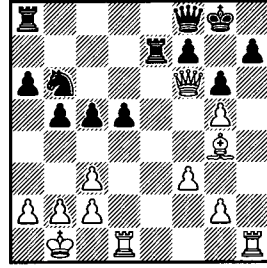


Diagram 453
After 25. Qf6!

25. ... Nd7 26. Bxd7 Rxd7 27. Rxd7!

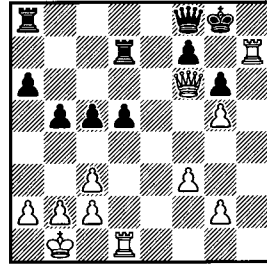


Diagram 454
After 27. Rxd7!

Black resigns because he is checkmated in three moves.

After that long diversion about a move we don't recommend as highly, let's go back to our favored 7. Be3.

7. ... 0-0

Or 7. ... Nd7 8. Qd2 Ne5 9. Be2 (or 9. 0-0-0),

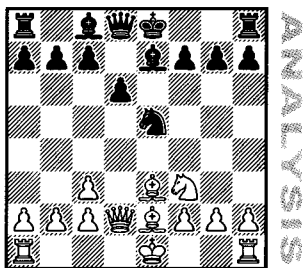


Diagram 455
After 9. Be2

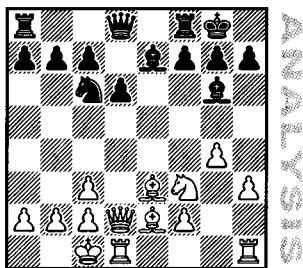


Diagram 458
After 12. 0-0-0

transposing to our main lines.

8. Qd2

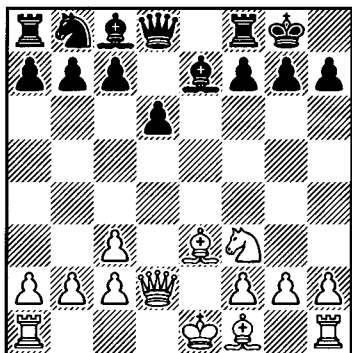


Diagram 456
After 8. Qd2

8. ... Nc6

If 8. ... Bg4 9. Be2 Nc6

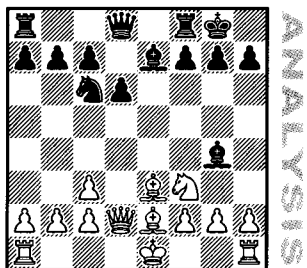


Diagram 457
After 9. ... Nc6

10. h3 Bh5 11. g4 Bg6
12. 0-0-0,

White's attack will materialize first. And when the players are castled on opposite sides, being first normally means winning.

Or 8. ... Nd7 9. 0-0-0,

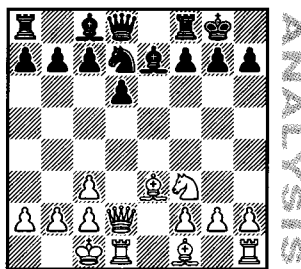


Diagram 459
After 9. 0-0-0

and now White is a tempo up compared to the line with 7. Bf4 (page 171). If 9. ... Ne5, then 10. Be2

**WHEN THE PLAYERS ARE
CASTLED ON OPPOSITE
SIDES, BEING FIRST WITH
THE ATTACK NORMALLY
MEANS WINNING.**

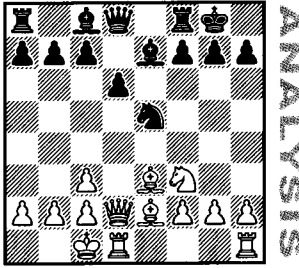


Diagram 460
After 10. Be2

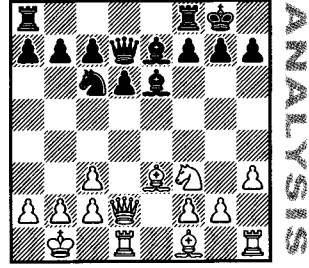


Diagram 462
After 11. h3

or 10. Kb1 transposes to our main lines.

9. 0-0-0

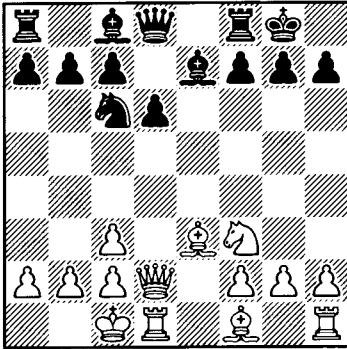


Diagram 461
After 9. 0-0-0

We've reached the opening's key position. White's plan is to launch a pawn storm on the king-side to open up the enemy sovereign's defenses. White's king is safe on the queenside. The doubled c-pawn provides an extra layer of breastplate for his majesty.

9. ... Ne5

After 9. ... Be6 10. Kb1 Qd7
11. h3

(with the idea of g4), 11. ... Bf6
12. g4,

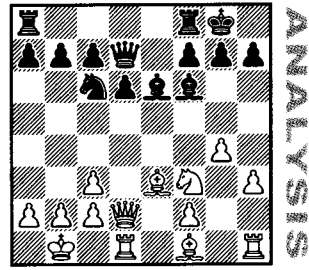


Diagram 463
After 12. g4

White's attack again comes first. Now 12. ... Ne5? loses a piece after 13. Nxe5 Bxe5 14. f4 Bf6 15. f5.

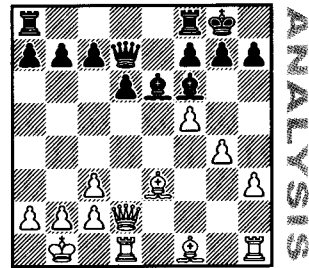


Diagram 464
After 15. f5

10. Be2

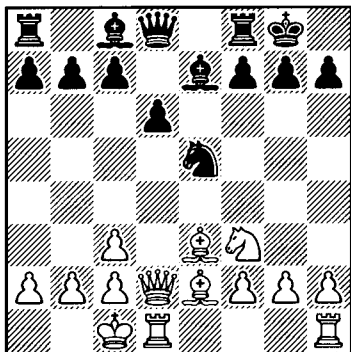


Diagram 465
After 10. Be2

White has other ways to press his edge, for example—
10. Nd4

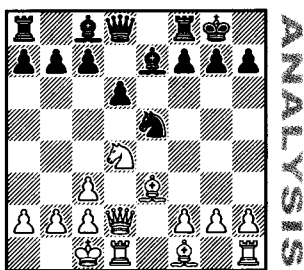


Diagram 466
After 10. Nd4

10. ... c5 11. Nb5 Be6

(If instead 11. ... a6, then
12. Nxd6 Qa5 13. Kb1

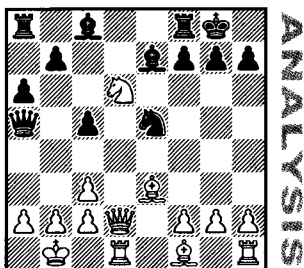


Diagram 467
After 13. Kb1

13. ... Rd8 14. Nxc8 Rxd2
15. Nxe7+ Kf8 16. Rxd2 Kxe7
17. Rd5±,

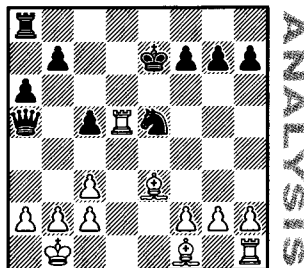


Diagram 468
After 17. Rd5

and if 17. ... Nd7, then 18. Be2.)

12. Nxd6

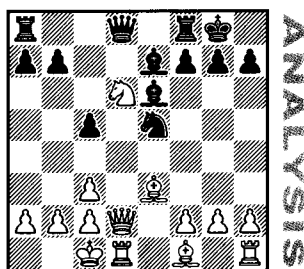


Diagram 469
After 12. Nxd6

12. ... Qb6 13. f4 Ng4 14. f5

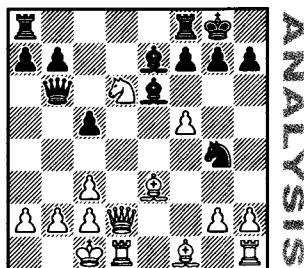


Diagram 470
After 14. f5

14. ... Qxd6 15. Qxd6 Bxd6
16. Rxd6 Nxe3 17. fxe6 fxe6

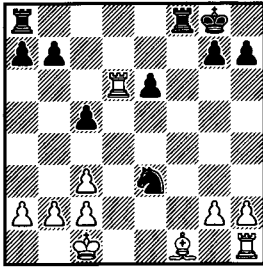


Diagram 471
After 17. ... fxe6

18. Bd3 Rae8 19. Be4,

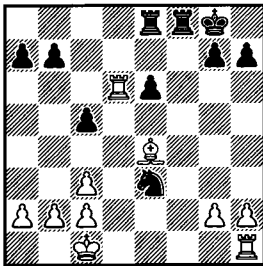


Diagram 472
After 19. Be4

White has the advantage (Kramnik–Kasparov, 1995).

The current favorite is 10. Kb1,

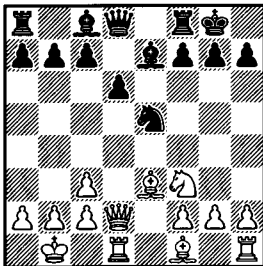


Diagram 473
After 10. Kb1

inviting Black to take on f3—and intending to open the g-file for White. (After 10. Kb1—instead of 10. Be2—10. ... Ng4 makes no sense, as the simple 11. Bf4

leaves f2 protected by the queen.) White finishes his development and keeps a slight edge. For more on 10. Kb1, see sample game Anand–Kramnik, 2005.

10. ... Ng4

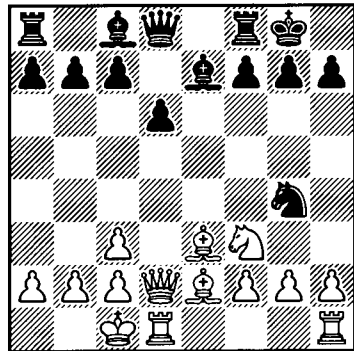


Diagram 474
After 10. ... Ng4

Not good is 10. ... Bg4?

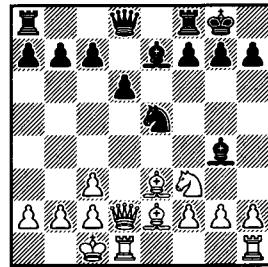
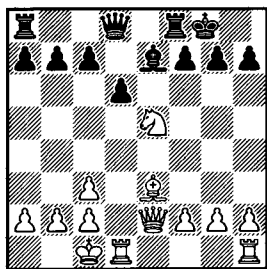


Diagram 475
After 10. ... Bg4?

11. Nxe5 Bxe2 12. Qxe2



ANALYSIS

Diagram 476
After 12. Qxe2

and White is winning.

11. Bd4!

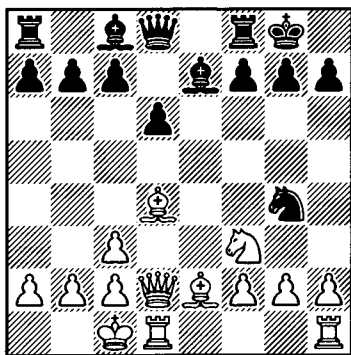


Diagram 477
After 11. Bd4!

11. ... c5 12. h3

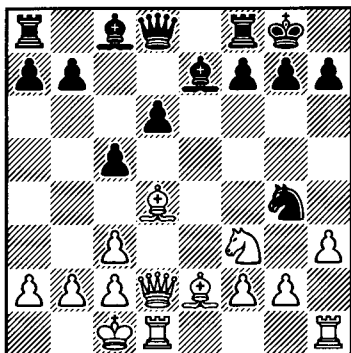


Diagram 478
After 12. h3

12. ... cxd4 13. hxg4 dxc3
14. Qxc3 Bxg4

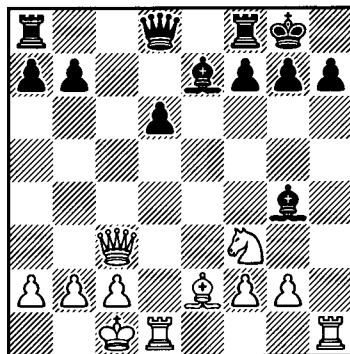


Diagram 479
After 14. ... Bxg4

White sacrifices a pawn for an attack. Now, if 15. Qd4 h5!, and Black achieved an edge in Naidich–Kramnik, 2005. Perhaps White's best try is 15. Qd3.

15. Qd3 g6 16. Nd4

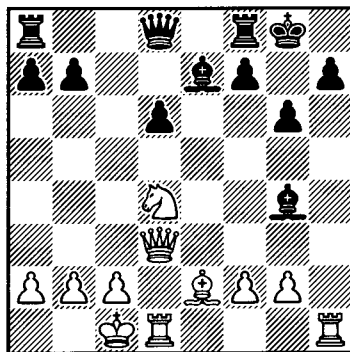


Diagram 480
After 16. Nd4

16. ... Bxe2 17. Ne2 Bf6!

Black returns the pawn to get an even game.

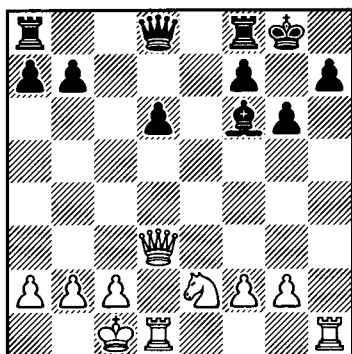


Diagram 481
After 17. ... Bf6!

Best play now leads to equality.

B 5. ... Nf6 6. d4

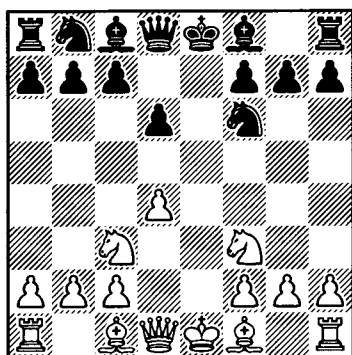


Diagram 482
After 6. d4

6. ... Be7

Or 6. ... d5 7. Bd3 Be7
8. 0-0 0-0 9. Ne5!.

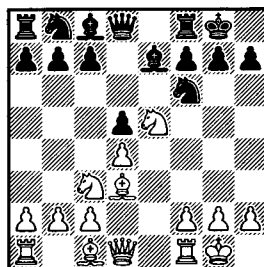


Diagram 483
After 9. Ne5!

9. ... c6 10. Re1 Re8

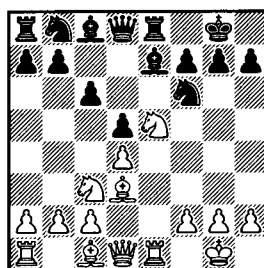


Diagram 484
After 10. ... Re8

11. Bf4

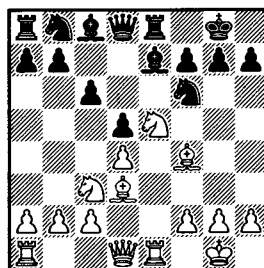


Diagram 485
After 11. Bf4

One promising plan for White is to play Qf3 and Ne2-g3. It's not easy for Black to complete his development or to exchange and simplify—the theoretical antidote to an oncoming attack!

7. Bd3 0-0 8. h3

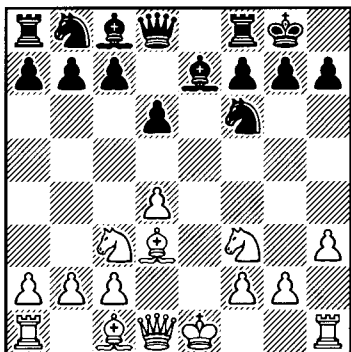


Diagram 486

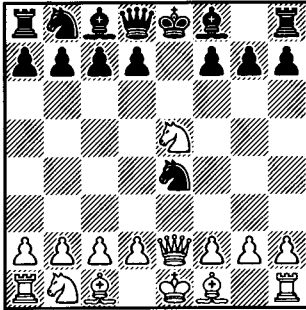
After 8. h3

It is important to restrict Black's light-square bishop. Now after 9. 0–0, White finishes his development and stands slightly better.

Summary:

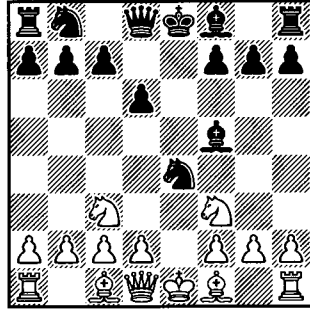
The interesting attacking possibility 5. Nc3 has practically become an alternative main line. It's been used often by some of the world's best, so you should try to follow the most recent top events. White usually castles long and plays for the attack. It's not easy for Black to have much fun in this line!

Chapter 11: Petroff Defense—Black plays 2. ... Nf6 Memory Markers!



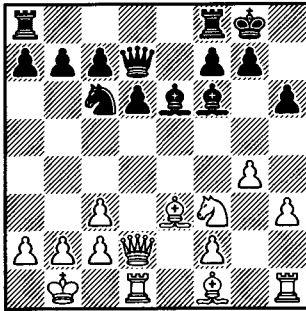
MARKER 1

Diagram 487
After 4. Qe2



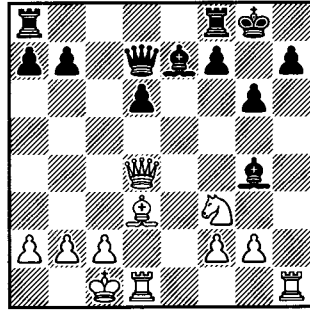
MARKER 2

Diagram 488
After 5. ... Bf5



MARKER 3

Diagram 489
After 12. ... h6



MARKER 4

Diagram 490
After 16. ... g6

Chapter 11: Petroff Defense—Black plays 2. ... Nf6

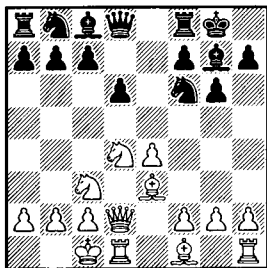
Solutions to Memory Markers!

- No. 1* **4. ... Qe7**—relatively best (4. ... Nf6 5. Nc6+, winning).
See page 169.
- No. 2* **6. Qe2**, winning (if 6. ... Qe7, then 7. Nd5). See page 170.
- No. 3* **13. g5**, opening the g-file. See page 174.
- No. 4* **17. Rxf7**, winning. Therefore Black should have played 16. ... h5.
See page 177.

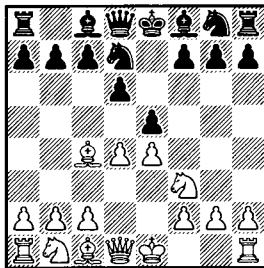
Chapter 12: Philidor Defense—Old-Time Religion

Some Important Points to Look For

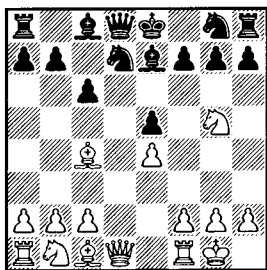
We demonstrate solid and effective ways for White to get an edge against each and every system Black can use in the Philidor.



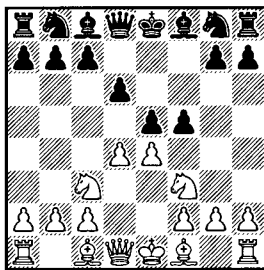
- ◆ After 8. 0-0-0. White's attack is more dangerous.
See Diagram 494.



- ◆ Black must find his one good move. See Diagram 503.



- ◆ White secures the bishop pair.
See Diagram 509.



- ◆ White is better developed.
See Diagram 523.

Outline of Variations

1. e4 e5 2. Nf3 d6 3. d4 (182) [C40]

- A** 3. ... exd4 (184)
- B** 3. ... Nd7 (187)
- C** 3. ... Nf6 (190)
- D** 3. ... f5 (192)

Chapter 12

Philidor Defense

Old-Time Religion

The Philidor Defense is named after the Frenchman François-Andre Danican Philidor, who spent much of his life in London. He was born in 1726 and by 1747 was recognized as the unofficial world champion. Philidor was also a notable composer of operas.

In 1748, he published his famous *L'analyse du jeu des Echecs* (*Analysis of the Game of Chess*). In it he emphasized the value of pawns, saying that pawns were the life of the game. Predictably, his namesake defense relies heavily on pawns.

1. e4 e5 2. Nf3 d6

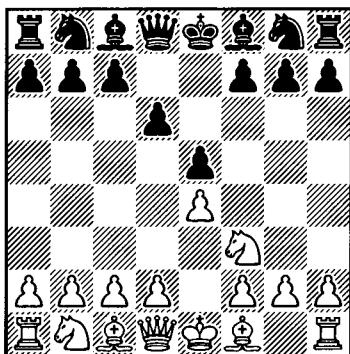


Diagram 491
After 2. ... d6

The Philidor Defense is a rare guest worker at modern tournaments, because Black willingly gives up a space advantage in the opening.

A century after Philidor's reign, another unofficial world champion, the American Paul Morphy, played the opening regularly. In fact, many of us know the famous brilliancy Bird-Morphy, 1858, in which the American prodigy used the defense to help prove he was the world's best player. (The opening wasn't the cause for the brilliance—thousands of us also know by heart the famous "Opera-Box Game"—Morphy vs. Duke of Brunswick and Count Isouard in the same year—in which Morphy blew apart a Philidor Defense played badly by admiring amateurs.)

In the first half of the 20th century, world champion Alexander Alekhine also played a number of famous games that began with the opening. And

Bent Larsen modernized it briefly in the 1960s by adding a kingside fianchetto. For a while, he played it successfully against the world's best.

In truth, however, the opening's heyday was the 18th and 19th centuries, before the age of modern strategy. Defenders in the Romantic era liked it because it allowed them to bolster the e-pawn while counterpunching with ... f5—in a sort of King's Gambit from the Black side of the board. The Philidor is in this way the Old Time Religion of 19th-century play. From time to time, you'll still see it. So let's be prepared.

3. d4

Black has four replies: trading with 3. ... exd4; defending with 3. ... Nd7; and counterattacking with 3. ... Nf6 or 3. ... f5 (Morphy's choice).

A 3. ... exd4 4. Nxd4

4. Qxd4 also promises White an edge.

4. ... Nf6 5. Nc3

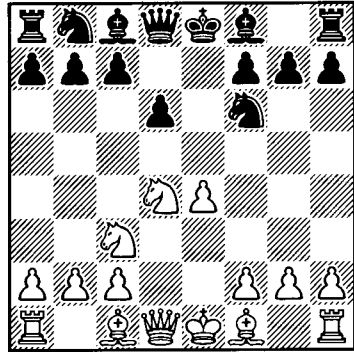


Diagram 492

After 5. Nc3

5. ... Be7

The Modern-inspired plan to develop the dark-square bishop, 5. ... g6, Larsen's System, gives White a target for his attack.

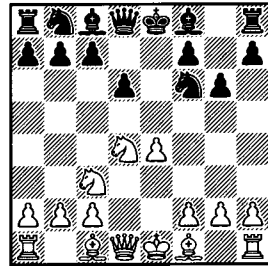


Diagram 493

After 5. ... g6

6. Be3 Bg7 7. Qd2 0-0

8. 0-0-0

**THE PHILIDOR IS THE OLD TIME RELIGION
OF 19TH-CENTURY PLAY.**

FROM TIME TO TIME, YOU'LL STILL SEE IT.

SO LET'S BE PREPARED!

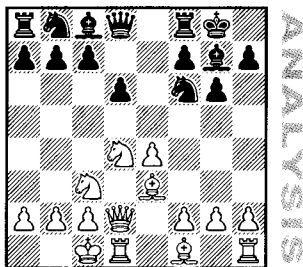


Diagram 494
After 8. 0-0-0

White's attack is more dangerous. If 8. ... Nc6, White can play 9. f3, and we are in the game Chernin–Zaichik, 1987, where White showed convincingly how to press his edge (see *Pirc Alert!*, page 78). And after 8. ... Re8 9. f3 a6

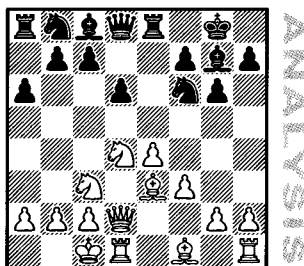


Diagram 495
After 9. ... a6

10. g4 b5 11. h4!

White's attack rolls on—he's on top here too.

Now back to 5. ... Be7.

6. Bf4

Also quite strong is the modest-looking 6. Be2 0-0 7. 0-0 Re8

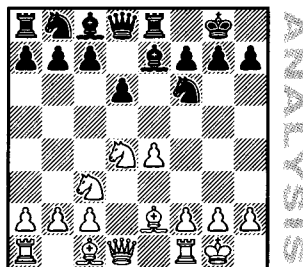


Diagram 496
After 7. ... Re8

8. f4 (or 8. f3) Bf8 9. Bf3 Na6 (9. ... c5 10. Nde2±) 10. Re1 c6 11. g4±. Some other moves are also promising, including 6. Qf3, 6. Bc4, and 6. g3. But our recommendation cuts across a lot of Black's plans and gives you a good game.

6. ... 0-0 7. Qd2

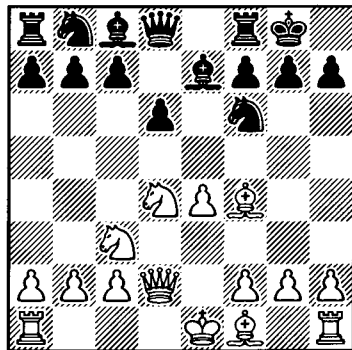


Diagram 497
After 7. Qd2

The flexible 7. Be2 is also good, allowing White in some lines to castle short.

After 7. Qd2, Black has tried, mostly unsuccessfully, three moves: 7. ... c6, 7. ... Nc6, and 7. ... d5.

A1 7. ... c6 8. 0-0-0 b5

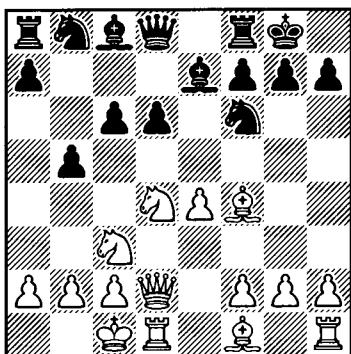


Diagram 498
After 8. ... b5

9. f3 b4 10. Nce2 d5 11. Ng3

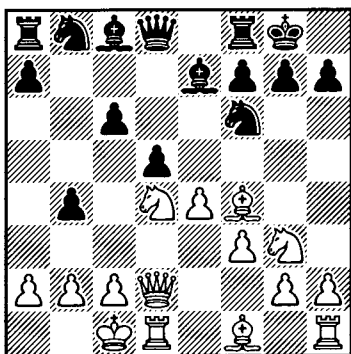


Diagram 499
After 11. Ng3

**11. ... dxe4 12. fxe4 c5
13. Nd5**

White has a clear advantage.

**A2 7. ... Nc6 8. 0-0-0 Nxd4
9. Qxd4 Be6**

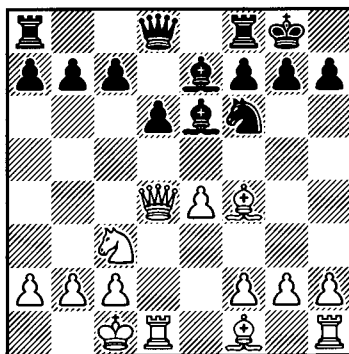


Diagram 500
After 9. ... Be6

Here White's kingside attacks have proved the more dangerous—not surprising, as White is stronger in the center.

A3 7. ... d5

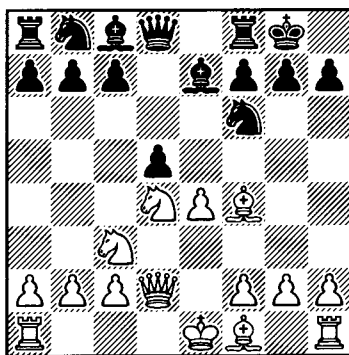


Diagram 501
After 7. ... d5

Black tries to cut this Gordian knot in one blow.

8. exd5

This is the simplest. But the sharper 8. Ndb5 is also strong.

**8. ... Nxd5 9. Nxd5 Qxd5
10. Nb5**

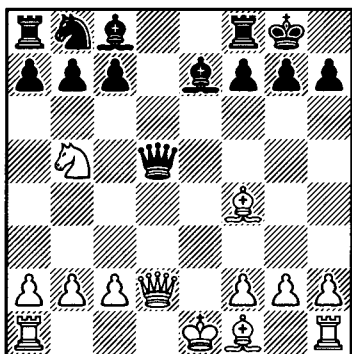


Diagram 502
After 10. Nb5

White has the advantage.

B 3. ... Nd7

This is the Hanham variation. Black protects his pawn.

4. Bc4

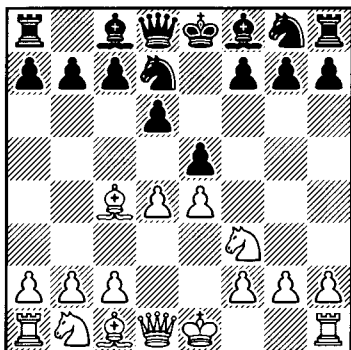


Diagram 503
After 4. Bc4

Now Black must play his only good move.

4. ... c6

Not 4. ... Be7? 5. dxe5

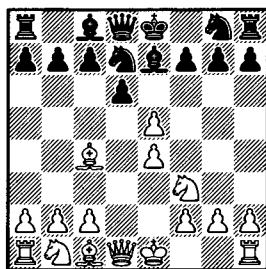


Diagram 504
After 5. dxe5

- 5. ... Nxe5 (5. ... dxe5
- 6. Qd5! and Black has no way of defending f7) 6. Nxe5 dxe5
- 7. Qh5!.

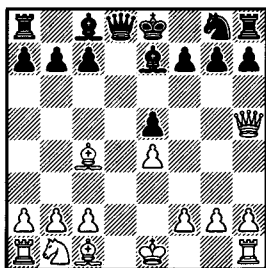


Diagram 505
After 7. Qh5!

There's no way to defend both f7 and e5—for example:

- 7. ... g6 8. Qxe5 Nf6
- 9. Bh6±.

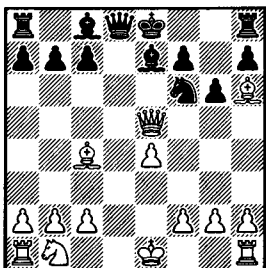


Diagram 506
After 9. Bh6±

ANALYSIS

ANALYSIS

ANALYSIS

If 4. ... Ngf6? 5. dxe5,

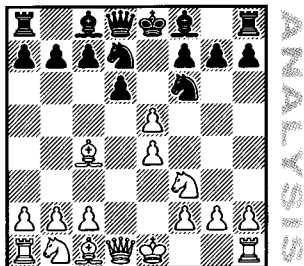


Diagram 507

After 5. dxe5

and Black can't defend f7 against the coming Ng5 after 5. ... dxe5. (If 5. ... Nxe5, then Black is quickly in serious trouble after 6. Nxe5 dxe5 7. Bxf7+.)

Back to 4. ... c6

5. 0-0

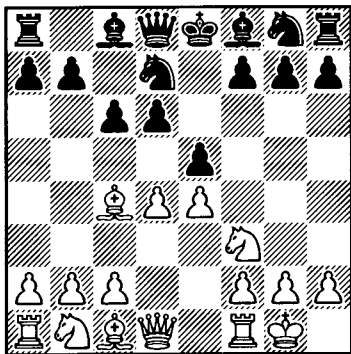


Diagram 508

After 5. 0-0

5. ... Be7

5. ... Ngf6? 6. dxe5 dxe5
7. Ng5!

6. dxe5 dxe5 7. Ng5!

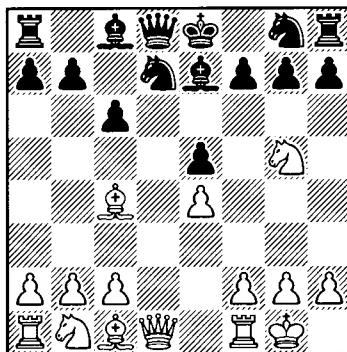


Diagram 509

After 7. Ng5!

7. ... Bxg5

7. ... Nh6 8. Qh5 0-0 9. Rd1

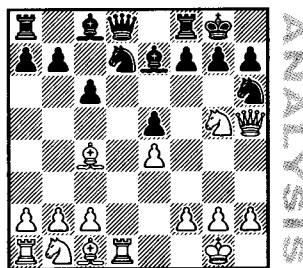


Diagram 510

After 9. Rd1

White is better.

8. Qh5 Qe7

After 8. ... g6 9. Qxg5, White also gets a better position.

9. Qxg5

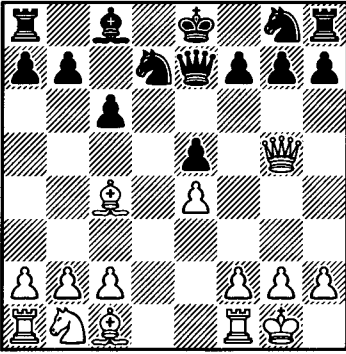


Diagram 511
After 9. Qxg5

White owns the bishop pair and stands better in all lines.

9. ... Qxg5

Or 9. ... Ngf6 10. b3 b5.

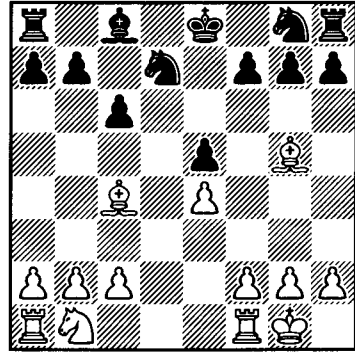


Diagram 513
After 10. Bxg5

10. ... Ngf6

10. ... Nc5 11. f3 Be6
12. Be2!±

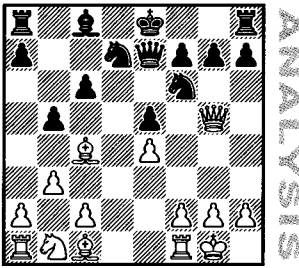


Diagram 512
After 10. ... b5

11. Ba3 b4 12. Bb2 0–0
13. Nd2± (Kobalia–Runic, 2003)

10. Bxg5

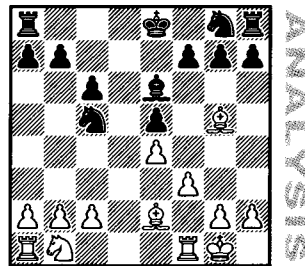


Diagram 514
After 12. Be2 ±

Anand–Ivanchuk, 1996.

11. f3

**WHITE OWNS THE BISHOP PAIR
AND STANDS BETTER IN ALL LINES.**

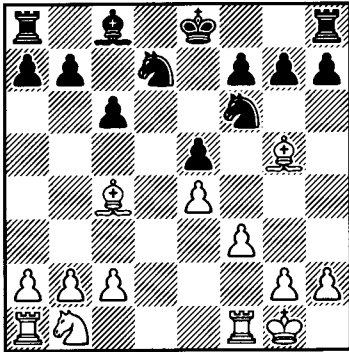


Diagram 515

After 11. f3

11. ... b5 12. Be2 Nb6
13. Nd2 Be6 14. Rfc1

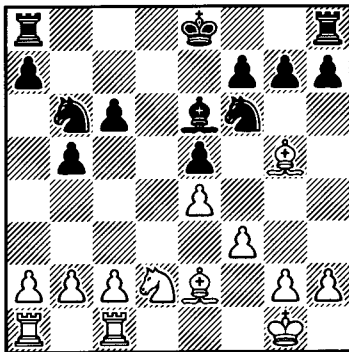


Diagram 516

After 14. Rfc1

14. ... Nfd7 15. c4 ±

The game we followed is
Tiviakov–Murshed, 2003.

♞ 3. ... Nf6

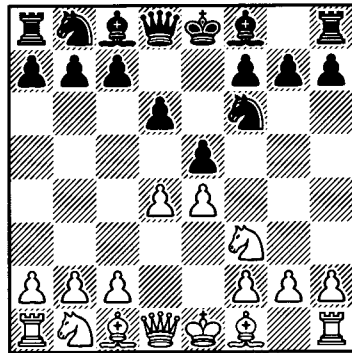


Diagram 517

After 3. ... Nf6

4. dxe5

Also good is 4. Nc3,

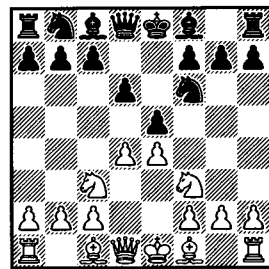


Diagram 518

After 4. Nc3

which often transposes into main lines. However, in the case of 4. ... Nbd7, we wouldn't be able to use our system with 7. Ng5 (see line **B**).

4. ... Nxe4

ANALYSIS

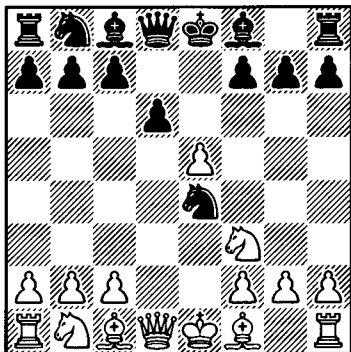


Diagram 519
After 4. ... Nxe4

5. Nbd2

Or 5. Qd5 Nc5 6. Bg5!

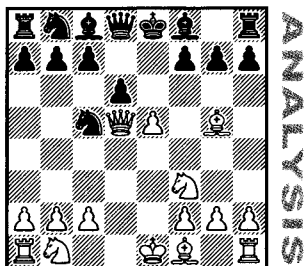


Diagram 520
After 6. Bg5!

5. ... Nxd2

5. ... d5? 6. Nxe4 dxe4 7. Qxd8+ Kxd8 8. Ng5!

6. Bxd2 Be7 7. Bf4 d5

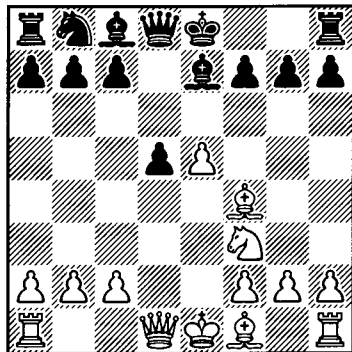


Diagram 521
After 7. ... d5

White has a slight edge.

The game could continue:
8. Bd3 c5 9. c3 Nc6 10. Qe2 0-0
11. Rd1 Be6 12. 0-0.

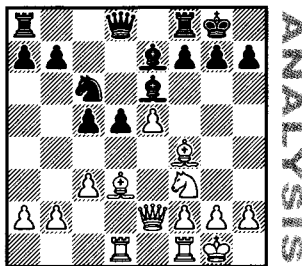


Diagram 522
After 12. 0-0

White plans Bc2 and Qd3, creating weaknesses around Black's king.

WHITE PLANS Bc2 AND Qd3, CREATING WEAKNESSES AROUND BLACK'S KING.

D 3. ... f5

The third move that Philidor played, and it's highly unlikely that he would have played the defense if he had to avoid the move. None of his opponents ever found the "refutation" of his line, and from time to time there are pockets of renewed interest in this approach for Black.

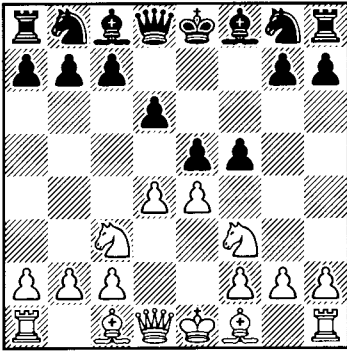
4. Nc3

Diagram 523
After 4. Nc3

4. ...fxe4

Or 4. ... Nf6 5. dxe5 Nxe4
6. Nxe4 fxe4 7. Ng5 d5 8. e6!.

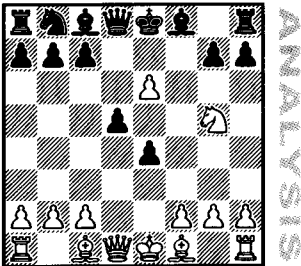


Diagram 524
After 8. e6

White stands better—for example:

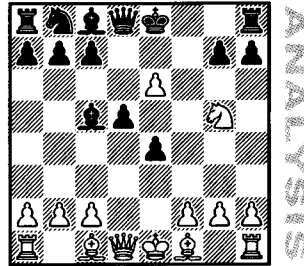
8. ... Bc5

Diagram 525
After 8. ... Bc5

9. Nxe4! ± (If 9. ... dxe4, White has the double-attack 10. Qh5+, highlighting the *en prise* status of the bishop.)

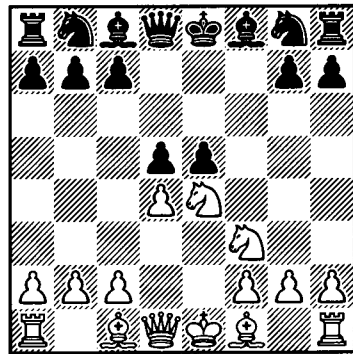
5. Nxe4 d5

Diagram 526
After 5. ... d5

6. Ng3

Simple and strong. White is ready to place his other knight on that perfect square, e5.

6. ... e4 7. Ne5 Nf6 8. f3!

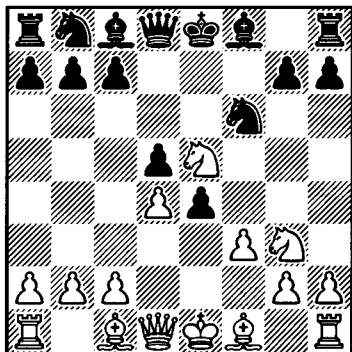


Diagram 527

After 8. f3!

White attacks Black's center and stands better.

Summary:

White has several ways to maintain an edge in the Philidor. We've chosen lines to do this against all of Black's reasonable third move options. The lines we recommend are solid, and both easy to understand and easy to follow.

Chapter 12: Philidor Defense—Old-Time Religion Memory Markers!

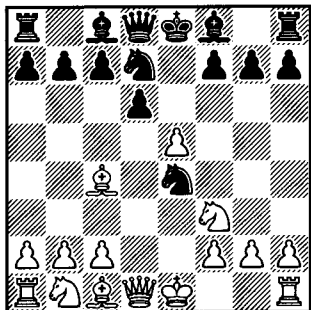


Diagram 528
After 5. ... Nxe4

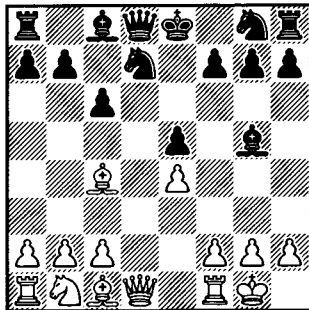


Diagram 529
After 7. ... Bxg5

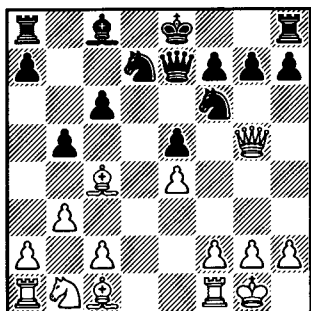


Diagram 530
After 10. ... b5

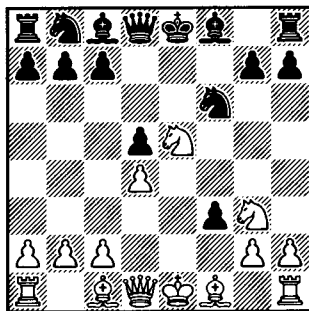


Diagram 531
After 8. ... exf3

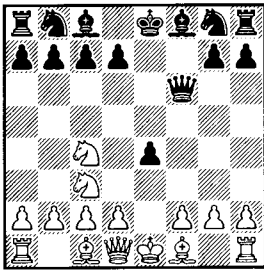
Chapter 12: Philidor Defense—Old-Time Religion Solutions to Memory Markers!

- No. 1* **6. Qd5**, winning. See page 188.
- No. 2* **8. Qh5**, winning the piece back. See page 188.
- No. 3* **11. Ba3**, forcing 11. ... b4, and the c4-bishop is no longer in danger.
See page 189.
- No. 4* **9. Qxf3**, with a dominant position. See page 193.

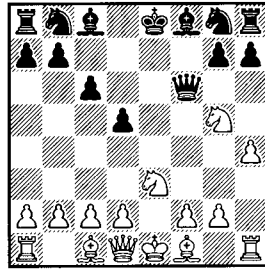
Chapter 13: Black plays 2. ... f5 or 2. ... d5

Some Important Points to Look For

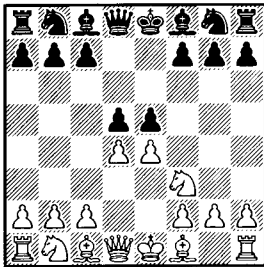
These gambits are rarely played—because White has easy ways to achieve an advantage. In this chapter, we show you how to take advantage of them.



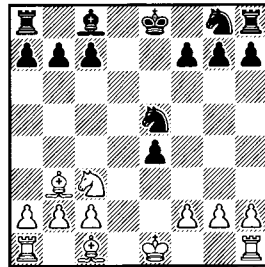
- ◆ White leads in development.
See Diagram 533.



- ◆ A theoretical improvement.
See Diagram 539.



- ◆ Winning symmetry.
See Diagram 544.



- ◆ White wins back a pawn.
See Diagram 551.

Outline of Variations

1. e4 e5 2. Nf3 (196)

A 2. ... f5 [C40] 3. Nxe5 Qf6 4. Nc4 fxe4 5. Nc3 (197)

A1 5. ... Qg6 6. d3! Bb4 7. Bd2 Nf6 8. Nxe4 Bxd2+ 9. Qxd2! (198)

A2 5. ... Qf7 6. Ne3 Nf6 7. Bc4 Qg6 8. d3 Bb4 9. Bd2 (199)

B 2. ... d5 [C40] 3. d4! dxe4 4. Nxe5 Bd6 5. Bc4 Bxe5 6. Qh5 Qe7
7. Qxe5± (200)

Chapter 13

Black plays 2. ... f5 or 2. ... d5

The Latvian and Elephant Gambits

After the familiar moves we've seen beginning the game in the last dozen chapters ...

1. e4 e5 2. Nf3,

a risk-prone player of Black may attack the e4-pawn, gambit-style, with either 2. ... f5 or 2. ... d5.

A 2. ... f5

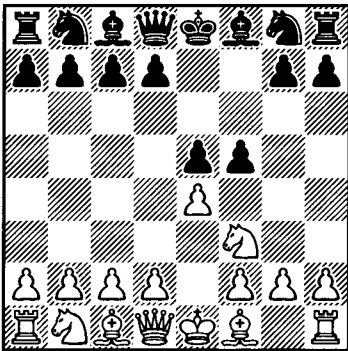


Diagram 532

After 2. ... f5

The Latvian Gambit is a King's Gambit one tempo down. Played by Greco in the 17th century, it was taken up by a group of Latvian masters around 1900. Aaron Nimzovich, Paul Keres,

and Boris Spassky, among many others, have played it. Both José Raúl Capablanca and Bobby Fischer, whose defeats were few and far between, have both lost to it!

Nonetheless, it is now rarely seen in tournament practice and is primarily used as a surprise weapon to catch an opponent off guard. With correct play, White should achieve a substantial advantage. Moreover, the best play is logical, and thus easy to memorize—and even easy to find over the board.

3. Nxe5 Qf6

Other third moves for Black simply border on self-mutilation. If 3. ... Qe7 (the Greco Counter Gambit), White gets an advantage: 4. Qh5+! g6 5. Nxc6 Qxe4+ 6. Be2. And against 3. ... Nc6 (the strange move Capa lost to), White plays 4. Nxc6 dxc6 5. d4±; if 5. ... dxe4, then 6. Qh5+!

4. Nc4 fxe4 5. Nc3

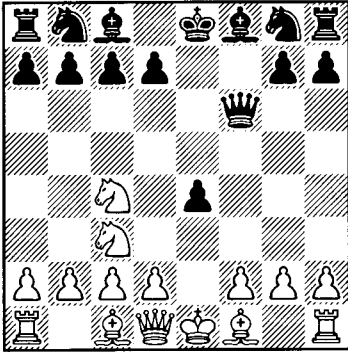


Diagram 533
After 5. Nc3

White has already gained a significant lead in development, and Black still needs to waste another tempo with his queen, defending against Nxe4. He can do it directly (with 5. ... Qg6) or indirectly with 5. ... Qf7.

15. ... Qg6 6. d3! Bb4 7. Bd2

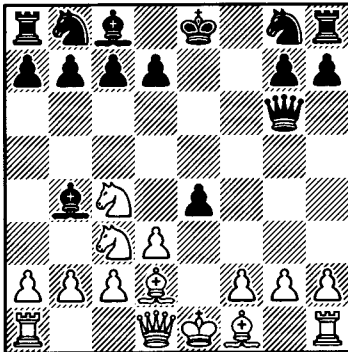


Diagram 534
After 7. Bd2

White threatens Nxe4.

7. ... Nf6

Or 7. ... exd3 8. Bxd3! Qxg2
9. Qe2+ Kf8 10. 0-0-0,

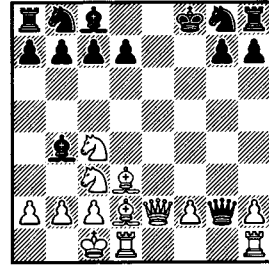


Diagram 535
After 10. 0-0-0

with an overwhelming advantage for White.

8. Nxe4

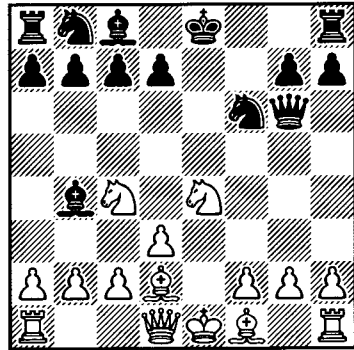


Diagram 536
After 8. Nxe4

**8. ... Bxd2+ 9. Qxd2! Nxe4
10. dxe4! Qxe4+ 11. Ne3 ±**

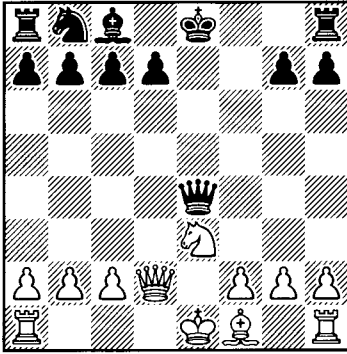


Diagram 537

After 11. Ne3±

Now ready to play 0-0-0, White is way ahead in development.

A2 5. ... Qf7

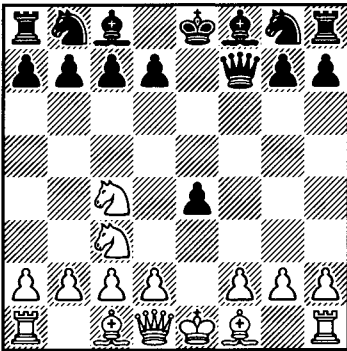


Diagram 538

After 5. ... Qf7

6. Ne3 Nf6

In the game Maceja-Vasquez, 2001, Black played 6. ... c6, offering a pawn. After 7. Nxe4 d5 8. Ng5! (even stronger than 8. Ng3, played in the game) 8. ... Qf6 9. h4! (an improvement over the normal 9. Nf3),

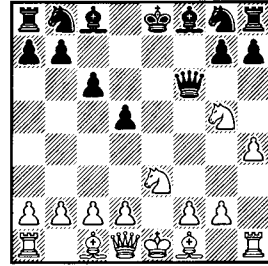


Diagram 539

After 9. h4

Black doesn't have sufficient compensation for the pawn—for example: 9. ... h6 (9. ... d4 10. Nc4) 10. d4!,

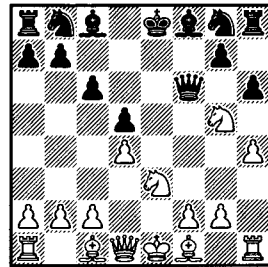


Diagram 540

After 10. d4!

and the knight on g5 is untouchable.

7. Bc4 Qg6 8. d3

**BLACK DOESN'T
HAVE SUFFICIENT
COMPENSATION FOR
THE PAWN.**

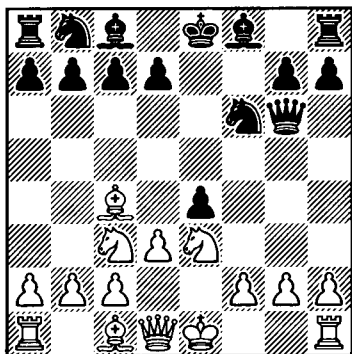


Diagram 541
After 8. d3

8. ... Bb4

White also gets a clear advantage after 8. ... Nc6 9. 0-0.

9. Bd2 Nc6 10. Nxe4 Nxe4
11. dx4 Bxd2+ 12. Qxd2 Qxe4
13. 0-0-0

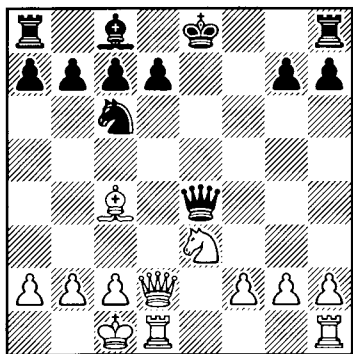


Diagram 542
After 13. 0-0-0

White has a dramatic lead in development—Black's position is already nearly lost.

B 2. ... d5

Black throws out the other pawn that strikes at e4. This one's sometimes called the Elephant

Gambit, the Queen's Pawn Counter Gambit, or the Maroczy Gambit.

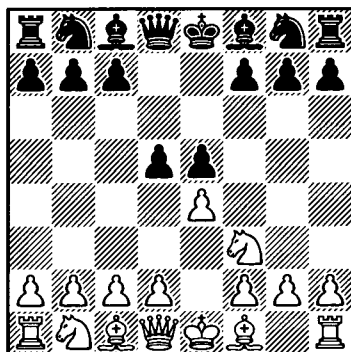


Diagram 543
After 2. ... d5

White has many ways of obtaining a good position—for example, the natural 3. exd5, played by Tal, among others. We recommend a counterblow in the center, 3. d4!?, as an easy way to get an advantage.

3. d4!?

**WHITE HAS A
DRAMATIC LEAD
IN DEVELOPMENT—
BLACK'S POSITION IS
ALREADY NEARLY LOST.**

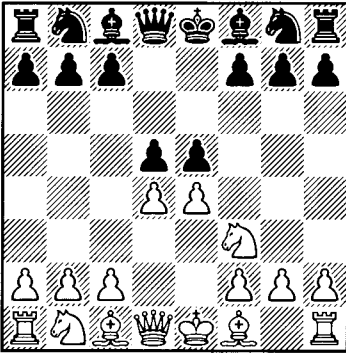


Diagram 544
After 3. d4!?

3. ... dxe4

Or 3. ... exd4 4. Qxd4,

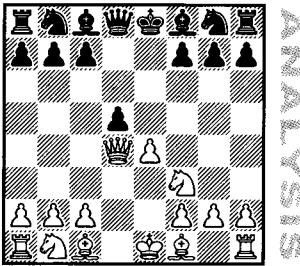


Diagram 545
After 4. Qxd4

with better development.

4. Nxe5 Bd6

Or 4. ... Nd7 5. Qe2!

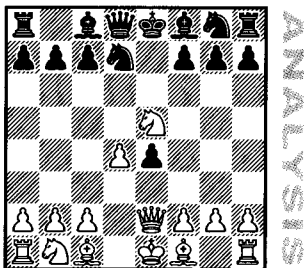


Diagram 546
After 5. Qe2!

5. ... Ngf6 6. Bg5 Be7
7. Nc3

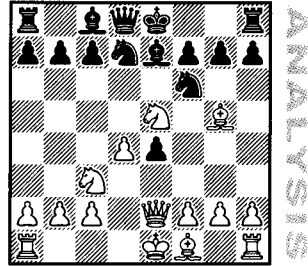


Diagram 547
After 7. Nc3

and 8. 0-0-0.

5. Bc4

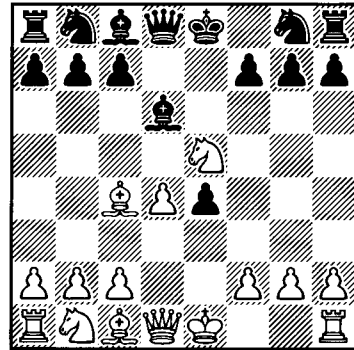
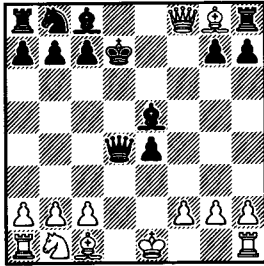


Diagram 548
After 5. Bc4

Black's next move is nearly forced.

5. ... Bxe5 6. Qh5 Qe7

If 6. ... Qxd4 7. Qxf7+ Kd8
8. Qf8+ Kd7 9. Bxg8.



ANALYSIS

Diagram 549
After 9. Bxg8

7. Qxe5 Qxe5 8. dxe5

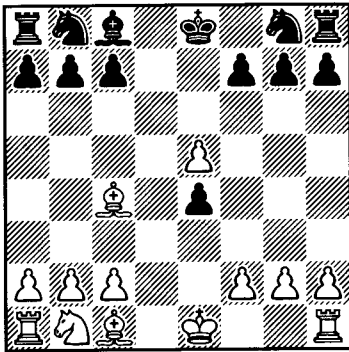


Diagram 550
After 8. dxe5

White has two bishops, which are superior to the knight and bishop in this open position.

8. ... Nc6 9. Nc3 Nxe5 10. Bb3

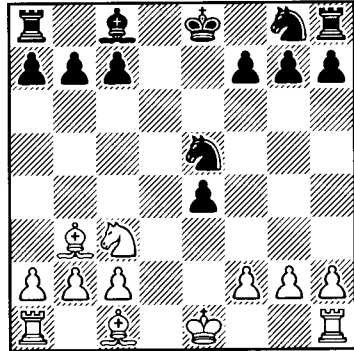


Diagram 551
After 10. Bb3

10. ... Ne7

Black has no way of holding onto his extra pawn:

10. ... Nf6 11. Bf4 Ng6 12. Bxc7; or 10. ... f5 11. Nb5 Kd8 12. Bf4.

11. Nxe4

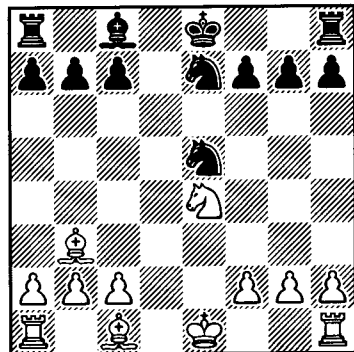


Diagram 552
After 11. Nxe4

White has a small but lasting advantage. His plan is to finish his development with Bf4 and 0-0-0.

Summary:

Against 2. ... f5, White maintains his advantage through natural play—attacking Black's e4-pawn (after ... fxe4) with Nc3 and d3. His best bet is to play for an edge in development, which he can translate either into a material advantage or into a dangerous attack.

Of course, 2. ... d5 doesn't equalize for Black—that would be too easy! White achieves an edge with 3. exd5, the most common move. We give a good alternative—3. d4!?

It's completely unsurprising that being a tempo ahead in a wide open position (d4 and e4 versus d5 and e5) favors White!

Chapter 13: Black plays 2. ... f5 or 2. ... d5

Memory Markers!

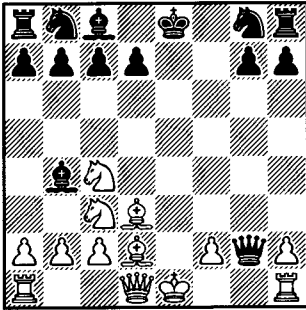


Diagram 553
After 8. ... *Qxg2*

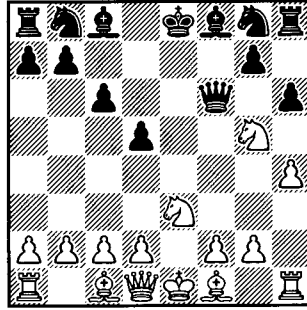


Diagram 554
After 9. ... *h6*

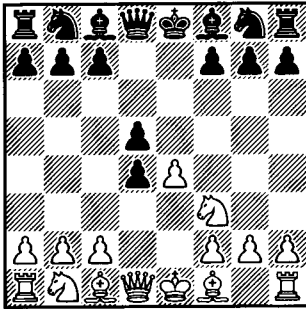


Diagram 555
After 3. ... *exd4*

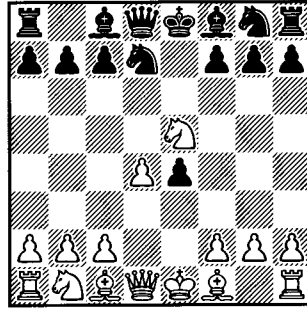


Diagram 556
After 4. ... *Nd7*

MARKER 1

MARKER 2

MARKER 3

MARKER 4

Chapter 13: Black plays 2. ... f5 or 2. ... d5

Solutions to Memory Markers!

No. 1 **9. Qe2+ Kf8 10. 0-0-0.** See page 198.

No. 2 **10. d4!** See page 199.

No. 3 **4. Qxd4.** See page 201.

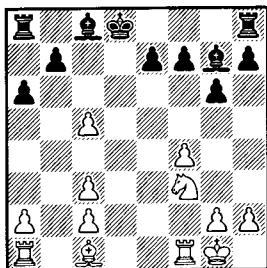
No. 4 **5. Qe2!** See page 201.

**PART
FOUR**

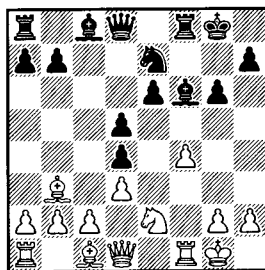
**THE
SICILIAN
DEFENSE**

Chapter 14: Meeting the Sicilian Defense—Grand Prix Attack Some Important Points to Look For

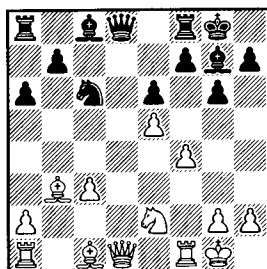
The Grand Prix Attack allows White to achieve an interesting and balanced game—and to try for more. Our lines offer attacks, positional subtleties—and many Dzindzi-TNs!



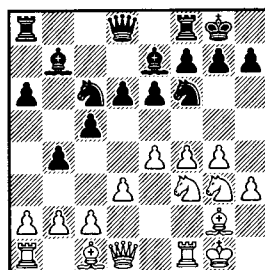
- ◆ Surprise!
See Diagram 577.



- ◆ The position is balanced.
See Diagram 606.



- ◆ White controls the d4-square.
See Diagram 618.



- ◆ This Closed Sicilian favors White.
See Diagram 649.

Outline of Variations

1. e4 e5 2. Nc3 (208) [B23]

A 2. ... Nc6 3. f4 (210)

A1 3. ... g6 4. Nf3 Bg7 5. Bb5 (210)

A1a 5. ... Nd4 6. 0-0! (211)

A1a1 6. ... Nxb5 7. Nxb5 (211)

A1a2 6. ... e6 7. d3 Ne7 8. Nxd4 cxd4 9. Ne2 0-0 10. Ba4 (220)

A1a3 6. ... a6 7. Bc4 (221)

A1b 5. ... d6 6. 0-0 Bd7 7. d3 Nf6 8. Qe1 (225)

A1b1 8. ... 0-0 9. Bxc6 Bxc6 10. Qh4 b5 11. f5 b4 12. Ne2 (226)

A1b2 8. ... a6 9. Bxc6 Bxc6 10. Bd2 Qd7 11. Rb1! (229)

A2 3. ... d6 4. Nf3 (230)

A2a 4. ... a6 5. g3 e6 6. Bg2 Be7 7. d3 Nf6 8. 0-0 0-0 9. h3 b5 10. g4 (230)

A2b 4. ... e6 5. Bb5 Bd7 6. d3 Be7 7. 0-0 Nf6 (232)

A3 3. ... e6 4. Nf3 d5 5. Bb5 Ne7 6. exd5 exd5 7. Qe2 Qd6 8. Ne5! f6 9. Nxc6 (235)

B 2. ... e6 3. f4 d5 4. Nf3 dxe4 5. Bb5+ Bd7 6. Bxd7+ Nxd7 7. Nxe4 Ngf6 8. d3 (239)

C 2. ... d6 3. f4 g6 4. Nf3 Bg7 5. Bb5+ Bd7 6. Bc4! Nc6 7. 0-0 e6 8. d3 Nge7 9. Qe1 0-0 10. Qh4 (240)

Chapter 14

Meeting the Sicilian Defense

Grand Prix Attack

The Sicilian is both popular and successful. In fact, we recommend it for Black in the companion volume to this book. A practical White player needs something that reduces Black's options and that offers a straightforward way to play for the advantage.

In the 1970s, British masters put together such an approach, using the pawn-push f4, for their weekend circuit of tournaments—the Grand Prix. Their approach caught the attention of chess players around the world. We recommend it in this meaty chapter.

This chapter is our longest—but keep in mind that it will teach you to handle the challenging defense you'll see the most frequently.

1. e4 c5 2. Nc3

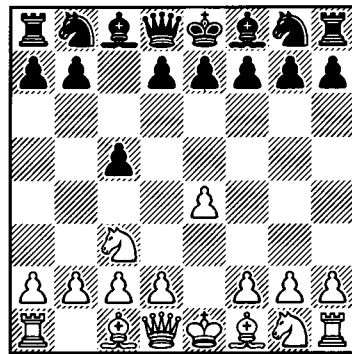


Diagram 557
After 2. Nc3

Before playing f4 in order to gain space, control the e5-square, and create some attacking prospects, we develop this knight to put pressure on another important central square, d5.

We don't want to go over hundreds of opening lines of the Open Sicilian (2. Nf3, followed by 3. d4). Instead, we want to introduce you to a new and solid system in the Grand Prix Attack, which we believe gives White lots of chances to win. We first examine Black's most popular reply, 2. ... Nc6, and then, toward

the end of this chapter, we'll be looking at the lines in which Black plays 2. ... e6 or 2. ... d6.

A 2. ... Nc6

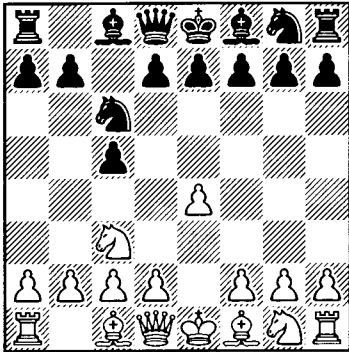


Diagram 558
After 2. ... Nc6

3. f4

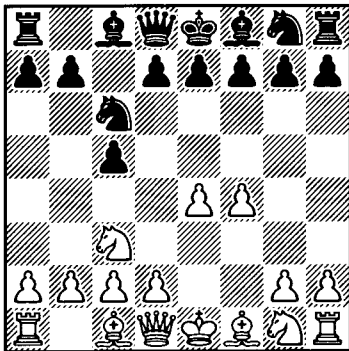


Diagram 559
After 3. f4

Here Black has three main moves: 3. ... g6, 3. ... d6, and 3. ... e6.

A1 3. ... g6 4. Nf3 Bg7 5. Bb5

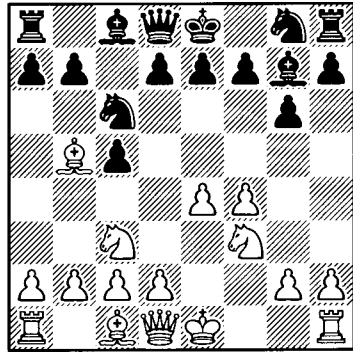


Diagram 560
After 5. Bb5

This is a key tabia—the favorable Grand Prix Attack position we want to reach. Another system for White uses 5. Bc4, but the Ruy-like bishop move will be our main line.

Here Black has two main moves: 5. ... Nd4 and 5. ... d6.

5. ... e6 is bad because of 6. Bxc6 bxc6 7. e5,

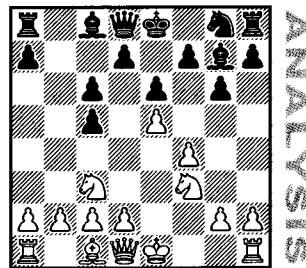


Diagram 561
After 7. e5

followed by Ne4. Black's pawn structure is ruined.

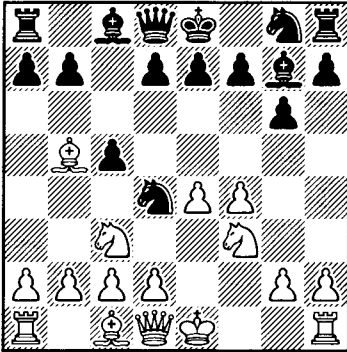
A1a 5. ... Nd4

Diagram 562
After 5. ... Nd4

This is the most popular move. Black's knight takes a central outpost on d4, well-supported by his pawn and bishop.

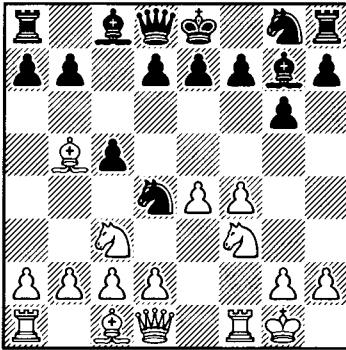
6. 0-0!

Diagram 563
After 6. 0-0

This is the main point of our system. White is not reluctant to exchange his b5-bishop, because it only gets in the way and hinders White's plan of attack. Here Black can play 6. ... Nxb5, 6. ... e6, preparing ... Ne7, or 6. ... a6, harassing the bishop.

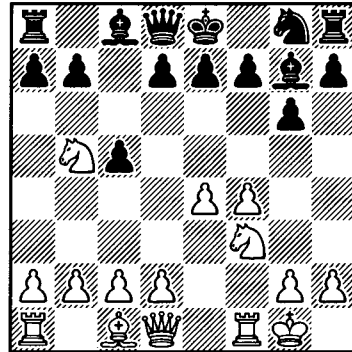
A1a1 6. ... Nxb5 7. Nxb5

Diagram 564
After 7. Nxb5

Now Black can play 7. ... d5 or the quiet 7. ... d6.

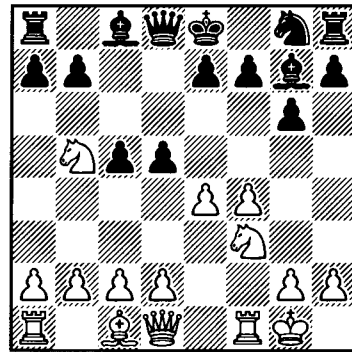
A1a1 (D) 7. ... d5

Diagram 565
After 7. ... d5

The main move.

8. exd5 a6!

This important in-between-move allows Black to win back the d5-pawn.

After 8. ... Nf6

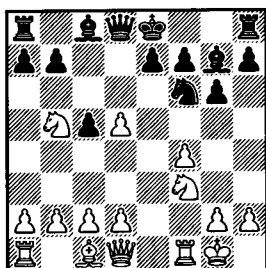


Diagram 566
After 8. ... Nf6

9. c4 0-0 10. d4 a6

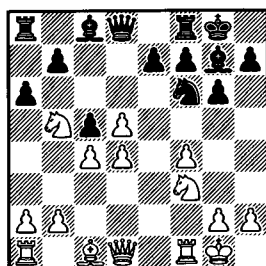


Diagram 567
After 10. ... a6

11. Nc3 cxd4 12. Qxd4 e6
13. Ne5,

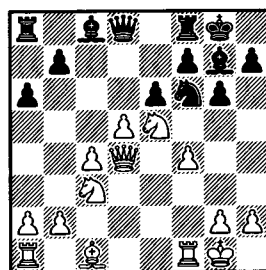


Diagram 568
After 13. Ne5

White retains his extra pawn.

9. Nc3 Nf6

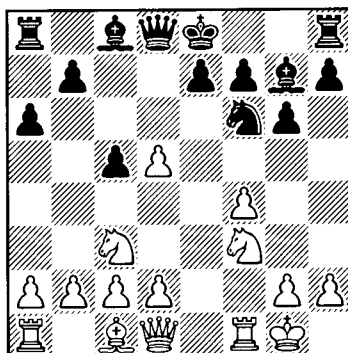


Diagram 569
After 9. ... Nf6

This is the line recommended by theory. Black wins back the d5-pawn and “the books” maintain that he stands better because of his bishop pair. However, we disagree with this assessment and believe that White obtains an advantage!

10. d4!

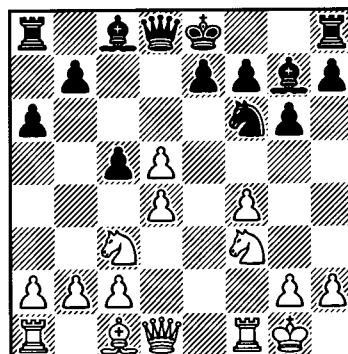


Diagram 570
After 10. d4

10. ... Nxd5

In the case of 10. ... cxd4
11. Qxd4 0-0 12. Ne5,

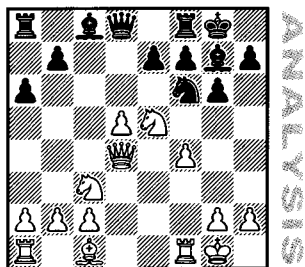


Diagram 571
After 12. Ne5

Black doesn't have sufficient compensation for the pawn. If 10. ... c4,

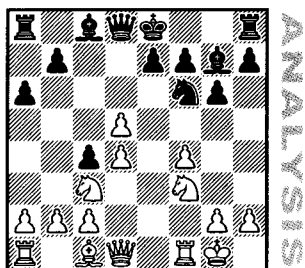


Diagram 572
After 10. ... c4

then 11. Qe2! b5 12. Re1 Bb7 13. f5!

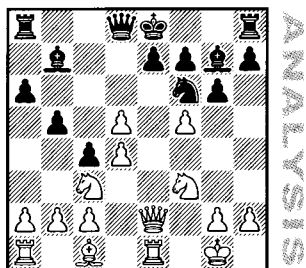


Diagram 573
After 13. f5

13. ... Nxd5 14. Bg5 0-0 15. Nxd5 Qxd5 16. Bxe7

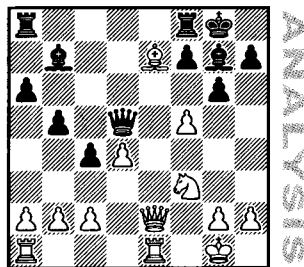


Diagram 574
After 16. Bxe7

16. ... Rfe8 17. fxg6 hxg6 18. Qf2,

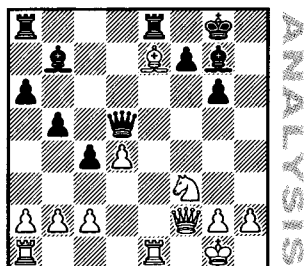


Diagram 575
After 18. Qf2

and White maintains his extra pawn.

11. dxc5

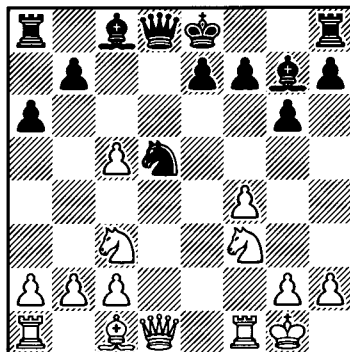


Diagram 576
After 11. dxc5

11. ... Nxc3 12. Qxd8+ Kxd8 13. bxc3

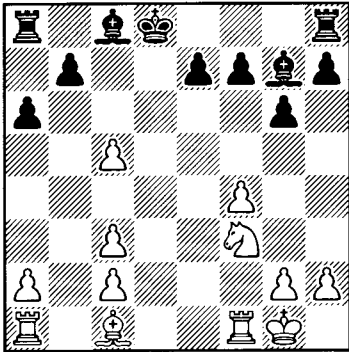


Diagram 577
After 13. bxc3

This is the critical position of the variation. At first it seems as though White's tripled c-pawns and Black's bishop pair should give Black an advantage. However, the main problem in Black's position is the weakness on b6! This makes Black's king vulnerable.

13. ... Bxc3

Or 13. ... Bf5 14. Nd4

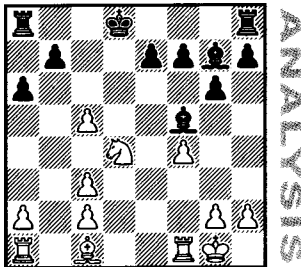


Diagram 578
After 14. Nd4

14. ... Bxd4 15. cxd4 Bxc2
16. d5!

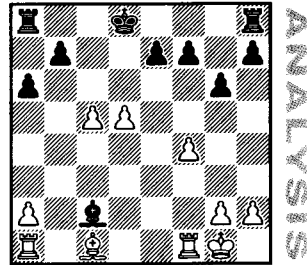


Diagram 579
After 16. d5!

White has the advantage. Back to the main line, 13. ... Bxc3.

14. Rb1 Kc7 15. Rb3

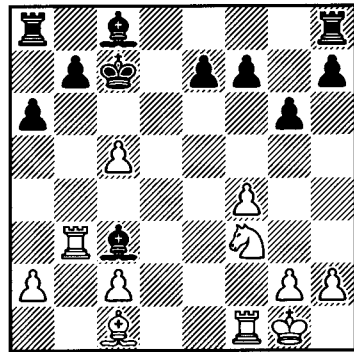
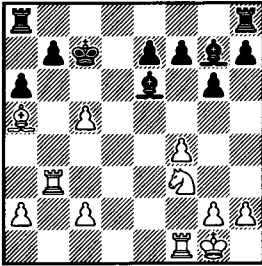


Diagram 580
After 15. Rb3

15. ... Bf6

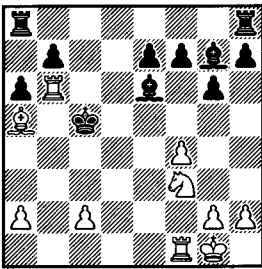
In Perelshteyn–G. Shahade, 1998, Black tried 15. ... Bg7. After 16. Bd2 Be6 (Black is better off playing 16. ... a5 17. Rfb1±) 17. Ba5+



ANALYSIS

Diagram 581
After 17. Ba5+

17. ... Kc6 18. Rb6+ Kxc5



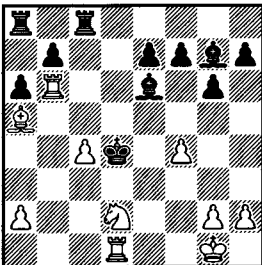
ANALYSIS

Diagram 582
After 18. ... Kxc5

19. Nd2!,

Black's king is suddenly trapped in a mating net.

19. ... Rhc8 20. Rd1! Kd5
21. c4+ Kd4



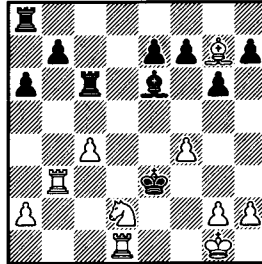
ANALYSIS

Diagram 583
After 21. ... Kd4

22. Rb3!,

with the idea of Bc3+ or Bb6+. Black is totally lost.

22. ... Rc6 23. Bc3+ Ke3
24. Bxg7+



ANALYSIS

Diagram 584
After 24. Bxg7+

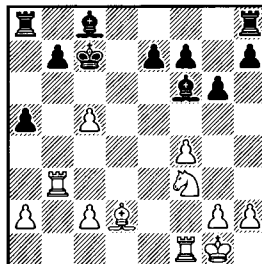
24. ... Ke2 25. Rf1, and Black resigned.

16. Bd2

As in the above example, White prepares Ba5+.

16. ... Be6

Here, too, Black's best defense is 16. ... a5.



ANALYSIS

Diagram 585
After 16. ... a5

But White is still better after 17. Rfb1 (17. Rb5 Bd7=).

17. Ba5+

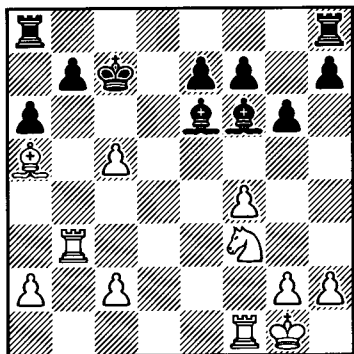


Diagram 586
After 17. Ba5+

17. ... Kc6

After 17. ... Kc8 18. Rb6!
(with the idea c6) 18. ... Bd5
19. Rd1 Bxf3 20. gxf3,

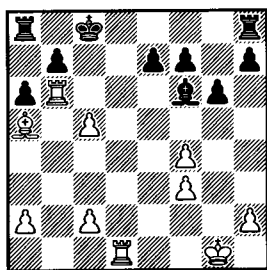


Diagram 587
After 20. gxf3

Black's rook on a8 is in the penalty box for a long time.

18. Rb6+ Kxc5 19. Nd2

**BLACK'S KING IS
ENCIRCLED IN A
MATING NET.**

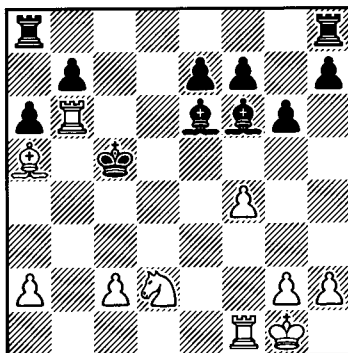


Diagram 588
After 19. Nd2

Here again, Black's king is encircled in a mating net.

19. ... Bd5 20. c4 Bc6 21. Rd1!

White threatens Nb3+ followed by Rb4+.

21. ... Kd6 22. Ne4++

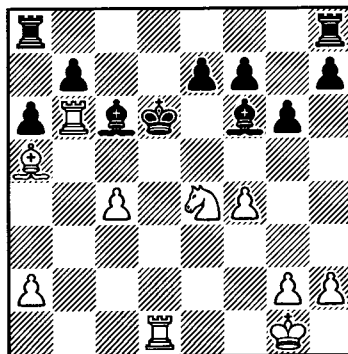
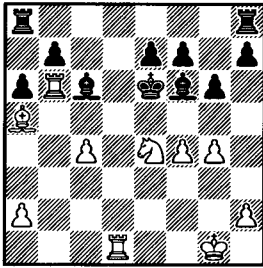


Diagram 589
After 22. Ne4++

22. ... Kc7

22. ... Ke6 loses immediately to 23. g4!



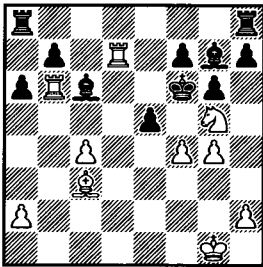
ANALYSIS

Diagram 590

After 23. g4!

The chilling threat is Nc5 mate!

23. ... Bg7 24. Ng5+ Kf6
25. Bc3+ e5 26. Rd7



ANALYSIS

Diagram 591

After 26. Rd7

Now Black can't defend against both Bxe5 mate and Rxf7 mate.

23. Nxf6 exf6

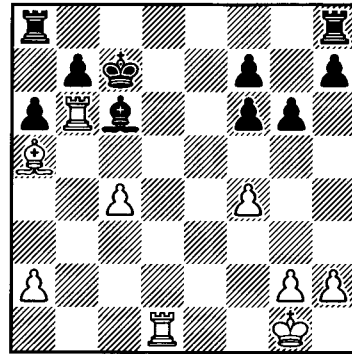


Diagram 592

After 23. ... exf6

24. Rb2+ Kb8 25. Bb6!

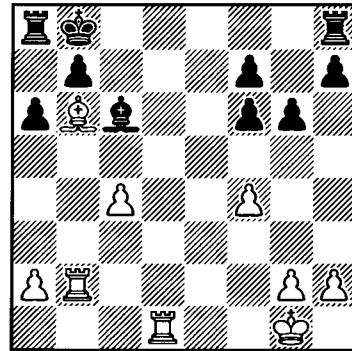


Diagram 593

After 25. Bb6!

After this move, Black's king and rook are forever locked up in the corner. White's winning plan is to double his rooks on the d-file.

25. ... Rc8 26. Rd6!

26. Rbd2 is met right away by 26. ... Ba4.

26. ... a5 27. Rbd2

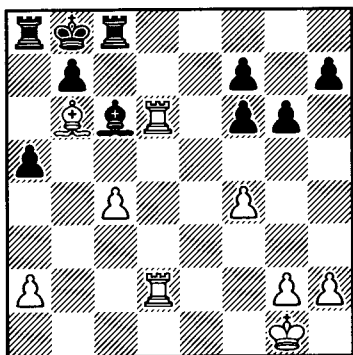


Diagram 594
After 27. Rbd2

27. ... **Be4** 28. **Rd8 Bf5**
29. **Rxc8+ Bxc8** 30. **a4!**

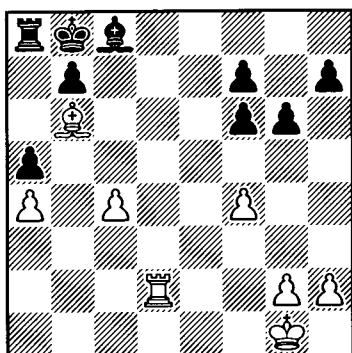


Diagram 595
After 30. a4!

Now Black is in complete
Zugzwang!

30. ... **Ra6** 31. **c5**, winning.

**Now Black is
in complete
*Zugzwang!***

A1a1 (II) 7. ... d6

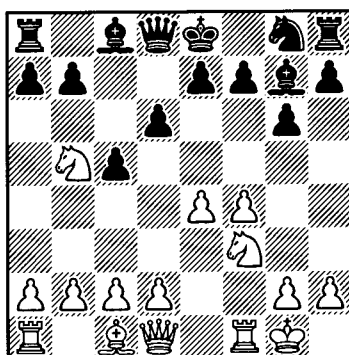


Diagram 596
After 7. ...d6

Now White is able to reach
his preferred setup:

8. **d3 Nf6** 9. **Nc3 0-0**
10. **Qe1!**

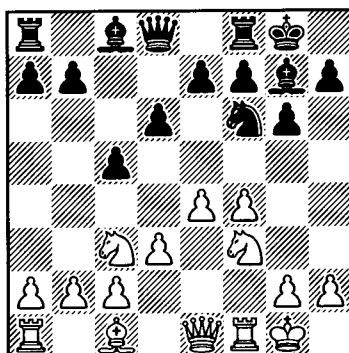


Diagram 597
After 10. Qe1!

White will transfer his queen
on h4. The following analysis
shows the real power of this sys-
tem.

10. ... **Rb8** 11. **Qh4 b5** 12.
f5!

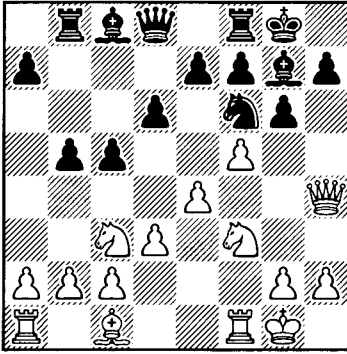


Diagram 598
After 12. f5!

White's attack becomes very dangerous.

12. ... b4 13. Ne2 gxf5
14. Bh6 fxe4

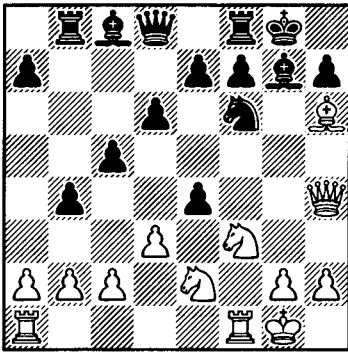


Diagram 599
After 14. ... fxe4

15. Ng5! exd3 16. cxd3

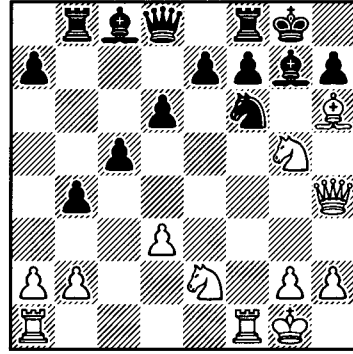


Diagram 600
After 16. cxd3

Black's position is indefensible. White threatens 17. Bxg7 Kxg7 18. Rxg7 18. Rxf6!, with a mating attack.

16. ... e5

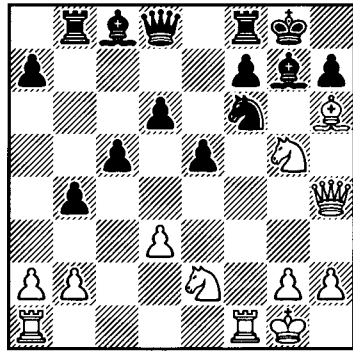


Diagram 601
After 16. ... e5

17. Ng3

White prepares the final onslaught.

17. ... d5

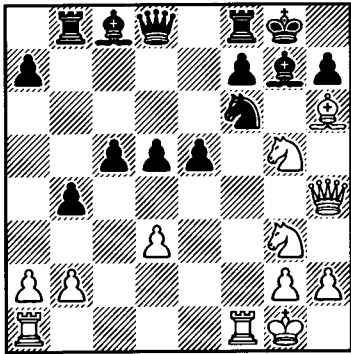


Diagram 602

After 17. ... d5

Now a nice *coup de grâce*!

18. Bxg7 Kxg7 19. Rxf6
Kxf6 20. Rf1+!, winning.

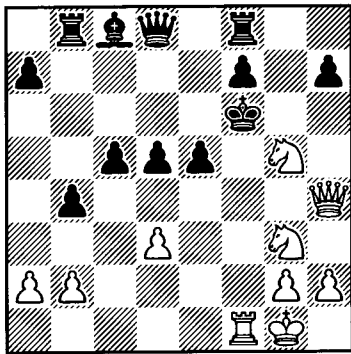


Diagram 603

After 20. Rf1+!

After 20. ... Kg6, the g3-knight supports 21. Qh5+.

A1a2 6. ... e6

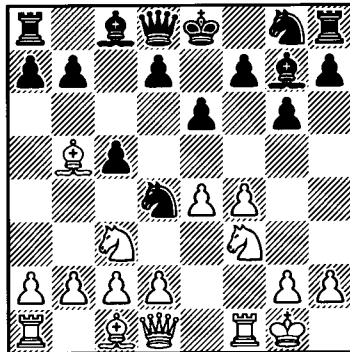


Diagram 604

After 6. ... e6

Black is in no hurry to trade off the bishop—instead he continues with his development.

7. d3 Ne7 8. Nxd4 cxd4
9. Ne2 0-0 10. Ba4

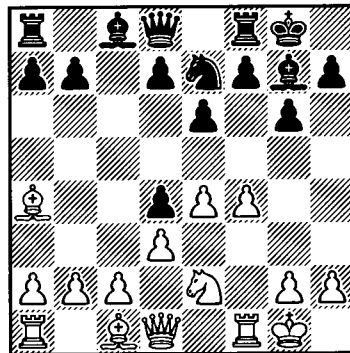


Diagram 605

After 10. Ba4

White will transfer his bishop onto a better diagonal, a2-g8. His plan involves putting pressure on Black's d4-pawn with Qe1-f2, or a timely e5—as well as playing on the kingside. Black plans to attack the center with ... d5 or to play ... d6, ... e5 and to

block White's attack with a timely ... f5-advance. Perelshteyn–Battsetseg, 2003 continued:

10. ... d5 11. e5

11. Bb3 deserves some homework.

11. ... f6 12. exf6 Bxf6 13. Bb3

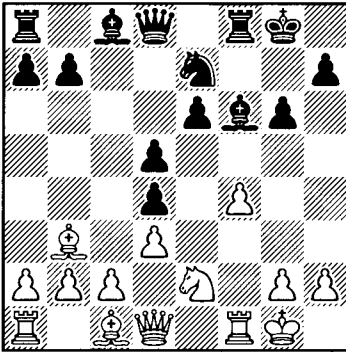


Diagram 606
After 13. Bb3

White has a favorable pawn structure, but Black's position remains solid because of his powerful pawn center—d4, d5, e6. White plans to bring his knight to f3 via g1. Now we'll look at 6. ... a6.

A1a3 6. ... a6

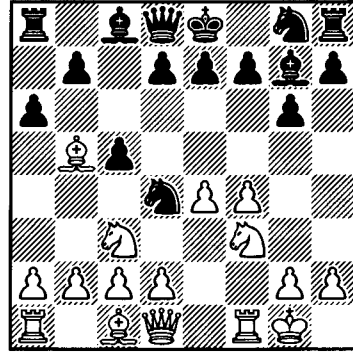


Diagram 607
After 6. ... a6

7. Bc4

Now Black can again attack the bishop with 7. ... b5 or first play 7. ... e6.

A1a3 (D) 7. ... b5

8. Bd5 Rb8 9. d3

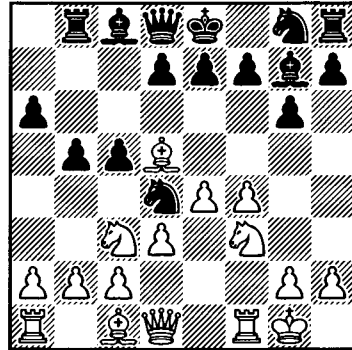


Diagram 608
After 9. d3

9. ... e6

9. ... c4 10. e5!

10. Bb3 Ne7 11. Nxd4 cxd4
12. Ne2

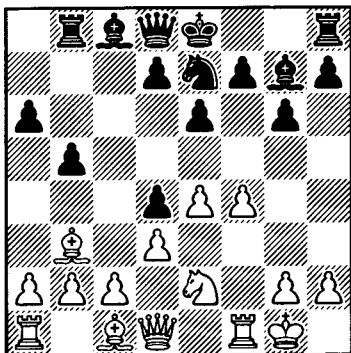


Diagram 609
After 12. Ne2

White is ahead in development and should execute his plan of attack before Black achieves any counter-play—for example:

12. ... 0–0 13. Qe1 d6
14. Bd2 Bb7 15. a4

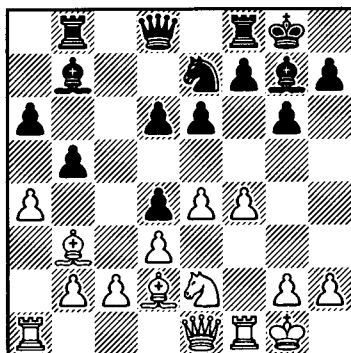


Diagram 610
After 15. a4

15. ... Qd7 16. Qf2 Nc6
17. axb5 axb5 18. f5!

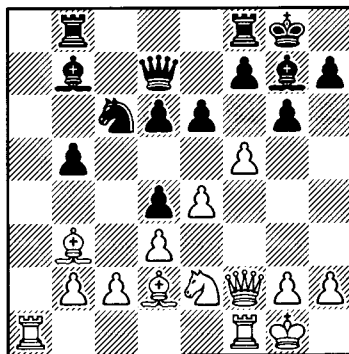


Diagram 611
After 18. f5!

White has a powerful attack.

A1a3 (D) 7. ... e6 8. d3

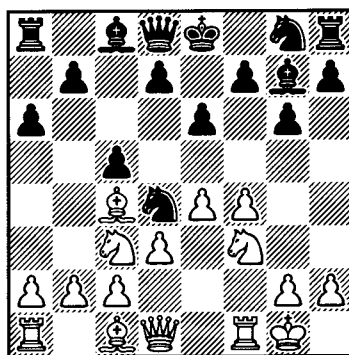


Diagram 612
After 8. d3

8. ... Ne7 9. Nxd4 cxd4
10. Ne2 d5

White has a powerful attack!

THIS POSITION IS VERY SIMILAR TO THE GRAND PRIX MAIN LINE WITH Bc4. HOWEVER, THERE'S A MAJOR DIFFERENCE THAT FAVORS WHITE!

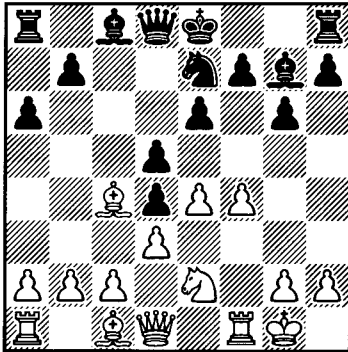


Diagram 613
After 10. ... d5

11. Bb3 dxe4 12. dxe4 0-0

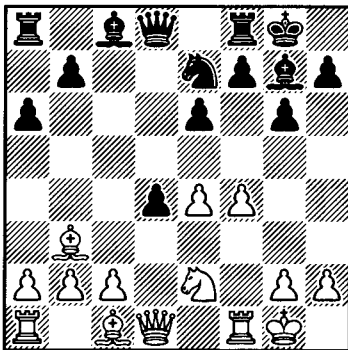


Diagram 614
After 12. ... 0-0

This position is very similar to the Grand Prix main line with Bc4; however, there's a major difference that favors White. In our line, Black's pawn is on a6, which weakens the b6-square.

13. e5! Nc6 14. c3

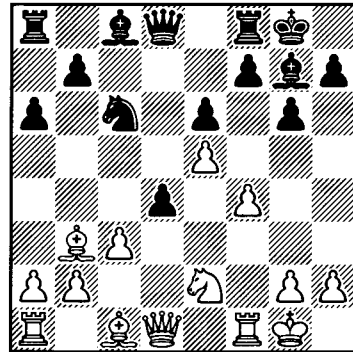


Diagram 615
After 14. c3

14. ... dxc3

Or 14. ... d3 15. Ng3 Qb6+

16. Kh1 Rd8 17. Rf3

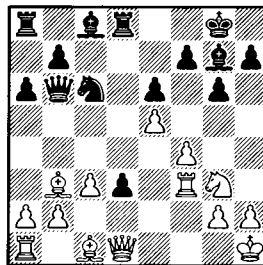


Diagram 616
After 17. Rf3

17. ... Na5 18. Be3 Qb5
19. Bd4,

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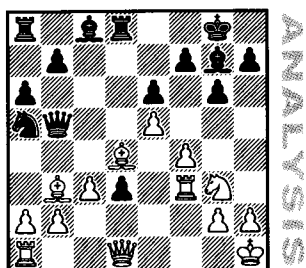


Diagram 617

After 19. Bd4

and the d3-pawn falls.

15. bxc3!!

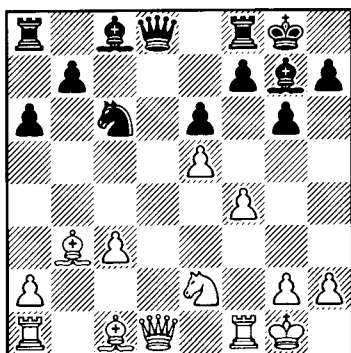


Diagram 618

After 15. bxc3!!

To control the d4-square.

15. ... Qc7

The endgame after 15. ...
Qxd1 16. Rxd1 f6 17. exf6 Bxf6
18. Be3 Kg7 19. Rab1

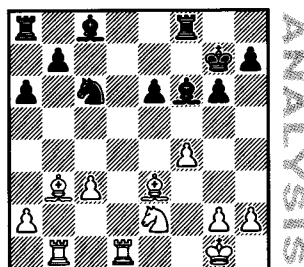


Diagram 619

After 19. Rab1

is in White's favor. Black's bishop on c8 is pinned in, and his e6-pawn is weak.

16. Be3

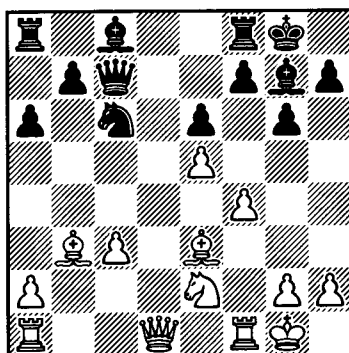


Diagram 620

After 16. Be3

**16. ... Rd8 17. Qe1 Na5
18. Qf2**

THE ENDGAME IS IN WHITE'S FAVOR.

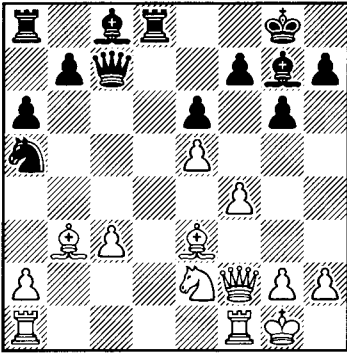


Diagram 621
After 18. Qf2

White is better. Black has trouble with his development because he has to worry about the b6-square. If his pawn were on a7 rather than a6, after ... b6 and ... Bb7, Black would have no problems.

A1b 5. ... d6

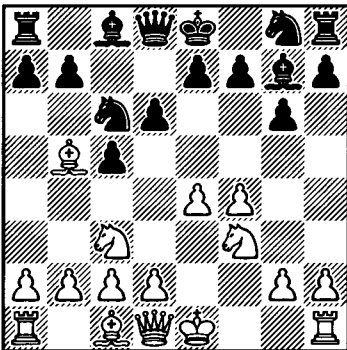


Diagram 622
After 5. ... d6

6. 0-0 Bd7

After 6. ... Nf6 7. d3 0-0

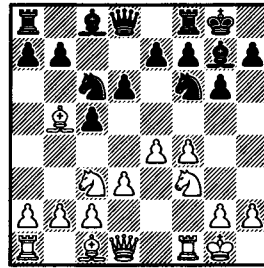


Diagram 623
After 7. ... 0-0

8. Bxc6 bxc6 9. Qe1 Rb8
10. Qh4 Ba6 11. f5!

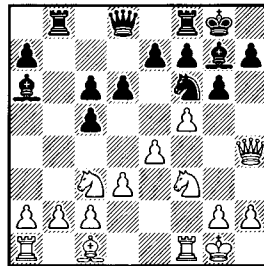


Diagram 624
After 11. f5!

White develops a powerful attack, while Black's light-square bishop remains blocked out of the action.

7. d3

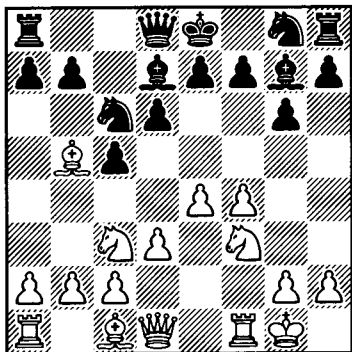


Diagram 625

After 7. d3

7. ... Nf6 8. Qe1

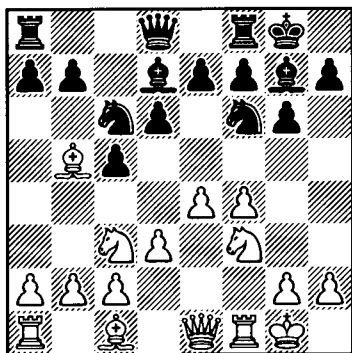
A1b1 8. ... 0-0

Diagram 626

After 8. ... 0-0

Castling plays into White's hands—once again, his attack becomes too strong.

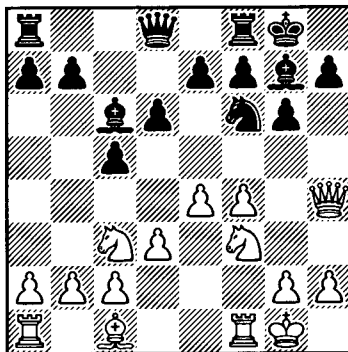
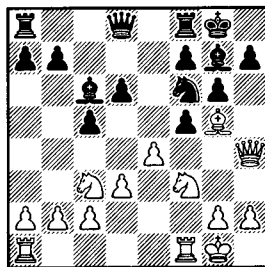
9. Bxc6 Bxc6 10. Qh4

Diagram 627

After 10. Qh4

10. ... b5

10. ... e6 11. f5! exf5 12. Bg5



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Diagram 628

After 12. Bg5

The pin is very unpleasant for Black.

12. ... h6? 13. Bxh6 fxe4
14. Ng5!

Black's castling plays into White's hands—once again, his kingside attack becomes too strong.

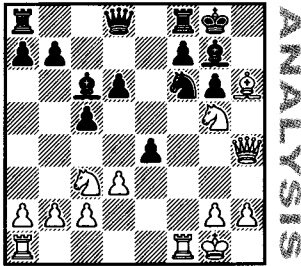


Diagram 629
After 14. Ng5!

White has a strong attack.

11. f5

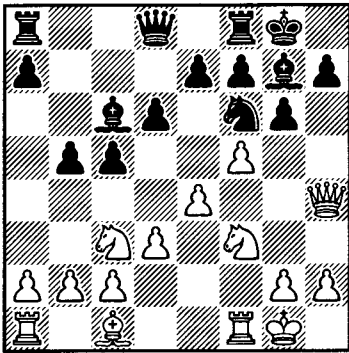


Diagram 630
After 11. f5

11. ... b4 12. Ne2

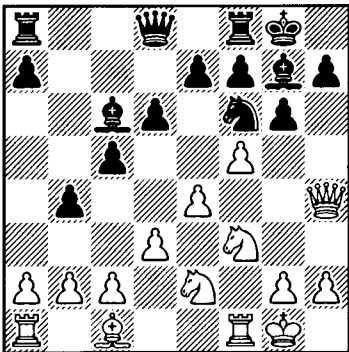


Diagram 631
After 12. Ne2

This is exactly what White wanted. All of his pieces are ready to attack the king. Notice how Black's light-square bishop is restrained by a powerful pawn chain. The following analysis shows that Black's position is already critical.

A1b1 ♖ 12. ... gxf5 13. Bh6
fxe4 14. Ng5!

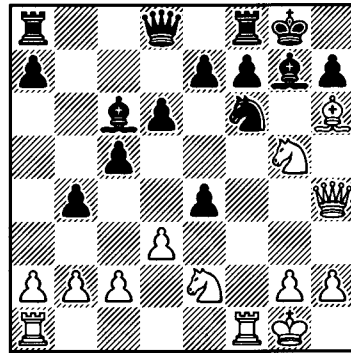


Diagram 632
After 14. Ng5!

14. ... e6 15. Bxg7 Kxg7
16. Rxf6 Kxf6 17. Rf1+!

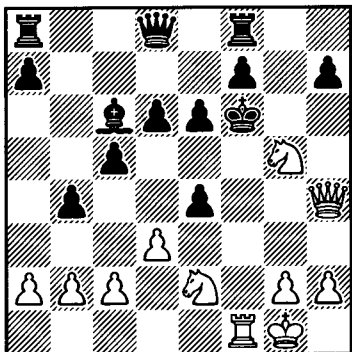


Diagram 633
After 17. Rf1+!

White is winning.

A1b1 (D) 12. ... e6

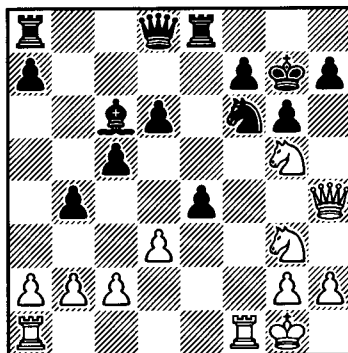


Diagram 635
After 16. ... Kxg7

17. Rxf6! Qxf6 18. Qxh7+ Kf8 19. Rf1 Qd4+ 20. Kh1

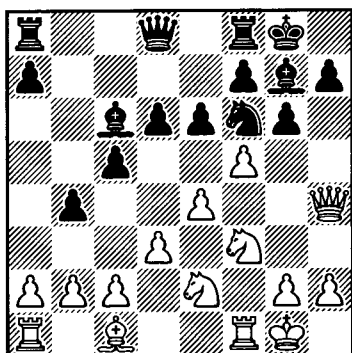


Diagram 634
After 12. ... e6

13. Bh6 exf5 14. Ng5! Re8 15. Ng3 fxe4 16. Bxg7 Kxg7

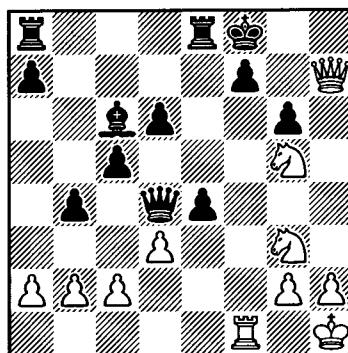


Diagram 636
After 20. Kh1

20. ... Ke7 21. Rxf7+ Kd8 22. Rb7! Bxb7 23. Qxb7

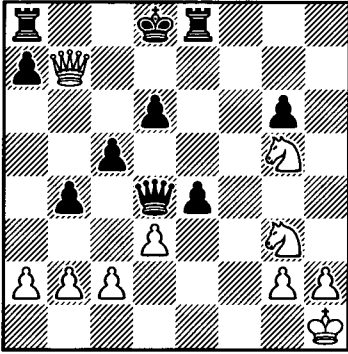


Diagram 637
After 23. Qxb7

Black is lost.

A1b2 8. ... a6

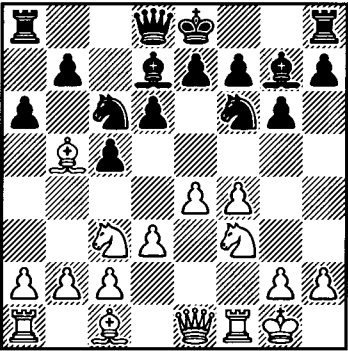


Diagram 638
After 8. ... a6

9. Bxc6 Bxc6 10. Bd2

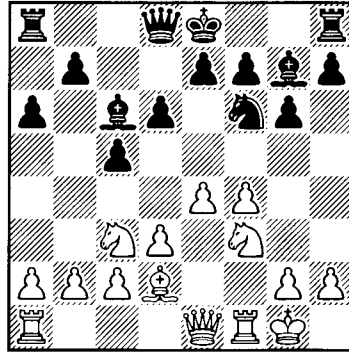


Diagram 639
After 10. Bd2

Before launching his attack, White waits to see where Black will castle.

10. ... Qd7 11. Rb1!

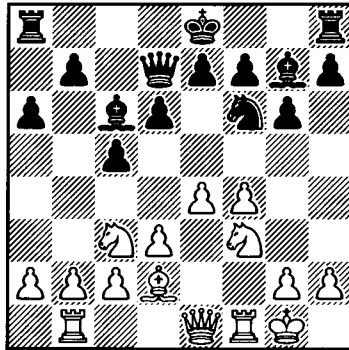


Diagram 640
After 11. Rb1!

White anticipates that Black will castle long and will meet that move with b4!. On the other hand, 11. f5? doesn't make sense because Black simply plays 11. ... gxf5, followed by ... 0-0-0. After 11. Rb1!, none of Black's choices are satisfactory.

11. ... 0-0 12. h3

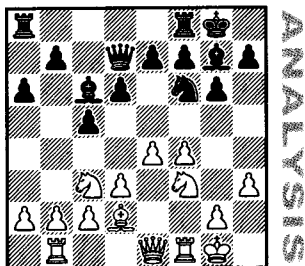


Diagram 641

After 12. h3

Not 12. Qh4 Qg4.

White now can follow up with Qh4 and f5—with a typical attack: Bh6 and Ng5.

Castling long also doesn't help Black: 11. ... 0-0-0

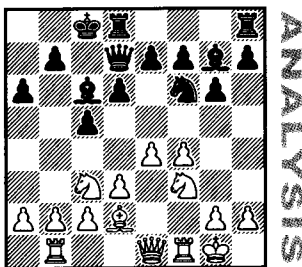


Diagram 642

After 11. ... 0-0-0

12. b4 cxb4 13. Rxb4,

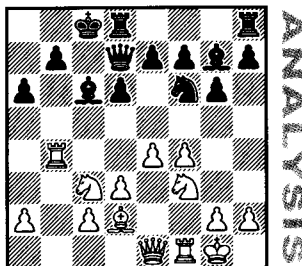


Diagram 643

After 13. Rxb4

with great attacking chances on the queenside.

A2 3. ... d6

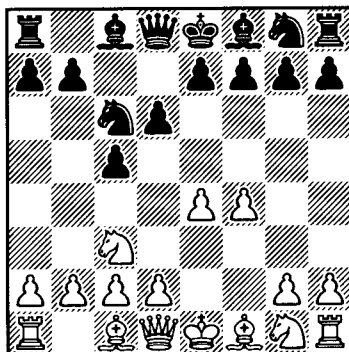


Diagram 644

After 3. ... d6

4. Nf3

Here 4. ... g6 transposes into **A1**; and 4. ... Nf6 also transposes into other lines—which favor White. Let's look at the independent lines that come about after 4. ... a6 and 4. ... e6.

A2a 4. ... a6

Black stops Bb5. We should note that this theme can occur in various move orders—for example: 1. e4 c5 2. Nc3 a6

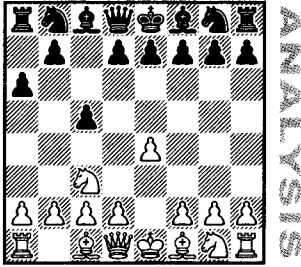


Diagram 645

After 2. ... a6

or 1. e4 c5 2. Nc3 e6 3. f4 a6.

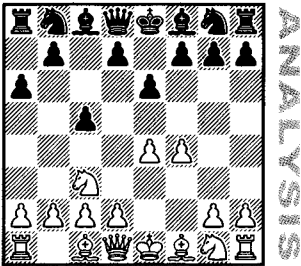


Diagram 646

After 3. ... a6

In all these cases, White can play g3, transposing into the Closed Sicilian a tempo up.

5. g3

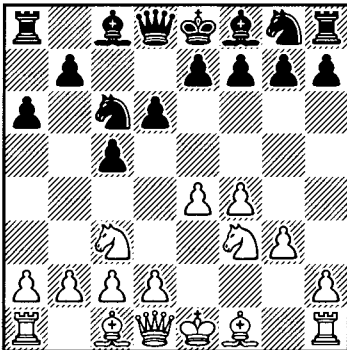


Diagram 647

After 5. g3

In this Closed Sicilian, Black has wasted a tempo on ... a6. Normally, that pawn jumps to a5 in one move.

5. ... e6

Of course, Black can choose 5. ... g6, going into the "normal" Closed Sicilian, but *a tempo down*. (See the comment after 5. g3.)

6. Bg2 Be7 7. d3 Nf6 8. 0-0 0-0 9. h3

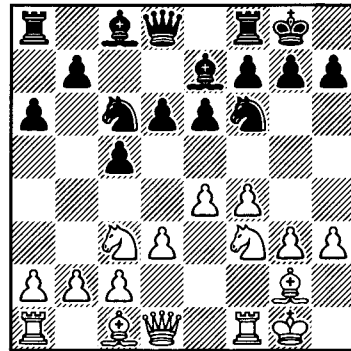


Diagram 648

After 9. h3

Both sides have finished developing. White stands ready to launch his kingside attack with g4.

The game could continue:

9. ... b5 10. g4 b4 11. Ne2 Bb7 12. Ng3

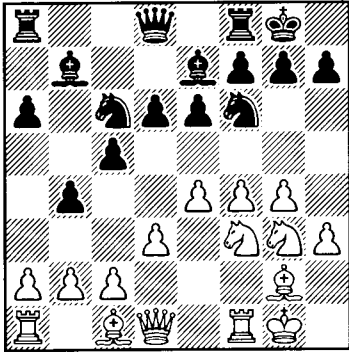


Diagram 649
After 12. Ng3

White has good attacking chances. Play over some games from the 1960s by Boris Spassky to get a flavor of the Closed Sicilian—and don't forget that you're a tempo up and attacking!

A2b 4. ... e6 5. Bb5

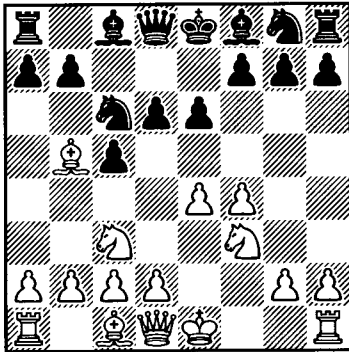


Diagram 650
After 5. Bb5

5. ... Bd7

Not 5. ... Nf6?!

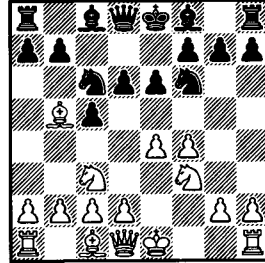


Diagram 651
After 5. ... Nf6?!

6. Bxc6+ bxc6 7. d3 Be7
8. 0-0 0-0 9. e5!.

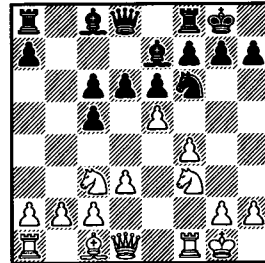


Diagram 652
After 9. e5!

White's move is a typical blow in the center to break up Black's pawn structure.

9. ... dxe5 10. fxe5 Nd5
11. Ne4!

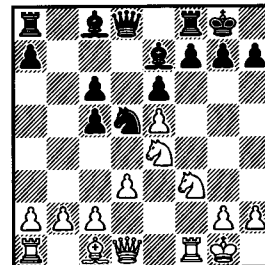


Diagram 653
After 11. Ne4!

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White owns a clear advantage.

6. d3

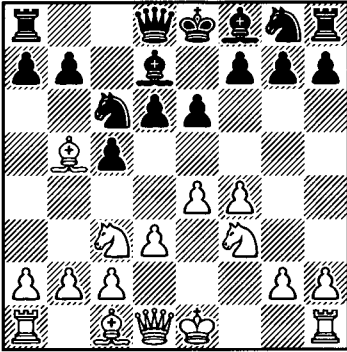


Diagram 654
After 6. d3

6. ... Be7 7. 0-0

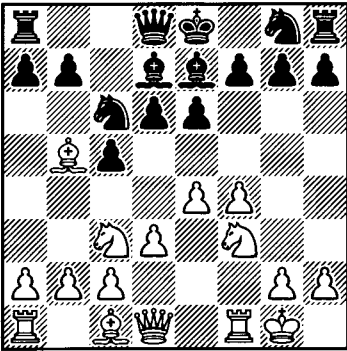


Diagram 655
After 7. 0-0

7. ... Nf6 8. Bxc6 Bxc6 9. Bd2 0-0

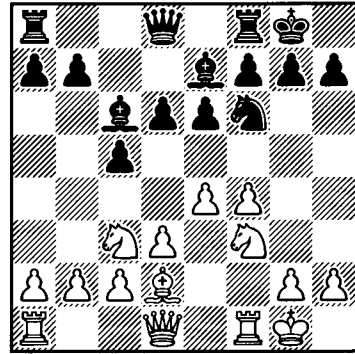


Diagram 656
After 9. ... 0-0

10. Qe2

The preliminary Ne2-Ng3 may be even stronger, as the knight is better placed on g3 than on e3. In addition to f5, at some moments e5 would be possible. If 10. Ne2

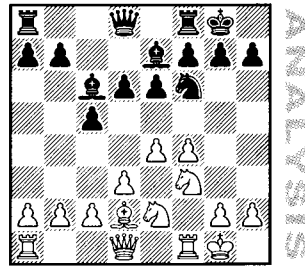


Diagram 657
After 10. Ne2

10. ... c4, then 11. Be3 (11. ... Ng4 12. Bd4).

10. ... b5 11. Rae1

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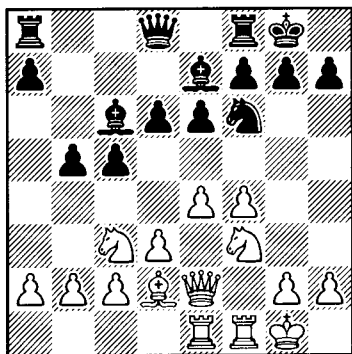


Diagram 658
After 11. Rael

White has finished his development and is ready to play on the kingside.

11. ... b4 12. Nd1 Qc7
13. Ne3 a5 14. f5!

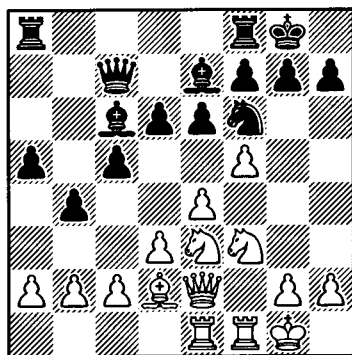


Diagram 659
After 14. f5!

White develops an attack, while Black's light-square bishop is again blocked by White's pawn chain. If Black tries the sharp (and bad) 14. ... d5,

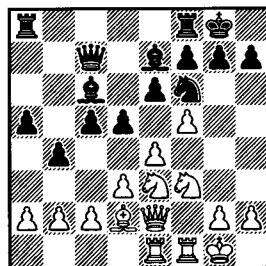


Diagram 660
After 14. ... d5

then 15. fxe6 fxe6 16. Ng5 Qd7
17. exd5 exd5 18. Nf5

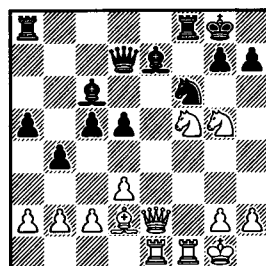


Diagram 661
After 18. Nf5

18. ... Bd8 19. Qe6+ Qxe6
20. Nxe6,

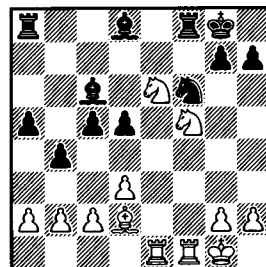


Diagram 662
After 20. Nxe6

winning. If 20. ... Rf7 21. Nxd8
and 22. Ne7+.

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As you can see, many of our lines are interchangeable and easily transpose back and forth—for example, the same position is reached after 1. e4 c5 2. Nc3 e6 3. f4

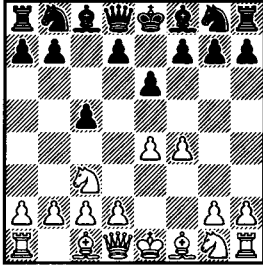


Diagram 663
After 3. f4

3. ... Nc6

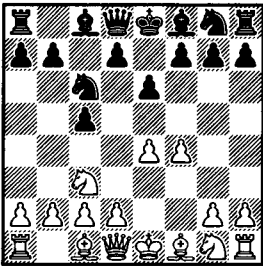


Diagram 664
After 3. ... Nc6

or after 1. e4 c5 2. Nc3 Nc6 3. f4 e6—our **A3**.

A3 3. ... e6

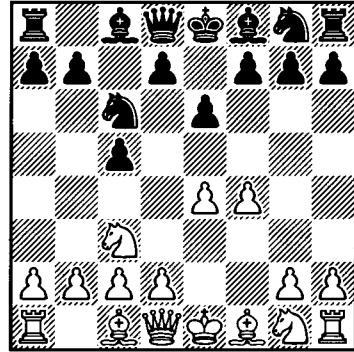


Diagram 665
After 3. ... e6

4. Nf3 d5

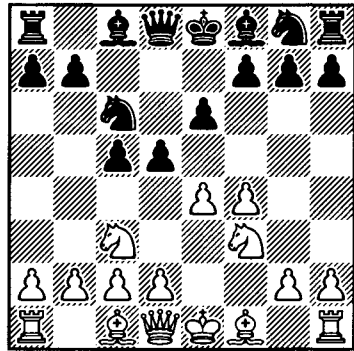


Diagram 666
After 4. ... d5

After 4. ... a6 5. g3, the game transposes to the Closed Sicilian, where White is a tempo up because Black has played ... a6, as we discussed in **A2a**, above.

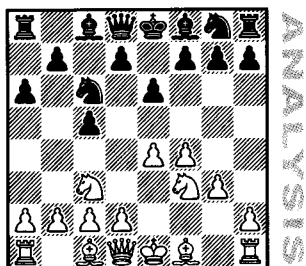


Diagram 667

After 5. g3

If now 5. ... d5 (taking advantage of being able to play ... d5 in one move—although it's not such a great idea here), then perhaps

6. e5!?

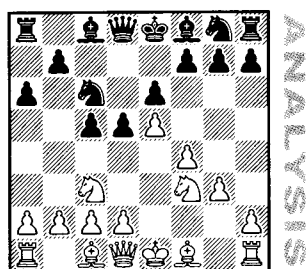


Diagram 668

After 6. e5?!

immediately closing up the position. White gains more space on the kingside. Here is one possible line.

6. ... d4 7. Ne4 Nh6

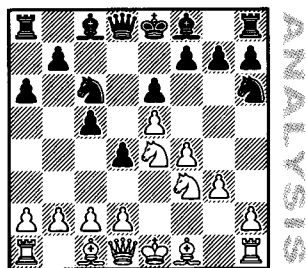


Diagram 669

After 7. ... Nh6

8. d3 Nf5 9. Bg2 Be7
10. 0-0

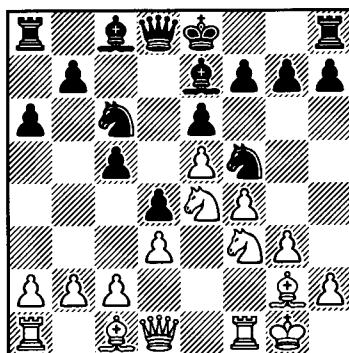


Diagram 670

After 10. 0-0

The play is complex but somewhat better for White. He can, for instance, play Qe2, followed by g4. It is difficult for Black to castle short, because his king would be under dangerous attack. Moral: If Black denies you your coveted Bb5, don't panic—he may be doing so at serious expense!

5. Bb5

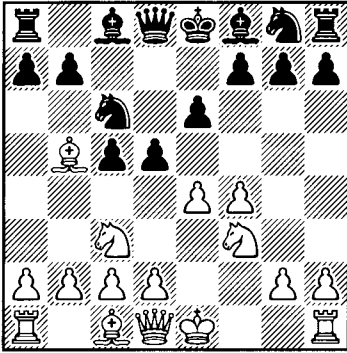


Diagram 671
After 5. Bb5

5. ... Ne7

This is the move Black should play. If 5. ... Nf6, Black allows the unfavorable doubling of his pawns: 6. e5 Nd7 7. Bxc6 bxc6

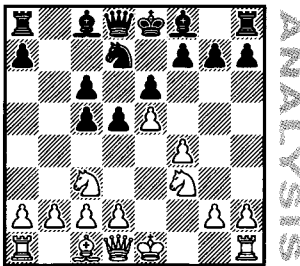


Diagram 672
After 7. ... bxc6

8. d3 Be7 9. 0-0 0-0
10. Re1 Ba6 11. Ne2 c4 12. d4
c5 13. Be3.

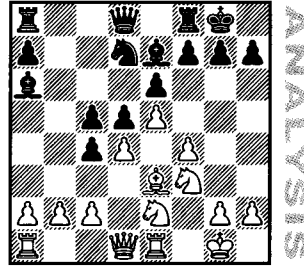


Diagram 673
After 13. Be3

Black can eliminate his double-pawns, but White still stands better. Black's a6-bishop is particularly bad.

Back to 5. ... Ne7.

6. exd5

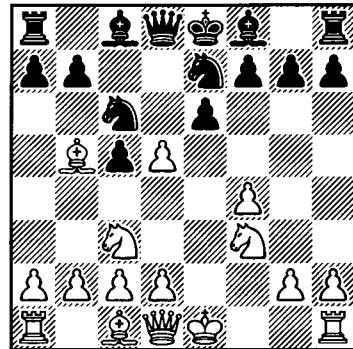


Diagram 674
After 6. ... exd5

6. ... exd5 7. Qe2!

Black's a6-bishop is particularly bad.

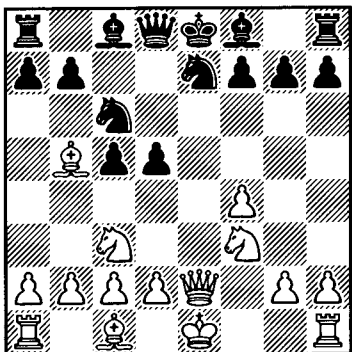


Diagram 675
After 7. Qe2!

White threatens Bxc6, doubling the c-pawns.

7. ... Qd6

After 7. ... Be6 8. Bxc6+ bxc6 9. 0-0,

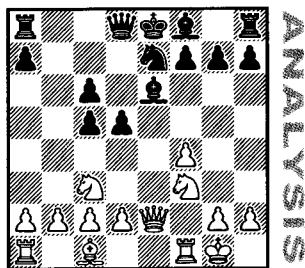


Diagram 676
After 9. 0-0

White has created a target for attack, the c5-pawn—for example: 9. ... Nf5 10. b3 Be7 11. Ba3 0-0 12. Na4.

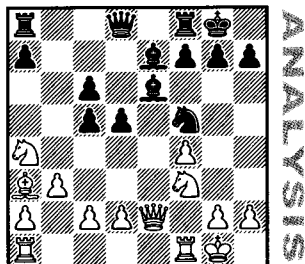


Diagram 677
After 12. Na4

White exerts strong pressure on the c5-pawn.

8. Ne5!

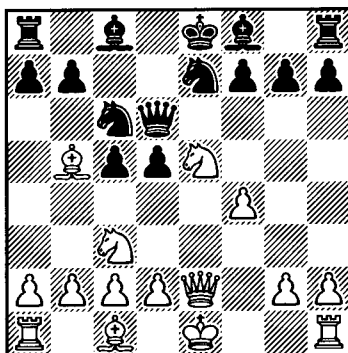


Diagram 678
After 8. Ne5!

8. ... f6 9. Nxc6 bxc6 10. Ba4

**WHITE EXERTS STRONG PRESSURE
ON THE C5-PAWN.**

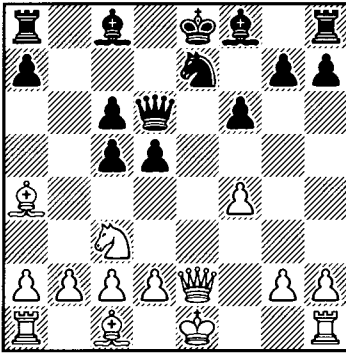


Diagram 679
After 10. Ba4

White is better, as in the game Paschall–Fargo, 1997. He has better pawn-structure; his a4-bishop both attacks the c6-pawn and protects his own c2-pawn—in case of a later N(e7)-f5-d4 raid.

Now we go back to Black's second move. Rather than 2. ... Nc6, he can try 2. ... e6 or 2. ... d6.

B 2. ... e6

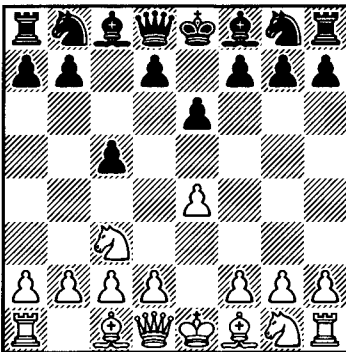


Diagram 680
After 2. ... e6

3. f4

Sticking with our plan of development.

3. ... d5 4. Nf3

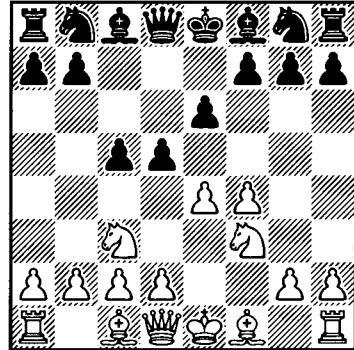


Diagram 681
After 4. Nf3

4. ... dxe4

Black's attempt to disrupt White's development with 4. ... d4 fails after 5. Ne2 d3?! 6. cxd3 Qxd3 7. Nc3!.

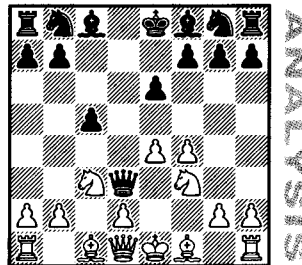


Diagram 682
After 7. Nc3!

Black's queen must retreat, when White is well ahead in development.

If instead, 4. ... Nc6 (see Diagram 683, next page),

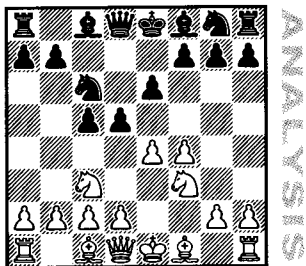


Diagram 683
After 4. ... Nc6

we transpose into the 2. ... Nc6 line with 5. Bb5. Let's get back to the main line.

5. Bb5+

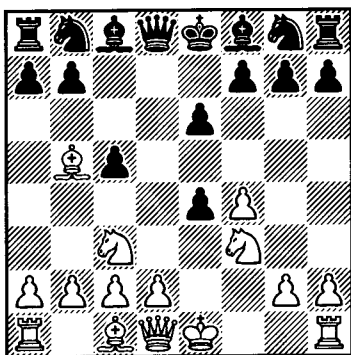


Diagram 684
After 5. Bb5+

5. ... Bd7 6. Bxd7+ Nxd7
7. Nxe4 Ngf6 8. d3

It's not easy for
Black to come up
with a good plan.

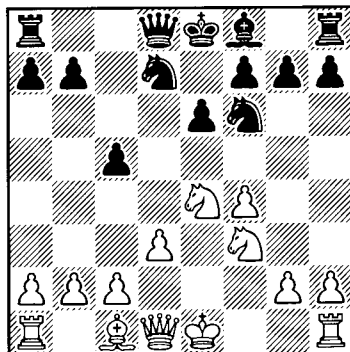


Diagram 685
After 8. d3

We have reached a quiet position. White's plan is to play 0-0 and Qe2, followed by placing his bishop on the long diagonal (a1-h8) and playing Rae1, with an easy game. Although Black has no weaknesses, his position is somewhat cramped. It's not easy for Black to come up with a good plan.

G 2. ... d6

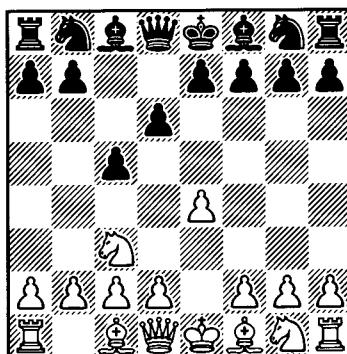


Diagram 686
After 2. ... d6

3. f4 g6 4. Nf3

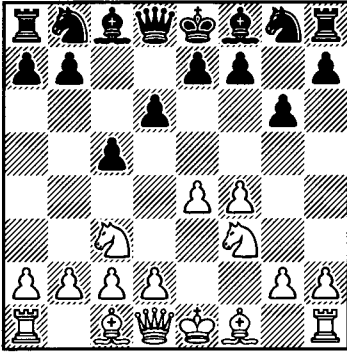


Diagram 687

After 4. Nf3

4. ... Bg7 5. Bb5+

The idea of this check will become clear in a moment.

5. ... Bd7

5. ... Nc6

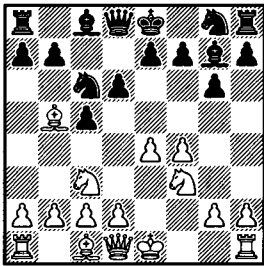


Diagram 688

After 5. ... Nc6

transposes to 2. ... Nc6.

6. Bc4!

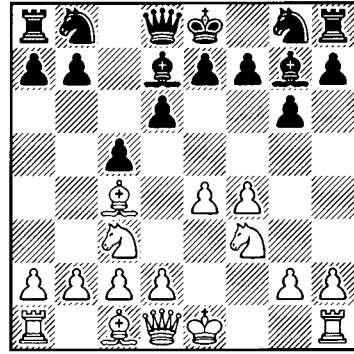


Diagram 689

After 6. Bc4!

This is the point! Although White wastes a tempo moving his bishop a second time, he has transposed to a position from the Grand Prix Attack (with 5. Bc4), except that in that line, Black's bishop is on c8. As it turns out, his bishop is better placed on c8 because it's not easy for Black to prepare ... d5 now. In other words, Black's 5. ... Bd7 is worse than a simple waste of a move.

6. ... Nc6 7. 0-0

**BLACK'S 5. ... Bd7 IS WORSE THAN A
SIMPLE WASTE OF A MOVE.**

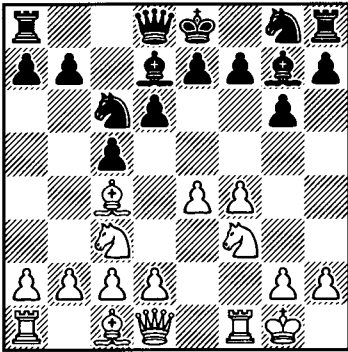


Diagram 690
After 7. 0-0

7. ... e6

7. ... Nf6 8. d3 0-0 9. Qe1

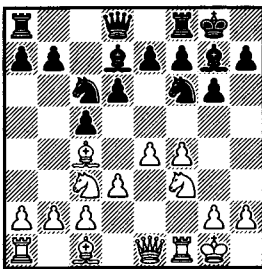


Diagram 691
After 9. Qe1

White's idea is to play Qh4, f5, and Bh6—with a strong king-side attack.

8. d3

Also interesting is 8. f5!?
exf5

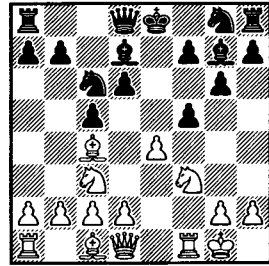


Diagram 692
After 8. ... exf5

9. d3 Nge7 10. Bf4 Be6
11. Nd5,

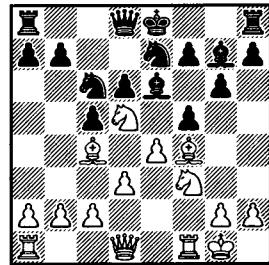


Diagram 693
After 11. Nd5

with a strong initiative.

8. ... Nge7 9. Qe1 0-0
10. Qh4

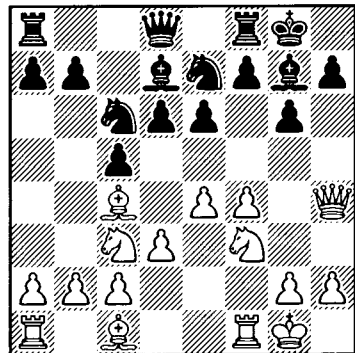


Diagram 694
After 10. Qh4

ANALYSIS

ANALYSIS

White follows up with f5 and Bh6, with an attack. Here Black doesn't have the usual blocking move against White's attack, 10. ... f5, as it simply loses to

11. Ng5, because Black's e-pawn is weak. As we point out above, 10. ... d5 isn't possible due to Black's badly placed bishop on d7.

Summary:

The Grand Prix Attack serves as a shortcut to avoid the need to study a myriad of Sicilian variations. We show how White can achieve at least an interesting and balanced game, and how he can get an edge if Black does something wrong. Depending on Black's play, White either attacks the king (often by maneuvering Qe1-h4 and sacrificing a pawn with f4-f5), or, after doubling Black's pawns on the c-file (with Bxc6), pressures the weak c5-pawn.

Chapter 14: Meeting the Sicilian Defense—Grand Prix Attack Memory Markers!

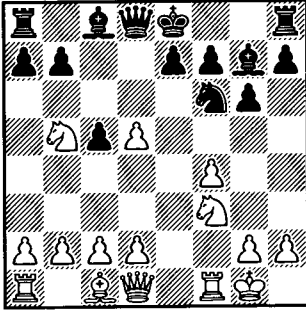


Diagram 695
After 8. ... Nf6

MARKER 1

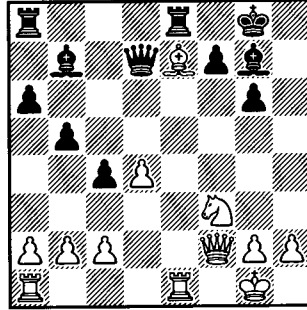


Diagram 696
After 18. ... Qd7

MARKER 2

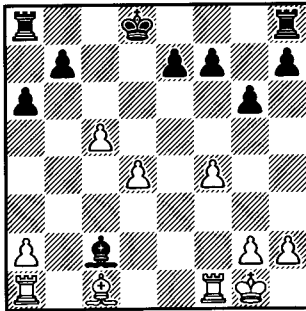


Diagram 697
After 15. ... Bxc2

MARKER 3

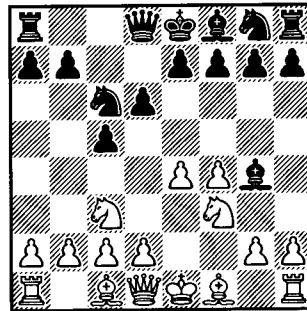


Diagram 698
After 4. ... Bg4

MARKER 4

Chapter 14: Meeting the Sicilian Defense—Grand Prix Attack Solutions to Memory Markers!

- No. 1* **9. c4**, keeping an extra pawn. See page 212.
- No. 2* **19. Bc5**. See page 213.
- No. 3* **16. d5**, with an advantage for White. See page 214.
- No. 4* **5. Bb5!**.

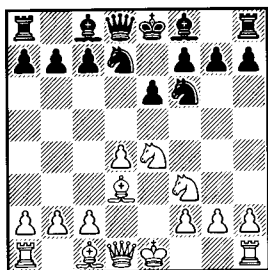
**PART
FIVE**

**THE
FRENCH
DEFENSE**

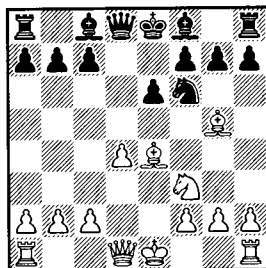
Chapter 15: The French—Intro and Rubinstein Variation

Some Important Points to Look For

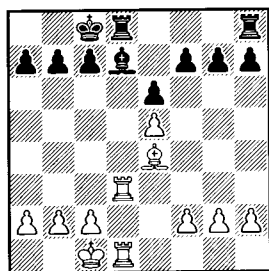
In the Rubinstein, White has to work hard to get something real—whether it's an attack or a better ending—from his proverbial space advantage.



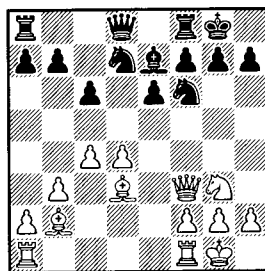
- ◆ Black has three choices.
See Diagram 709.



- ◆ How to break the pin?
See Diagram 710.



- ◆ The superior ending.
See Diagram 725.



- ◆ The main position of the 4. ... Bd7 variation. See Diagram 800.

Outline of Variations

1. e4 e6 2. d4 d5 3. Nc3 dxc4 4. Nxe4 (248) [C10]

A 4. ... Nd7 5. Nf3 Ngf6 6. Bd3 (252)

A1 6. ... Nxe4 7. Bxe4 Nf6 8. Bg5 (252)

A2 6. ... Be7 7. Nxf6+ (259)

A3 6. ... c5 7. 0-0 Nxe4 8. Bxe4 Nf6 9. Bg5 cxd4 10. Nxd4 (266)

B 4. ... Bd7 5. Nf3 Bc6 6. Bd3 Nd7 7. 0-0 Ngf6 8. Ng3 Bxf3 9. Qxf3 c6 10. b3 Be7 11. Bb2 0-0 12. c4 (273)

B1 12. ... Qa5 13. a3 b5 14. cxb5 cxb5 15. Rfe1 Nd5 16. Nf5! N7f6 17. Nxe7+ Nxe7 18. Bc3! (274)

B2 12. ... Re8 13. Rfe1 Bf8 14. Rad1 Qa5 15. Bb1 g6 16. h4! (276)

Chapter 15

The French

Intro and Rubinstein Variation

The French attracts counter-punchers. The opening is logical—staking out an early claim to the center. At its heart, the French, which gets its name from a match between London and Paris in 1834, is a counterattack, opposing White's e4 not with a head-on ... e5-block, but a ... d5-challenge.

Black's opening positions can be cramped, especially restrictive for his light-square bishop, but they are rife with counter-attacking pawn levers: ... c5 is the most common.

Every generation has had its great French players. In the 20th century, three-time world champion Mikhail Botvinnik, world champion candidate Wolfgang Uhlmann, and world champion challenger Viktor Korchnoi played the defense successfully

against the world's best. Notably, it was the defense Bobby Fischer liked least to see. He eventually adopted the King's Indian Attack against French setups. In recent years, FIDE world champion Alexander Khalifman and world champion candidate Alexander Morozevich have chosen it on important occasions.

The Rubinstein Variation is named after Akiba Rubinstein, the great world championship contender from the early 20th century. He was one of the first professionals to plan for the ending from move one. Like the Burn Variation in the next chapter, his opening releases the central tension early by capturing on e4. As in many other variations of the French, White gets an easier development and more space in the center.

Black's opening positions can be cramped, but they are rife with counter-attacking pawn levers.

1. e4 e6 2. d4 d5

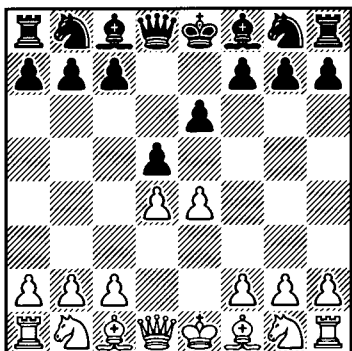


Diagram 699
After 2. ... d5

Choosing from three main moves (3. Nc3, 3. Nd2 and 3. e5), we recommend a dangerous weapon—White's strongest move—3. Nc3. Now Black has three reasonable choices: to give away the center (this chapter), to develop with 3. ... Nf6 (Chapters 16-18), or to develop with 3. ... Bb4, pinning White's knight (Chapter 19). Bad for Black is 3. ... c5

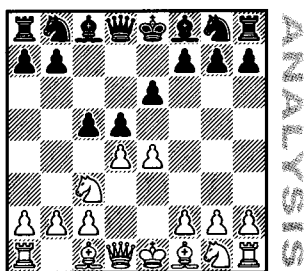


Diagram 700
After 3. ... c5

4. exd5 exd5 5. Nf3 Nc6 6. dxc5!

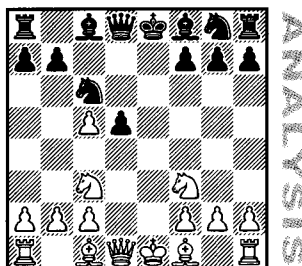


Diagram 701
After 6. dxc5!

3. Nc3 dxe4

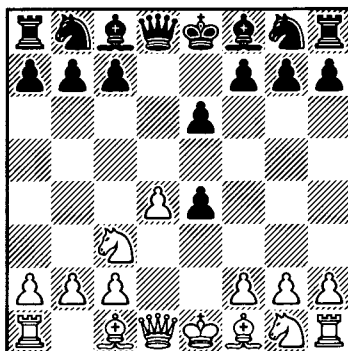


Diagram 702
After 3. ... dxe4

This is the Rubinstein Variation. Black voluntarily gives up the center in the hopes of attacking it later. This opening usually leads to a solid position for Black, while White maintains a small but lasting edge.

4. Nxe4

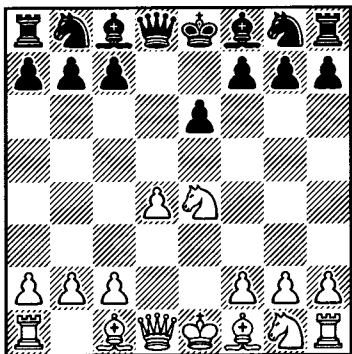


Diagram 703
After 4. ... Nxe4

Here Black has two main moves: 4. ... Nd7 and 4. ... Bd7.

We can dispense quickly with other fourth moves: 4. ... Nf6 transposes to the Burn variation after 5. Bg5, while 5. Nxf6+ gxf6! (Black's queen is misplaced and vulnerable on f6)

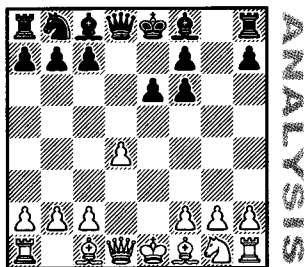


Diagram 704
After 5. ... gxf6!

leaves White with a small edge. White also stands better after 4. ... Qd5 5. Bd3!, ready to sac-

rifice the "poisoned" g2-pawn;

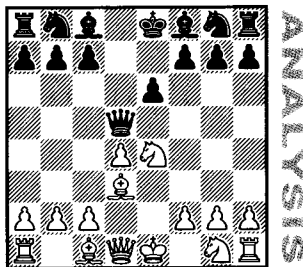


Diagram 705
After 5. Bd3!

or 4. ... b6 5. Qf3 c6 6. Bg5!;

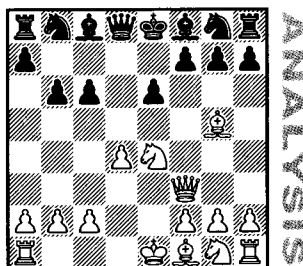


Diagram 706
After 6. Bg5!

or 4. ... e5 5. Nf3!.

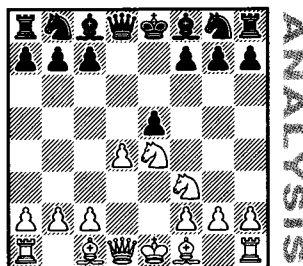


Diagram 707
After 5. Nf3!

**BLACK VOLUNTARILY GIVES UP THE CENTER
IN THE HOPES OF ATTACKING IT LATER.**

A 4. ... Nd7

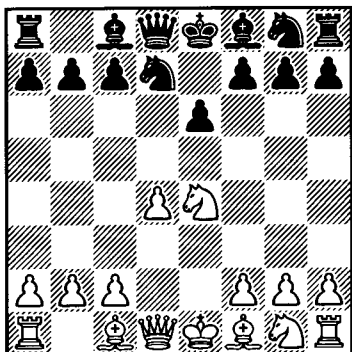


Diagram 708
After 4. ... Nd7

Black prepares to exchange White's knight after 5. ... Ngf6.

5. Nf3

If you prefer a quieter game and less study, Botvinnik's 5. g3 is a good alternative.

5. ... Ngf6 6. Bd3

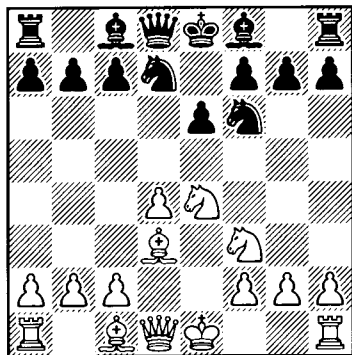


Diagram 709
After 6. Bd3

Besides 6. Bd3, White has another good choice: 6. Bg5, covered in the Burn variation.

After 6. Bd3, Black has three moves: 6. ... Nxe4, 6. ... Be7 and

6. ... c5.

A1 6. ... Nxe4 7. Bxe4 Nf6
8. Bg5

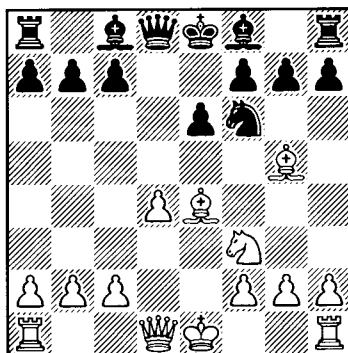


Diagram 710
After 8. Bg5

And now Black has three choices to break the pin: 8. ... Qd6, 8. ... Be7, and 8. ... h6. Note that after 8. ... c5 9. 0-0, we transpose to the 6. ... c5 variation, **A3**.

A1a 8. ... Qd6

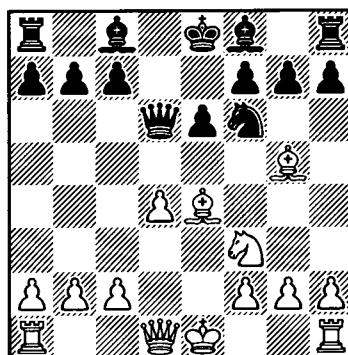


Diagram 711
After 8. ... Qd6

Black activates his queen. He's not afraid to allow his pawns to be doubled after Bxf6.

9. Bxf6 gxf6 10. c3 f5

11. Bc2

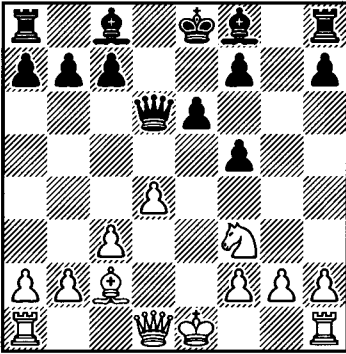


Diagram 712
After 11. Bc2

Although Black owns the bishop pair, White should be quite happy with his position. He controls the e5-outpost, and he leads in development.

11. ... Bd7

After 11. ... Bg7 12. Qe2

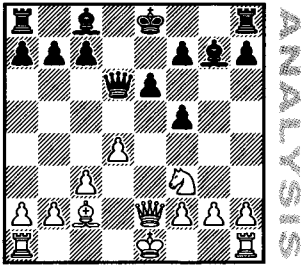


Diagram 713
After 12. Qe2

12. ... 0-0 (12. ... Bd7?
13. Bxf5) 13. 0-0-0,

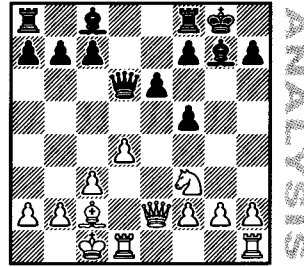


Diagram 714
After 13. 0-0-0

White's attack will be unstoppable after he opens up the king-side with g4!.

12. Ne5 Bg7

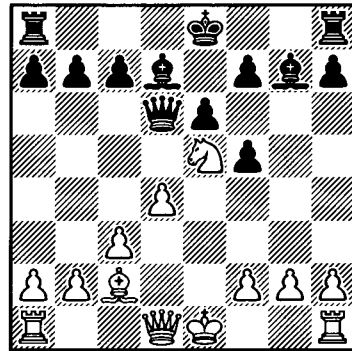


Diagram 715
After 12. ... Bg7

Here White has two choices to obtain a slight edge.

A1a1 13. Nxd7

This is the simpler and perhaps stronger choice.

13. ... Qxd7 14. Qh5 0-0-0
15. 0-0-0

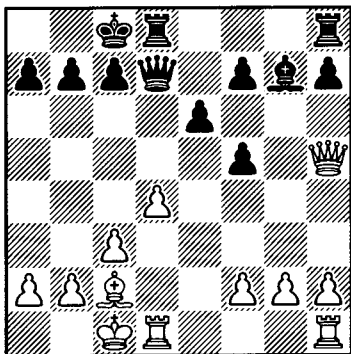


Diagram 716
After 15. 0-0-0

White is slightly better because of Black's kingside weaknesses.

A1a2 13. f4 Bxe5 14. fxe5
Qd5 15. Qf3

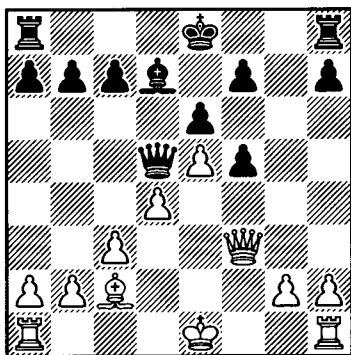


Diagram 717
After 15. Qf3

Here the game Maciejaja–Anastasian, 2004, continued:

15. ... Bc6 16. Qxd5 Bxd5
17. 0-0 Ke7 18. Bb3

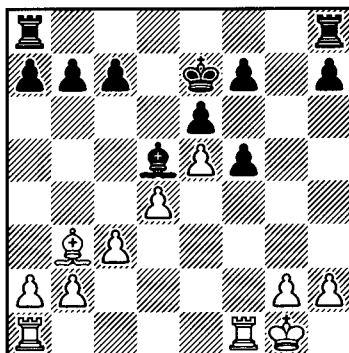


Diagram 718
After 18. Bb3

18. ... Be4 19. Bd1 Rag8
20. Bf3 Bxf3 21. Rxf3

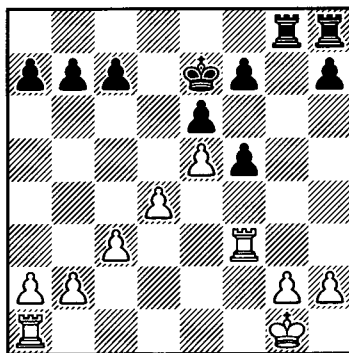


Diagram 719
After 21. Rxf3

White has a slight edge in the resulting rook endgame. The previous line (13. Nxd7), however, is likely to offer more practical chances, as rook endings are notoriously drawish, and this one doesn't seem to be an exception.

**WHITE IS SLIGHTLY BETTER BECAUSE
OF BLACK'S KINGSIDE WEAKNESSES.**

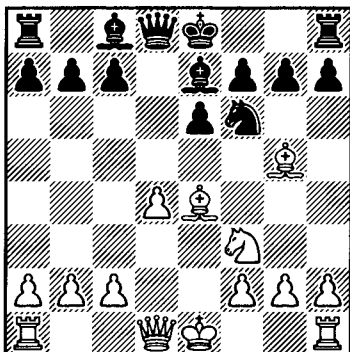
A1b 8. ... Be7

Diagram 720

After 8. ... Be7

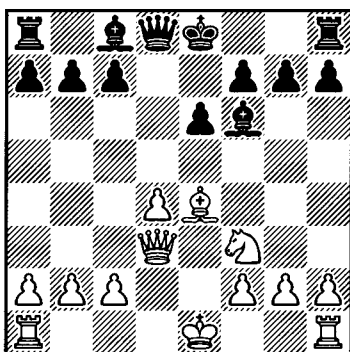
9. Bxf6 Bxf6 10. Qd3

Diagram 721

After 10. Qd3

This multi-purpose move stops Black from castling, creates a threat of Bxb7 (followed by Qb5+), and prepares 0–0–0. Note that White was willing to part with his dark-square bishop in order to maintain the initiative.

10. ... Qd6 11. 0–0–0 Bd7!?

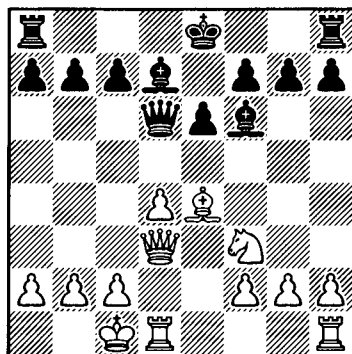


Diagram 722

After 11. ... Bd7!?

Black offers a pawn sacrifice as in the game Rublevsky–Lobron, 2000. White, however, doesn't have to take it!

12. Ne5!

In the game, Rublevsky played 12. Bxb7, and after 12. ... Rb8 13. Be4 c5 14. Kb1,

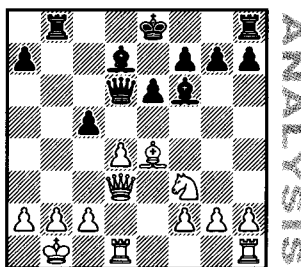


Diagram 723

After 14. Kb1

White managed to defend against Black's threats and finally converted his extra pawn.

12. ... Bxe5 13. dxe5

ANALYSIS

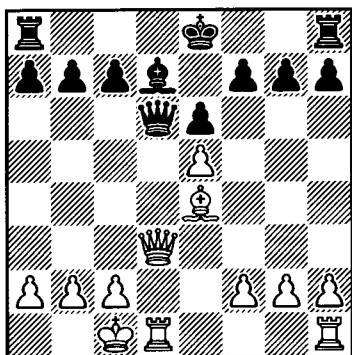


Diagram 724
After 13. dxe5

13. ... Qxd3 14. Rxd3 0–0–0
15. Rhd1

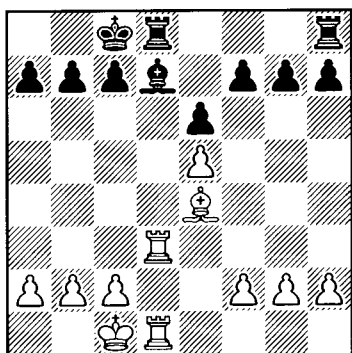


Diagram 725
After 15. Rhd1

White threatens Bxb7+. He stands better.

White creates the
tricky threat of
Bxb7! and Qb5+.

A1c 8. ... h6

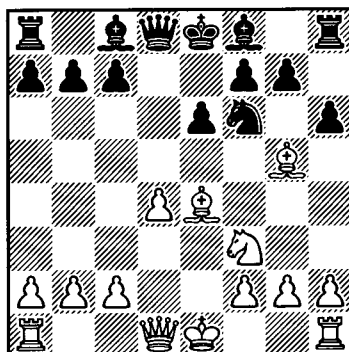


Diagram 726
After 8. ... h6

9. Bxf6 Qxf6 10. Qe2

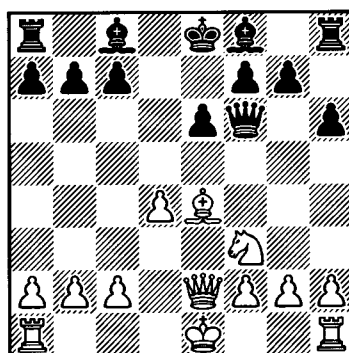


Diagram 727
After 10. Qe2

White creates the tricky threat of Bxb7! and Qb5+. Black has two ways to counter it: 10. ... c6 and 10. ... a6.

A1c1 10. ... c6

Played in the game
Sutovsky–Shachar, 2002.

11. Ne5!

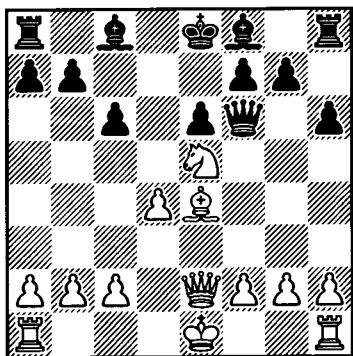


Diagram 728

After 11. Ne5

Now Black has to defend against Nxc6!

11. ... Rb8 12. f4

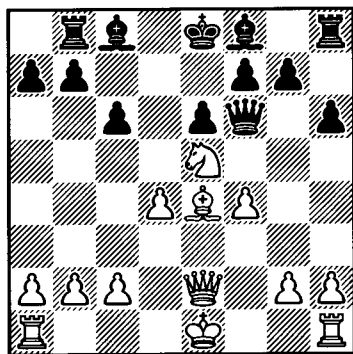


Diagram 729

After 12. f4

If 12. ... Qxf4?

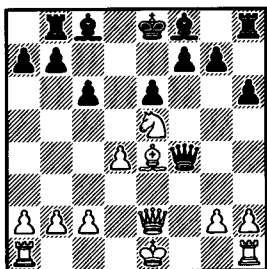


Diagram 730

After 12. ... Qxf4?

then 13. g3 Qg5 (13. ... Qf6 14. Rf1) 14. Qf3!,

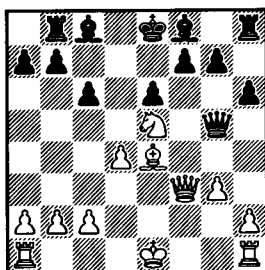


Diagram 731

After 14. Qf3!

when Black is defenseless against White's threats—for example: 14. ... f5 15. Bxc6+! bxc6 16. Qxc6+ Ke7

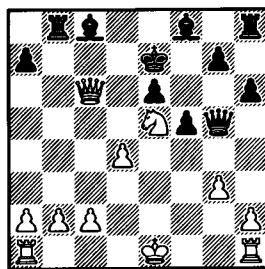


Diagram 732

After 16. ... Ke7

17. Qc7+ Ke8 18. Qf7+ Kd8

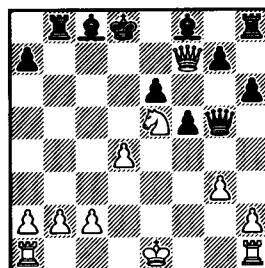
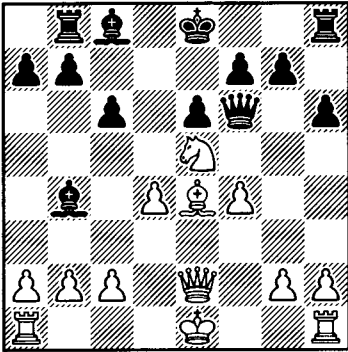
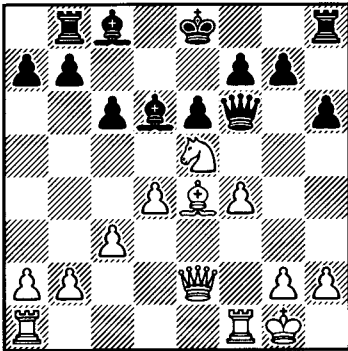


Diagram 733

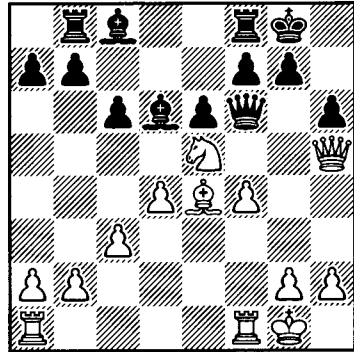
After 18. ... Kd8

19. Nc6, checkmate.

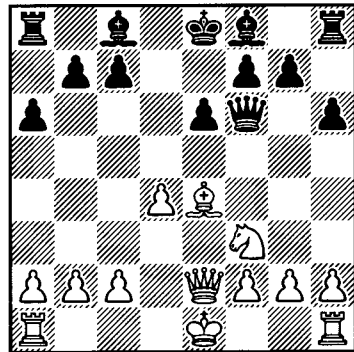
Shachar played better.

12. ... Bb4+*Diagram 734**After 12. ... Bb4+***13. c3 Bd6 14. 0-0!***Diagram 735**After 14. 0-0!*

This is even simpler than Sutovsky's 14. Qe3 and castling long.

14. ... 0-0 15. Qh5!*Diagram 736**After 15. Qh5!*

White continues with R(a)d1-d3. He has a strong attack.

A1c2 10. ... a6*Diagram 737**After 10. ... a6***11. 0-0-0**

The game Alekseev-Korobov, 2001 continued:

11. ... Bd6 12. Kb1 0-0 13. h4 Rb8 14. g4 Bd7 15. Ne5!

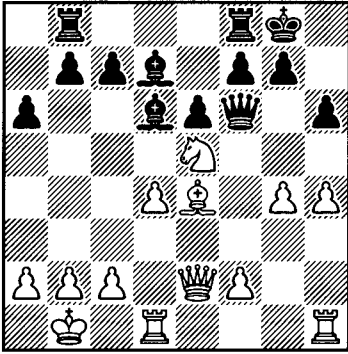


Diagram 738
After 15. Ne5!

This move is stronger than the immediate 15. g5. Now Black faces serious difficulties.

15. ... Bb5

15. ... Bxe5? 16. dxe5 Qe7
17. g5!

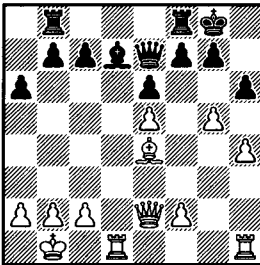


Diagram 739
After 17. g5!

White has a strong attack.

16. c4 Ba4 17. b3 Be8 18. g5!

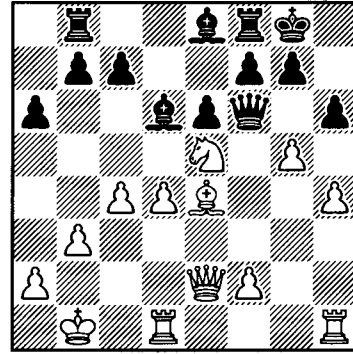


Diagram 740
After 18. g5!

18. ... Qe7

18. ... Qf4 19. Nd3

19. gxh6

Black is hopeless.

A2 6. ... Be7

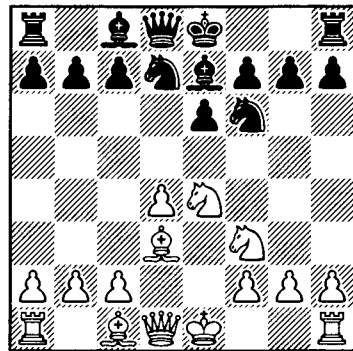


Diagram 741
After 6. ... Be7

7. Nxf6+

Now Black can choose between 7. ... Nxf6 or 7. ... Bxf6.

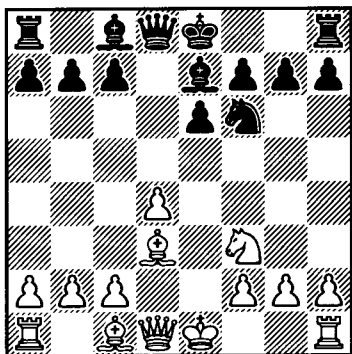
A2a 7. ... Nxf6

Diagram 742
After 7. ... Nxf6

8. Qe2 0-0

8. ... c5 9. dxc5 Qa5+ 10. Bd2
Qxc5 11. 0-0-0 0-0 12. Ne5 b5
13. g4!

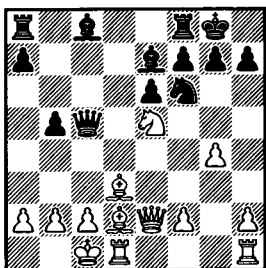


Diagram 743
After 13. g4!

White has a strong attack.

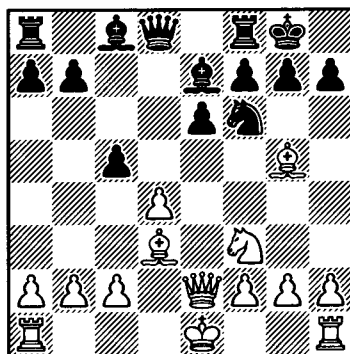
9. Bg5 c5

Diagram 744
After 9. ... c5

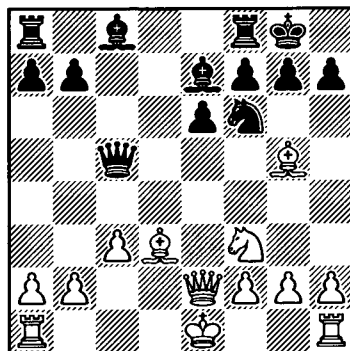
10. dxc5 Qa5+ 11. c3 Qxc5

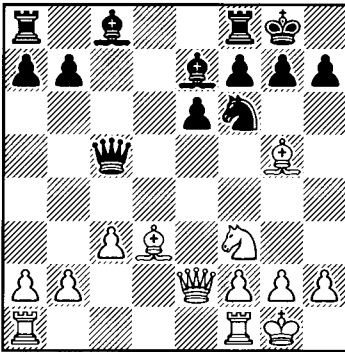
Diagram 745
After 11. ... Qxc5

And now White has a pleasant choice between 12. 0-0 and the aggressive 12. 0-0-0.

**WHITE HAS A PLEASANT CHOICE BETWEEN
12. 0-0 AND THE AGGRESSIVE 12. 0-0-0.**

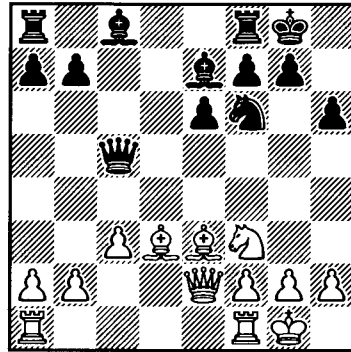
**WHITE HAS A FAVORABLE ENDING.
HE ENJOYS A QUEENSIDE PAWN MAJORITY
AND MORE ACTIVE MINOR PIECES.**

A2a1 12. 0-0



*Diagram 746
After 12. 0-0*

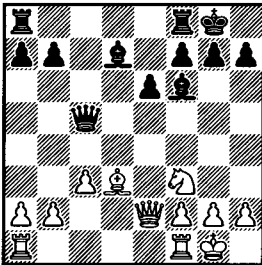
13. Be3



*Diagram 748
After 13. Be3*

12. ... h6

12. ... Bd7? 13. Bxf6 Bxf6

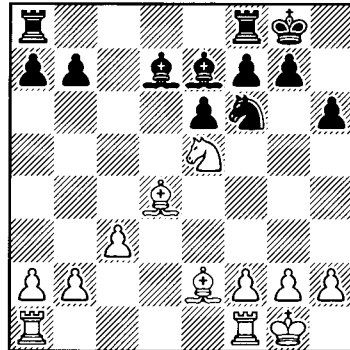


*Diagram 747
After 13. ... Bxf6*

ANALYSIS

**14. Bxh7+! Kxh7 15. Qd3+
Kg8 16. Qxd7**

**13. ... Qh5 14. Bd4 Bd7
15. Ne5 Qxe2 16. Bxe2**



*Diagram 749
After 16. Bxe2*

White has a favorable ending. He enjoys a queenside pawn majority and more active minor pieces.

WHITE HAS GOOD ATTACKING CHANCES, EVEN IF BLACK DEFENDS BETTER.

A2a2 12. 0-0-0

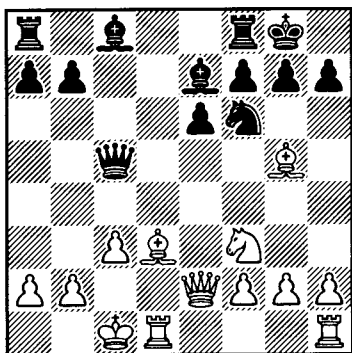


Diagram 750
After 12. 0-0-0

A2a2 (I) 12. ... g6?!

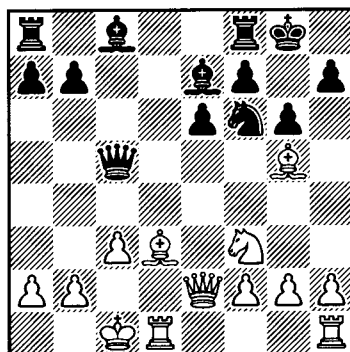


Diagram 752
After 12. ... g6?!

Now Black should not play 12. ... b5?: 13. Bxf6 Bxf6 14. Qe4

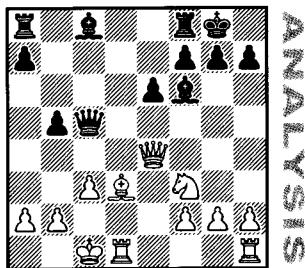


Diagram 751
After 14. Qe4

14. ... g6 15. Qxa8, Fischer–Kral, 1964. White has good attacking chances, even if Black defends better—for example, with 12. ... g6 or 12. ... h6.

This allows White to develop a powerful attack as in the game Kupreichik–Kataev, 1984.

13. h4 b6 14. h5 Bb7 15. hxg6 hxg6

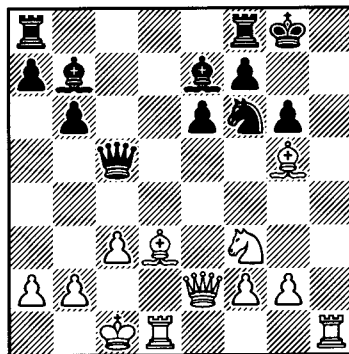


Diagram 753
After 15. ... hxg6

16. Bxg6!

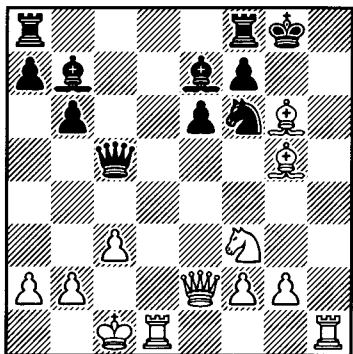


Diagram 754

After 16. Bxg6!

This move is stronger than Kupreichik's 16. Be3.

16. ... Bxf3

16. ... fxg6 17. Qxe6+ Rf7
18. Rh8+ Kxh8 19. Qxf7

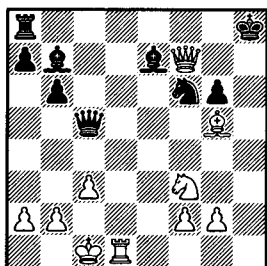


Diagram 755

After 19. Qxf7

19. ... Nh7 20. Rh1 Bxg5+
21. Nxg5 Qxg5+ 22. f4 Qh5 23.
Rxf5 gxf5 24. Qxb7+-

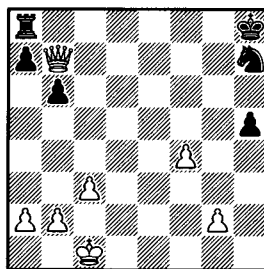


Diagram 756

After 24. Qxb7+-

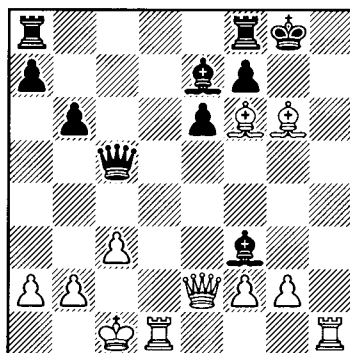
17. Bxf6

Diagram 757

After 17. Bxf6

17. ... Qg5+

17. ... Bxe2 18. Rh8, check-
mate; 17. ... Bxf6 18. Bh7+ Kg7
19. Qxf3±

18. Rd2

**Black's 12. ... g6?! allows White
to develop a powerful attack.**

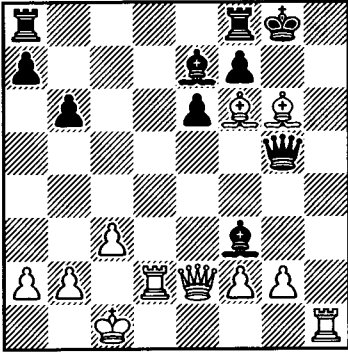


Diagram 758
After 18. Rd2

18. ... Bxf6 19. Bh7+ Kg7
20. Qxf3

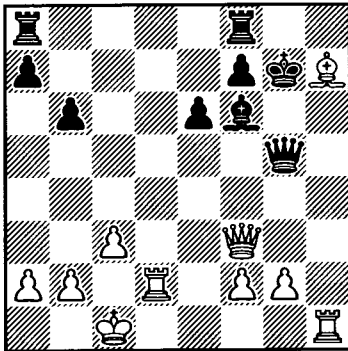


Diagram 759
After 20. Qxf3

White is up a pawn.

A2a2 (D) 12. ... h6

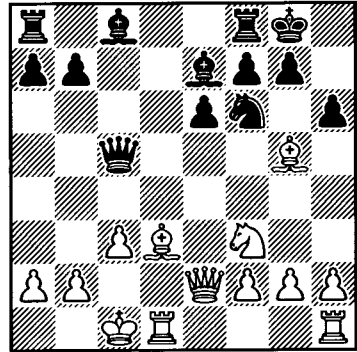


Diagram 760
After 12. ... h6

13. Bxf6

Also good is 13. Bh4, but our choice is more direct.

13. ... Bxf6 14. Qe4 g6 15. h4

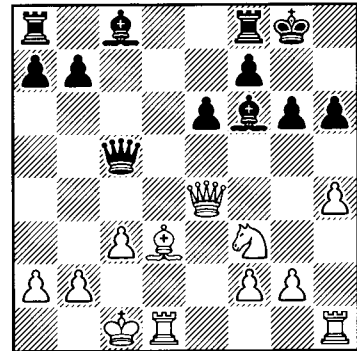


Diagram 761
After 15. h4

White is on the attack.

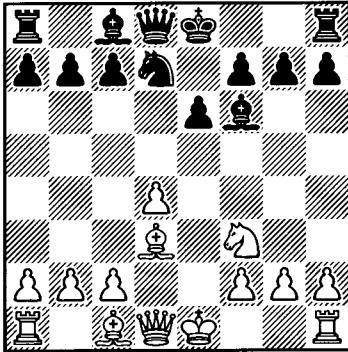
A2b 7. ... Bxf6

Diagram 762
After 7. ... Bxf6

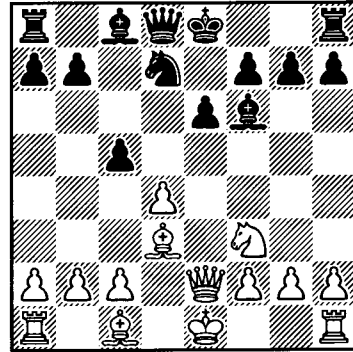
A2b1 8. ... c5

Diagram 764
After 8. ... c5

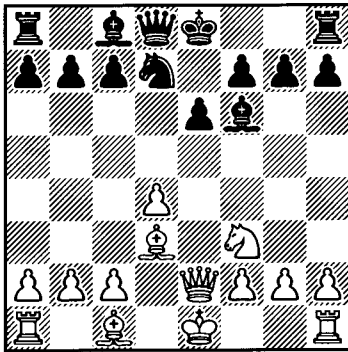
8. Qe2

Diagram 763
After 8. Qe2

Here Black has tried: 8. ...
c5 and 8. ... 0-0.

**9. d5! Nb6 10. Bb5+ Kf8
11. dxe6 Bxe6 12. 0-0**

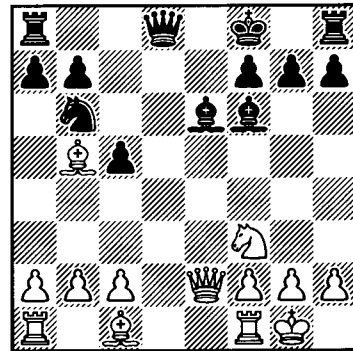


Diagram 765
After 12. 0-0

White has an easy game,
while Black faces difficulties
with his King on f8—for exam-
ple: 12. ... c4 13. Be3 Qd5 14. a4
Bxb2 15. Rad1

**WHITE HAS AN EASY GAME, WHILE BLACK
FACES DIFFICULTIES WITH HIS KING ON F8.**

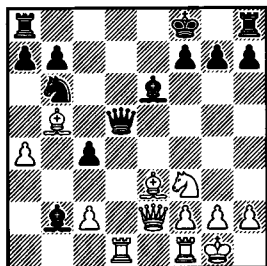


Diagram 766

After 15. Rad1

15. ... Qh5 16. Bxb6 axb6
17. Bxc4 Bg4 18. Rfe1±

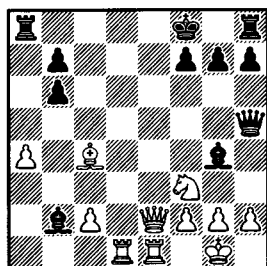


Diagram 767

After 18. Rfe1±

A2h2 8. ... 0-0

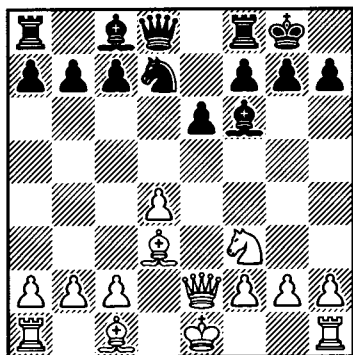


Diagram 768

After 8. ... 0-0

Castling also has its drawbacks.

9. Qe4 g6 10. Bh6 Re8
11. 0-0-0

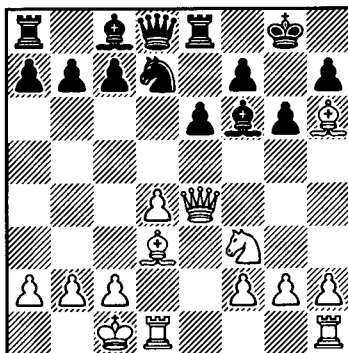


Diagram 769

After 11. 0-0-0

White continues with h4. He has a strong attack.

A3 6. ... c5

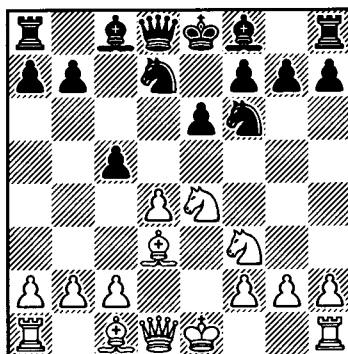


Diagram 770

After 6. ... c5

7. 0-0 Nxe4 8. Bxe4

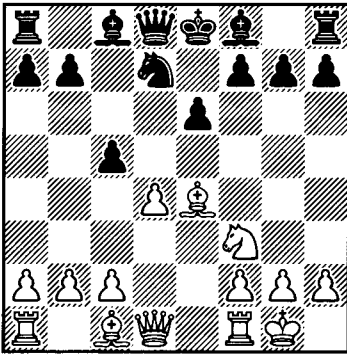


Diagram 771
After 8. Bxe4

8. ... Nf6

Or 8. ... cxd4 9. Nxd4 Nf6
10. Bg5,

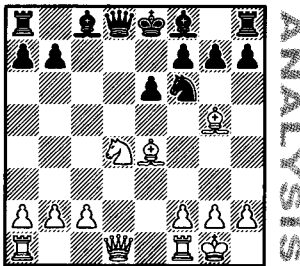


Diagram 772
After 10. Bg5

which transposes to the main line.

9. Bg5

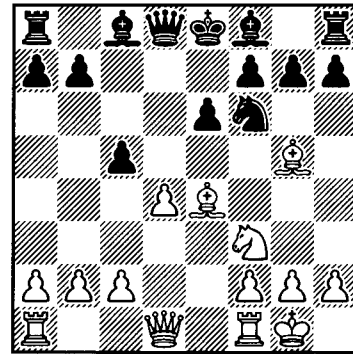


Diagram 773
After 9. Bg5

9. ... cxd4 10. Nxd4

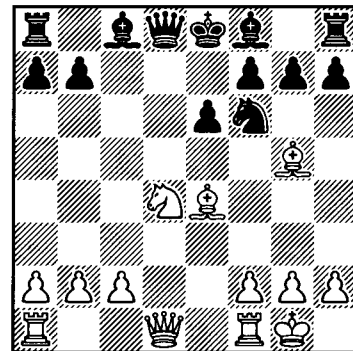
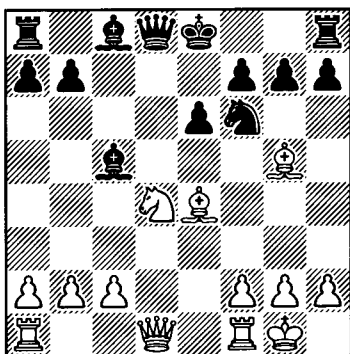


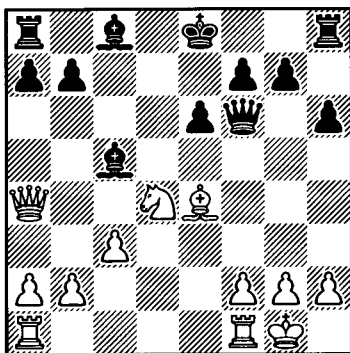
Diagram 774
After 10. Nxd4

White is clearly on top. He is ahead in development, and all of his pieces stand on active squares. In this position, Black has tried several moves: 10. ... Bc5, 10. ... h6, and 10. ... Be7.

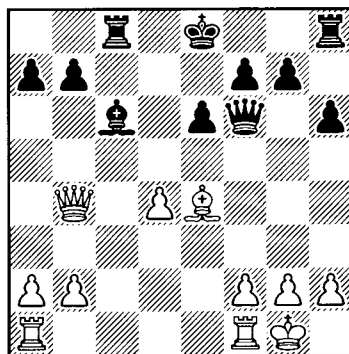
White is clearly on top. He is ahead in development, and all of his pieces stand on active squares.

A3a 10. ... Bc5*Diagram 775**After 10. ... Bc5*

**11. c3 h6 12. Bxf6 Qxf6
13. Qa4+**

*Diagram 776**After 13. Qa4+*

**13. ... Bd7 14. Qc4 Bxd4
15. cxd4 Rc8 16. Qb4 Bc6**

*Diagram 777**After 16. ... Bc6*

We've followed the game Svidler–Izoria, 2002. And now White has a very strong move that Svidler didn't play.

17. d5! [TN]

This theoretical novelty exploits the fact that Black's king is stuck in the center. Svidler–Izoria followed the normal continuation: 17. Bxc6+ bxc6 18. Qb7 0–0!

**THIS THEORETICAL NOVELTY EXPLOITS
THE FACT THAT BLACK'S KING IS
STUCK IN THE CENTER.**

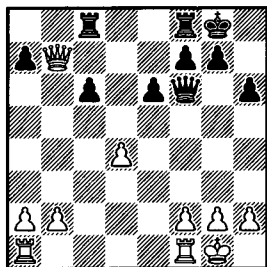


Diagram 778
After 18. ... 0-0!

Now Black successfully regains his pawn: 19. Qxa7 Rfd8 20. Rfd1 c5 21. dxc5 Qxb2

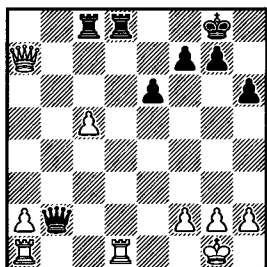


Diagram 779
After 21. ... Qxb2

22. h3 (22. Rxd8+ Rxd8 23. Rf1 Rc8=) 22. ... Rxd1+ 23. Rxd1 Qc2.

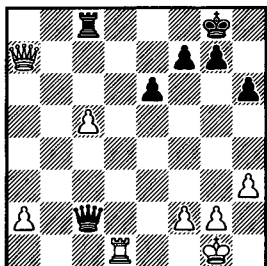


Diagram 780
After 23. ... Qc2

Here the opponents agreed to a draw, since 24. Rd7 Qc1+ 25. Kh2 Qf4+ leads to perpetual. Thus 17. d5! is an important

improvement.

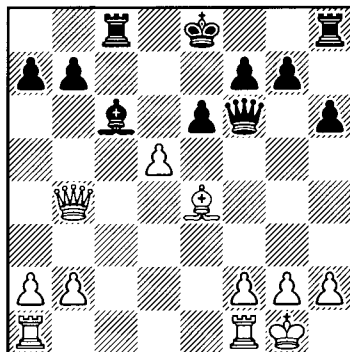


Diagram 781
After 17. d5!

White temporarily sacrifices a pawn to open up the file to Black's king.

17. ... exd5 18. Bf3

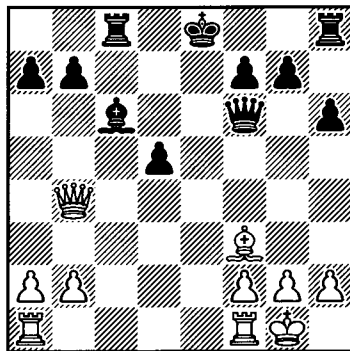


Diagram 782
After 18. Bf3

White will regain his pawn while keeping a strong attack.

A3a1 18. ... Rc7 19. Rad1 Rd7 20. Rfe1+ Kd8

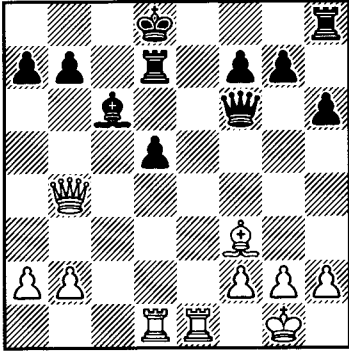


Diagram 783
After 20. ... Kd8

21. Bg4! Re7

21. ... Rc7 22. Qc5!, with the deadly threat of Rxd5, followed by mate.

22. Rxe7 Qxe7

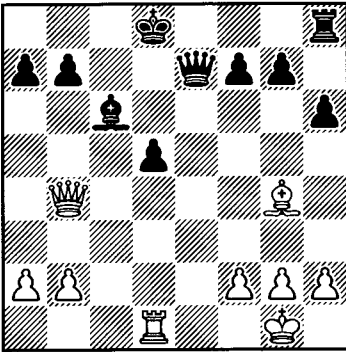


Diagram 784
After 22. ... Qxe7

23. Qf4! Qc7 24. Qd4±

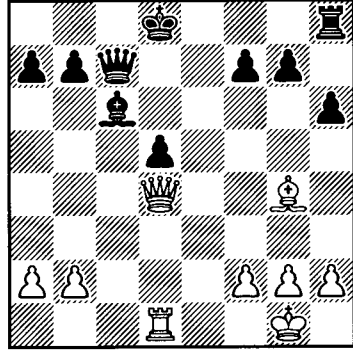


Diagram 785
After 24. Qd4±

White wins a pawn back with this double-attack. He has a clear advantage.

A3a2 18. ... Rd8

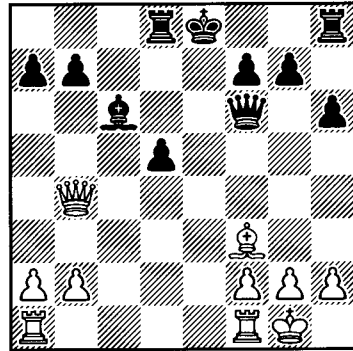


Diagram 786
After 18. ... Rd8

19. Rfe1+ Kd7 20. Qa5!

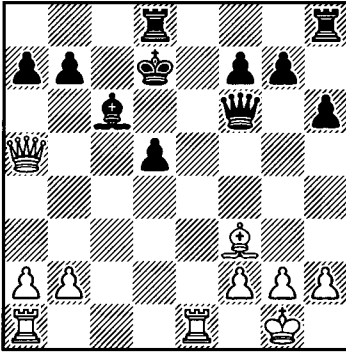


Diagram 787
After 20. Qa5!

The combination of his unsafe king and his vulnerable pawns spells long-term trouble for Black.

A3b 10. ... h6

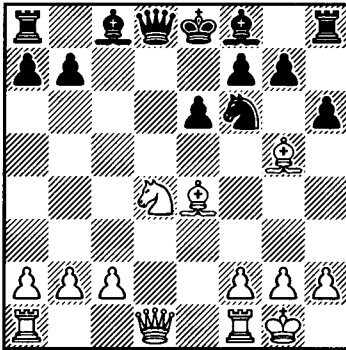


Diagram 788
After 10. ... h6

11. Bxf6 Qxf6 12. Qd3 a6
13. Rad1

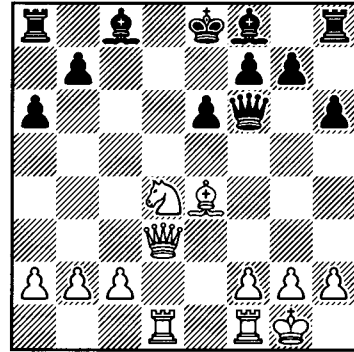


Diagram 789
After 13. Rad1

This position occurred in the game Svidler–Bareev, 2004. White managed to win a beautiful miniature.

13. ... Be7 14. Nc6!

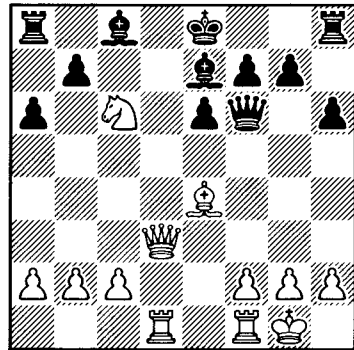


Diagram 790
After 14. Nc6!

14. ... e5

14. ... 0–0 15. Nxe7+ Qxe7
16. Qd6

The combination of his unsafe king
and his vulnerable pawns spells
long-term trouble for Black.

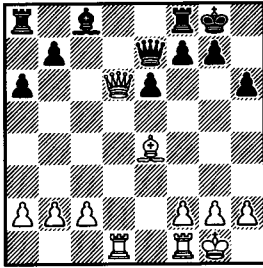


Diagram 791
After 16. Qd6

This endgame must be won for White.

15. Nxe7 Qxe7 16. f4!

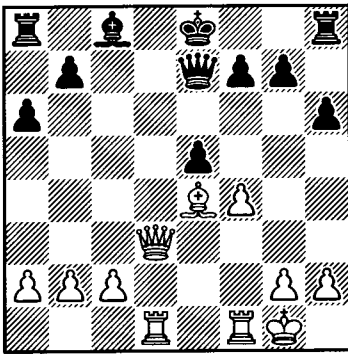


Diagram 792
After 16. f4!

16. ... exf4

If 16. ... 0-0, White continues with 17. f5!.

17. Bxb7!

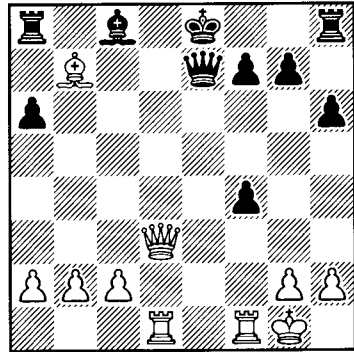


Diagram 793
After 17. Bxb7!

This shot finishes the game.

17. ... Bxb7

17. ... Qxb7 18. Qd8, check-mate

18. Rfe1+-

A3c 10. ... Be7

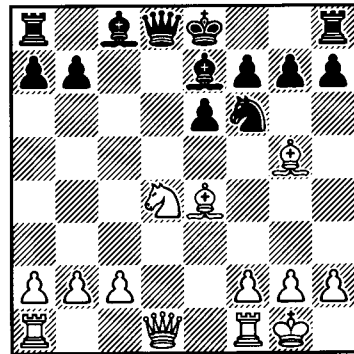


Diagram 794
After 10. ... Be7

11. Bf3 0-0 12. Re1

THIS ENDGAME MUST BE WON FOR WHITE.

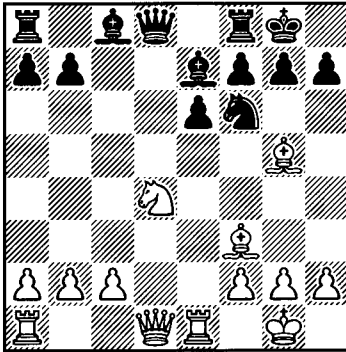


Diagram 795
After 12. *Re1*

Black has problems developing his light-square bishop. The game J. Polgar–Van Wely, 2001, continued:

12. ... **Qb6** 13. **Nb3 Rd8**
14. **Qe2 Bd7** 15. **Bd2 Bb4** 16. **c3**
Bd6 17. **c4**

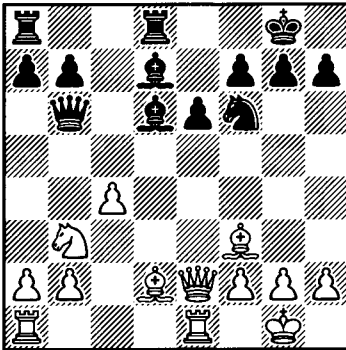


Diagram 796
After 17. *c4*

White has a slight edge.

B 4. ... Bd7

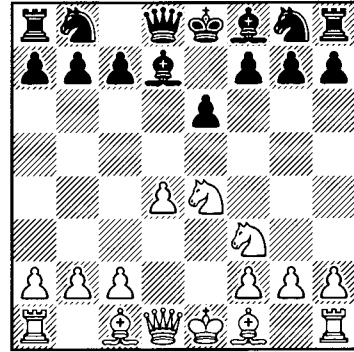


Diagram 797
After 4. ... *Bd7*

Black intends to solve the problem of his most passive piece. His idea is to play ... **Bc6** and later exchange it for one of White's knights.

5. **Nf3 Bc6** 6. **Bd3 Nd7**
7. **0-0 Ngf6** 8. **Ng3**

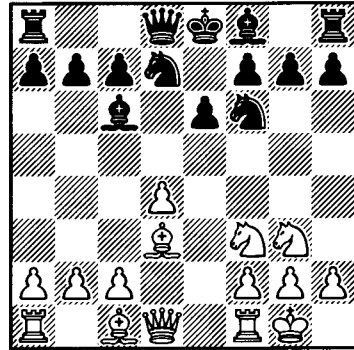


Diagram 798
After 8. *Ng3*

As is often the rule, the side with more space avoids trading pieces. This is why White simply retreats to **g3**.

8. ... Bxf3

To avoid an eventual **Ne5**.

9. Qxf3 c6

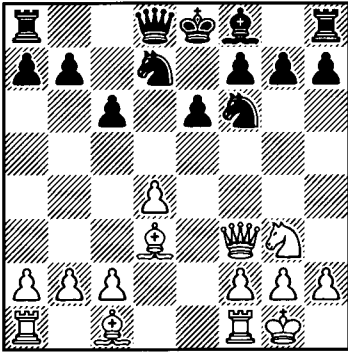


Diagram 799
After 9. ... c6

Here we suggest the fianchetto as the surest way to exploit White's edge.

10. b3 Be7 11. Bb2 0-0 12. c4

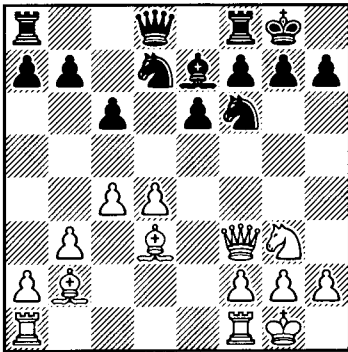


Diagram 800
After 12. c4

We have reached the main position of the ... Bd7 variation. White has a significant space advantage and the bishop pair. Black, on the other hand, has a very solid position with no weaknesses. To see typical plans, let's look at two possible choices for Black: 12. ... Qa5 and 12. ... Re8.

B1 12. ... Qa5

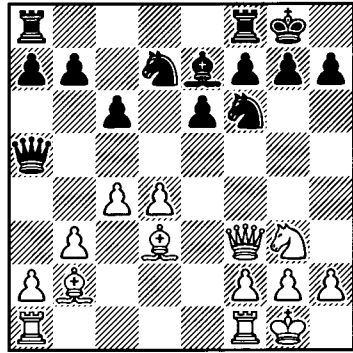


Diagram 801
After 12. ... Qa5

Black's idea is to trade dark-square bishops with ... Ba3.

13. a3 b5!?

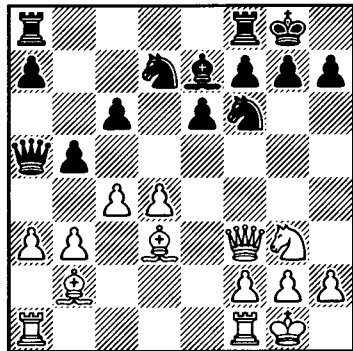


Diagram 802
After 13. ... b5!?

An interesting idea, which occurred in the game Ivanchuk–Chernin, 2002.

14. cxb5

14. Qxc6? Qd2—

14. ... cxb5 15. Rfe1 Nd5
16. Nf5!

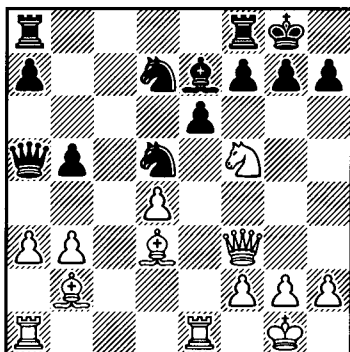


Diagram 803
After 16. Nf5!

16. ... N7f6 17. Nxe7+ Nxe7
18. Bc3!

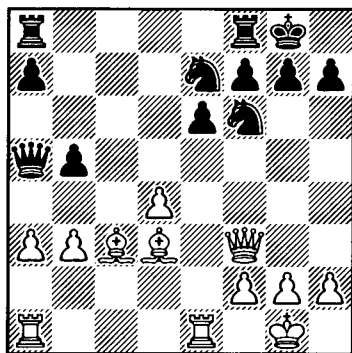


Diagram 804
After 18. Bc3!

Black cannot save the pawn,
for example:

B1a 18. ... Qb6

18. ... Qxc3? 19. Bxh7+
19. Bb4 Rae8 20. Bc5

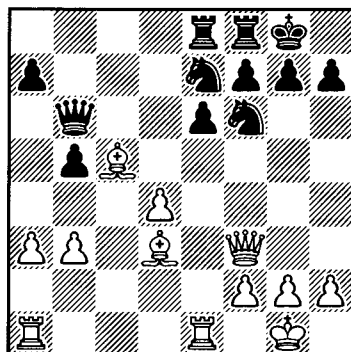


Diagram 805
After 20. Bc5

One of the Black pawns falls.

20. ... Qa6 21. a4; or 20. ...
Qa5 21. b4 Qa4 22. Qb7

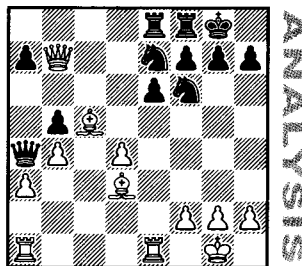


Diagram 806
After 22. Qb7

or 20. ... Qb8 21. a4!.

ANALYSIS

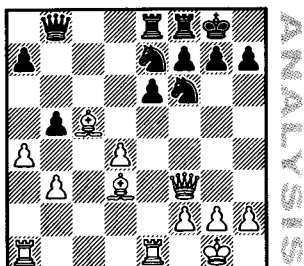


Diagram 807

After 21. a4!

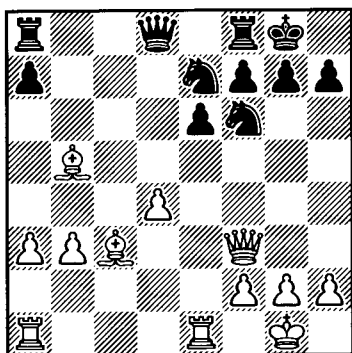
B1b 18. ... Qd8 19. Bxb5

Diagram 808

After 19. Bxb5

19. ... Nfd5 20. Bb2 Qb6 21. Bc4

White is simply up a pawn.

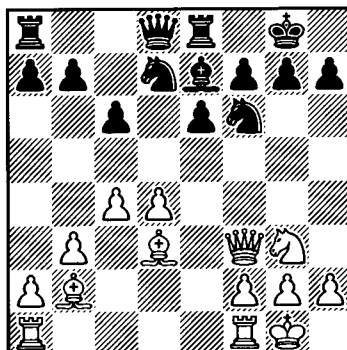
B2 12. ... Re8

Diagram 809

After 12. ... Re8

A solid move made with the idea of playing ... Nf8 or ... Bf8.

13. Rfe1 Bf8

After 13. ... Nf8, White plays 14. h4!,

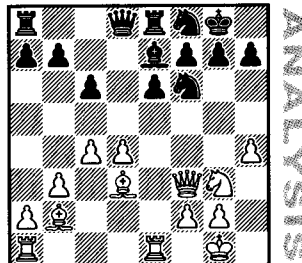


Diagram 810

After 14. h4!

preparing 15. h5! in case of 14. ... Ng6. Black's position is cramped.

14. Rad1 Qa5 15 Bb1

White is simply up a pawn.

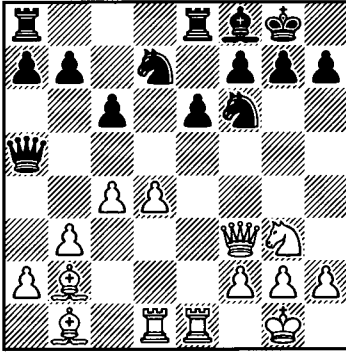


Diagram 811
After 15. Bb1

This position occurred in the game Shirov–Chernin, 1993. White’s bishops are aimed at Black’s king, and Black must play very carefully to avoid coming under deadly enemy fire after a timely d5-push by White.

15. ... g6 16. h4!

White wants to exploit the newly created weakness in front of Black’s king.

16. ... Bg7 17. Bc3 Qc7 18. h5 b5 19. h6!?

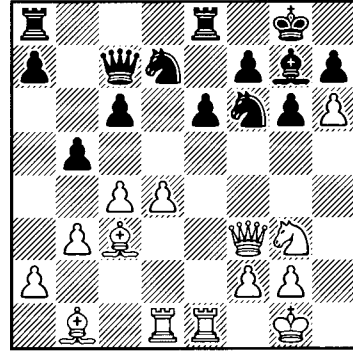


Diagram 812
After 19. h6!?

White has an interesting idea: to deflect Black’s bishop away from guarding his knight on f6—and then to play d5!, exposing the knight to a double attack.

19. ... Bxh6 20. d5

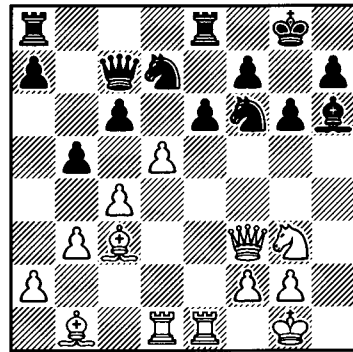


Diagram 813
After 20. d5

20. ... cxd5 21. Bxf6 bxc4?

Instead, Black had to take White’s active bishop. After 21. ... Nxf6 22. Qxf6 bxc4,

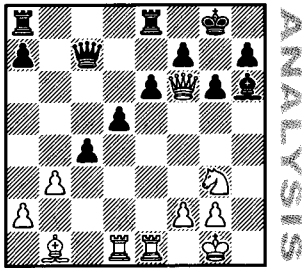


Diagram 814
After 22. ... bxc4

the material is balanced, but White retains attacking possibilities.

22. Bb2 cxb3 23. Nh5!

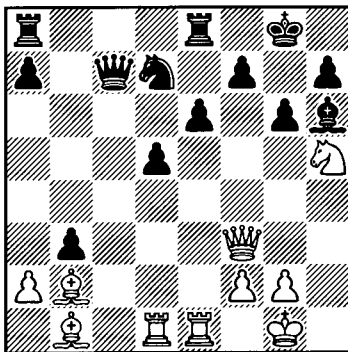


Diagram 815
After 23. Nh5!

**WHITE'S ATTACK
IS UNSTOPPABLE.**

B2a 23. ... gxh5 24. Bxh7+

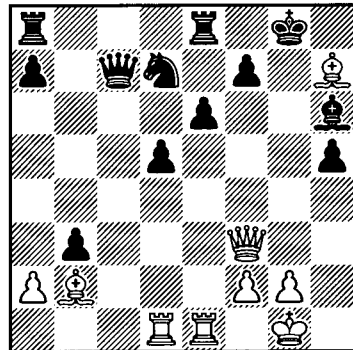


Diagram 816
After 24. Bxh7+

24. ... Kf8

24. ... Kxh7 25. Qxf7+ mates.

25. Qxh5 Bg7 26. Ba3+

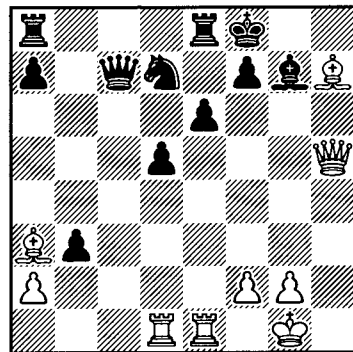


Diagram 817
After 26. Ba3+

White is winning.

B2b 23. ... f5

A desperate attempt. White's attack is unstoppable anyway.

24. Rxd5!

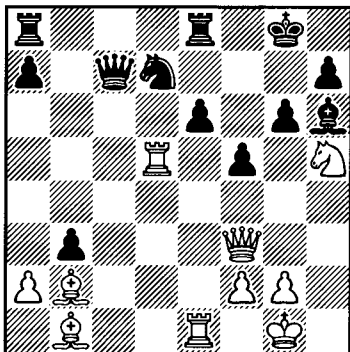


Diagram 818
After 24. Rxd5!

24. ... gxh5

24. ... exd5 25. Qxd5+ Kf8
26. Ba3+ wins.

25. Rxf5

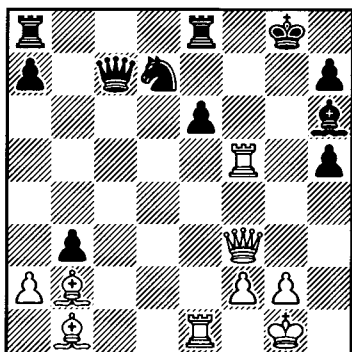


Diagram 819
After 25. Rxf5

White has a winning position—for example:

25. ... exf5 26. Qd5+ Kf8
27. Qxf5+

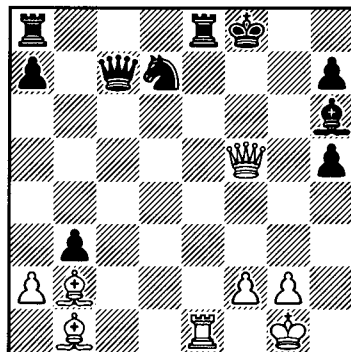


Diagram 820
After 27. Qxf5+

27. ... Kg8 28. Qxh7+ Kf8
29. Qxh6+ Kf7 30. Qg7, check-
mate.

Summary:

For many years, “giving up the center” with 3. ... dxe4 was viewed as guaranteeing White a small but lasting edge. Then White’s successes in main French lines led Black to re-visit the Rubinstein, and new ideas for Black were discovered.

Nevertheless, well prepared White players will know how to get, or at least how to fight for, that proverbial opening edge, based on a space advantage. This approach occasionally leads to better endings and—more often—to dangerous attacks.

Chapter 15: The French—Intro and the Rubinstein Variation

Memory Markers!

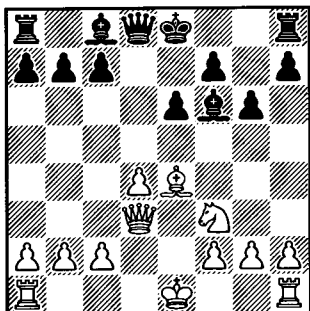


Diagram 821
After 10. ... g6

MARKER 1

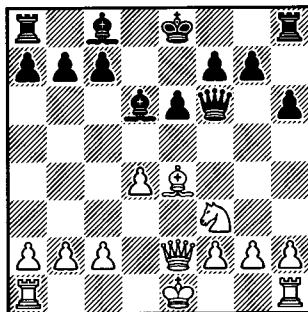


Diagram 822
After 10. ... Bd6

MARKER 2

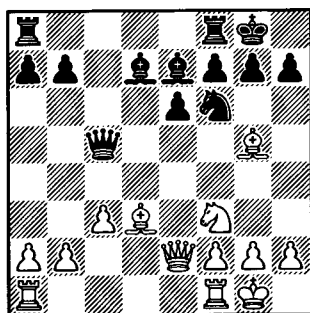


Diagram 823
After 12. ... Bd7

MARKER 3

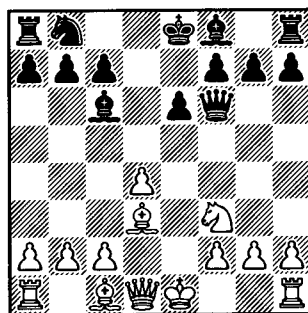


Diagram 824
After 7. ... Qxf6

MARKER 4

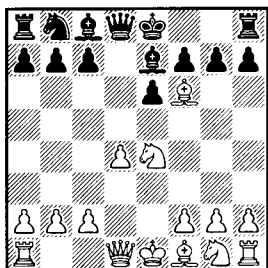
Chapter 15: The French—Intro and the Rubinstein Variation

Solutions to Memory Markers!

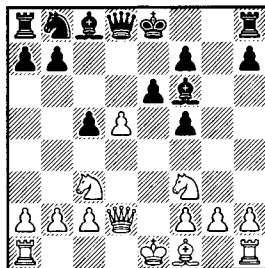
- No. 1* **11. Bxb7!**, winning a pawn. See page 255.
- No. 2* **11. Bxb7!**, winning a pawn—again. See page 256.
- No. 3* **13. Bxf6 Bxf6 14. Bxh7+** wins a pawn—this time, an h-pawn.
See page 261.
- No. 4* **8. Bg5! Bxf3! 9. Qd2!!**, winning. See page 273.

Chapter 16: French, Burn Variation—4. ... dxe4 Some Important Points to Look For

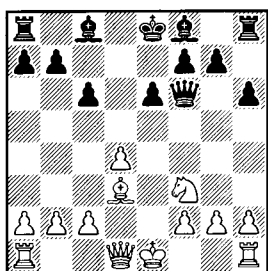
The Burn Variation is the twin brother of the Rubinstein Variation (Chapter 15). White often puts his knight on e5, castles long and attacks. But be open-minded—welcome better endings too.



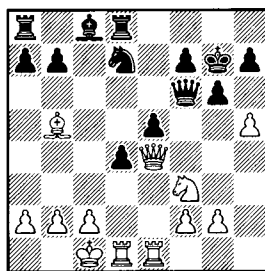
- ◆ How does Black recapture?
See Diagram 829.



- ◆ White uses his d-pawn as a battering ram. See Diagram 856.



- ◆ A typical position.
See Diagram 880.



- ◆ White will regain a pawn.
See Diagram 893.

Outline of Variations

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 (282) [C13]

A 5. ... Be7 6. Bxf6 (284)

A1 6. ... Bxf6 7. Nf3 Nd7 8. Qd2 0-0 9. 0-0-0 (284)

A1a 9. ... Be7 (285)

A1b 9. ... b6 (286)

A2 6. ... gxf6 7. Nf3 (289)

A2a 7. ... a6 8. Qe2 b5 9. 0-0-0 Bb7 10. Qe3 f5
11. Nc5! (289)

A2b 7. ... f5 8. Nc3 Bf6 9. Qd2 c5 10. d5! (291)

A2c 7. ... b6 8. Bc4 Bb7 9. Qe2 c6 10. 0-0-0 (296)

B 5. ... Nbd7 6. Nf3 (297)

B1 6. ... h6 7. Nxf6+ Nxf6 8. Bxf6 Qxf6 9. Bb5+ c6 10. Bd3 Bd6
11. Qe2 (297)

B1a 11. ... 0-0 (298)

B1b 11. ... Bd7 12. c3 (299)

B2 6. ... Be7 7. Nxf6+ Bxf6 8. h4 (300)

B2a 8. ... 0-0 9. Bd3 c5 10. Qe2 cxd4 11. Qe4 g6 12. 0-0-0 (300)

B2b 8. ... c5 9. Qd2 cxd4 10. Nxd4 (302)

B2c 8. ... h6 9. Bxf6 Nxf6 10. Qd2 (305)

Chapter 16

French, Burn Variation

4. ... dxe4

In the Burn Variation, Black gives up the center in return for a solid, yet somewhat cramped and passive position. In this way, it's similar to the Rubinstein Variation of the last chapter, delaying the exchange by one move. This chapter demonstrates how White should handle his space superiority to achieve an edge.

1. e4 e6 2. d4 d5 3. Nc3 Nf6

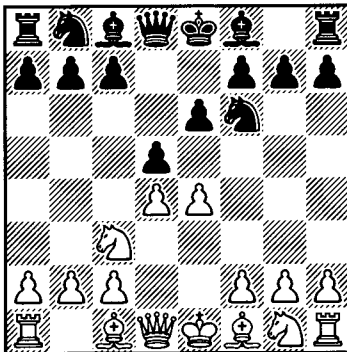


Diagram 825
After 3. ... Nf6

4. Bg5

Also good and equally popular is 4. e5.

4. ... dxe4

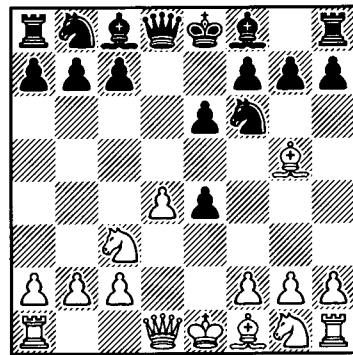


Diagram 826
After 4. ... dxe4

This line is named after Amos Burn, one of the best players of the late 19th century, despite his choice to remain an amateur. A student of Wilhelm Steinitz, he decided that the life of an itinerant chess master was not for him, and became a broker for first cotton and then sugar. He would, however, show up at top tournaments periodically, performing well.

Burn played 4. ... dxe4 in the French in the famous Hastings, 1895, tournament and thereafter.

In the mid-20th century, another defensive genius, Tigran Petrosian, used it. Nowadays it is a very popular choice at top levels for Black. In recent years, Evgeny Bareev and Alexander Morozevich have contributed to its theory.

Black's other tries are: 4. ... Bb4 (Chapter 17) and the classic 4. ... Be7 (Chapter 18).

5. Nxe4

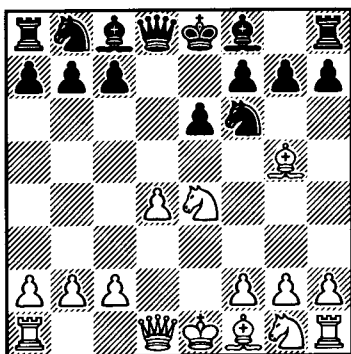


Diagram 827
After 5. Nxe4

Now Black has a choice between 5. ... Be7 and 5. ... Nbd7.

A 5. ... Be7

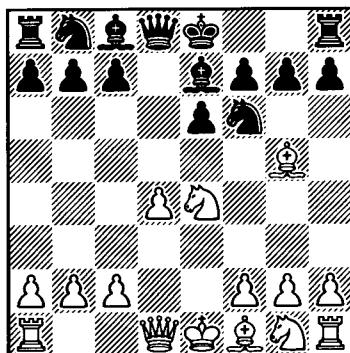


Diagram 828
After 5. ... Be7

6. Bxf6

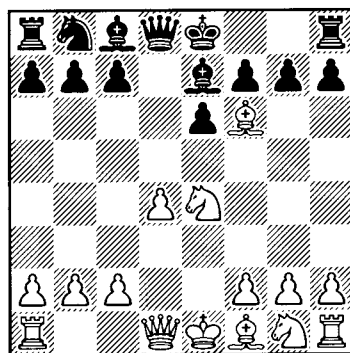


Diagram 829
After 6. Bxf6

Here Black has two moves: 6. ... Bxf6 and 6. ... gxf6.

A1 6. ... Bxf6

**IN THE MID-20TH CENTURY,
ANOTHER DEFENSIVE GENIUS, TIGRAN PETROSIAN,
USED THE BURN VARIATION. IN RECENT YEARS,
EVGENY BAREEV AND ALEXANDER MOROZEVICH
HAVE CONTRIBUTED TO ITS THEORY.**

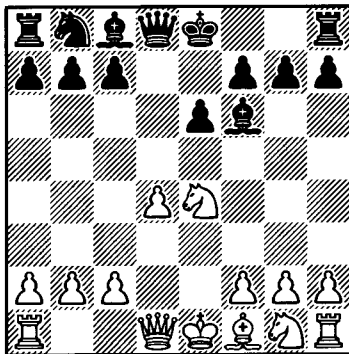


Diagram 830
After 6 ... Bxf6

A solid continuation, with the idea of castling short.

7. Nf3 Nd7

7. ... 0-0 8. Qd2 Nd7 transposes.

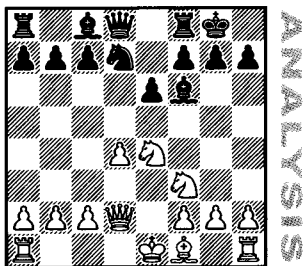


Diagram 831
After 8 ... Nd7

8. Qd2 0-0 9. 0-0-0

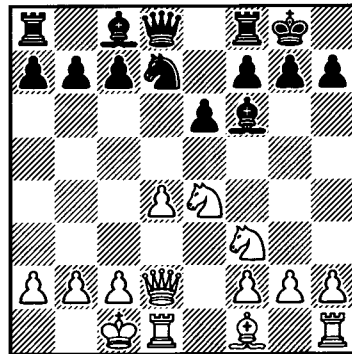


Diagram 832
After 9. 0-0-0

White easily finished his development, and after Bd3, he is ready to start his attack on the kingside. Black can now play 9. ... Be7 or 9. ... b6.

A1a 9. ... Be7 10. Bd3

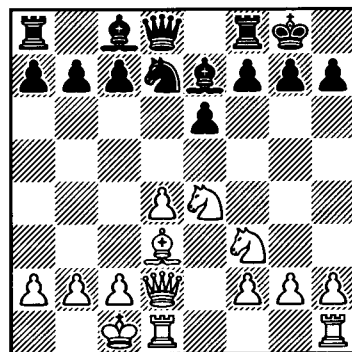


Diagram 833
After 10. Bd3

10. ...c5

For 10. ... b6, see line **A1b**.

11. Nxc5 Nxc5 12. dxc5

We are following the game Topalov–Bareev, 2003.

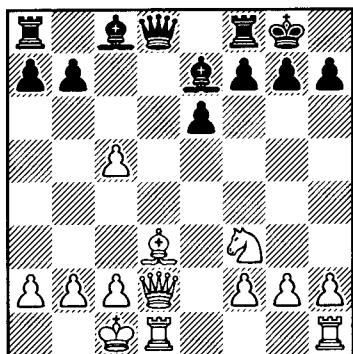


Diagram 834
After 12. dxc5

12. ... Qd5

12. ... Bxc5? 13. Bxh7+

13. Kb1 Qxc5 14. h4 b6?

This weakening move allows White to execute a combination which wins the Exchange. But even after the stronger 14. ... h6 15. Qe2, with idea Qe4 or g4-g5 storm, White's chances remain better.

15. Ng5! h6 16. Bh7+ Kh8
17. Be4 Rb8 18. Qf4!

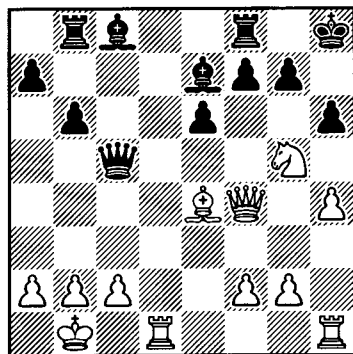


Diagram 835
After 18. Qf4!

18. ... Bb7 19. Bxb7 Rxb7
20. Qe4!

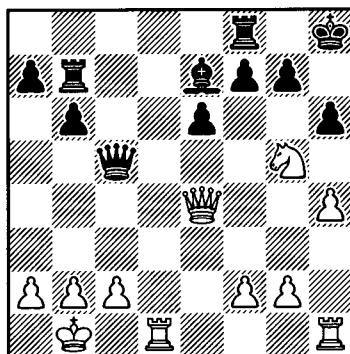


Diagram 836
After 20. Qe4!

20. ... Bxg5 21. Qxb7±

The game isn't over, because Black's strong bishop and pressure on White's king's defenses give him partial compensation for the Exchange.

A1b 9. ... b6

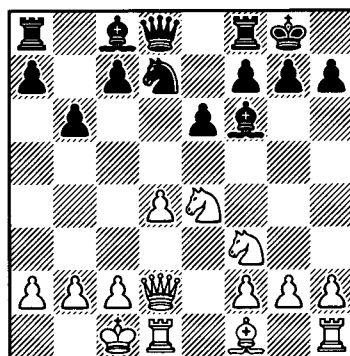


Diagram 837
After 9. ... b6

10. Bd3 Bb7 11. h4

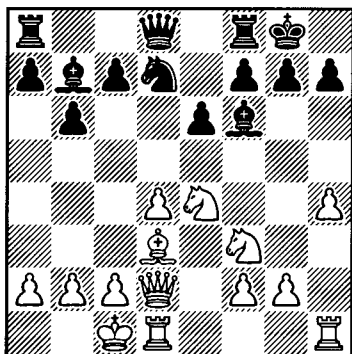


Diagram 838
After 11. h4

Here the game Baklan–Gouliev, 2003, nicely demonstrates White’s attacking potential:

11. ... Be7

After 11. ... c5 12. Nfg5 h6
13. Nd6!

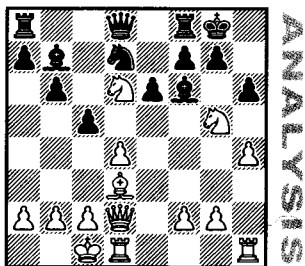


Diagram 839
After 13. Nd6!

13. ... Qc7 14. Nxb7 Qxb7
15. Bh7+ Kh8 16. Be4

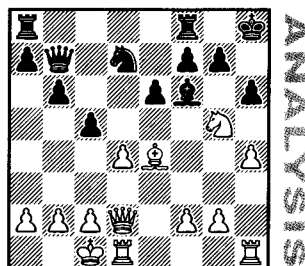


Diagram 840
After 16. Be4

16. ... Bxg5 17. Bxb7 Bxd2+
18. Rxd2 Rad8 19. Rhd1,

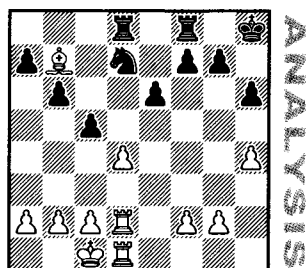


Diagram 841
After 19. Rhd1

the endgame favors White, because his bishop is stronger than Black’s knight. Let’s return to 11. ... Be7.

12. Qe2

**THE ENDGAME FAVORS
WHITE, BECAUSE HIS
BISHOP IS STRONGER
THAN BLACK’S KNIGHT.**

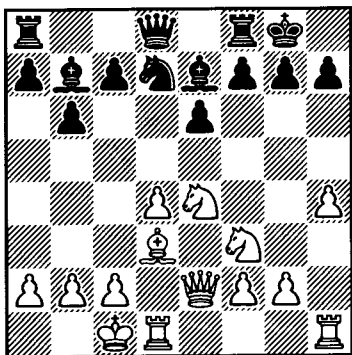


Diagram 842
After 12. Qe2

12. ... Nf6

In Berg–Bareev, 2005, Black offered a pawn sacrifice: 12. ... c5!? 13. dxc5 Qc7!. White rejected it by playing 14. Neg5 and eventually won. If White can't get an edge in this sharp line, he can try to avoid it by playing 12. Neg5, and only after 12. ... Nf6, continue with 13. Qe2—circling back into our main line. (In Anand–Bareev, 2004, White instead played 13. c3.) The move 13. Qe2 is a relatively new idea.

13. Neg5 Qd6 14. Kb1 c5
15. dxc5 Qxc5 16. Ne5!

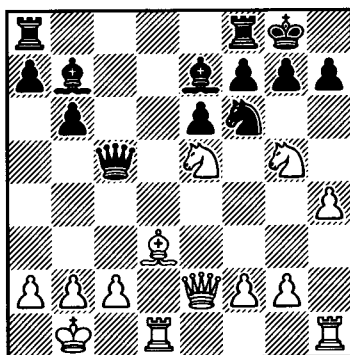


Diagram 843
After 16. Ne5!

16. ... Rac8?

This mistake allows another beautiful combination. If 16. ... h6, then 17. f4!? keeps White's attack strong, since Black cannot capture on g5: 17. ... hxg5? 18. hxg5, when opening of the h-file is deadly for Black.

17. Nd7! Nxd7 18. Bxh7+
Kh8 19. Rxd7

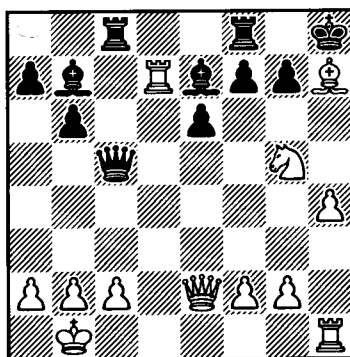


Diagram 844
After 19. Rxd7

**BLACK'S 16. ... RAC8?
ALLOWS A BEAUTIFUL
COMBINATION.**

19. ... Bxg2 20. Qh5 g6
21. Bxg6+ Kg7 22. Qh7+ Kf6
23. Be4!

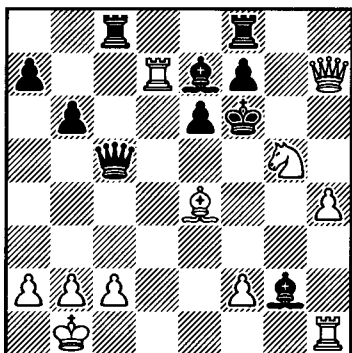


Diagram 845
After 23. Be4!

23. ... Bxh1 24. Qh6+ Ke5
25. f4+ Kxf4 26. Nxe6++

Black resigned (26. ... Kxe4
27. Qf4, checkmate!).

A2 6. ... gxf6

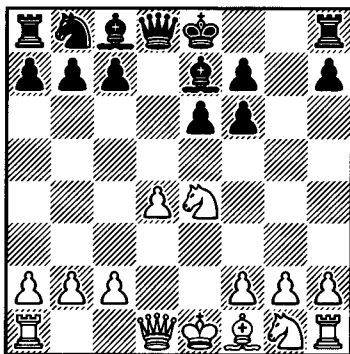


Diagram 846
After 6. ... gxf6

This capture often leads to dynamic play, especially after 7. ... a6 or 7. ... f5.

7. Nf3

Here Black has three main moves: 7. ... a6, 7. ... f5, and 7. ... b6.

A2a 7. ... a6

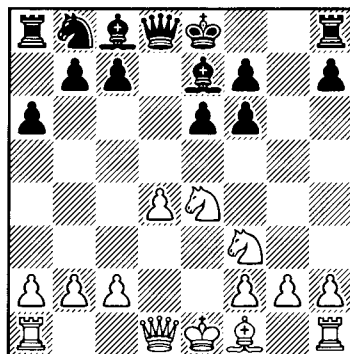


Diagram 847
After 7. ... a6

Currently the most popular continuation, popularized at the top level by Morozevich. Black's idea is to create dynamic play after ... b5, ... Bb7 and ... f5. White has many choices here, but we recommend 8. Qe2!?

8. Qe2!?

The hidden idea of this move will become clear on move 11 in the main line. Meanwhile, White prepares to castle long.

8. ... b5

After 8. ... f5 9. Nc3 b5
10. 0-0-0 b4 11. Na4 Qd5

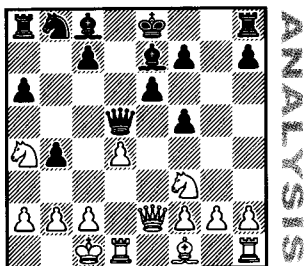


Diagram 848
After 11. ... Qd5

12. c4! Qe4 13. Qd2,

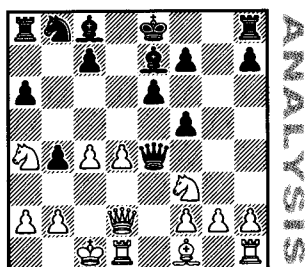


Diagram 849
After 13. Qd2

White threatens Nc5 and Bd3, and clearly stands better.

9. 0-0-0

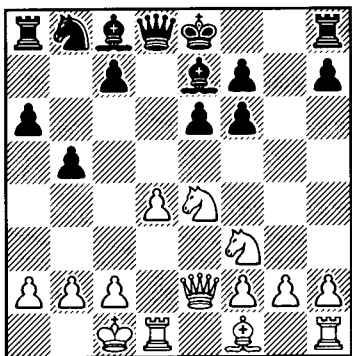


Diagram 850
After 9. 0-0-0

This is the *raison d'être* (we are, after all, discussing the French) for White's setup. His knight takes over an important outpost on c5, while his other horseman is ready to jump to the e5-square. We're following Alekseev–Iljushin, 2003.

9. ... Bb7 10. Qe3 f5 11. Nc5!
Bd5 12. Ne5! Nc6 13. Nxc6
Bxc6 14. Be2

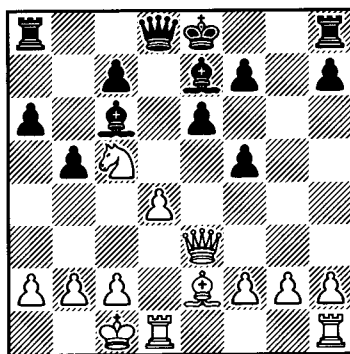


Diagram 851
After 14. Be2

White sacrifices a pawn in return for a strong initiative on the kingside.

14. ... Bxg2

Black decides to grab a pawn—at least he will have something for his troubles!

15. Rhg1 Bd5 16. Bh5

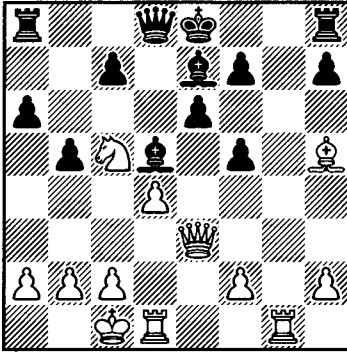


Diagram 852
After 16. Bh5

White threatens Rg7 and Nxe6. Black's position is critical.

16. ... Bxc5 17. dxc5 Qe7

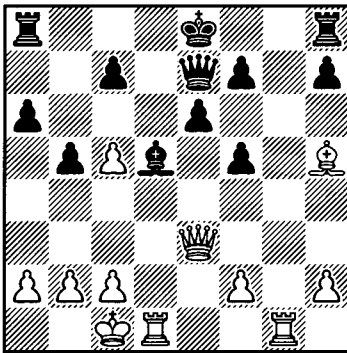


Diagram 853
After 17. ... Qe7

Now White is able to execute a nice *deflecting* combination for the appropriate *coup de grace*.

18. Rxd5! exd5 19. Bxf7+! Kxf7 20. Rg7+ Kxg7 21. Qxe7+

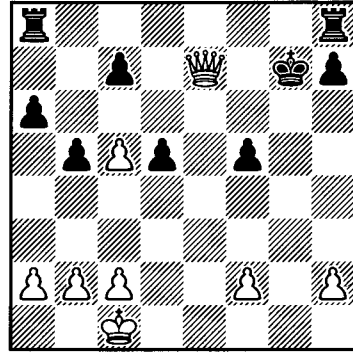


Diagram 854
After 21. Qxe7+

White has a winning position; many Black pawns will soon fall.

A2b 7. ... f5

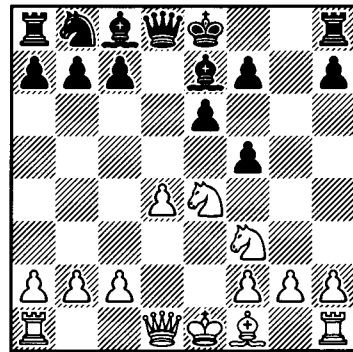


Diagram 855
After 7. ... f5

Black immediately tries to create counter-play in the center and to open up the position to the advantage of his bishops.

8. Nc3!

White supports a future d4-d5.

8. ... Bf6 9. Qd2 c5 10. d5!

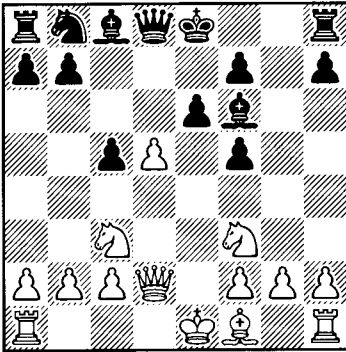


Diagram 856
After 10. d5!

White uses his d-pawn pawn as a battering ram to break up Black's pawn formation. Here Black has two choices—to keep the tension and castle, or to win a pawn after 10. ... exd5 11. Nxd5 Bxb2.

A2b1 10. ... 0-0 11. 0-0-0 e5

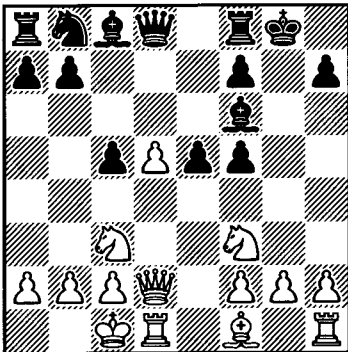


Diagram 857
After 11. ... e5

Black's idea is to play ... e4. However, White's d-pawn cleaves Black's army into two uncoordinated halves.

12. h4

This move prepares an outpost on g5 for the knight.

12. ... Nd7 13. d6!

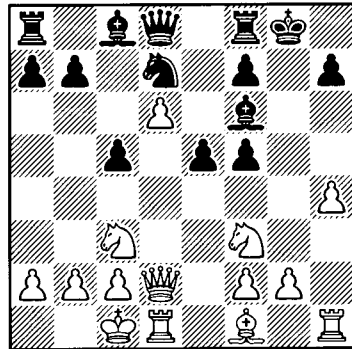


Diagram 858
After 13. d6!

In Aaron Nimzovich's famous phrase, White's d-pawn feels the "lust to expand." White frees a square (d5) and a diagonal for his pieces.

13. ... Nb6

This is the game Mul-yar-Kiriakov, 2003.

14. Qe3

Or 14. Ng5!?

**WHITE'S D-PAWN FEELS THE
"LUST TO EXPAND."**

14. ... e4 15. Ng5 Bd7 16. g4!?

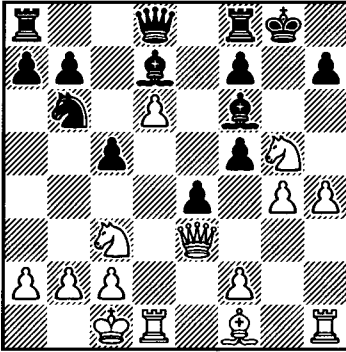


Diagram 859

After 16. g4!?

Even stronger is the simple
16. Qg3 Kh8 17. Kb1.

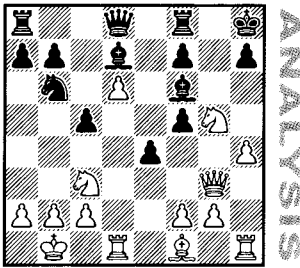


Diagram 860

After 17. Kb1

White has time to make this useful prophylactic move, highlighting that his opponent has no useful moves—for example, 17. ... Bg7 18. Be2.

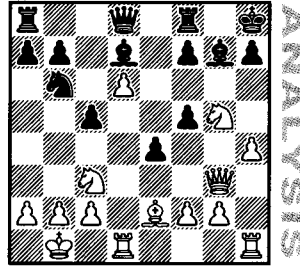


Diagram 861

After 18. Be2

16. ... Bd4 17. Rxd4 cxd4
18. Qxd4 f6

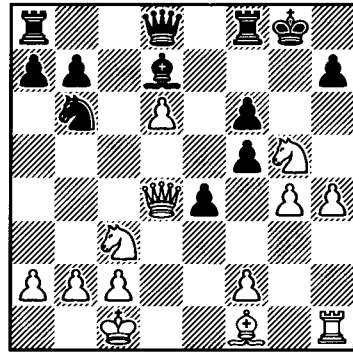


Diagram 862

After 18. ... f6

19. Bc4+ Nxc4 20. Qxc4+
Kg7 21. Ne6+ Bxe6 22. Qxe6

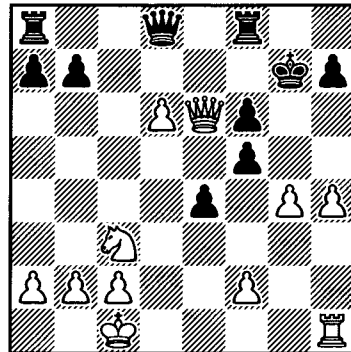


Diagram 863

After 22. Qxe6

White gets more than enough compensation for the Exchange.

A2b2 10. ... exd5

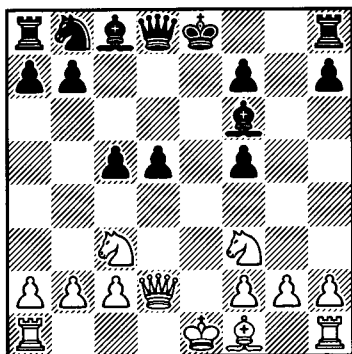


Diagram 864
After 10. ... exd5

11. Nxd5 Bxb2 12. Rd1

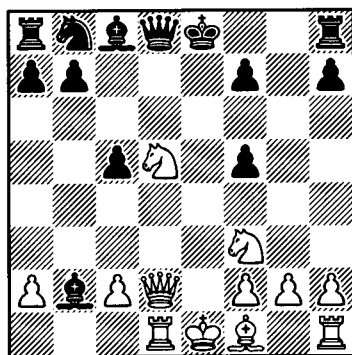


Diagram 865
After 12. Rd1

White has sacrificed a pawn, for which he has more than enough compensation. Black's kingside pawns are ruined, leaving his king wide open to attack. We follow Degraeve–Bauer, 2002.

12. ... Be6 13. Bc4 Bg7
14. 0–0 0–0 15. Qf4

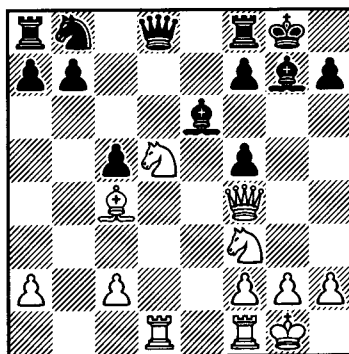


Diagram 866
After 15. Qf4

15. ... Nd7 16. Rfe1

White's pieces dominate the board.

16. ... Rc8 17. Ng5!

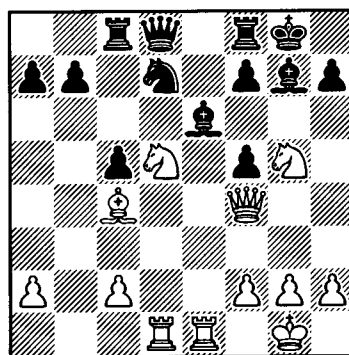


Diagram 867
After 17. Ng5!

Now all of White's pieces join in the attack, and Black's position collapses.

17. ... Rc6 18. Nxe6 fxe6
19. Rxe6!

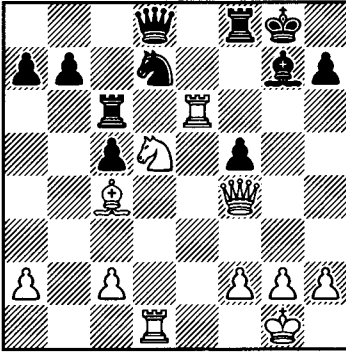


Diagram 868
After 19. Rxe6

19. ... Kh8

19. ... Rxe6 20. Nc7+-

20. Rxc6 bxc6

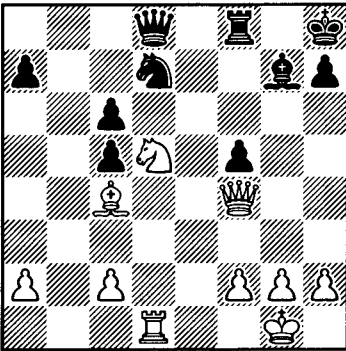


Diagram 869
After 20. ... bxc6

21. Nc7! Be5 22. Qh6

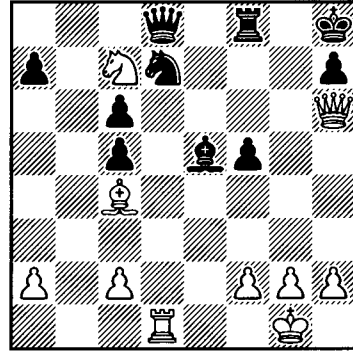


Diagram 870
After 22. Qh6

22. ... Rf6

Both 22. ... Bxc7 and 22. ... Qxc7 lose to 23. Rxd7!.

23. Qg5 Bxh2+

23. ... h6 24. Rxd7!

24. Kxh2 Qxc7+ 25. Kg1 Qd8

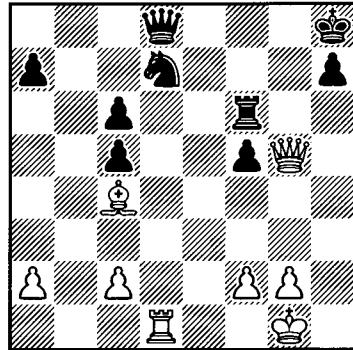


Diagram 871
After 25. ... Qd8

Here 26. Rxd7!, instead of 26. Qf4?, would have ended the game on the spot.

A2c 7. ... b6

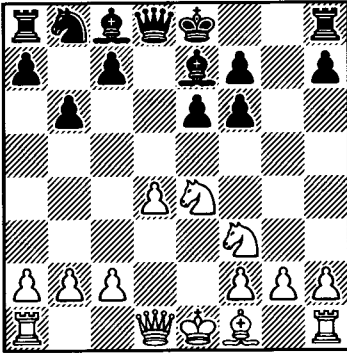


Diagram 872
After 7. ... b6

This continuation leads to a quieter game.

8. Bc4 Bb7 9. Qe2 c6
10. 0-0-0

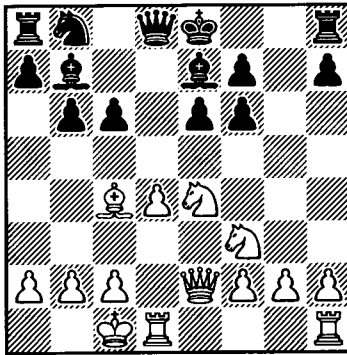


Diagram 873
After 10. 0-0-0

White's plan is simple—centralize his pieces!

10. ... Qc7 11. Rhe1 Nd7
12. Kb1 0-0-0 13. Ba6

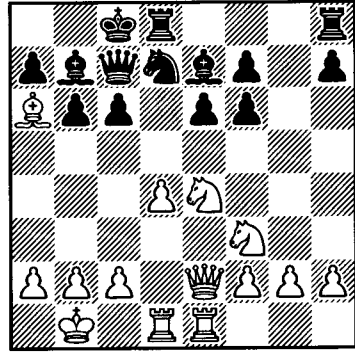


Diagram 874
After 13. Ba6

We're following Leko–Andersson, 1997.

13. ... Bxa6 14. Qxa6+ Kb8
15. Qe2 Rhe8 16. c3 Nf8 17. g3

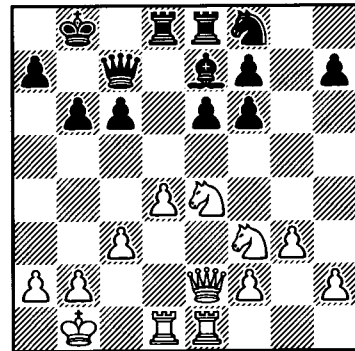


Diagram 875
After 17. g3

White stands slightly better due to his space advantage and better pawn structure.

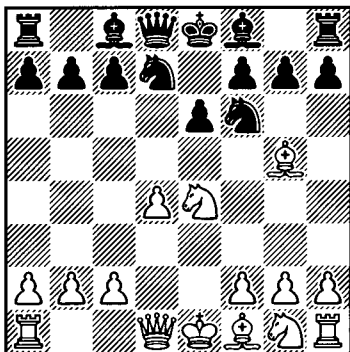
B 5. ... Nbd7

Diagram 876
After 5. ... Nbd7

Essentially, this move transposes to the Rubinstein, where White plays Bg5. We recommend that our reader familiarize himself with Rubinstein's 6. Bd3 line, since the ideas are often similar.

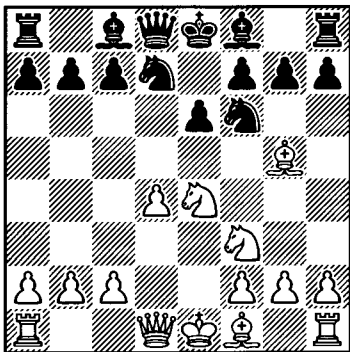
6. Nf3

Diagram 877
After 6. Nf3

This position can be reached from Rubinstein: 1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Ngf6.

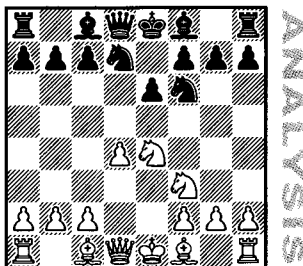


Diagram 878
After 5. ... Ngf6

Now, after 5. ... Ngf6, White can play 6. Bg5, a move as good as 6. Bd3, which we recommend in Chapter 15 on the Rubinstein. Choosing is a matter of taste.

After 6. Nf3 (returning to this chapter) Black can play 6. ... h6 or 6. ... Be7.

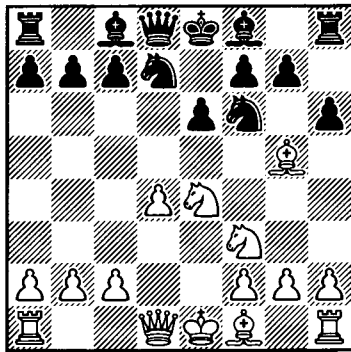
B1 6. ... h6

Diagram 879
After 6. ... h6

7. Nxf6+ Nxf6 8. Bxf6 Qxf6
9. Bb5+ c6 10. Bd3

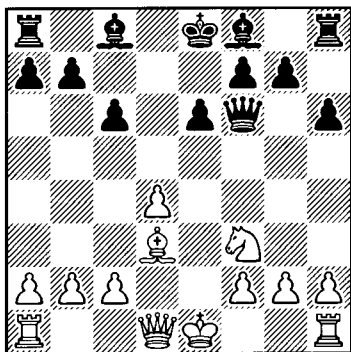


Diagram 880
After 10. Bd3

This is a proto-typical position of the variation. Black's position is very solid, and he has the bishop pair. White has a space advantage and an e5-outpost for the knight. Furthermore, White's active light-square bishop is clearly superior to its counterpart on c8. Thus, we may conclude that White is slightly better.

10. ... Bd6 11. Qe2

Black now can castle short or prepare to castle long with 11. ... Bd7.

B1a 11. ... 0-0

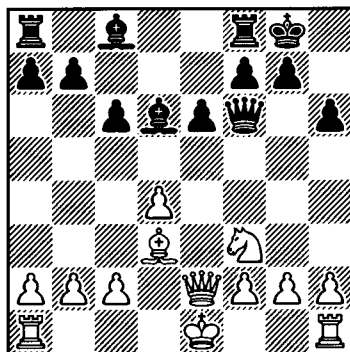


Diagram 881
After 11. ... 0-0

White in turn can choose between 12. 0-0-0 and 12. 0-0. He is better in either case.

B1a1 12. 0-0-0 c5 13. dxc5 Bxc5 14. Qe4

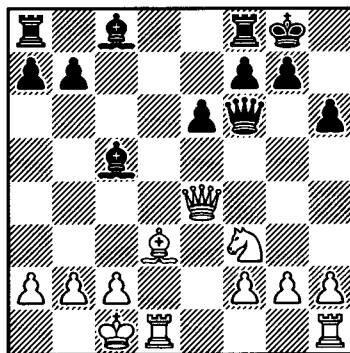


Diagram 882
After 14. Qe4

White in on the attack.

B1a2 12. 0-0 c5

**WHITE'S ACTIVE
LIGHT-SQUARE
BISHOP IS CLEARLY
SUPERIOR TO ITS
COUNTERPART
ON C8.**

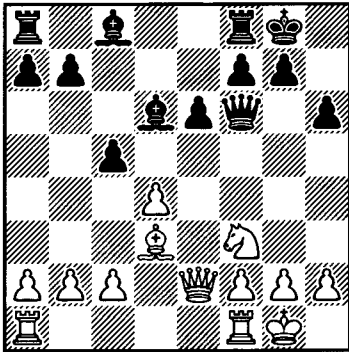


Diagram 883

After 12. ... c5

13. dxc5 Bxc5 14. c3

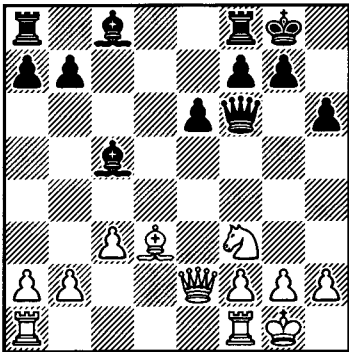


Diagram 884

After 14. c3

White follows up with Ne5 and Rad1. It is hard for Black to find a way to free his bishop on c8. Note that 14. ... b6? loses to 15. Qe4!.

B1b 11. ... Bd7

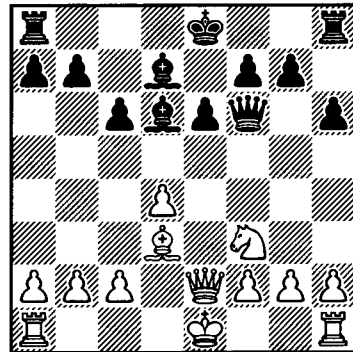


Diagram 885

After 11. ... Bd7

12. c3 0-0-0 13. 0-0 c5
14. Ne5

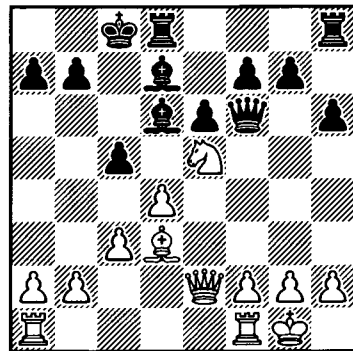


Diagram 886

After 14. Ne5

Again, White is slightly better.

**IT'S HARD FOR BLACK TO FIND A WAY
TO FREE HIS BISHOP ON C8.
NOTE THAT 14. ... B6? LOSES TO 15. Qe4!.**

B2 6. ... Be7

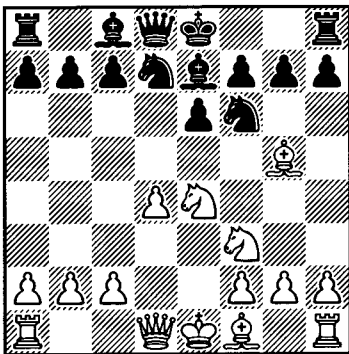


Diagram 887
After 6. ... Be7

7. Nxf6+ Bxf6

After 7. ... Nxf6 8. Bd3 c5
9. dxc5 Qa5+ 10. c3 Qxc5 11.
Qe2 Bd7 12. Ne5,

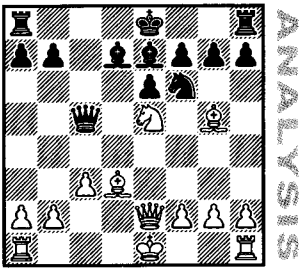


Diagram 888
After 12. Ne5

White stands better, Spassky–
Petrosian, 1966.

8. h4

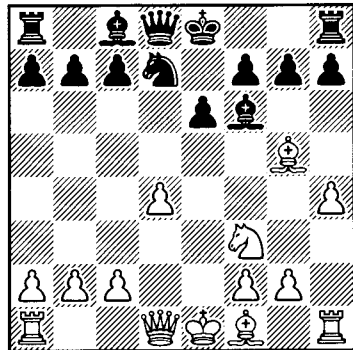


Diagram 889
After 8. h4

White props up his bishop on
g5 and anticipates Black's
castling short. Black has three
moves here: 8. ... 0-0, 8. ... h6,
and 8. ... c5.

B2a 8. ... 0-0

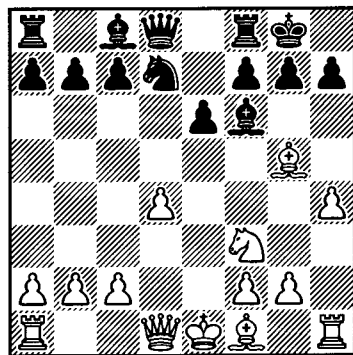


Diagram 890
After 8. ... 0-0

9. Bd3 c5 10. Qe2

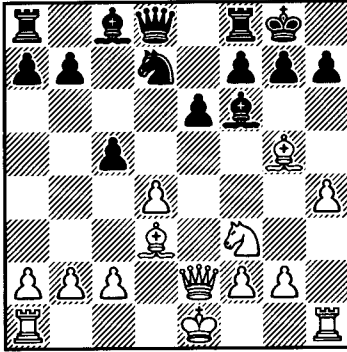


Diagram 891

After 10. Qe2

White prepares Qe4.

10. ... cxd4 11. Qe4 g6
12. 0-0-0

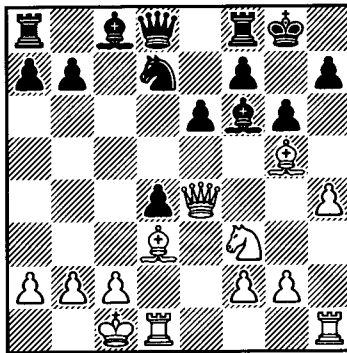


Diagram 892

After 12. 0-0-0

Our game is Leko–Shirov,
2003.

12. ... e5 13. Bxf6 Qxf6
14. Bb5!

Black's pawn advantage is
only temporary. He'll struggle to
find a suitable place for his
pieces.

14. ... Rd8 15. Rhe1 Kg7
16. h5

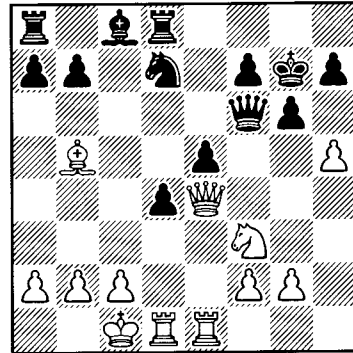


Diagram 893

After 16. h5

16. ... Re8?

Relatively better is 16. ...
Nb6 17. Qxe5 Qxe5 18. Nxe5±.

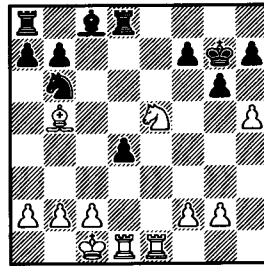


Diagram 894

After 18. Nxe5±

17. Rxd4 ±

ANALYSIS

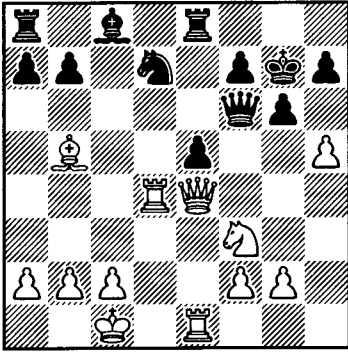


Diagram 895
After 17. Rxd4 ±

B2b 8. ... c5

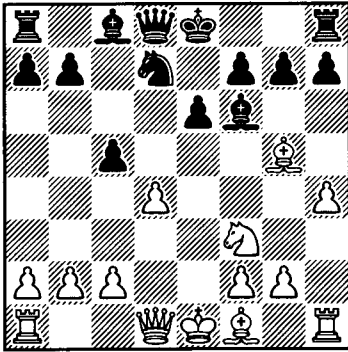


Diagram 896
After 8. ... c5

9. Qd2 cxd4 10. Nxd4

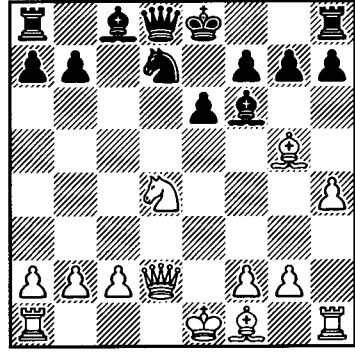


Diagram 897
After 10. Nxd4

Now Black tries 10. ... h6
and 10. ... 0–0.

B2b1 10. ... h6 11. Bxf6 Nxf6

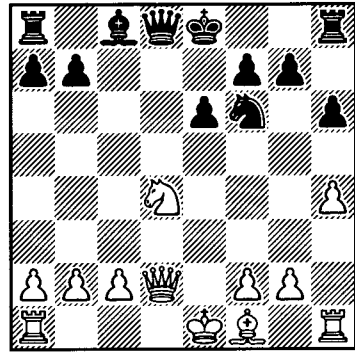


Diagram 898
After 11. ... Nxf6

12. Qb4!

White prevents Black from
castling. The game Topal-
ov–Bareev, 2002 shows us the
ideas.

12. ... Nd5 13. Qa3 Qe7 14. Bb5+

**WHITE PREVENTS
BLACK FROM
CASTLING.**

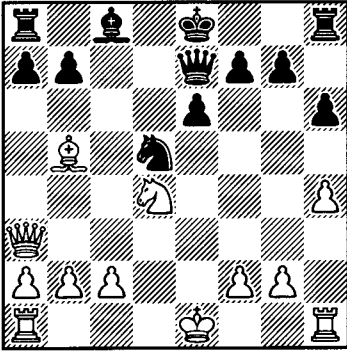


Diagram 899
After 14. Bb5+

14. ... Bd7 15. Bxd7+ Kxd7
16. Qa4+ Kc7 17. Rh3

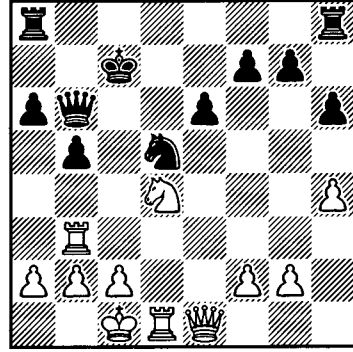


Diagram 901
After 21. Qe1!

21. ... Kb7 22. Qe2 Ka7
23. Nxb5+!

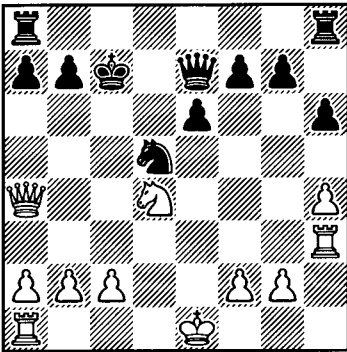


Diagram 900
After 17. Rh3

White develops a deadly attack.

17. ... a6 18. Rb3 Qc5
19. 0-0-0 b5 20. Qa5+ Qb6
21. Qe1!

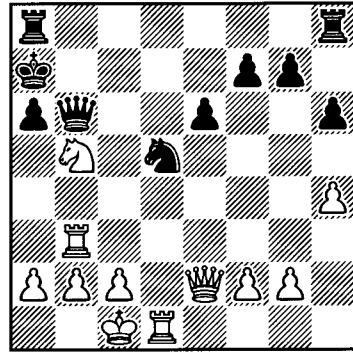


Diagram 902
After 23. Nxb5+!

23. ... axb5 24. Rxb5 Qc6

WHITE DEVELOPS A DEADLY ATTACK.

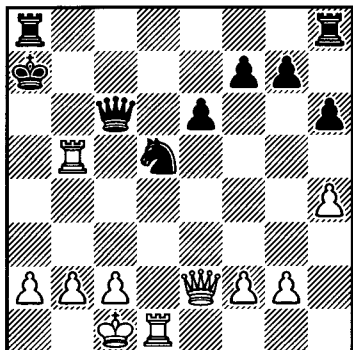


Diagram 903
After 24. ... Qc6

25. Rxd5! exd5 26. Qe7+
Ka6 27. Rb3

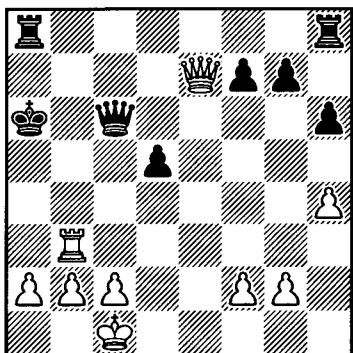


Diagram 904
After 27. Rb3

Black resigns.

B2b2 10. ... 0-0

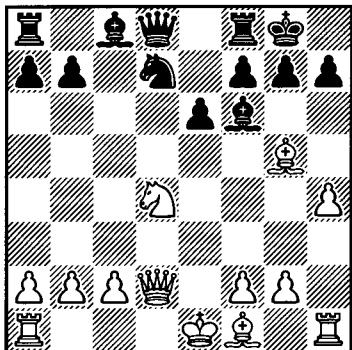


Diagram 905
After 10. ... 0-0

11. 0-0-0 h6 12. Nf3!?

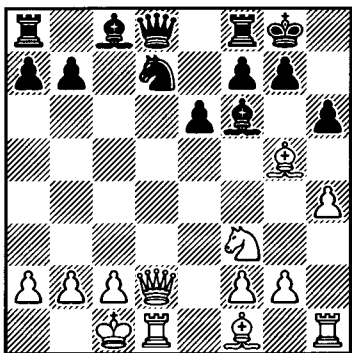


Diagram 906
After 12. Nf3!?

Now that Black has castled kingside, White can leave his bishop *en prise*. If Black captures it, White's attack along the h-file will be overwhelming. See Illustrative Game Topalov–Shirov.

**NOW THAT BLACK HAS CASTLED KINGSIDE,
WHITE CAN LEAVE HIS BISHOP *EN PRISE*.
IF BLACK CAPTURES IT, WHITE'S ATTACK
ALONG THE H-FILE WILL BE OVERWHELMING.**

B2c 8. ... h6 9. Bxf6

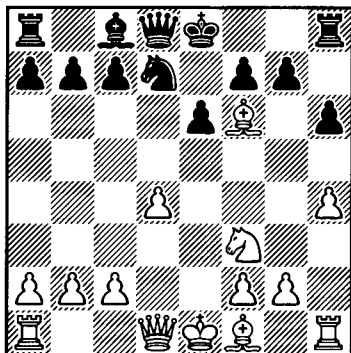


Diagram 907
After 9. Bxf6

10. Qd2

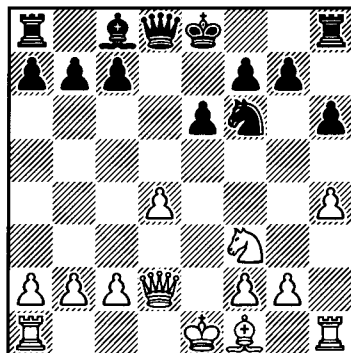


Diagram 910
After 10. Qd2

9. ... Nxf6

After 9. ... Qxf6 10. Qd2 0-0

11. 0-0-0

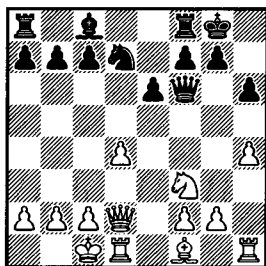


Diagram 908
After 11. 0-0-0

11. ... b6 12. Bb5 Qe7 13. Rh3!,

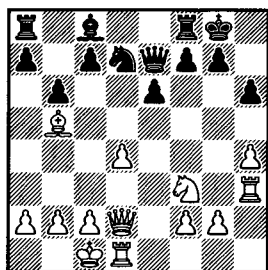


Diagram 909
After 13. Rh3!

White developed a strong attack (Fischer–Bilek, 1965).

White's prepares to castle long.

10. ... b6 11. 0-0-0 Bb7
12. Ne5!

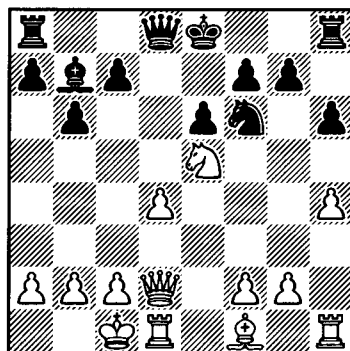


Diagram 911
After 12. Ne5!

White's knight occupies an active outpost and prepares for the attack. We're following Anand–Korchnoi, 2000.

12. ... 0-0 13. Bd3

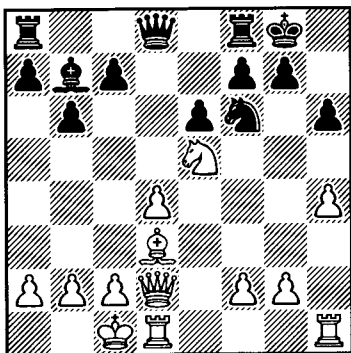


Diagram 912
After 13. Bd3

13. ... c5

13. ... Bxg2? 14. Rhg1; 13. ...
Qxd4?? 14. Bh7+

14. dxc5 Qc7 15. Rhe1

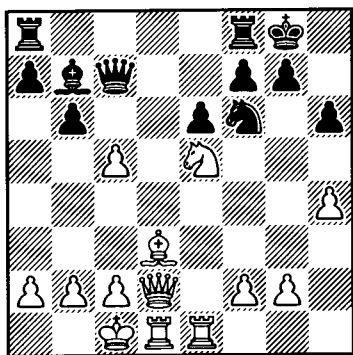


Diagram 913
After 15. Rhe1

White sacs a pawn on g2, preparing a wonderfully inventive trap.

15. ... Bxg2 16. Re2!

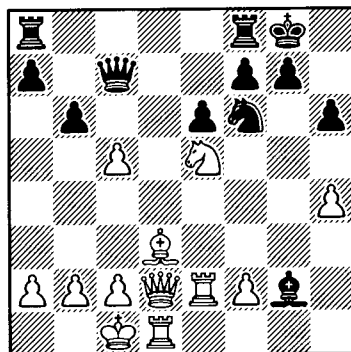


Diagram 914
After 16. Re2!

A truly stunning move! Now Black is helpless against Rg1, which sets up multiple threats.

16. ... Kh8 17. Rg1 Bd5
18. Qf4 Qxc5 19. Re3

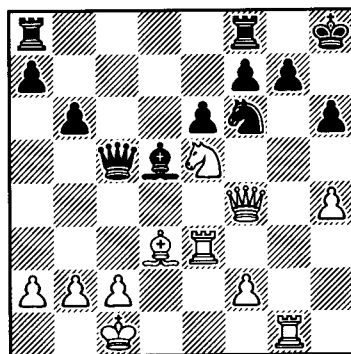


Diagram 915
After 19. Re3

Black resigns. White's threats can't be thwarted—for example:

19. ... Qe7

19. ... Rac8 20. Reg3+-; or
19. ... Nh5 20. Qg4 g6 21. Nxc6+
fxg6 22. Qxg6,

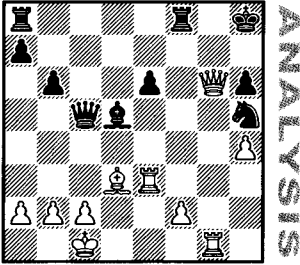


Diagram 916
After 22. Qxg6

with mate in a few moves.

20. Rxf7! Kxf7 21. Rg3+

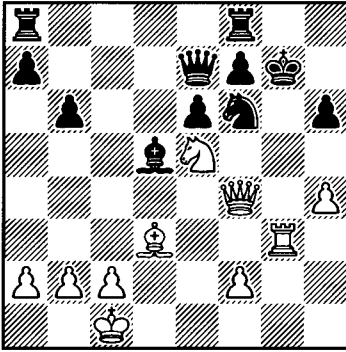


Diagram 917
After 21. Rg3+

21. ... Kh8 22. Qxh6+

Mate follows.

Summary:

Not surprisingly, the ideas and techniques of the Burn Variation are similar to those of the Rubinstein. White is ready to capture the knight on f6 with his bishop, gaining a tempo and enjoying control of more space than Black. White often sinks a knight on e5, castles long, and gets good attacking chances. Sometimes, instead of an attack, White achieves favorable endings with a queenside majority and better placed men.

Chapter 16: French, Burn Variation—4. ... dxe4

Memory Markers!

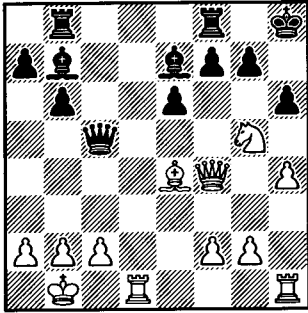


Diagram 918
After 18. ... Bb7.

MARKER 1

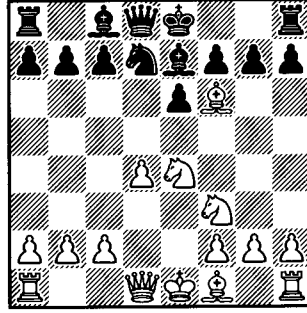


Diagram 919
After 7. Bxf6

MARKER 2

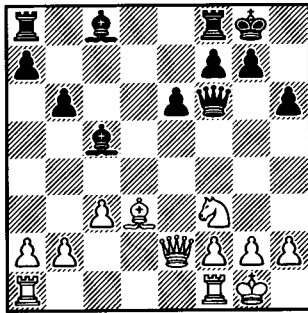


Diagram 920
After 14. ... b6

MARKER 3

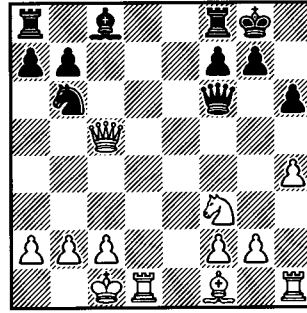


Diagram 921
After 14. Qxc5

MARKER 4

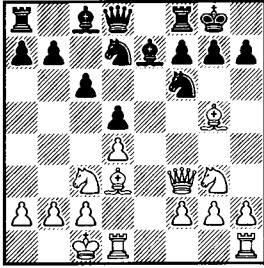
Chapter 16: French, Burn Variation—4. ... dxe4 Solutions to Memory Markers!

- No. 1* **19. Bxb7 Rxb7 20. Qe4.** See page 286.
- No. 2* **7. ... Nxf6!**, offering to exchange knights. Thus, instead of **7. Bxf6**, **7. Nxf6+** here was stronger. (With no d7-knight ready to recapture, we usually take on f6 with the bishop.) See page 300.
- No. 3* **15. Qe4.** See page 299.
- No. 4* **14. ... Qxb2+!** See page 305.

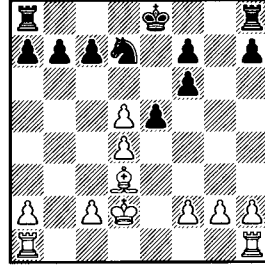
Chapter 17: French, MacCutcheon Variation

Some Important Points to Look For

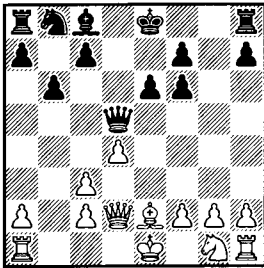
Our recommendation, 5. exd5, avoids the super-sharp lines that occur after the standard 5. e5, while giving White good chances for an edge after both 5. ... exd5 and 5. ... Qxd5.



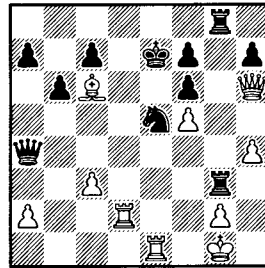
- ◆ White has a strong attack.
See Diagram 925.



- ◆ A superior bishop.
See Diagram 936.



- ◆ The key diagonal.
See Diagram 950.



- ◆ Black is lost.
See Diagram 959.

Outline of Variations

- 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4 5. exd5 (310) [C12]**
- A** 5. ... exd5 6. Qf3 Nbd7 7. 0-0-0 Be7 8. Bd3 0-0 9. Nge2 c6 10. Ng3 (311)
- B** 5. ... Qxd5 6. Bxf6 Bxc3+! 7. bxc3 gxf6 8. Qd2 (312)
- B1** 8. ... Qa5 9. Bd3 Bd7 10. Ne2 Bc6 11. Nf4! Nd7 12. c4! Qxd2+13. Kxd2 (313)
- B1a** 13. ... Nb6 14. Nh5!? (314)
- B1b** 13. ... e5 14. Nd5! (314)
- B2** 8. ... c5 9. Nf3 Nc6 10. Qe3 (317)
- B3** 8. ... b6 9. Be2 Nc6 10. Bf3 (318)
- B4** 8. ... Nd7 9. c4 Qe4+ 10. Ne2 Nb6 11. f3 Qc6 12. c5! Nd5
13. c4 Ne7 14. Ng3! (321)

Chapter 17

French, MacCutcheon Variation

4. ... Bb4

In the MacCutcheon, Black doesn't capture on e4 or break the pin on his king's knight with ... Be7. Instead, he counters with a pin of his own.

1. e4 e6 2. d4 d5 3. Nc3 Nf6
4. Bg5 Bb4

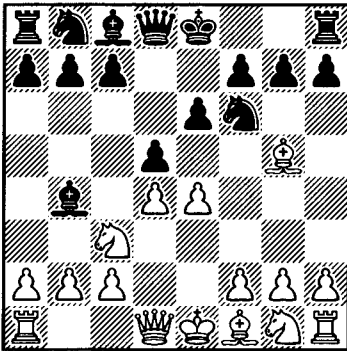


Diagram 922
After 4. ... Bb4

5. exd5

José Raúl Capablanca successfully employed this move. Although the system is rare in current tournament practice, Black has to solve a number of problems. Besides, for many MacCutcheonites, who know and enjoy a complex struggle after

the expected 5. e5, the exchange could seem like going to your favorite French restaurant—only to be served a cheeseburger.

Black can now play 5. ... exd5 or 5. ... Qxd5. We can quickly dismiss the “normal” recapture with the pawn.

A 5. ... exd5 6. Qf3

This leads to a favorable version of the Exchange French.

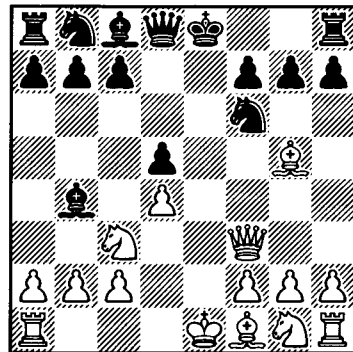


Diagram 923
After 6. Qf3

White is ready to castle long and organize his attack on the kingside.

6. ... Nbd7

White gets a small but lasting advantage after 6. ... c6 7. Bxf6.

7. 0-0-0 Be7

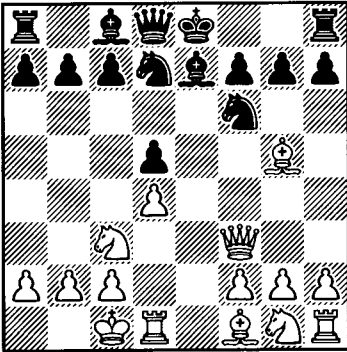


Diagram 924
After 7. ... Be7

Black defends against Nxd5, but loses a tempo.

8. Bd3 0-0-0 9. Nge2 c6 10. Ng3

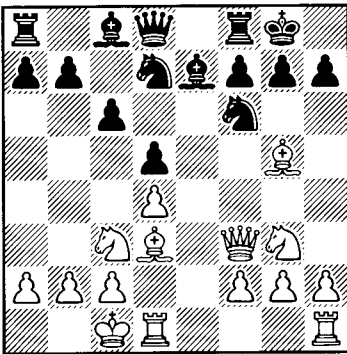


Diagram 925
After 10. Ng3

White is better.

B 5. ... Qxd5 6. Bxf6

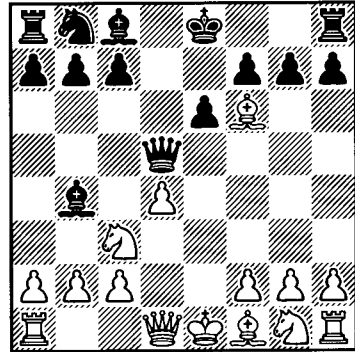
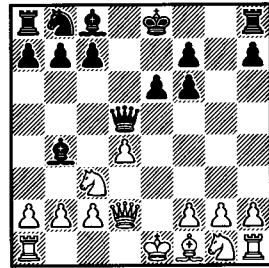


Diagram 926
After 6. Bxf6

6. ... Bxc3+

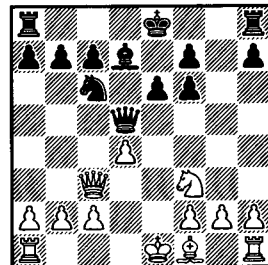
Black plays this necessary in-between move, because after 6. ... gxf6?! 7. Qd2,



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Diagram 927
After 7. Qd2

White is better: 7. ... Bxc3 (7. ... Qa5 8. Nge2, followed by a3 and 0-0-0) 8. Qxc3 Nc6 9. Nf3 Bd7



ANALYSIS

Diagram 928
After 9. ... Bd7

10. Bc4 (Fressinet—Petrov, 2001).

7. bxc3 gxf6 8. Qd2

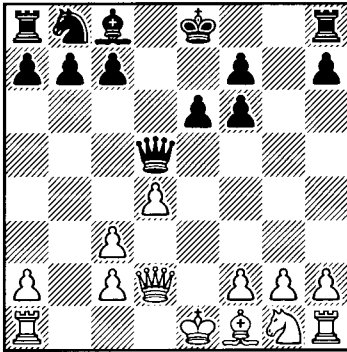


Diagram 929

After 8. Qd2

This is the critical position of the variation. Both sides have doubled pawns; however, White threatens to play c4 and gain control of the center. Here Black has tried several moves: 8. ... Qa5; 8. ... c5; 8. ... b6; and 8. ... Nd7 (8. ... Nc6 9. Qf4; 8. ... e5 9. Qh6 Qe4+ 10. Qe3!).

B18. ... Qa5

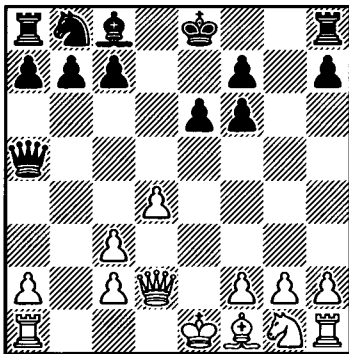


Diagram 930

After 8. ... Qa5

This is the most popular move. Black's plan is to play ... Bd7-c6, ... Nd7 and ... 0-0-0.

9. Bd3 Bd7 10. Ne2 Bc6
11. Nf4

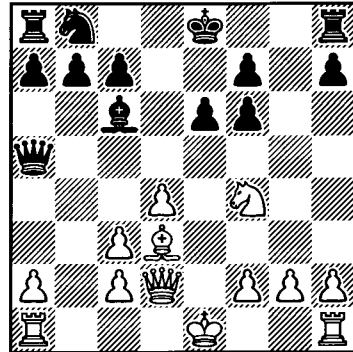


Diagram 931

After 11. Nf4

A novelty, which occurred in the game A. Sokolov—Atalik, 2003. White's plan is to play c4 and turn the game into a favorable ending.

11. ... Nd7 12. c4 Qxd2+
13. Kxd2

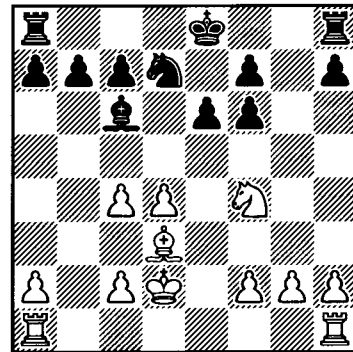


Diagram 932

After 13. Kxd2

This is the position that

Sokolov was aiming for. White is threatening to play d4-d5, leaving Black only two reasonable choices: 13. ...Nb6 or 13. ... e5.

B1a 13. ... Nb6 14. Nh5!?

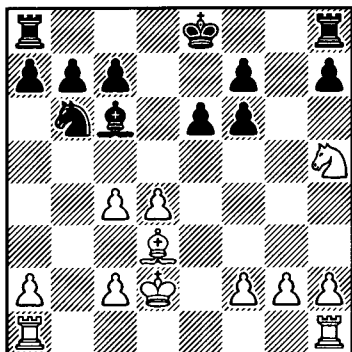


Diagram 933
After 14. Nh5!?

14. ... 0-0-0

If 14. ... Ke7, then simply 15. Rhg1±.

15. c3 Bxg2 16. Rhg1 Bc6 17. Nxf6,

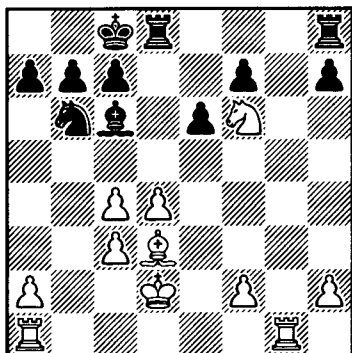


Diagram 934
After 17. Nxf6

White is better due to his strong knight on f6 and control of the g-file. Thus Atalik chooses a

sharp move.

B1b 13. ... e5

But White has a strong rejoinder.

14. Nd5!

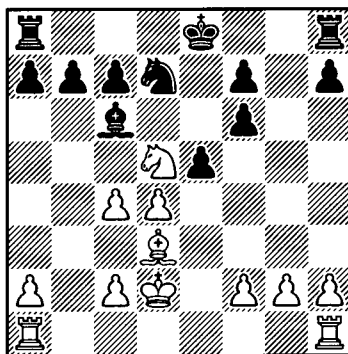


Diagram 935
After 14. Nd5!

14. ... Bxd5 15. cxd5

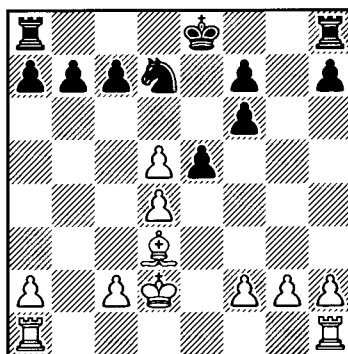


Diagram 936
After 15. cxd5

15. ... Ke7

In this endgame, White's bishop is superior to Black's knight because White's piece can play on all parts of the board.

If 15. ... exd4, then 16. Rhe1+

Kf8 17. Re4±.

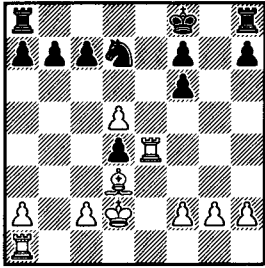


Diagram 937
After 17. Re4±

16. Rab1 b6 17. Rb4

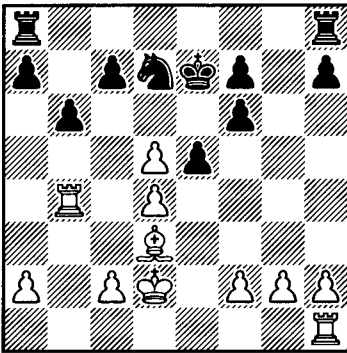


Diagram 938
After 17. Rb4

17. ... Rag8 18. g3 Rg4
19. Re1

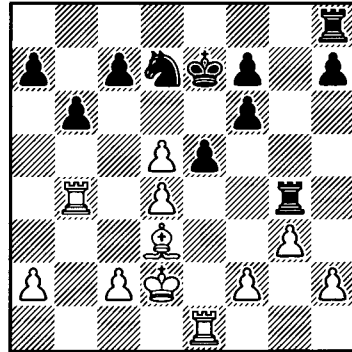


Diagram 939
After 19. Re1

Now White threatens Rc4.

19. ... Kd6 20. c3 exd4
21. cxd4

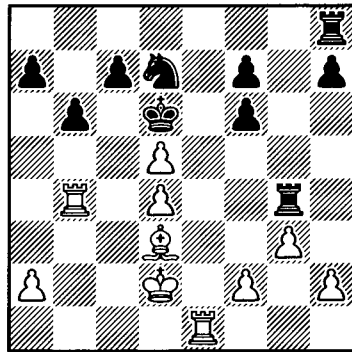


Diagram 940
After 21. cxd4

21. ... Nb8

If 21. ... Kxd5?, White plays
22. Bf5. Black lacks a good
square for his knight. White is
clearly better.

The game continued:

22. Re3 Rg5 23. Be4 Re8
24. h4 Rg7 25. Kd3 f5

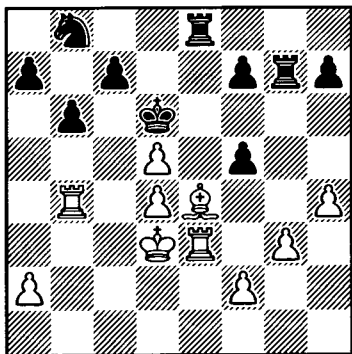


Diagram 941
After 25. ... f5!

**26. Bxf5 Rxe3+ 27. Kxe3
Kxd5 28. Be4+ Kd6 29. Rb5
Nd7 30. Rg5!**

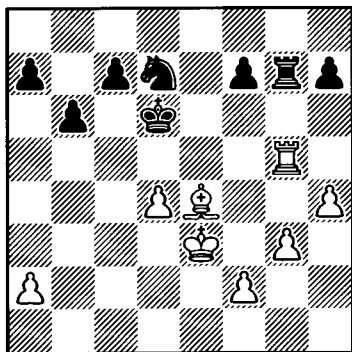


Diagram 942
After 30. Rg5!

30. ... Rxc5 31. hxg5 Nf8

Black now has a permanent weakness on h7.

**32. f4 e5 33. dxc5+ Kxc5
34. Bc2 Kd6 35. Bb3**

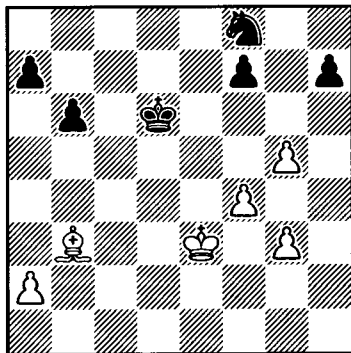


Diagram 943
After 35. Bb3

35. ... Ke7

It's the unenviable duty of the Black king to watch over yet another weak Black pawn.

36. Ke4

The Black knight is free to move, but the White king breaks through.

**36. ... Nd7 37. Kd5 f6 38.
Bc2 fxg5 39. fxg5 Nf8 40. Bf5**

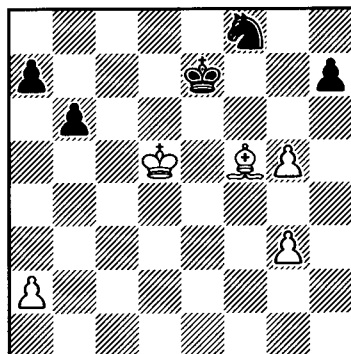


Diagram 944
After 40. Bf5

40. ... b5 41. Kc5 a6 42. Kb6
Kd6 43. Kxa6 Kc5 44. Kb7 b4
45. Kc7 Kd5 46. Kb6 Ke5

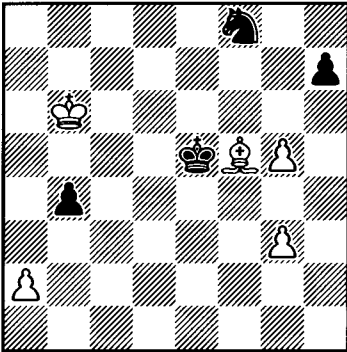


Diagram 945
After 46. ... Ke5

47. Bc8 Kd4 48. Kb5 Kc3
49. Bf5 b3 50. axb3 Kxb3 51. Kc5

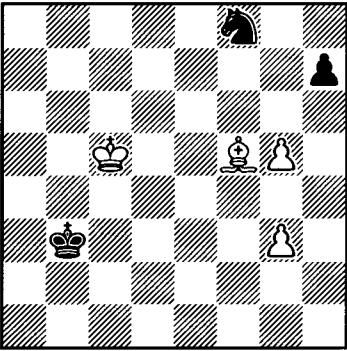


Diagram 946
After 51. Kc5

51. ... Kc3 52. Kd5 Kd2
53. Kd6

Black resigns.

B2 8. ... c5

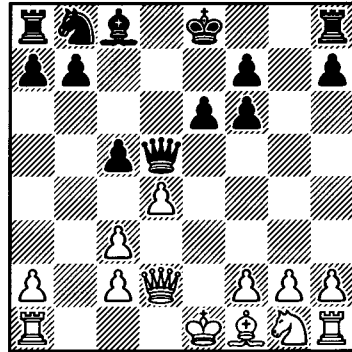


Diagram 947
After 8. ... c5

Black immediately attacks
White's center.

9. Nf3 Nc6 10. Qe3

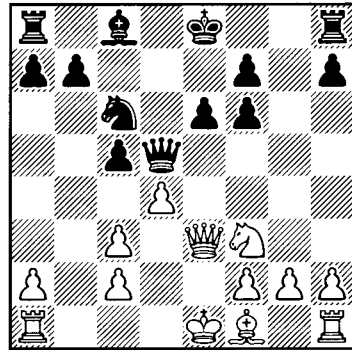


Diagram 948
After 10. Qe3

White forces Black to take
on d4.

10. ... cxd4 11. cxd4 Bd7
12. c3

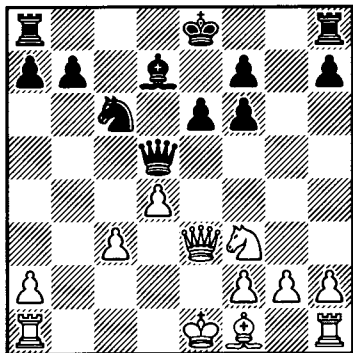


Diagram 949

After 12. c3

White is slightly better. He has the superior pawn structure, and it is unclear what Black is to do with his king.

B3 8. ... b6

Black prepares to solve the development of the “French” bishop but weakens the long diagonal, giving White opportunities.

9. Be2!

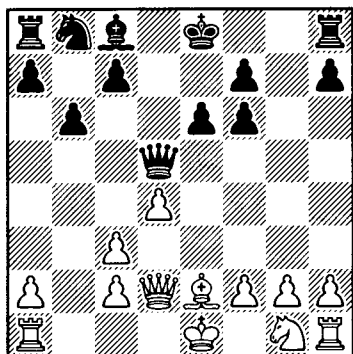


Diagram 950

After 9. Be2!

9. ... Nc6

9. ... Qxg2? 10. Bf3

10. Bf3 Qd6 11. Qh6!

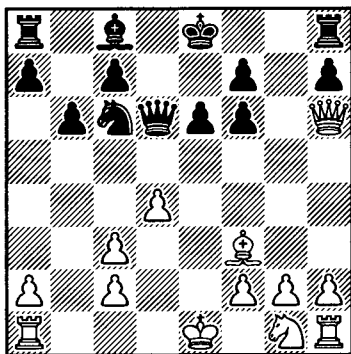


Diagram 951

After 11. Qh6!

White forces Black to play ... Ke7 to save a pawn.

11. ... Ke7 12. Ne2 Ba6
13. 0-0

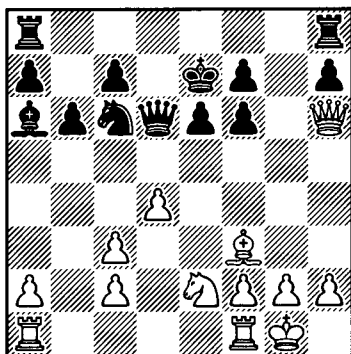


Diagram 952

After 13. 0-0

White will attack Black's king in the center. Galkin-Brynell, 2000 continued:

13. ... Bxe2 14. Bxe2 Rag8
15. f4!

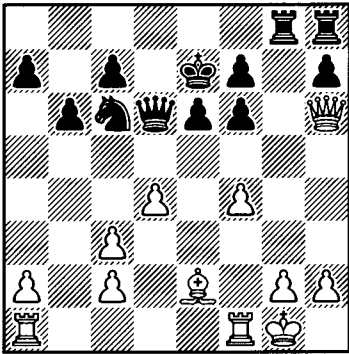


Diagram 953
After 15. f4!

15. ... Qa3

15. ... Rg6 16. Qh4 Rhg8

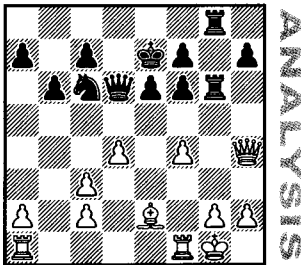


Diagram 954
After 16. ... Rhg8

17. Bf3±

16. Rf3!

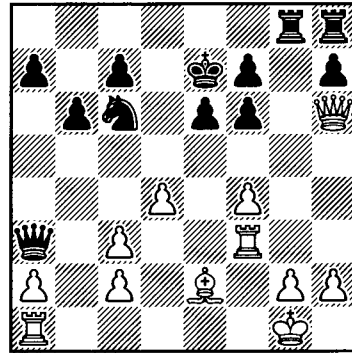


Diagram 955
After 16. Rf3!

White is not worried about his queenside pawns because his attack against the king will make such subtleties immaterial!

16. ... Qb2 17. Re1 Qxc2

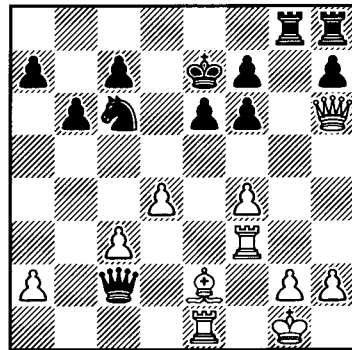


Diagram 956
After 17. ... Qxc2

18. f5! e5 19. Rf2

White threatens Bf3.

19. ... Rg5 20. h4!

WHITE IS NOT WORRIED ABOUT HIS QUEENSIDE PAWNS BECAUSE HIS ATTACK AGAINST THE KING WILL MAKE SUCH SUBTLETIES IMMATERIAL!

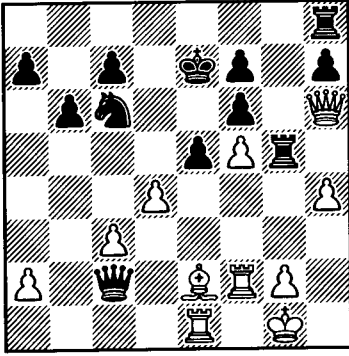


Diagram 957
After 20. h4!

This move is even stronger than 20. dxe5, which Galkin played in the game.

20. ... Rg3 21. Bf3 Qa4

21. ... Qxc3 22. Rc1

22. Rd2!

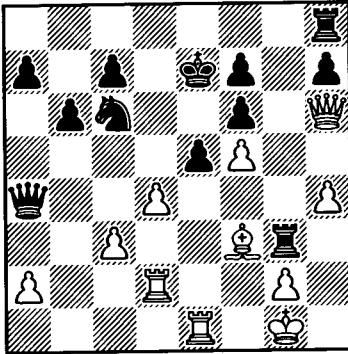


Diagram 958
After 22. Rd2!

White threatens to exchange on c6 and then play dxe5.

22. ... Rhg8 23. dxe5 Nxe5
24. Bc6!!

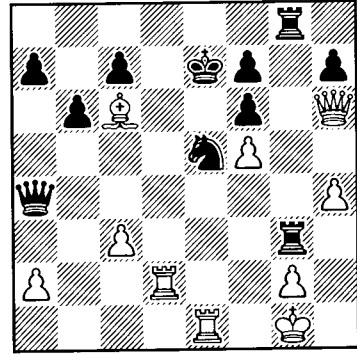


Diagram 959
After 24. Bc6!!

Black is totally lost:

24. ... Qxc6 25. Rxe5+ fxe5
26. Qxc6+-;

24. ... Qc4 25. Rxe5+ fxe5
26. f6+

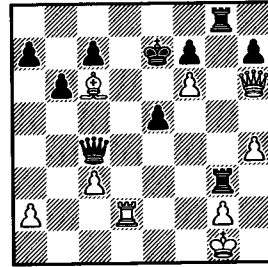


Diagram 960
After 26. f6+

26. ... Ke6 27. Bd7, mate;
24. ... Qa5 25. Rd7+

ANALYSIS

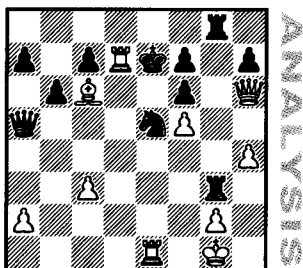


Diagram 961

After 25. Rd7+

25. ... Ke8 26. Rd6+ Ke7
27. Qxf6+ Kf8 28. Rd8, mate.

B4 8. ... Nd7

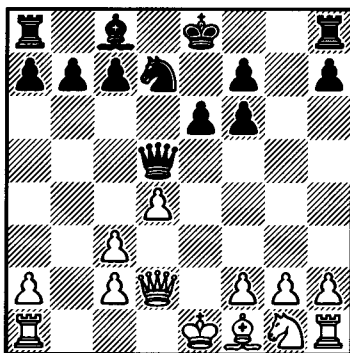


Diagram 962

After 8. ... Nd7

9. c4 Qe4+ 10. Ne2 Nb6 11. f3
Qc6 12. c5!

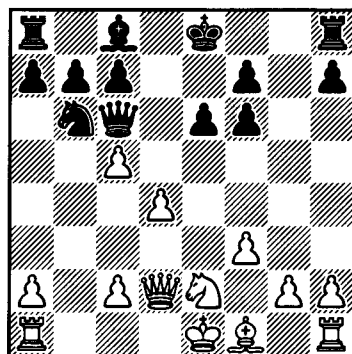


Diagram 963

After 12. c5!

White creates a strong pawn center. Capablanca–Alekhine, 1924 continued:

12. ... Nd5 13. c4 Ne7
14. Ng3!

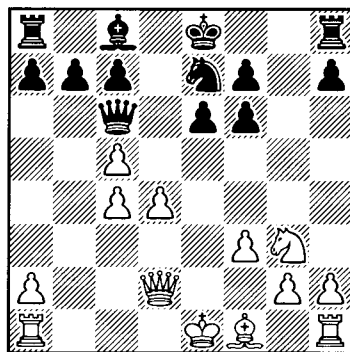


Diagram 964

After 14. Ng3!

This is an improvement over 14. Nc3, played in the game. The knight can be even more effective on the kingside.

14. ... e5

14. ... f5 15. Nh5!

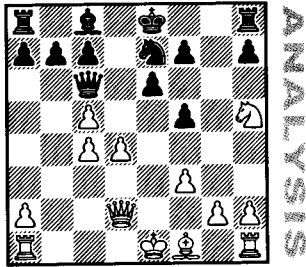


Diagram 965
After 15. Nh5!

That's the point!

15. d5 Qxc5 16. Ne4

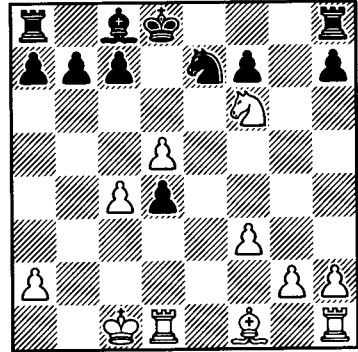


Diagram 967
After 19. 0-0-0

White is clearly on top.

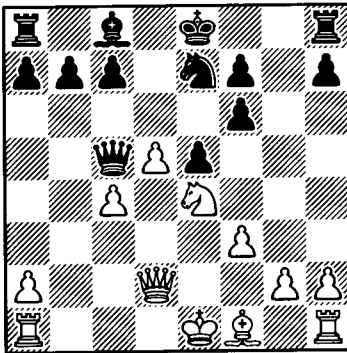


Diagram 966
After 16. Ne4

16. ... Qd4 17. Qxd4 exd4
18. Nxf6+ Kd8 19. 0-0-0

Summary:

Our recommended 5. exd5 works like a cold shower on a passionate devotee of the super-sharp MacCutcheon! The "normal" 5. ... exd5 leaves White with several extra tempos, important enough even in such symmetrical positions, here intensified because the opponents are castled on opposite sides.

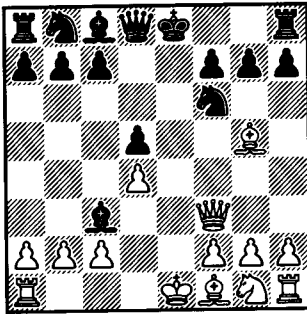
The more ambitious 5. ... Qxd5 leads to asymmetrical, unbalanced games—often endgames—with White retaining the upper hand. And if you're considering sharper 5. e5, look into Dzindzi's favorite, 5. ... h6 6. Be3!.

José Raúl Capablanca

José Raúl Capablanca, on everyone's list of the five greatest chess players of all time, played the system we recommend against the MacCutcheon.

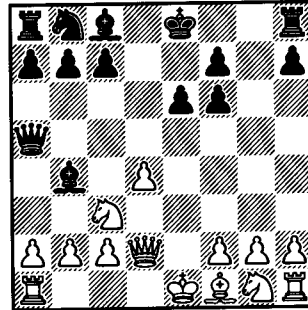
Chapter 17: French, MacCutcheon Variation

Memory Markers!



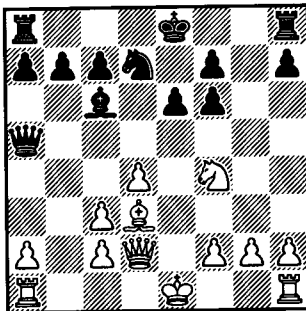
MARKER 1

Diagram 968
After 6. ... Bxc3+



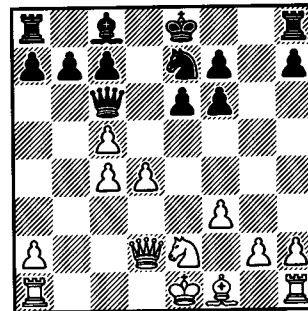
MARKER 2

Diagram 969
After 7. ... Qa5



MARKER 3

Diagram 970
After 11. ... Nd7



MARKER 4

Diagram 971
After 13. ... Ne7

Chapter 17: French, MacCutcheon Variation

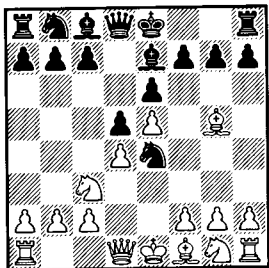
Solutions to Memory Markers!

- No. 1* **7. bxc3 Nbd7 8. Bd3**, followed by 9. Ne2 and 10. 0-0.
See page 311.
- No. 2* **8. Nge2**. See page 312.
- No. 3* **12. c4!**. The endgame favors White. See page 313.
- No. 4* **14. Ng3!**. See page 321.

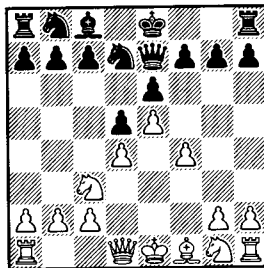
Chapter 18: French, Classical Variation

Some Important Points to Look For

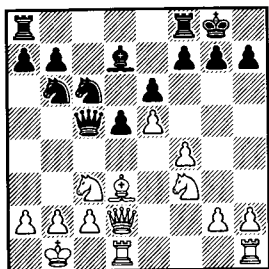
In the main lines of the Classical French, White has an edge because of his space advantage and superior bishop—which he often sacrifices on h7. White usually castles long.



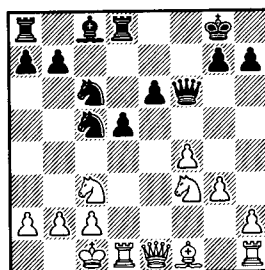
- ◆ Black's knight-move is ambitious but wrong. See Diagram 973.



- ◆ White creates a central stronghold. See Diagram 984.



- ◆ Ready for Bxh7+.
See Diagram 992.



- ◆ Blockade?
See Diagram 1020.

Outline of Variations

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 (326) [C14]

A 5. ... Ne4 6. Bxe7 (327)

A1 6. ... Nxc3 7. Qg4! (328)

A2 6. ... Qxe7 7. Nxe4 dxe4 8. c3 (329)

B 5. ... Nfd7 6. Bxe7 Qxe7 7. f4 (330)

B1 7. ... 0-0 8. Nf3 c5 9. dxc5 Nc6 10. Qd2 (331)

B1a 10. ... Qxc5 11. 0-0-0 Nb6 12. Kbl Bd7
13. Bd3 (332)

B1a1 13. ... Na5 14. Bxh7+ (332)

B1a2 13. ... Rac8 14. Bxh7+ (336)

B1b 10. ... f6 11. exf6 Qxf6 12. g3 Nxc5 13. 0-0-0 Rd8 14. Qe1! (338)

B1c 10. ... Nxc5 11. 0-0-0 a6 12. Bd3 b5 13. Qf2! (341)

B2 7. ... a6 8. Nf3 c5 9. dxc5 Nc6 10. Qd2 (343)

B2a 10. ... Qxc5 11. 0-0-0 b5 12. Bd3 b4 13. Ne2 a5
14. Kbl (344)

B2a1 14. ... 0-0?! 15. Bxh7!+ (345)

B2a2 14. ... Ba6 15. Bxa6 Rxa6 16. Ned4 (347)

B2b 10. ... Nxc5 11. 0-0-0 b5 12. Bd3 b4
13. Ne2 a5 14. Ned4 (348)

Chapter 18

French, Classical Variation

4. ... Be7

In the Classical Variation, Black breaks the pin on his kingside knight with 4. ... Be7.

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7

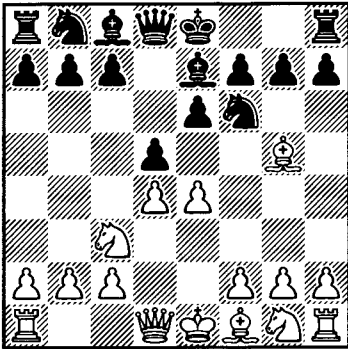


Diagram 972
After 4. ... Be7

For the sharp 4. ... Bb4, see the MacCutcheon Variation (Chapter 17); 4. ... dxe4 leads to the Burn Variation (Chapter 16).

5. e5

White gains space and

seeks to trade dark-square bishops after the knight gives way. Now Black has the aggressive but dubious 5. ... Ne4 or the solid 5. ... Nfd7.

A 5. ... Ne4

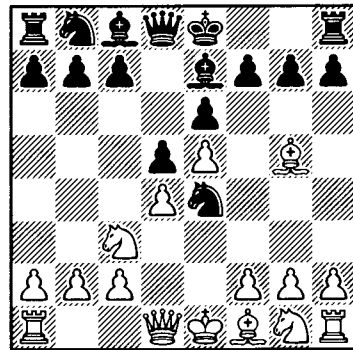
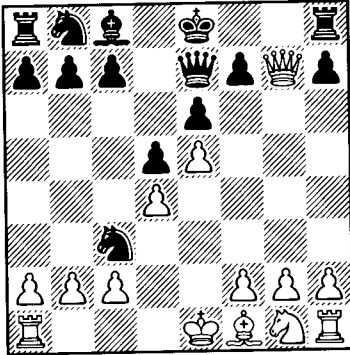


Diagram 973
After 5. ... Ne4

6. Bxe7

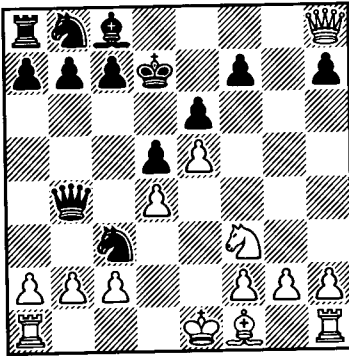
Now both recaptures favor White.

**A1 6. ... Nxc3 7. Qg4! Qxe7
8. Qxg7**



*Diagram 974
After 8. Qxg7*

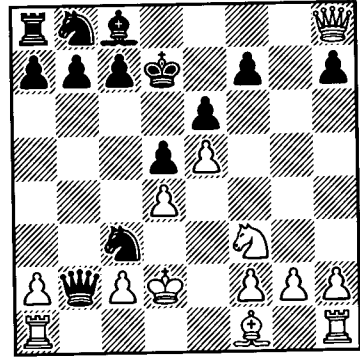
**8. ... Qb4 9. Qxh8+ Kd7
10. Nf3**



*Diagram 975
After 10. Nf3*

Black has lost material and cannot create any real threats with his discovered check. We're following Dominguez–Heldenfeld, 2000.

10. ... Qxb2 11. Kd2



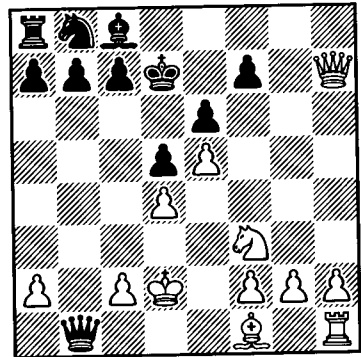
*Diagram 976
After 11. Kd2*

11. ... Nb1+

Or 11. ... Qxa1 12. Bb5+;

11. ... Ne4+ 12. Ke3.

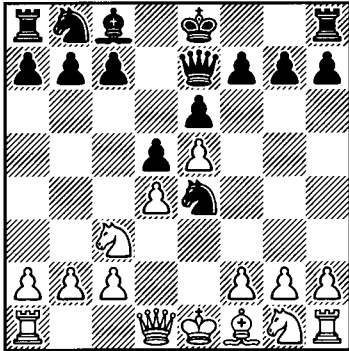
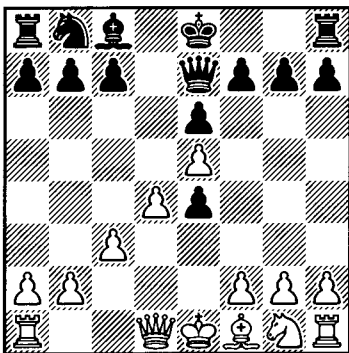
12. Rxb1 Qxb1 13. Qxh7



*Diagram 977
After 13. Qxh7*

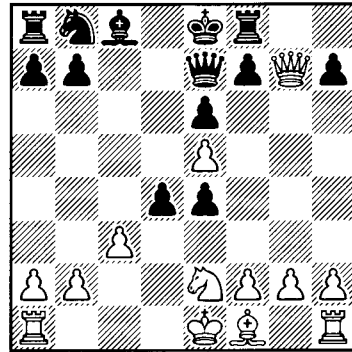
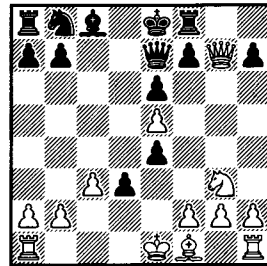
White is winning.

BLACK HAS LOST MATERIAL AND CANNOT CREATE ANY REAL THREATS WITH HIS DISCOVERED CHECK.

A2 6. ... Qxe7*Diagram 978**After 6. ... Qxe7***7. Nxe4 dxe4 8. c3***Diagram 979**After 8. c3*

White has a superior pawn structure and is threatening Qg4.

8. ... c5 9. Qg4 cxd4 10. Qxg7 Rf8 11. Ne2!

*Diagram 980**After 11. Ne2!***11. ... Nc6****Or 11. ... d3 12. Ng3,***Diagram 981**After 12. Ng3*

when Black's pawns fall.

12. Rd1±

**WHITE HAS A SUPERIOR PAWN STRUCTURE
AND IS THREATENING QG4.**

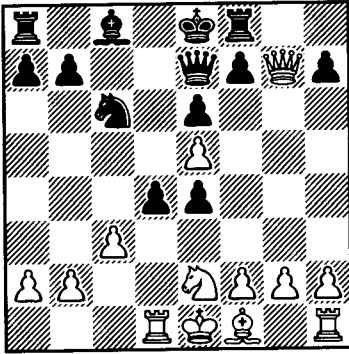


Diagram 982
After 12. Rd1

Zhelmin–Glek, 1986.

B 5. ... Nfd7

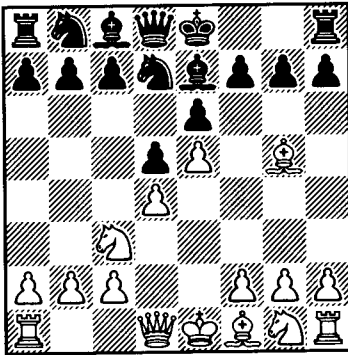


Diagram 983
After 5. ... Nfd7

6. Bxe7 Qxe7 7. f4

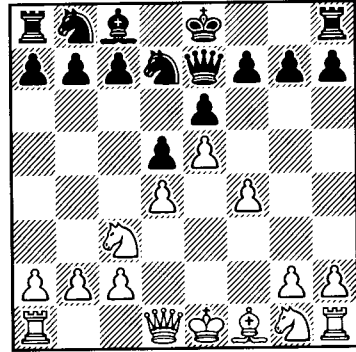


Diagram 984
After 7. f4

White gains more space and creates a central stronghold with the triad, d4-e5-f4.

White's plan: to castle queen-side after Nf3 and Qd2, and to play on the kingside and in the center.

Black's plan: to castle short and to try to undermine White's center with ... c5 and ... f6. Note that the passive bishop on c8 is a major problem for Black. This piece is, in fact, a characteristic problem in the French Opening. Often Black's success depends on solving the challenge of the "French bishop."

In this position, Black has two main moves: 7. ... 0–0 and 7. ... a6. The immediate 7. ... c5? fails to 8. Nb5!.

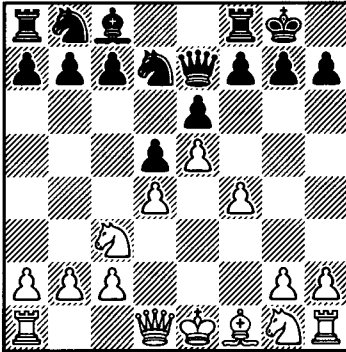
B1 7. ... 0-0

Diagram 985
After 7. ... 0-0

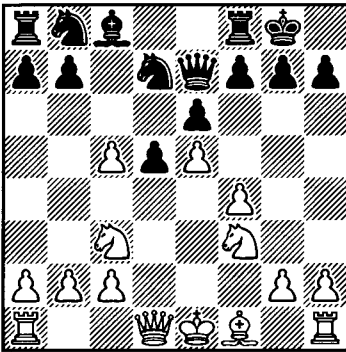
8. Nf3 c5 9. dxc5

Diagram 986
After 9. dxc5

9. ... Nc6

After 9. ... f6 10. exf6 Qxf6 11. g3 Nxc5 12. Qd4, the endgame is favorable for White. The drawbacks of Black's d5-e6 phalanx are then even more apparent. After 12. ... b6 13. 0-0-0,

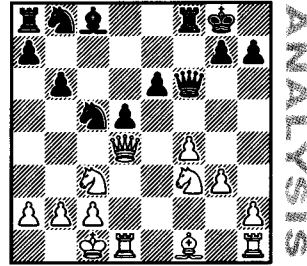


Diagram 987
After 13. 0-0-0

White easily finishes his development and stands well. If Black tries instead 9. ... Qxc5, White plays 10. Qd2.

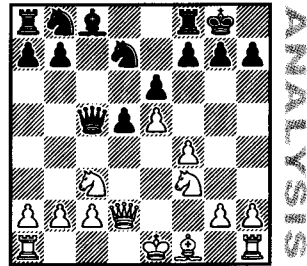


Diagram 988
After 10. Qd2

Now 10. ... Nc6 transposes to 9. ... Nc6. If 9. ... Nxc5, White plays 10. Bd3! Nxd3+ 11. cxd3!,

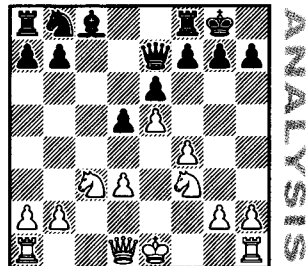


Diagram 989
After 11. cxd3!

ANALYSIS

ANALYSIS

ANALYSIS

when White is again better.

10. Qd2

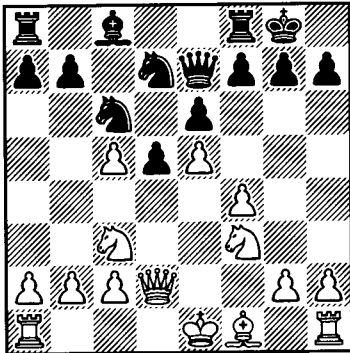


Diagram 990
After 10. Qd2

Here Black has several choices: 10. ... Qxc5, 10. ... Nxc5, or 10. ... f6.

B1a 10. ... Qxc5

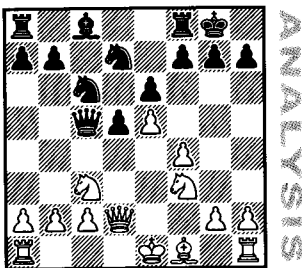


Diagram 991
After 10. ... Qxc5

11. 0-0-0 Nb6 12. Kb1

A useful prophylactic move. White reinforces his a-pawn and gets off the semi-open c-file.

12. ... Bd7 13. Bd3

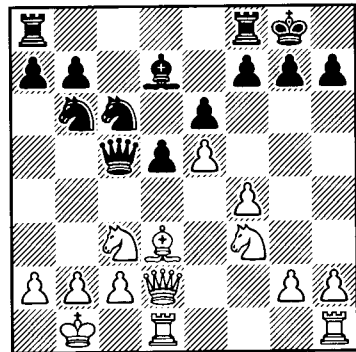


Diagram 992
After 13. Bd3

This is the main position of the variation. Black's most popular choices are 13. ... Na5 and 13. ... Rac8. In both cases, White can employ a thematic piece sacrifice, 14. Bxh7+. If 13. ... Rfc8?!, which leaves the Black king home alone, White plays 14. Nb5!, when the knight is heading for the d6-square.

B1a1 13. ... Na5

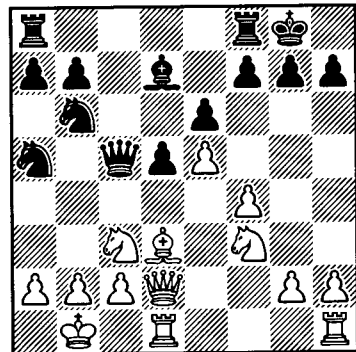


Diagram 993
After 13. ... Na5

14. Bxh7+!

Here this sacrifice leads to White's advantage.

14. ... Kxh7 15. Ng5+ Kg8
16. Qd3

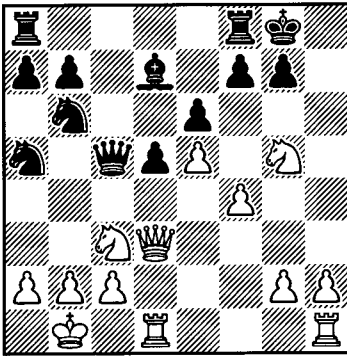


Diagram 994
After 16. Qd3

Now there are only two defenses: 16. ... Rfc8 and 16. ... Rfe8, both moves leaving d8 for the king's escape route.

B1a1(D) 16. ... Rfc8 17. Qh7+ Kf8 18. f5!

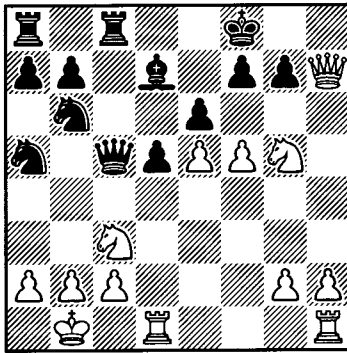


Diagram 995
After 18. f5!

White destroys the defenses around the Black king and gets a significant advantage in all lines.

B1a1 (a) 18. ... exf5 19. Qh8+ Ke7 20. Qxg7 Be6

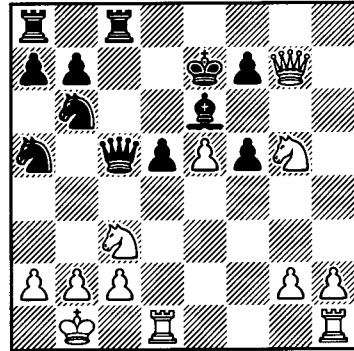


Diagram 996
After 20. ... Be6

21. Nxe6 Kxe6 22. Qf6+ Kd7 23. Qxf7+

**WHITE DESTROYS THE DEFENSES
AROUND BLACK'S KING AND GETS A
SIGNIFICANT ADVANTAGE IN ALL LINES.**

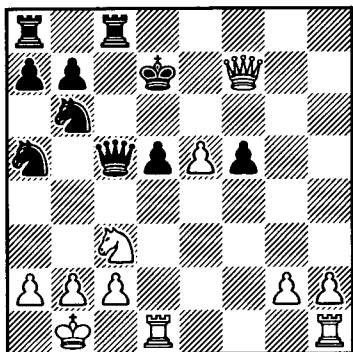


Diagram 997
After 23. Qxf7+

23. ... Kc6

Or 23. ... Qe7 24. e6+! Kd8
25. Nxd5+-.

**24. Qe6+ Kc7 25. Nxd5+
Kb8 26. Qd6+ Qxd6 27. exd6±**

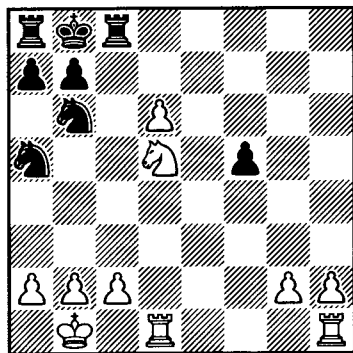


Diagram 998
After 27. exd6

B1a1 (h) 18. ... Ke8

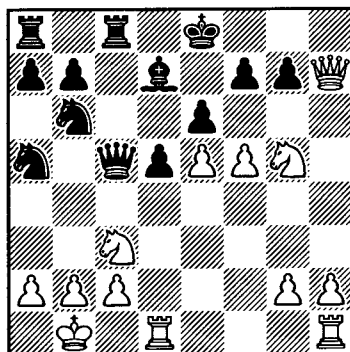


Diagram 999
After 18. ... Ke8

19. f6! gxf6 20. Qxf7+ Kd8

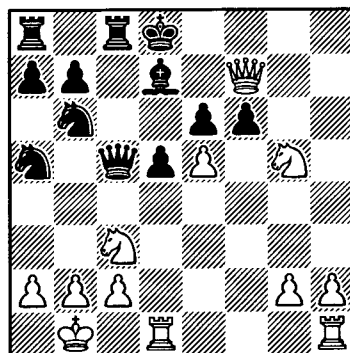


Diagram 1000
After 20. ... Kd8

**21. Nxe6+ Bxe6 22. Qxe6
Kc7 23. Nxd5+**

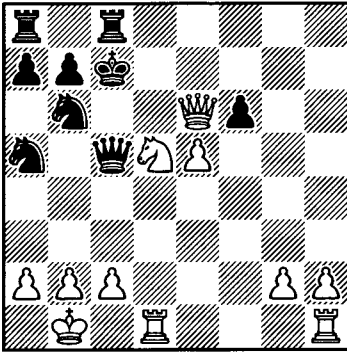


Diagram 1001
After 23. Nxd5+

23. ... Kb8 24. Qd6+ Qxd6
25. exd6±

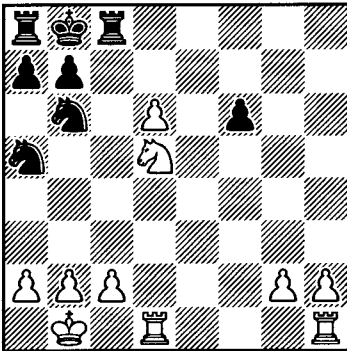


Diagram 1002
After 25. exd6

B1a1 (D) 16. ... Rfe8

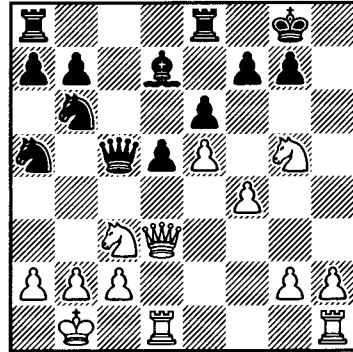


Diagram 1003
After 16. ... Rfe8

17. Qh7+ Kf8 18. Qh8+ Ke7
19. Qxg7

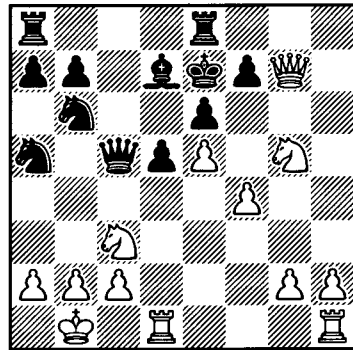


Diagram 1004
After 19. Qxg7

19. ... Kd8

If 19. ... Rf8, then 20. Nce4!—
a thematic blow!

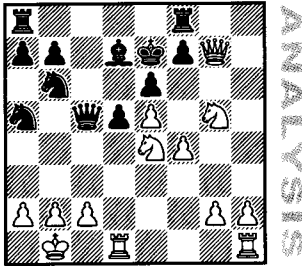


Diagram 1005
After 20. Nce4!

20. ... dxe4 21. Nxe4 Qb4
22. Qf6+ Ke8 23. Nd6+.

20. Nxf7+ Kc7 21. Nd6

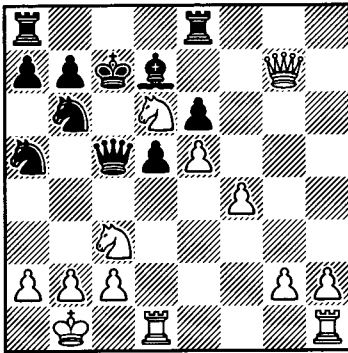


Diagram 1006
After 21. Nd6

21. ... Nac4 22. Ncb5+! Kb8
23. Nxc4 Qxc4 24. Nd6±

**BOTH MATERIAL
AND POSITIONAL
CONSIDERATIONS
FAVOR WHITE.**

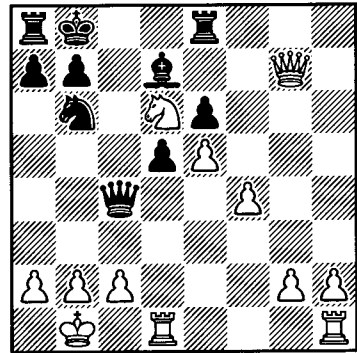


Diagram 1007
After 24. Nd6

Both material and positional considerations favor White.

B1a2 13. ... Rac8

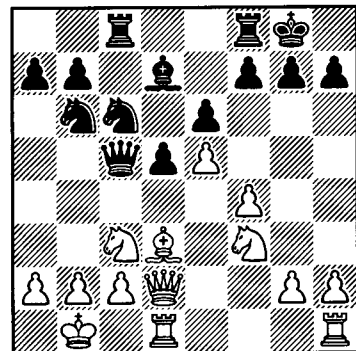


Diagram 1008
After 13. ... Rac8

14. Bxh7+

This leads, after Black's best play, to sharp, unclear positions. Thus, White may consider two safer options. He can play 14. Qe2, provoking 14. ... f6, which Black needs to play to prevent the White queen coming to h5 after Bxh7+. (If 14. ... h6, 15. g4.) Or White can play 14. Nb5 f6 15. exf6

Rxf6 16. Nbd4. Both 14. Qe2 and 14. Nb5 give White a small edge.

14. ... Kxh7 15. Ng5+ Kg8
16. Qd3

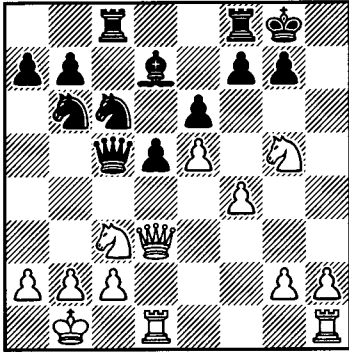


Diagram 1009

After 16. Qd3

16. ... Rfe8 17. Qh7+ Kf8
18. Qh8+ Ke7 19. Qxg7

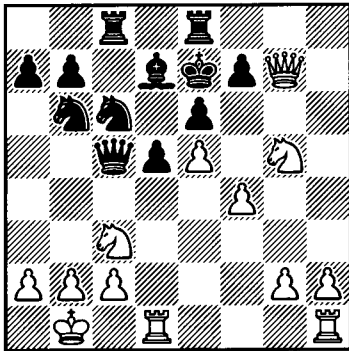


Diagram 1010

After 19. Qxg7

This position is arrived at nearly by force.

19. ... Kd8!

This is Black's best. Other tries lose immediately. If 19. ... Rf8, 20. Nce4!

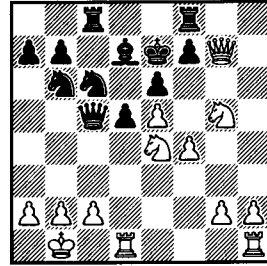


Diagram 1011

After 20. Nce4!

20. ... dxe4 21. Nxe4 Qb4
22. Qf6+ Ke8 23. Nd6+.

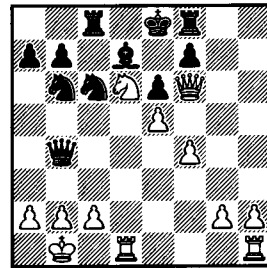


Diagram 1012

After 23. Nd6+

If 19. ... Nd8,

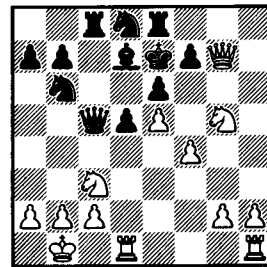


Diagram 1013

After 19. ... Nd8

20. Qf6+ Kf8

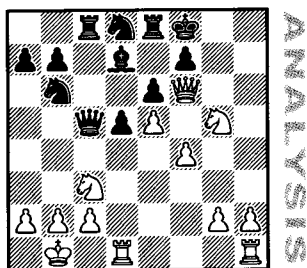


Diagram 1014
After 20. ... Kf8

21. Nh7+! Kg8 22. Qg5+ Kxh7
23. Rd3,

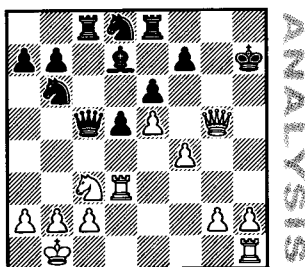


Diagram 1015
After 23. Rd3

when there's no defense against
mate.

20. Nxf7+

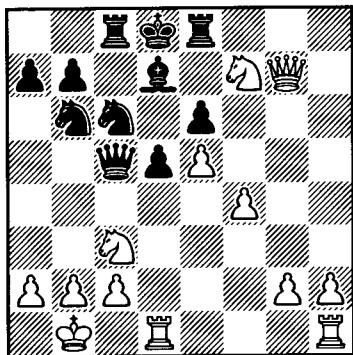


Diagram 1016
After 20. Nxf7+

20. ... Kc7

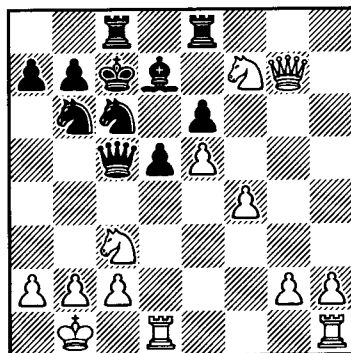


Diagram 1017
After 20. ... Kc7

This is the critical position:
White has three pawns for the
piece. Now, after the possible
21. Nd6 Rg8 22. Qh7 Rxg2, the
game remains unclear.

- B1b** 10. ... f6

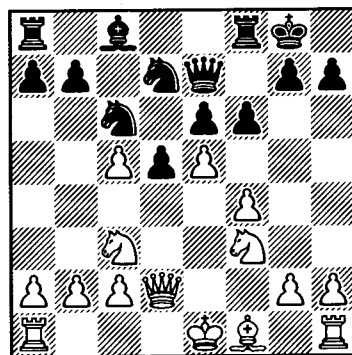


Diagram 1018
After 10. ... f6

Black plays to undermine
White's strong center. This
results, however, in Black's
inheriting chronic weaknesses on
d5 and e6.

11. exf6 Qxf6 12. g3 Nxc5
13. 0-0-0

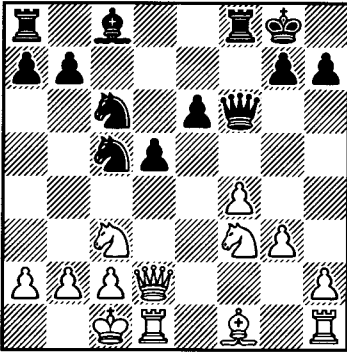


Diagram 1019
After 13. 0-0-0

White is ready to blockade
Black's central pawns.

13. ... Rd8 14. Qe1!

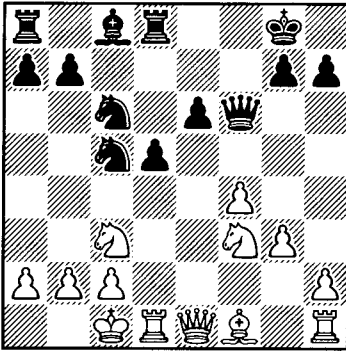


Diagram 1020
After 14. Qe1!

A very strong prophylactic
move, stopping ... Ne4.

14. ... Bd7 15. Qe3 b6 16. Bg2

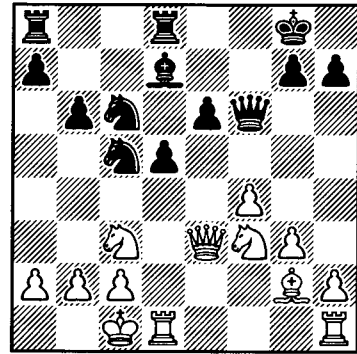


Diagram 1021
After 16. Bg2

White finishes his develop-
ment and stands well because of
his control of the outposts d4 and
e5. It's not easy for Black to acti-
vate his bishop. His pawn on e6
is a real problem. We'll follow
Inarkiev–Riazantsev, 2003.

16. ... Be8

With the idea ... Bg6.

**17. Nd4! Nxd4 18. Rxd4
Rac8 19. Re1**

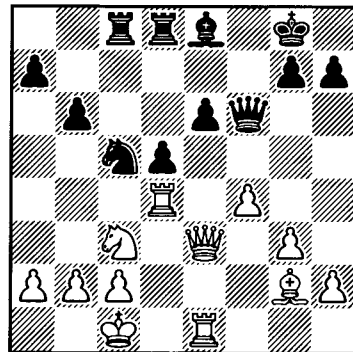


Diagram 1022
After 19. Re1

19. ... b5?

Black does relatively better, although he is still worse, with 19. ... Bg6 20. Bh3 Ne4 21. Nxe4 Bxe4

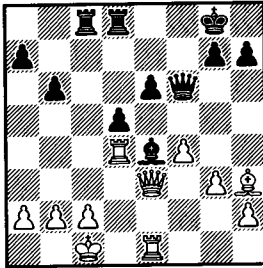


Diagram 1023
After 21. ... Bxe4

22. Rxe4! dx e4 23. Qxe4, when the e6-pawn falls.

20. Bh3 b4

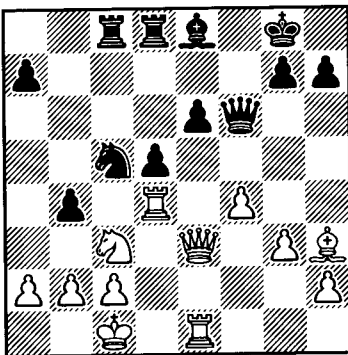


Diagram 1024
After 20. ... b4

21. Nxd5! exd5 22. Bxc8 Rxc8 23. Rxd5

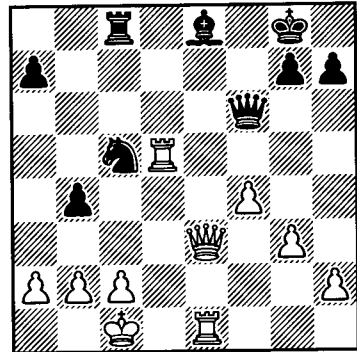


Diagram 1025
After 23. Rxd5

Open files for his rooks augment White's material advantage.

23. ... Na4 24. Qd4 Qc6 25. Qd2

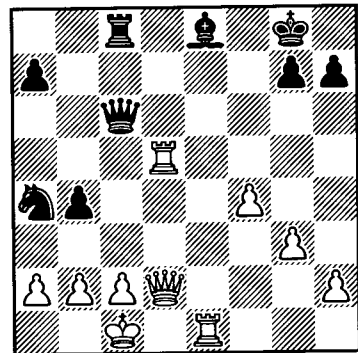


Diagram 1026
After 25. Qd2

25. ... Qf6?

In a worse position, Black blunders another pawn.

26. Qxb4 Qc6 27. Qd2 Qb6 28. Qd4 Qc7?

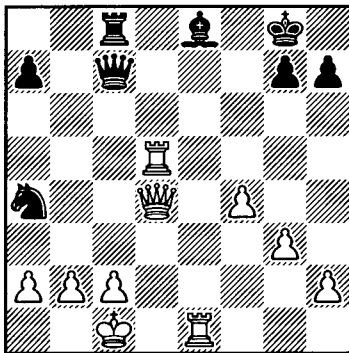


Diagram 1027
After 28. ... Qc7?

29. Rxe8+! Rxe8 30. Rd7
Re1+ 31. Kd2 Re2+ 32. Kxe2
Qxc2+ 33. Kf3, Black resigns

B1c 10. ... Nxc5

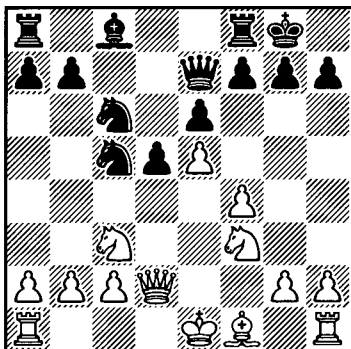


Diagram 1028
After 10. ... Nxc5

11. 0-0-0 a6

Black's idea is to play ... b5
(11. ... f6 12. exf6 Qxf6 13. g3
transposes to 10. ... f6).

12. Bd3

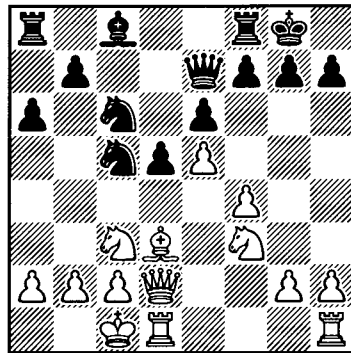


Diagram 1029
After 12. Bd3

12. ... b5 13. Qf2!

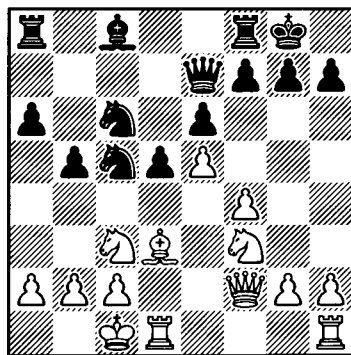


Diagram 1030
After 13. Qf2!

A strong move, introduced in
the game Alekseev–Gleizerov,
2003. White threatens a typical
combination: 14. Bxh7+, fol-
lowed by Ng5+ and Qh4.

**13. ... f5 14. exf6 Nxd3+
15. Rxd3 Qxf6 16. g3**

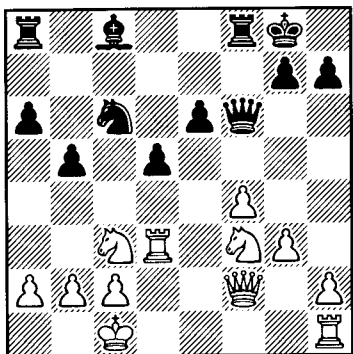


Diagram 1031
After 16. g3

Now that the position has resolved itself a bit, we can see that Black has a passive bishop on c8 and weak central pawns. Moreover, White has full control of the d4- and e5-squares, which can serve as excellent outposts for his knights. The game continued:

16. ... b4 17. Na4 e5!?

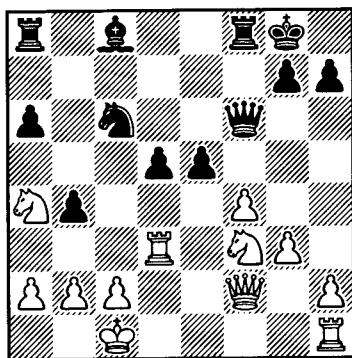


Diagram 1032
After 17 ... e5!?

Black tries to create complications, opening up the position.

18. Nb6 Bf5

Or 18. ... e4 19. Rd2

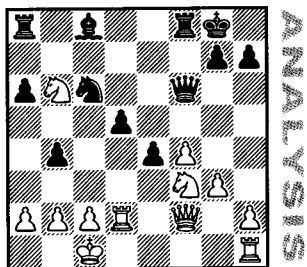


Diagram 1033
After 19. Rd2

19. Rd2 Rae8 20. Nxd5 Qh6
21. Re1

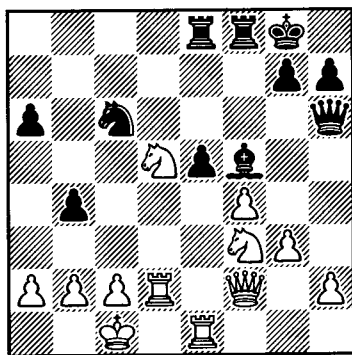


Diagram 1034
After 21. Re1

White has consolidated and retained his extra pawn. But accurate play is still required to cope with Black's threats.

21. ... Bg4 22. h4! Qh5
23. Nh2 Rc8 24. Qb6

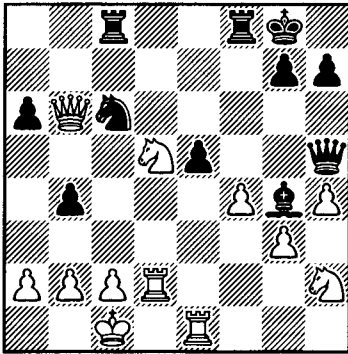


Diagram 1035
After 24. Qb6

24. ... Kh8 25. fxe5 Nxe5
26. Nf4 Qf5 27. Nxg4

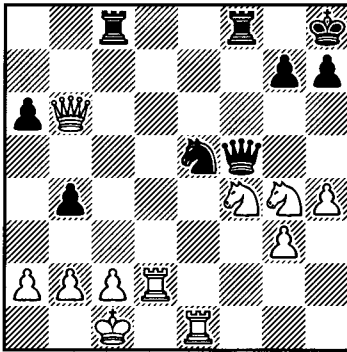


Diagram 1036
After 27. Nxg4

27. ... Qxg4?

Relatively better is 27. ... Nf3
28. Ne3 Qf7 29. Ne6 Nxe1
30. Nxf8 Rxf8 31. Rd8±.

28. Rxe5 Qxg3 29. Nd3 Rf1+
30. Rd1 Qg2 31. Qc5!

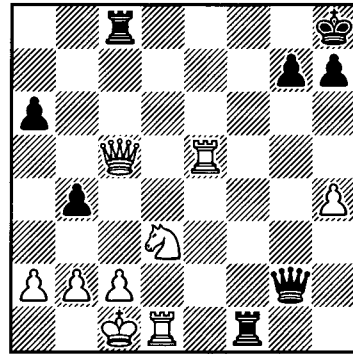


Diagram 1037
After 31. Qc5!

31. ... Rff8 32. Rf5 1-0
B2 7. ... a6

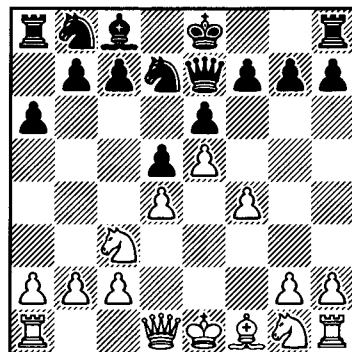


Diagram 1038
After 7. ... a6

Black temporarily postpones
castling and prepares ... c5.

8. Nf3 c5 9. dxc5

By taking on c5, White cre-
ates a strong outpost on d4.

9. ... Nc6

9. ... Qxc5 10. Qd2

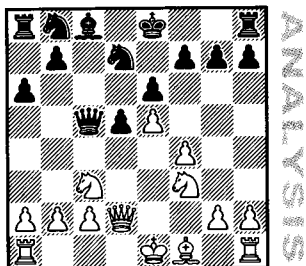


Diagram 1039

After 10. Qd2

transposes into **B2a** below. The pawn on c5 is doomed anyway, and can be recaptured later.

10. Qd2

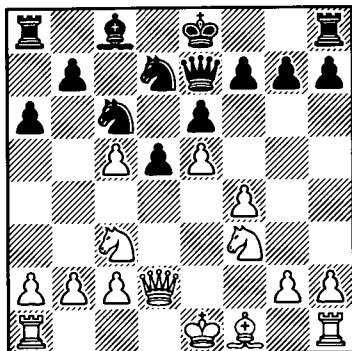


Diagram 1040

After 10. Qd2

Here Black has a choice between 10. ... Qxc5 and 10. ... Nxc5.

B2a 10. ... Qxc5

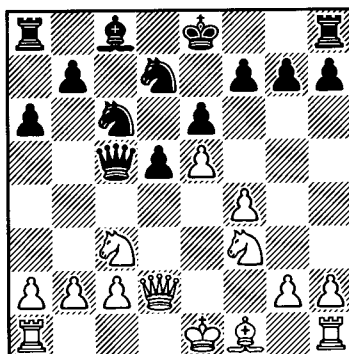


Diagram 1041

After 10. ... Qxc5

11. 0-0-0 b5 12. Bd3

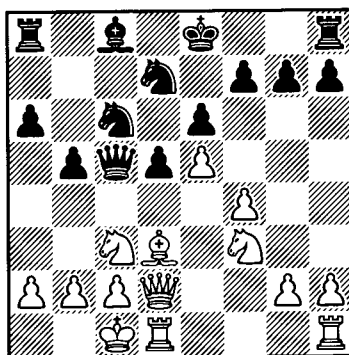


Diagram 1042

After 12. Bd3

12. ... b4

Or 12. ... Nb6 (with the idea of ... Nc4) 13. Ne2 Nc4 14. Bxc4 bxc4 15. Nfd4.

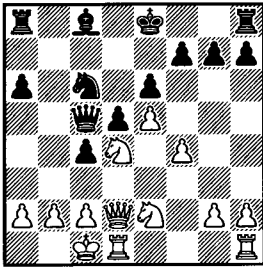


Diagram 1043
After 15. Nfd4

15. ... Rb8 16. Nxc6 Qxc6
17. Nd4 Qa4 18. Kb1 Qa3 19. c3

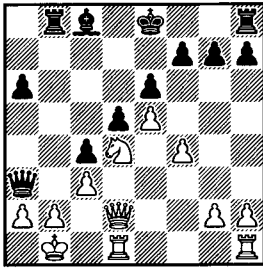


Diagram 1044
After 19. c3

Black's attack comes to an end, while White is ready to launch his own with the support of his powerful d4-knight. Black's bishop on c8 is very passive.

13. Ne2

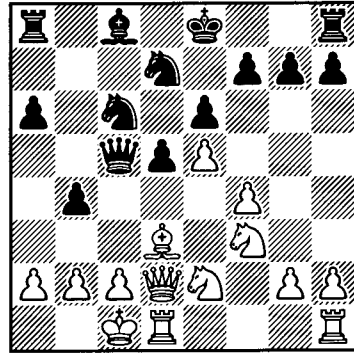


Diagram 1045
After 13. Ne2

13. ... a5 14. Kb1

Black can now risk everything.

B2a1 14. ... 0-0?!

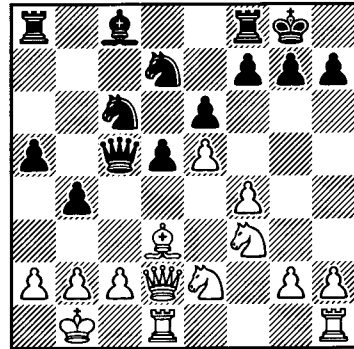


Diagram 1046
After 14. ... 0-0?!

Or he can play prudently with 14. ... Ba6, exchanging White's dangerous bishop. After 14. ... 0-0?! comes a thematic piece sacrifice.

15. Bxh7+! Kxh7 16. Ng5+ Kg8 17. Qd3

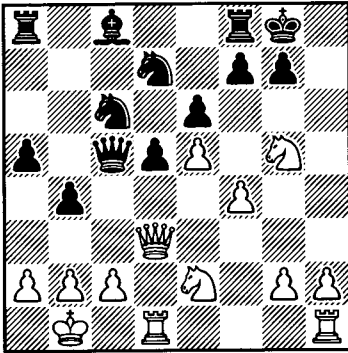


Diagram 1047
After 17. Qd3

17. ... Re8

If 17. ... f5 18. Qh3+-.

18. Qh7+ Kf8 19. Ng3!

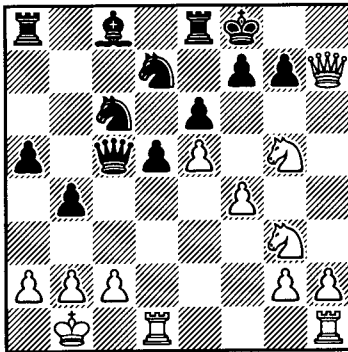


Diagram 1048
After 19. Ng3!

White is better. His idea is to play Nh5—this is even stronger than 19. Qh8+ Ke7 20. Qxg7 Rf8. Now both 19. ... Nd4 and 19. ... Ke7 favor White.

B2a10 19. ... Nd4 20. Qh5!

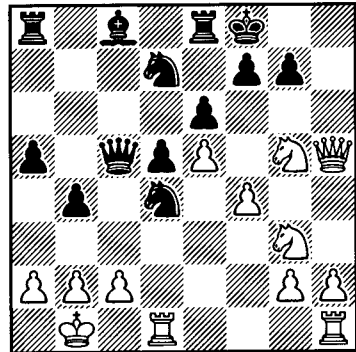


Diagram 1049
After 20. Qh5!

20. ... Qxc2+ 21. Ka1 Nb3+

Or 21. ... g6 22. Qh7+-.

22. axb3 Qg6 23. Qxg6 fxg6

24. Rc1±

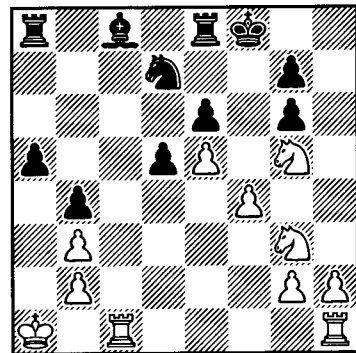


Diagram 1050
After 24. Rc1

If 24. ... a4, 25. Ka2!.

B2a10D 19. ... Ke7 20. Qxg7
Rf8 21. Nh7!±

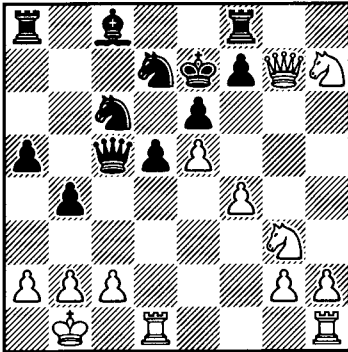


Diagram 1051
After 21. Nh7

Black can't save the rook.

21. ... Rd8 22. Qg5+ Ke8
23. Nh5

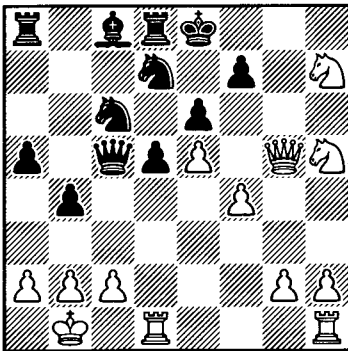


Diagram 1052
After 23. Nh5

White's knights trample the
Black king.

B2a2 14. ... Ba6

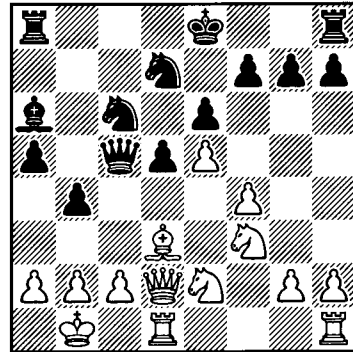


Diagram 1053
After 14. ... Ba6

15. Bxa6 Rxa6 16. Ned4
Nxd4 17. Nxd4

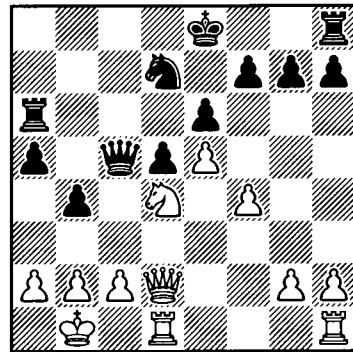


Diagram 1054
After 17. Nxd4

White is slightly better due to
his powerful knight on d4.

**WHITE'S KNIGHTS TRAMPLE
THE BLACK KING.**

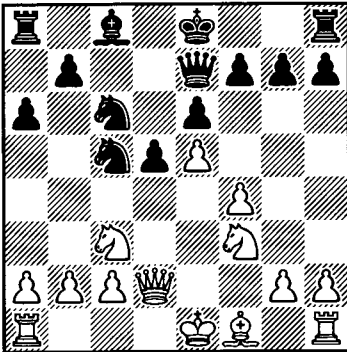
B2b 10. ... Nxc5

Diagram 1055
After 10. ... Nxc5

11. 0-0-0 b5

Black immediately starts his attack on the queenside, threatening b4.

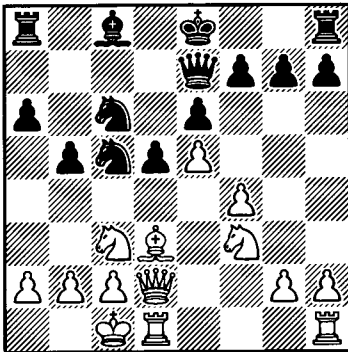
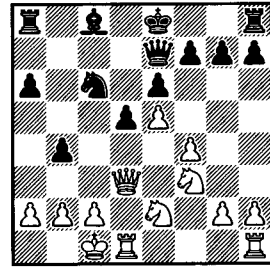
12. Bd3

Diagram 1056
After 12. Bd3

12. ... b4

If 12. ... Nxd3+ 13. Qxd3! (capturing with the c-pawn shouldn't be automatic) 13. ... b4 14. Ne2,



ANALYSIS

Diagram 1057
After 14. Ne2

followed by Ned4, is good for White.

**13. Ne2 a5 14. Ned4 Nxd4
15. Nxd4**

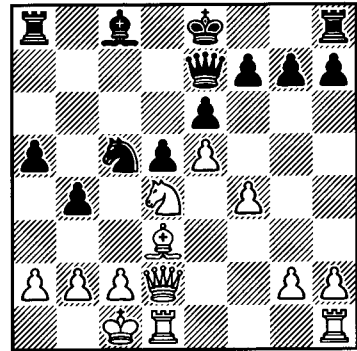


Diagram 1058
After 15. Nxd4

White has achieved the preferred setup. All of his pieces occupy active squares, and he's ready to attack the Black's king.

15. ... Ba6

Black's best move. The idea behind it is to exchange light-square bishops.

16. Kb1 Bxd3

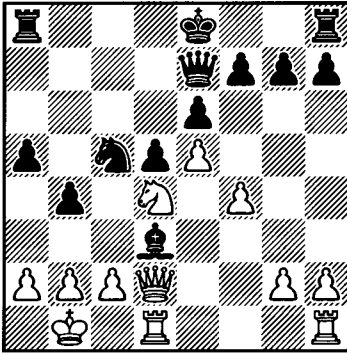


Diagram 1059
After 16. ... Bxd3

17. cxd3 0-0 18. Rc1 Rfc8
19. h4!

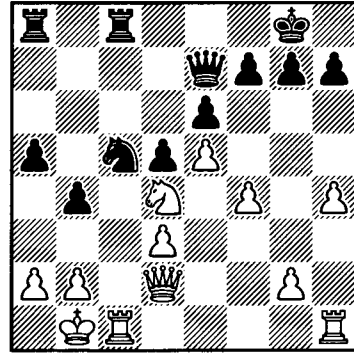


Diagram 1060
After 19. h4!

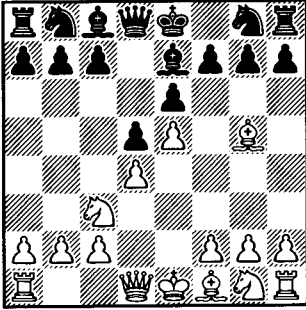
The idea is h5-h6. White develops a strong attack, while it's unclear how Black can breakthrough on the queenside.

Summary:

In the Classical French, White has reasonable claims to an edge due to his space advantage in the center and to Black's bad, "French" bishop. In these lines, White often employs the Bxh7 sacrifice, leading to sharp, unclear positions, which, in the lines we recommend, favor White.

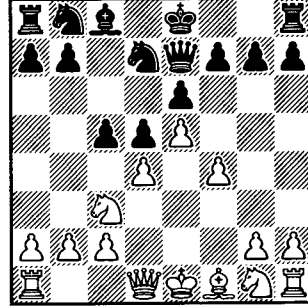
Chapter 18: French, Classical Variation

Memory Markers!



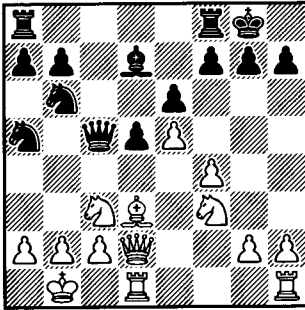
MARKER 1

Diagram 1061
After 5. ... Ng8



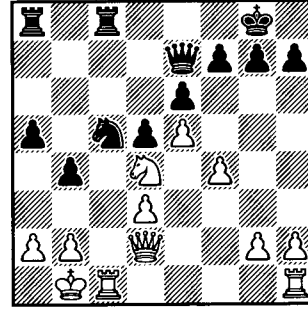
MARKER 2

Diagram 1062
After 7. ... c5



MARKER 3

Diagram 1063
After 13. ... Na5



MARKER 4

Diagram 1064
After 18. ... Rfc8

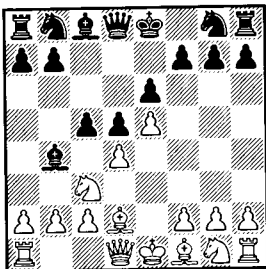
Chapter 18: French, Classical Variation

Solutions to Memory Markers!

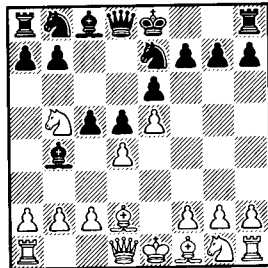
- No. 1* **6. Be3 or 6. Bf4.** Of course, 6. Bxe7 Nxe7 7. Qg4 also favors White, but why help Black to develop? See page 327.
- No. 2* **8. Nb5!** See page 330.
- No. 3* **14. Bxh7+!**, with better chances for White. See page 332.
- No. 4* **19. h4!**, with a strong attack. See page 348.

Chapter 19: French Winawer—3. ... Bb4 Some Important Points to Look For

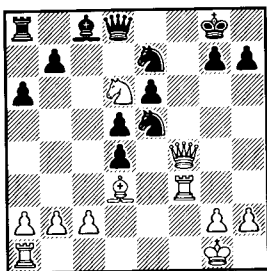
Against the tricky Winawer, our 5. Bd2 avoids the doubling of White's c-pawns and often leaves White with a superior light-square bishop.



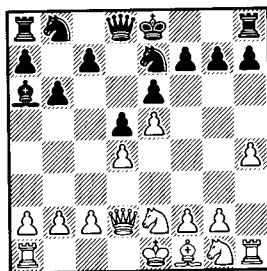
- ◆ White has a simple and sound plan.
See Diagram 1068.



- ◆ White's plan unfolds.
See Diagram 1069.



- ◆ A TN!
See Diagram 1078.



- ◆ Gaining space on the kingside.
See Diagram 1175.

Outline of Variations

1. e4 e5 2. d4 e5 3. Nc3 Bb4 4. e5 (352)

A 4. ... c5 5. Bd2 (354) [C17]

A1 5. ... Ne7 6. Nb5 Bxd2+ 7. Qxd2 0-0 8. f4 (354)

A2 5. ... cxd4 6. Nb5 (367)

A3 5. ... Nc6 6. Nb5 Bxd2+ 7. Qxd2 Nxd4 8. Nxd4 (373)

A4 5. ... Nh6 6. Nb5! Bxd2+ 7. Qxd2 0-0 8. f4 (375)

B 4. ... Ne7 5. Bd2 b6 6. Nce2 Bxd2+ 7. Qxd2 (377) [C16]

B1 7. ... c5 8. c3 Ba6 9. h4 (377)

B2 7. ... Ba6 8. h4! Qd7 9. h5 h6 10. f4 (379)

C 4. ... Qd7 5. Qg4! f5 6. Qh5+ Qf7 7. Qf3! (379) [C16]

D 4. ... b6 5. Qg4 Bf8 6. Bg5 (382) [C16]

Chapter 19

French Winawer

3. ... Bb4

Black's idea in the popular Winawer variation is to force White to play e5, and then to attack White's center with ... c5.

1. e4 e6 2. d4 d5 3. Nc3 Bb4

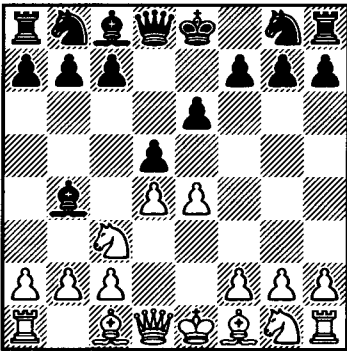


Diagram 1065
After 3. ... Bb4

4. e5

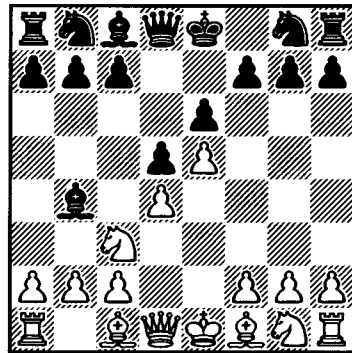


Diagram 1066
After 4. e5

The main line. Here Black has a choice among several moves: 4. ... c5, the most widely played continuation; 4. ... Ne7; 4. ... Qd7; and 4. ... b6. If 4. ... f6, 5. Bd3.

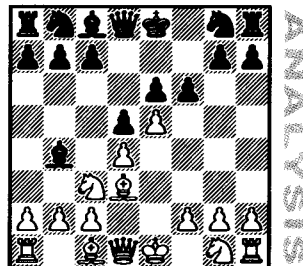


Diagram 1067
After 5. Bd3

ANALYSIS

A 4. ... c5 5. Bd2

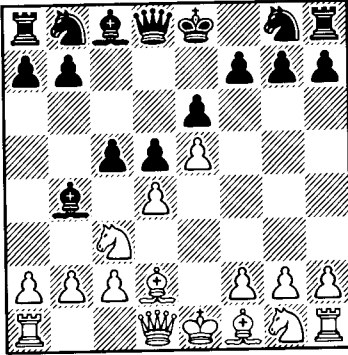


Diagram 1068

After 5. Bd2

We recommend this system rather than the more common 5. a3 because it gives White simple, logical, and strategically sound play. The main idea of 5. Bd2 is to exchange dark-square bishops, leaving White with a superior light-square bishop and control over the dark squares. In this position, Black has several choices: 5. ... Ne7; 5. ... cxd4; 5. ... Nc6; and 5. ... Nh6.

A15. ... Ne7 6. Nb5

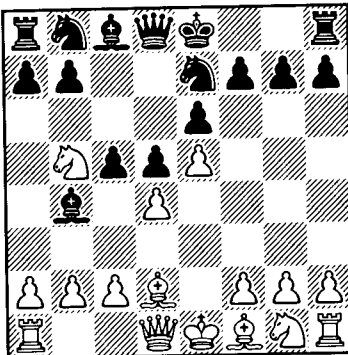


Diagram 1069

After 6. Nb5

6. ... Bxd2+ 7. Qxd2 0-0 8. f4

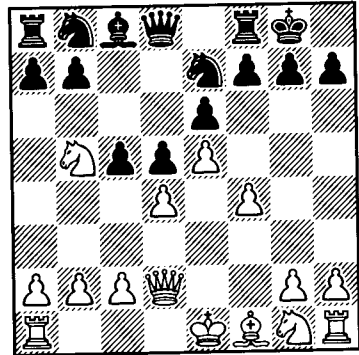


Diagram 1070

After 8. f4

White gains more space and supports his central pawn. Here Black can choose from 8. ... a6 and 8. ... Nbc6.

A1a 8. ... a6 9. Nd6 cxd4 10. Nf3 Nbc6 11. Bd3!

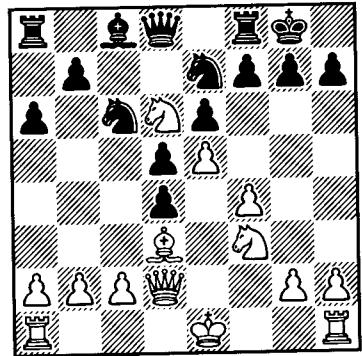


Diagram 1071

After 11. Bd3

Theory considers this pawn sacrifice incorrect. As our analysis shows, however, Black faces serious difficulties in repelling White's attack.

11. ... f6 12. 0-0

Here Black has a choice

between 12. ... fxe5 (the main line) and 12. ... Bd7.

A1a1 12. ... fxe5 13. fxe5

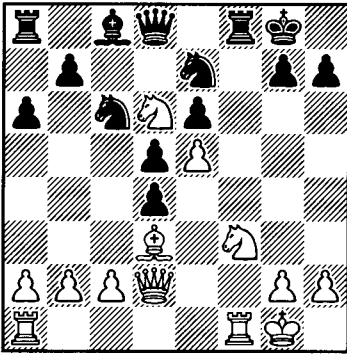


Diagram 1072

After 13. fxe5

This is the critical position, considered by theory to be in Black's favor because of his "powerful" Exchange sacrifice 13. ... Rxf3, followed by 14. ... Nxe5.

But we give new analysis, in which White returns the Exchange at just the right moment, later playing a double-star move to secure a winning game!

Black should not play 13. ... Nxe5?.

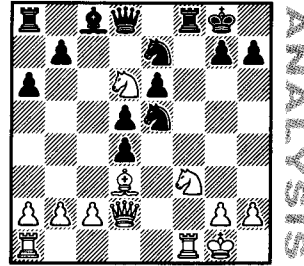


Diagram 1073

After 13. ... Nxe5?

14. Nxe5 Rxf1+ 15. Rxf1
Qxd6

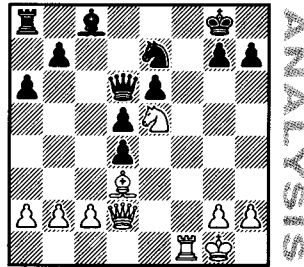


Diagram 1074

After 15. ... Qxd6

16. Nf7! Qd7 (16. ... Qc7
17. Qe2! Ng6 18. Ng5!+-,

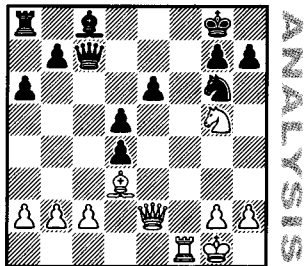


Diagram 1075

After 18. Ng5!+-

**THEORY CONSIDERS THIS PAWN SACRIFICE INCORRECT.
AS OUR ANALYSIS SHOWS, HOWEVER, BLACK FACES
SERIOUS DIFFICULTIES IN REPELLING WHITE'S ATTACK.**

when Black is defenseless against numerous threats.)

17. Qg5

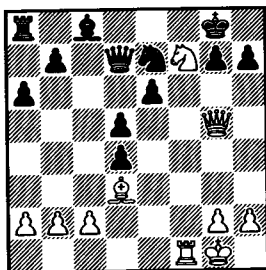


Diagram 1076
After 17. Qg5

17. ... Nf5 18. Bxf5 exf5
19. Nh6+ Kh8 20. Re1!, when
White is winning.

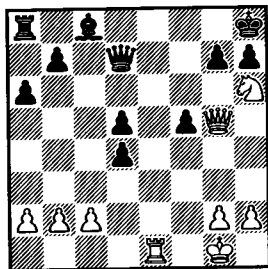


Diagram 1077
After 20. Re1!

If 20. ... gxh6, then 21. Qf6+
Kg8 22. Re7.

Let's go back to the main
line, the Exchange sacrifice.

13. ... Rxf3 14. Rxf3 Nxe5
15. Qf4!

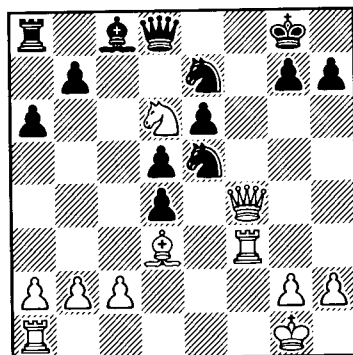


Diagram 1078
After 15. Qf4!

White returns the Exchange,
developing a powerful attack.
Our move is much stronger than
15. Rh3 Qxd6, as given in *ECO*
2003.

The game Perelshteyn–Berg,
2003 continued:

15. ... Nxf3+ 16. gxf3

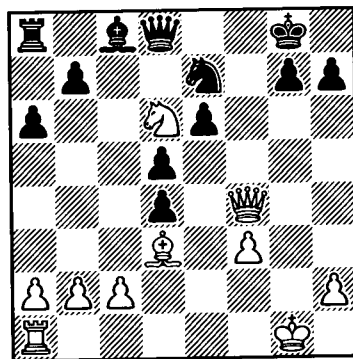


Diagram 1079
After 16. gxf3

16. ... Nc6

Or 16. ... Nf5 17. Bxf5 exf5
18. Re1 Bd7 19. Qe5!,

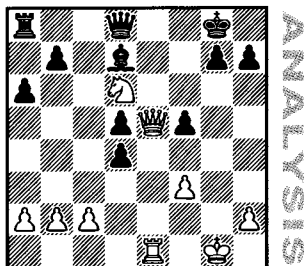


Diagram 1080

After 19. Qe5!

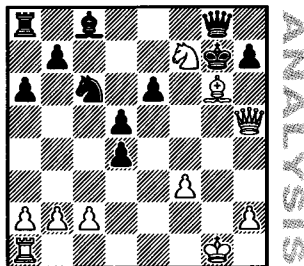


Diagram 1082

After 20. ... Kg7

and White continues his attack.

17. Qf7+ Kh8

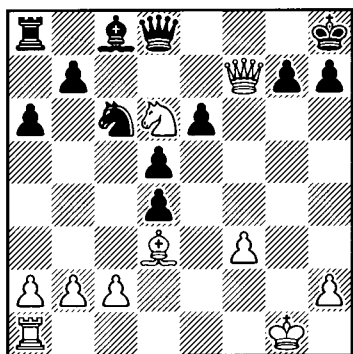


Diagram 1081

After 17. ... Kh8

18. Kh1!!

This is the key move, and it leads to victory!

The immediate 18. Qh5 results in only a draw after 18. ... g6 19. Bxg6 Qg8 20. Nf7+ Kg7,

when White has no better follow-up than to claim a perpetual check with 21. Qh6+ Kf6 22. Qg5+.

18. ... g6

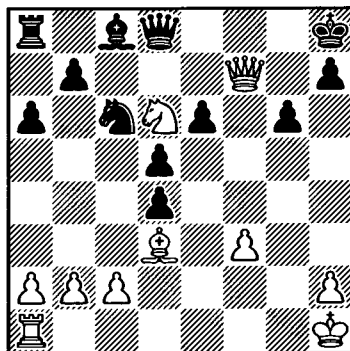


Diagram 1083

After 18. ... g6

This move loses right away, but Black lacks a good alternative, for example:

18. ... Qg8 19. Qf4 Nd8 20. Rg1

**THE KEY MOVE IS 18. KH1!!,
AND IT LEADS TO VICTORY!**

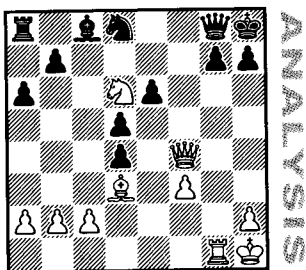


Diagram 1084
After 20. Rg1

20. ... Bd7? now loses: 21. Rg5
g6 22. Qg3!

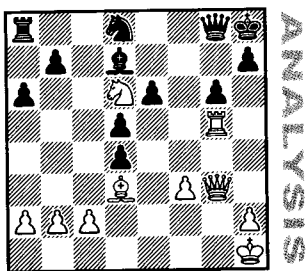


Diagram 1085
After 22. Qg3!

(with the deadly threat of Bxg6),
22. ... Qf8 23. Bxg6

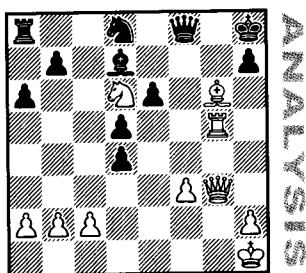


Diagram 1086
After 23. Bxg6

23. ... h6 (23. ... hxg6
24. Rxg6 Kh7 25. Rg4+-)

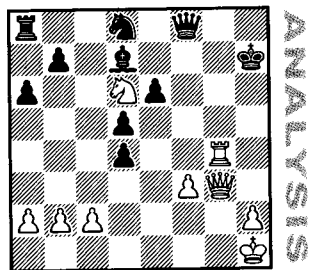


Diagram 1087
After 25. Rg4+-

24. Rh5+-

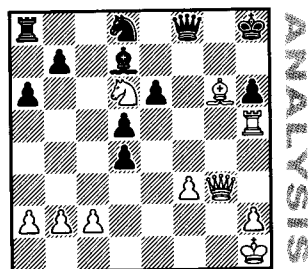


Diagram 1088
After 24. Rh5+-

White plans 25. Bf7 (with the
idea of Qg6) 25. ... Nxf7
26. Nxf7+ Qxf7 and 27. Rxh6+.
But Black has a better move than
20. ... Bd7?: 20. ... e5!

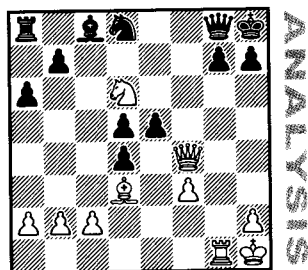


Diagram 1089
After 20. ... e5!

21. Qxe5 Nf7 22. Qxd5 Nxd6 23.
Qxd6 Be6 24. Qxd4,

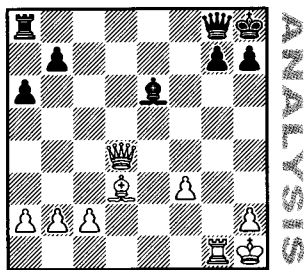


Diagram 1090
After 24. Qxd4

when White is a pawn up, but the game is not over yet. Now back to 18. ... g6.

19. Bxg6!

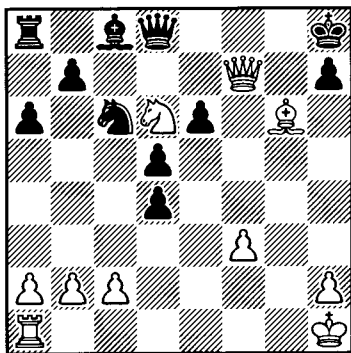


Diagram 1091
After 19. Bxg6!

19. ... Qe7 20. Qf4

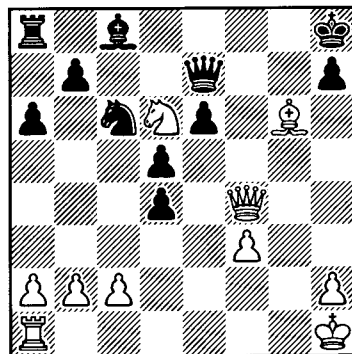


Diagram 1092
After 20. Qf4

20. ... e5

Or 20. ... hxg6 21. Qh6+

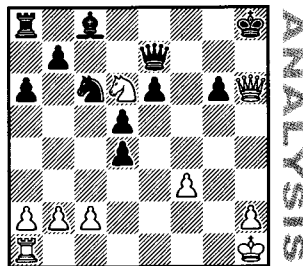


Diagram 1093
After 21. Qh6+

21. ... Kg8 (21. ... Qh7 22. Qf8+ Qg8 23. Nf7+, and mate next move) 22. Qxg6+ Kf8 23. Rg1.

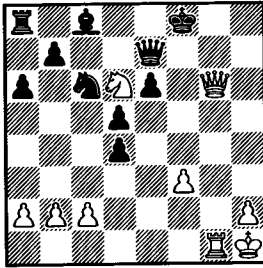


Diagram 1094
After 23. Rg1

There's no defense against mate: 23. ... Qxd6 24. Qg8+ Ke7 25. Rg7+ Kf6 26. Rf7+

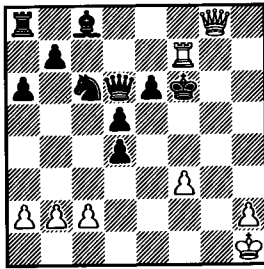


Diagram 1095
After 26. Rf7+

26. ... Ke5 27. Qg5, mate.
21. Nf7+

**WHITE DESTROYS THE
LAST BASTIONS OF
DEFENSE AROUND THE
BLACK KING!**

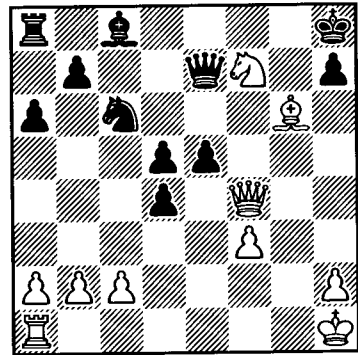


Diagram 1096
After 21. Nf7+

21. ... Kg8

Or 21. ... Kg7 22. Qh6+ Kf6
23. Bh5+ Kf5 24. Bg4, mate.

22. Bxh7+!

White destroys the last bastions of defense around the Black king.

22. ... Kf8

22. ... Kxh7 leads to mate
after 23. Qh6+ Kg8 24. Rg1+

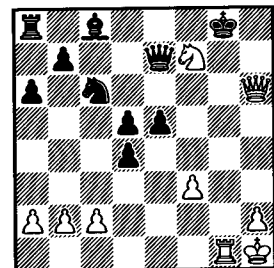


Diagram 1097
After 24. Rg1+

24. ... Kxf7 25. Qg6+ Kf8
26. Qg8, checkmate.
23. Nxe5+

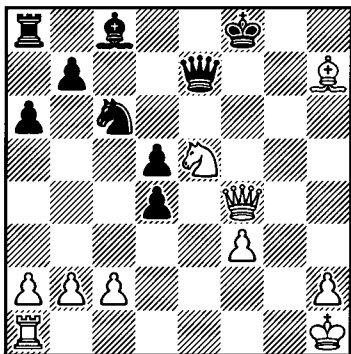


Diagram 1098

After 23. Nxe5+

Here Black can already resign. But the game continues a few more moves:

23. ... Ke8 24. Bg6+ Kd8
25. Re1 Nxe5 26. Rxe5 Qd6

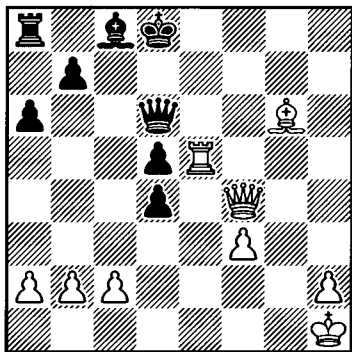


Diagram 1099

After 26. ... Qd6

27. Qg5+ Kc7 28. Rxd5 Qf8
29. Qe5+ Kc6 30. Be4

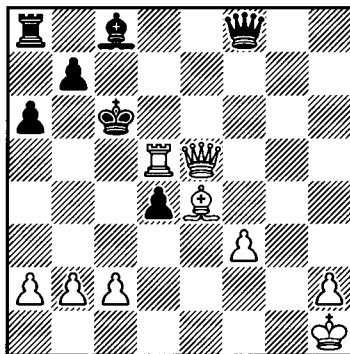


Diagram 1100

After 30. Be4

30. ... Kb6 31. Qxd4+, 1-0

White also gets a dangerous attack after:

A1a2 12. ... Bd7 13. Qe1!

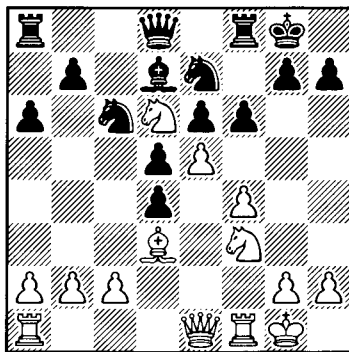


Diagram 1101

After 13. Qe1!

White protects his e5-pawn. Now neither 13. ... Nc8 nor 13. ... Qb6 is sufficient for equality.

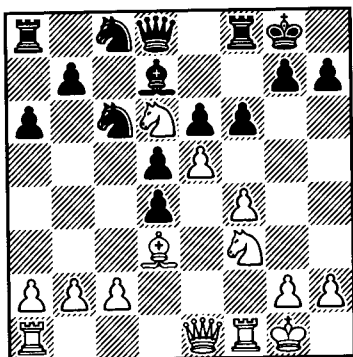
A1a20 13. ... Nc8

Diagram 1102
After 13. ... Nc8

Black exchanges the annoying knight.

14. Nxc8 Rxc8 15. a3 fxe5
16. fxe5

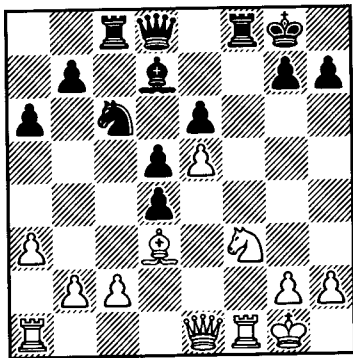


Diagram 1103
After 16. fxe5

16. ... Rxf3

This Exchange sacrifice, which occurred in Perelshteyn–Sarkar, is not sound.

17. Rxf3!

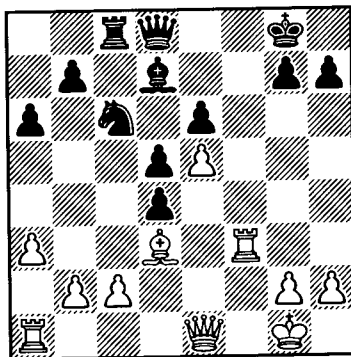


Diagram 1104
After 17. Rxf3!

A **TN**—the move White should have played.

17. ... Qg5

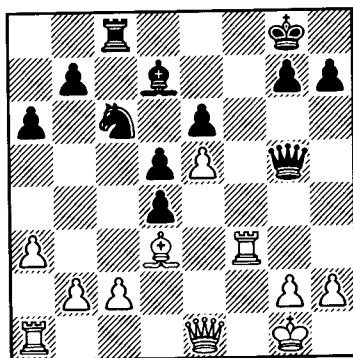


Diagram 1105
After 17. ... Qg5

18. Rg3! Qxe5 19. Qf2

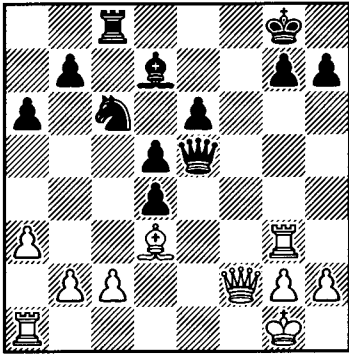


Diagram 1106
After 19. Qf2

Black is worse in all lines:

19. ... Be8 20. Re1 Qd6 21. Qf6±; 19. ... Ne7 20. Re1 Qd6 21. Rf1! Nf5 22. Bxf5 exf5 23. Qxd4±.

A1a20D 13. ... Qb6

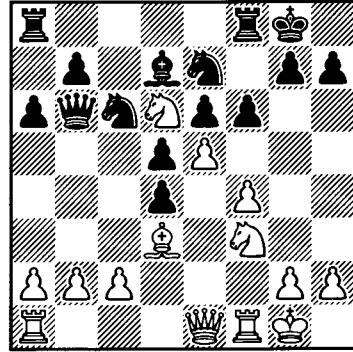


Diagram 1108
After 13. ... Qb6

14. a3

The game Perelshteyn–Whatley, 2000 continued:

14. ... h6

If instead 14. ... Qxb2 15. Rb1 Qxa3 16. Rxb7,

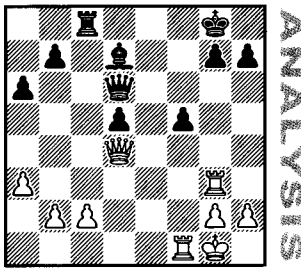


Diagram 1107
After 23. Qxd4±

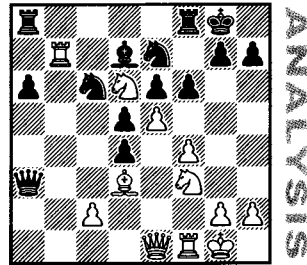


Diagram 1109
After 16. Rxb7

when White exerts strong pressure along the seventh rank.

15. Rb1

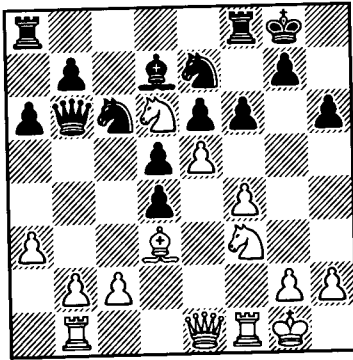


Diagram 1110
After 15. Rb1

15. ... fxe5 16. fxe5 Nc8
17. Qg3 N6e7

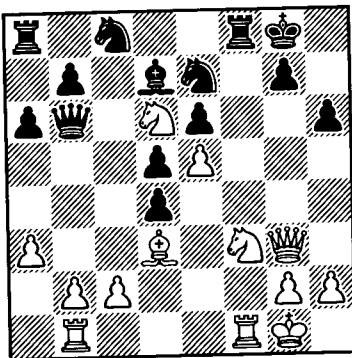


Diagram 1111
After 17. ... N6e7

18. Nh4 Nxd6 19. exd6 Nf5

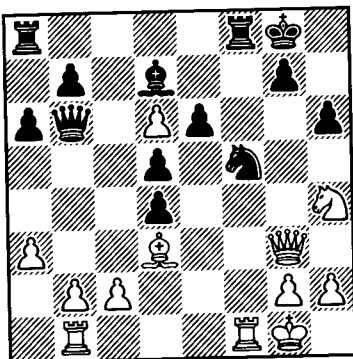


Diagram 1112
After 19. ... Nf5

20. Nxf5 exf5 21. Rbe1
Rae8

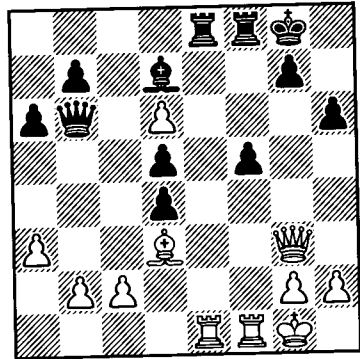


Diagram 1113
After 21. ... Rae8

22. Re7 Rxe7 23. dxe7 Re8
24. Qe5

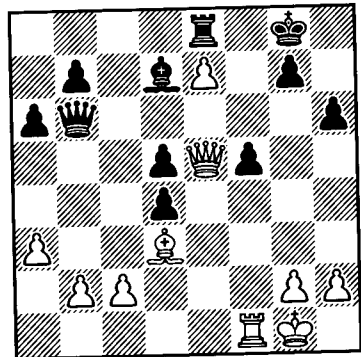


Diagram 1114
After 24. Qe5

24. ... Be6 25. Bxf5 Bxf5
26. Qxf5

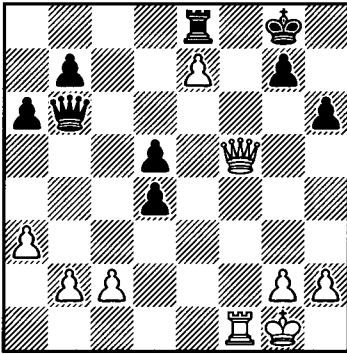


Diagram 1115
After 26. Qxf5

26. ... d3+ 27. Kh1 dxc2
28. Qf7+

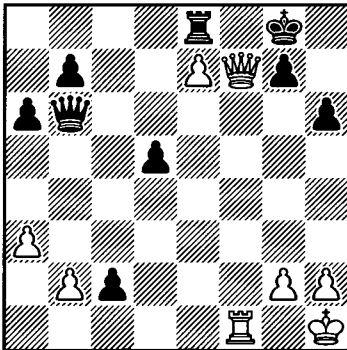


Diagram 1116
After 28. Qf7+

28. ... Kh7 29. Qxe8 Qf2

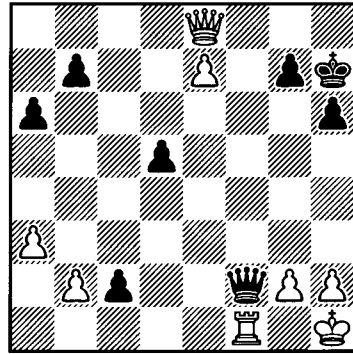


Diagram 1117
After 29. ... Qf2

30. Qf8!

Black resigned.

11b 8. ... Nbc6

Black's idea is to take on d4 with the knight.

9. Nf3

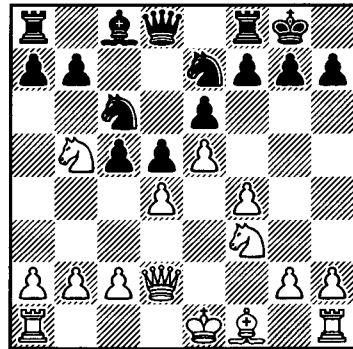
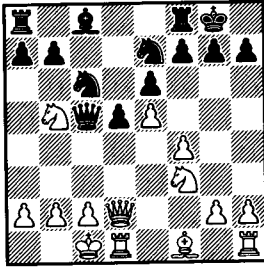


Diagram 1118
After 9. Nf3

9. ... a6

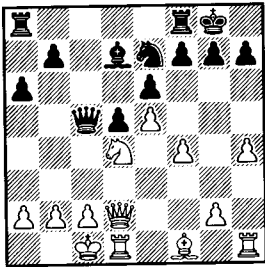
After 9. ... Qb6 10. dxc5
Qxc5 11. 0-0-0



ANALYSIS

Diagram 1119
After 11. 0-0-0

11. ... a6 12. Nbd4 Nxd4
13. Nxd4 Bd7 14. h4!,



ANALYSIS

Diagram 1120
After 14. h4!

White launches a strong kingside attack.

10. Nd6

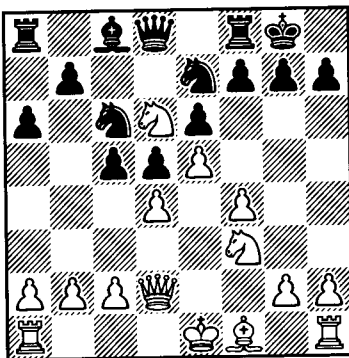


Diagram 1121
After 10. Nd6

10. ... Nxd4 11. Nxd4 cxd4

12. Bd3

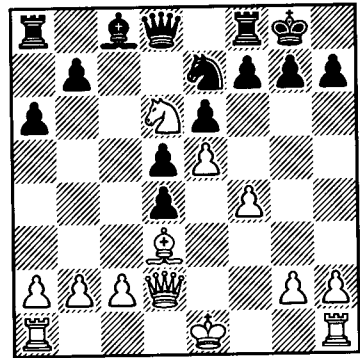


Diagram 1122
After 12. Bd3

White sacrifices a pawn with the same idea he employed in the 8. ... a6 variation (**A1a**).

12. ... Qb6 13. 0-0

We're following Dean-Vaganian, 1999.

13. ... Bd7

Taking a pawn is too risky because Black is still behind in development: 13. ... Qxb2 14. Qf2,

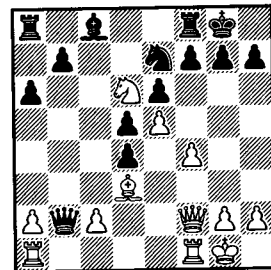


Diagram 1123
After 14. Qf2

with a strong attack.

14. Qf2

White's queen joins the attack.

14. ... f5

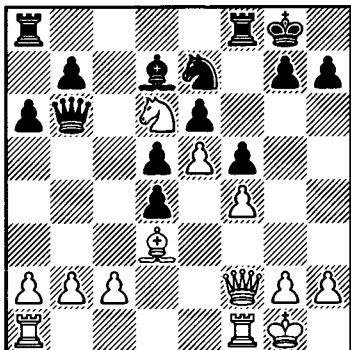


Diagram 1124

After 14. ... f5

This move is typical in such positions—the resulting blockade neutralizes White’s light-square bishop. Now instead of 15. Kh1?!, White can simply play 15. c3. The more ambitious

15. c4!?

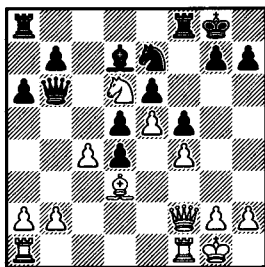


Diagram 1125

After 15. c4!?

also deserves attention: 15. ... Nc8 16. Rfc1, with advantage.

After 15. c3 Nc8 16. Qxd4 Qxd4+ 17. cxd4 Nxd6 18. exd6,

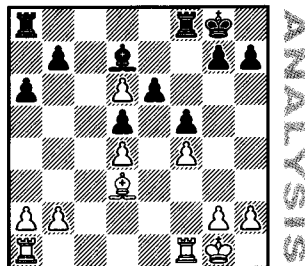


Diagram 1126

After 18. exd6

the endgame is pleasant for White because, even if Black wins the d-pawn, the best Black can hope for is a draw, since White’s d4- and f4-pawns hold Black’s d5, e6, f5 triad, and White’s bishop is superior to Black’s.

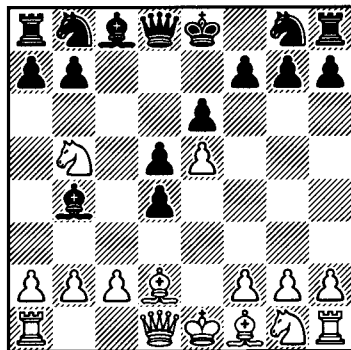
A2 5. ... cxd4 6. Nb5!

Diagram 1127

After 6. Nb5!

Black can now accept the exchange or retreat the bishop.

A2a 6. ... Bxd2+ 7. Qxd2 Nc6

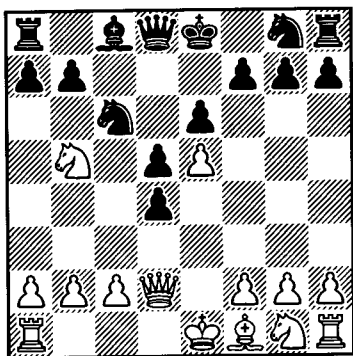


Diagram 1128
After 7. ... Nc6

8. f4

White's move bolsters the e-pawn. If, instead, "patzer sees check, patzer gives check":

8. Nd6+ Kf8 9. f4 Nf6!

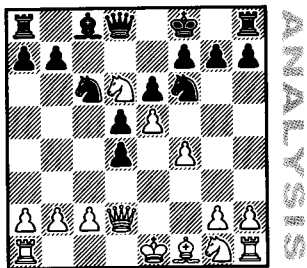


Diagram 1129
After 9. ... Nf6!

10. Nf3? Ne4, and Black is better.

8. ... a6

Perelshteyn–Culbeax, 2002, continued:

9. Nxd4

Also strong is 9. Nd6+ Kf8
10. Nf3 Nf6 11. Nxd4 Ne4
12. Nxe4 dxe4 13. 0–0–0,

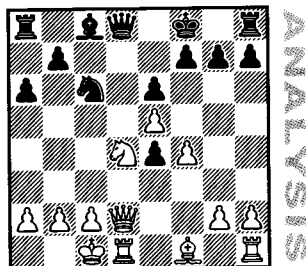


Diagram 1130
After 13. 0-0-0

when White is much better.

9. ... Qb6

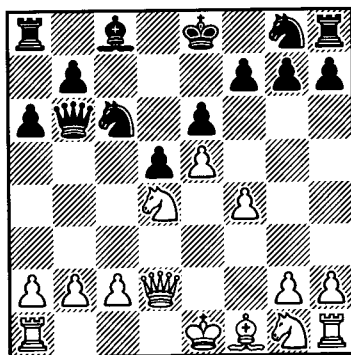


Diagram 1131
After 9. ... Qb6

10. 0–0–0 Qxd4 11. Qxd4
Nxd4 12. Rxd4

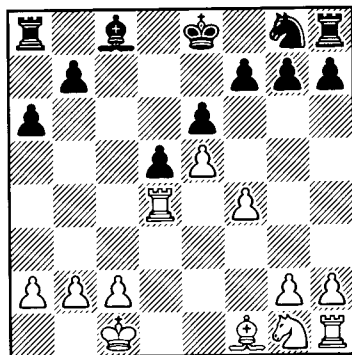


Diagram 1132
After 12. Rxd4

The following endgame is very instructive.

12. ... Ne7 13. Nf3 Bd7
14. b3 0-0 15. Kb2 Rac8
16. Rd2

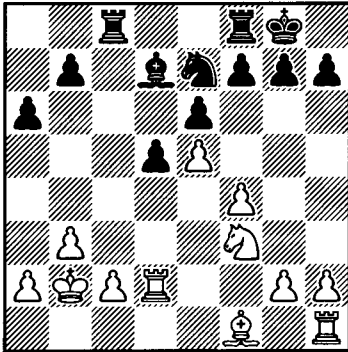


Diagram 1133
After 16. Rd2

16. ... Rc7 17. Bd3 f6
18. exf6 gxf6

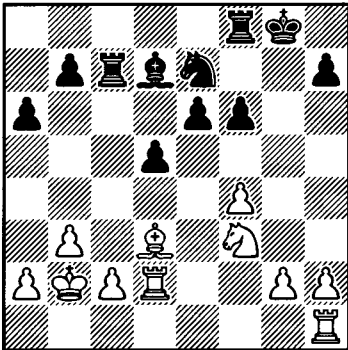


Diagram 1134
After 18. ... gxf6

19. Re1 Ng6 20. g3 Kf7
21. c4!

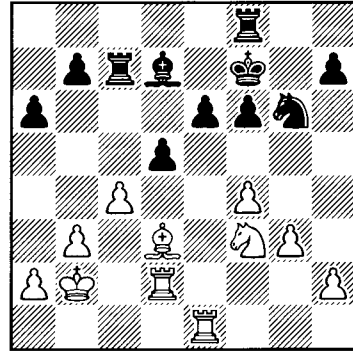


Diagram 1135
After 21. c4!

21. ... dxc4 22. Bxc4 Re8

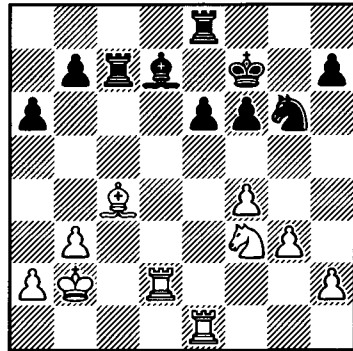


Diagram 1136
After 22. ... Re8

23. f5! Nf8 24. Nd4 b5
25. fxe6+ Nxe6 26. Bd5

**THE FOLLOWING
ENDGAME IS
VERY INSTRUCTIVE.**

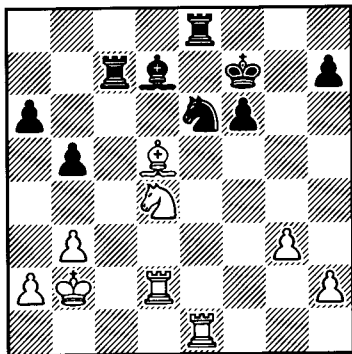


Diagram 1137
After 26. Bd5

26. ... Rc5 27. Nf5 Kg6
28. Nd6 Re7 29. b4 Rc7 30. Rde2

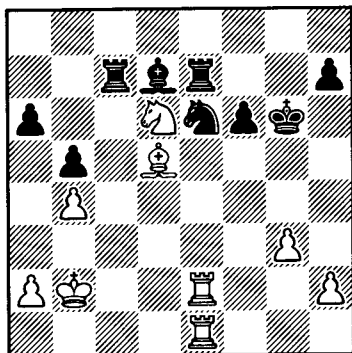


Diagram 1138
After 30. Rde2

30. ... Bc8 31. Nxc8

Black resigned.

A2b 6. ... Bc5

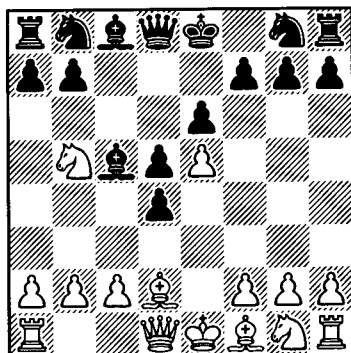


Diagram 1139
After 6. ... Bc5

7. Qg4 Ne7 8. b4!

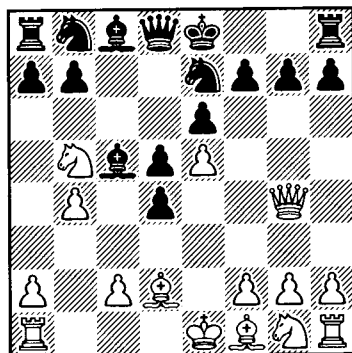


Diagram 1140
After 8. b4!

8. ... a6

Or 8. ... Bb6 9. Qxg7 Rg8
10. Qxh7±.

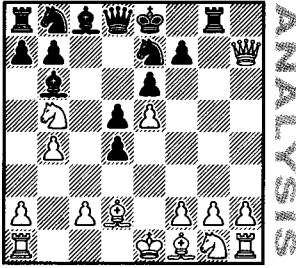


Diagram 1141

After 10. Qxh7±

9. bxc5 axb5 10. Qxg7 Rg8
11. Qxh7±

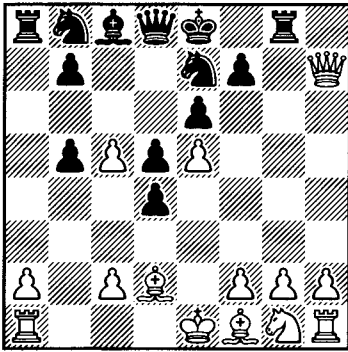


Diagram 1142

After 11. Qxh7±

Black simply has less material.

A2c 6. ... Bf8

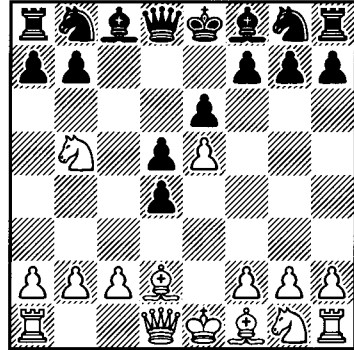


Diagram 1143

After 6. ... Bf8

7. Nf3 Bd7 8. Nbx d4 Nc6
9. Bd3

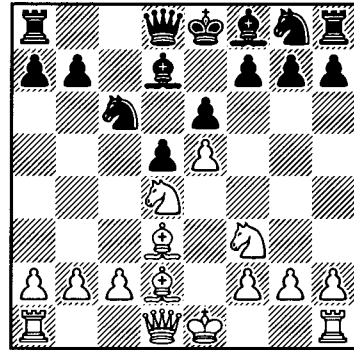


Diagram 1144

After 9. Bd3

White's advantage in development is significant, while Black finds it difficult to develop his kingside. We continue to follow Perelshteyn–Ashuev, 2002.

9. ... Qb6 10. c3 Bc5

- Or 10. ... Qxb2 11. Rb1 Qxa2
12. Rxb7,

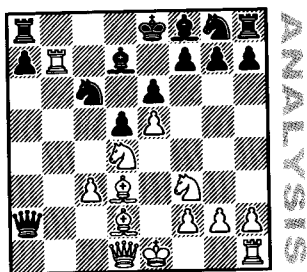


Diagram 1145
After 12. Rxb7

followed by 0-0, with lots of compensation for the pawn.

11. 0-0!?

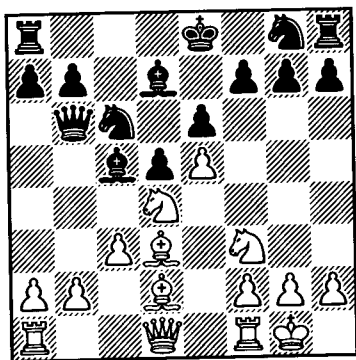


Diagram 1146
After 11. 0-0!?

White quickly finishes his development, offering Black the d4-pawn.

11. ... Nxd4 12. cxd4 Bxd4
13. Nxd4 Qxd4

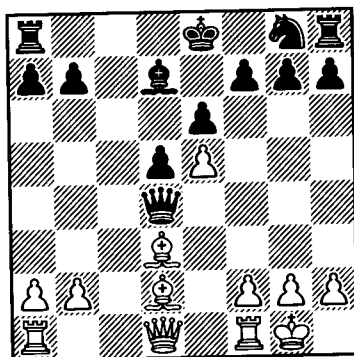


Diagram 1147
After 13. ... Qxd4

White unquestionably has more than sufficient compensation for the pawn. Black lags far behind in development, and his dark squares are weak.

14. Bc3 Qb6 15. Qg4 g6
16. Bd4 Qd8

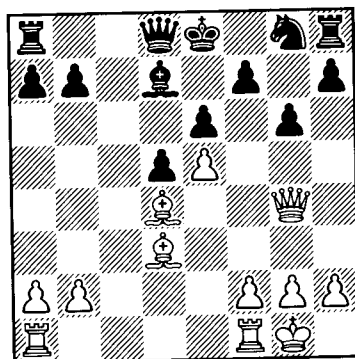


Diagram 1148
After 16. ... Qd8

17. Qf4 Kf8 18. Rfe1 Kg7
19. Re3

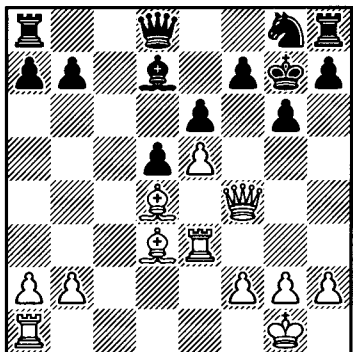


Diagram 1149

After 19. Re3

White readies an attack on the kingside.

19. ... h5 20. Rg3 b6 21. h4 Nh6 22. Rg5

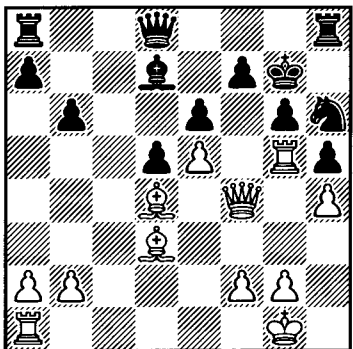


Diagram 1150

After 22. Rg5

White plans to play f3 and g4 to open up the enemy king.

22. ... Rh7

It's hard for Black to find an adequate defense.

23. f3 Qe7 24. g4

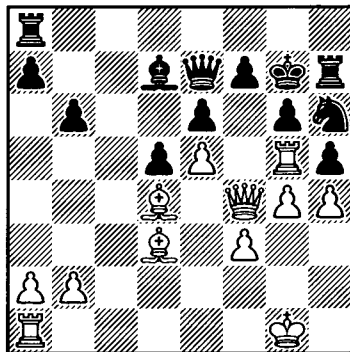


Diagram 1151

After 24. g4

24. ... hxg4 25. fxg4 Rh8
26. h5! Nxg4

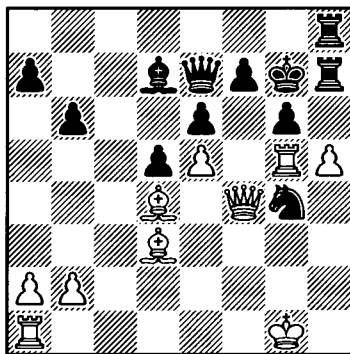


Diagram 1152

After 26. ... Nxg4

27. Bxg6!

Black resigned.

If 27. ... fxg6, 28. Rxg6, checkmate.

A3 5. ... Nc6

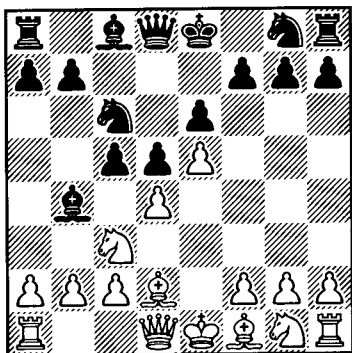


Diagram 1153

After 5. ... Nc6

6. Nb5 Bxd2+ 7. Qxd2

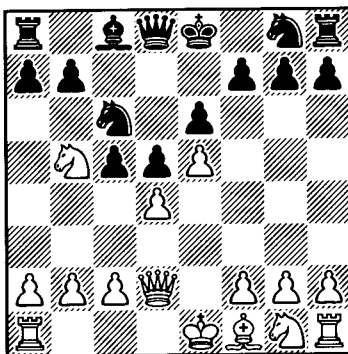


Diagram 1154

After 7. Qxd2

7. ... Nxd4 8. Nxd4 cxd4

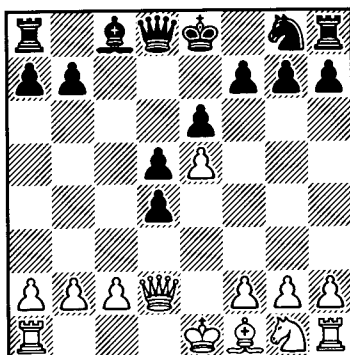


Diagram 1155

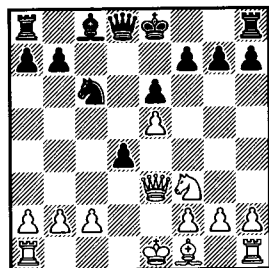
After 8. ... cxd4

Now White has several ways of obtaining an advantage.

9. f4

Or 9. Qxd4 Ne7 10. Nf3 Nc6

11. Qe3 d4



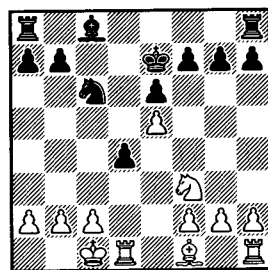
ANALYSIS

Diagram 1156

After 11. ... d4

12. Qa3 Qe7 13. Qxe7+ Kxe7

14. 0-0-0



ANALYSIS

Diagram 1157

After 14. 0-0-0

The endgame is better for White; Black's d-pawn is weak (Macieja-S. Ivanov, 2001).

9. ... Ne7

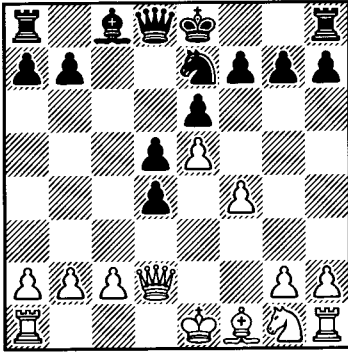


Diagram 1158
After 9. ... Ne7

10. 0–0–0 Qb6 11. Nf3 Nc6
12. Nxd4 Nxd4 13. Qxd4 Qxd4
14. Rxd4

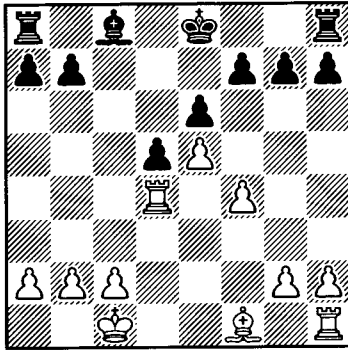


Diagram 1159
After 14. Rxd4

White enjoys a slightly better endgame because of his superior bishop (Balinov–Riazantsev, 1999).

A4 5. ... Nh6

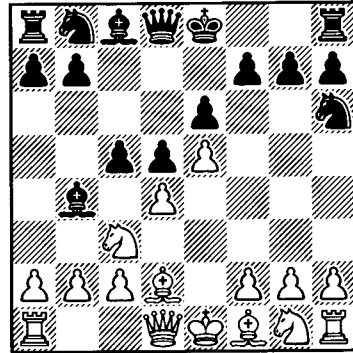


Diagram 1160
After 5. ... Nh6

6. Nb5

Capturing the knight is okay for Black: 6. Bxh6 gxh6 7. a3 Ba5 8. dxc5 Bxc3+ 9. bxc3 Qa5.

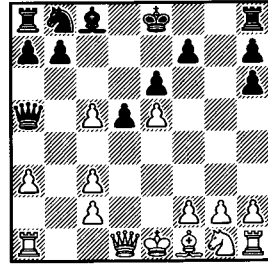


Diagram 1161
After 9. ... Qa5

White's queenside pawns are ruined.

6. ... Bxd2+

ANALYSIS

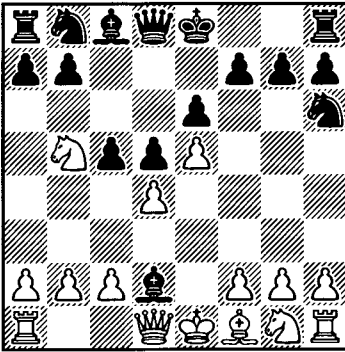


Diagram 1162
After 6. ... Bxd2+

7. Qxd2 0-0 8. f4

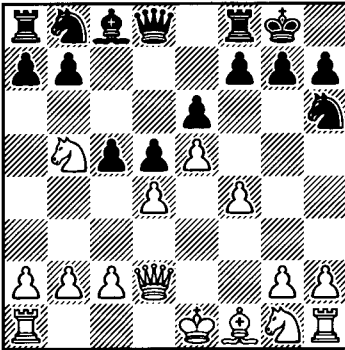


Diagram 1163
After 8. f4

Now the game is similar to lines in which Black places a knight on e7.

8. ... a6

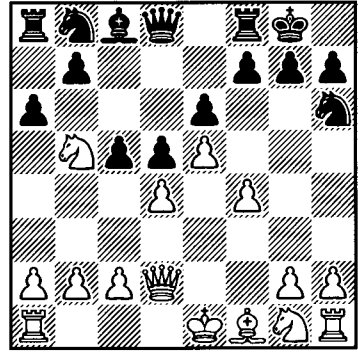


Diagram 1164
After 8. ... a6

For 8. ... Nc6 9. Nf3,

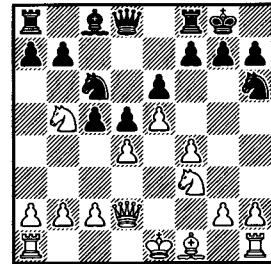


Diagram 1165
After 9. Nf3

compare **A1** 5. ... Ne7.

9. Nd6 cxd4 10. Nf3

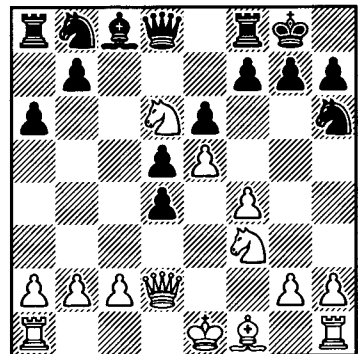


Diagram 1166
After 10. Nf3

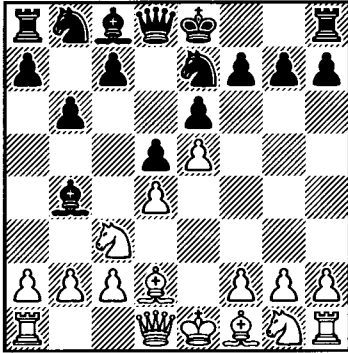
(See **A1** 5. ... Ne7.)**B** 4. ... Ne7 5. Bd2 b6

Diagram 1167

After 5. ... b6

Played with the idea of exchanging light-square bishops after ... Ba6.

Instead, 5. ... c5 6. Nb5 transposes to 4. ... c5.

6. Nce2

White's exchanges dark-square bishops, getting a strong bind in the center. Also promising is 6. Nb5 Bxd2+ 7. Qxd2,

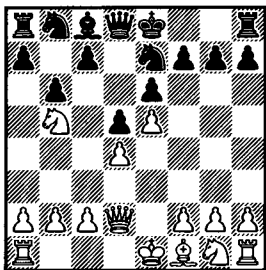


Diagram 1168

After 7. Qxd2

ready to meet 7. ... Ba6 with 8. Qc3. If 7. ... a6, then 8. Na3 c5

9. c3±.

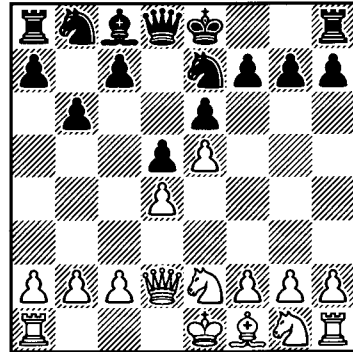
6. ... Bxd2+ 7. Qxd2

Diagram 1169

After 7. Qxd2

Here Black has tried both 7. ... c5 and 7. ... Ba6.

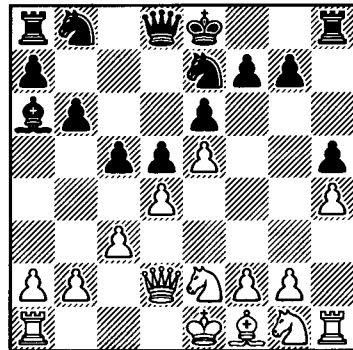
B1 7. ... c5 8. c3 Ba6 9. h4 h5

Diagram 1170

After 9. ... h5

Black tries to stop White's expansion on the kingside, but he seriously weakens his dark squares. We're following Perelshteyn–Sharavdorj, 2003.

**10. Nf3 Nf5 11. Nf4 Bxf1
12. Kxf1 Nc6**

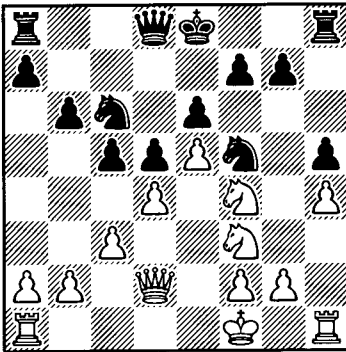


Diagram 1171
After 12. ... Nc6

13. g3 Qd7 14. Kg2

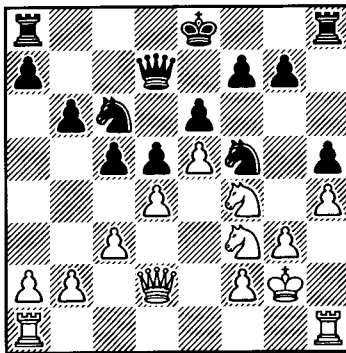


Diagram 1172
After 14. Kg2

14. ... g6

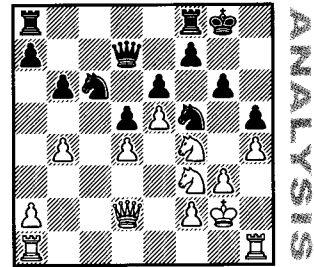
After this move, f6 is also weak.

15. b4!

White wants to close off the queenside to gain a free hand on the kingside.

15. ... c4?!

After 15. ... cxb4 16. cxb4
0-0



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Diagram 1173
After 16. ... 0-0

(perhaps Black should wait with 16. ... Rc8), White still gets an attack by either Kh3 and Rag1 or Nh3 and Qg5(f4), preparing g4.

16. a4

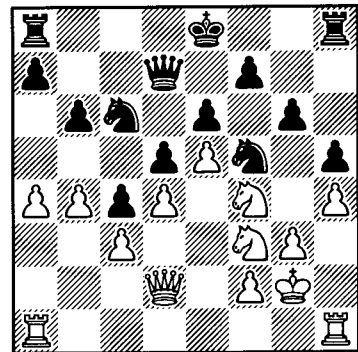


Diagram 1174
After 16. a4

Now White has all the time in the world to try to break through on the kingside, while Black has no plan other than to wait and defend passively.

16. ... a5 17. b5 Nd8
18. Ng5

White has the advantage.

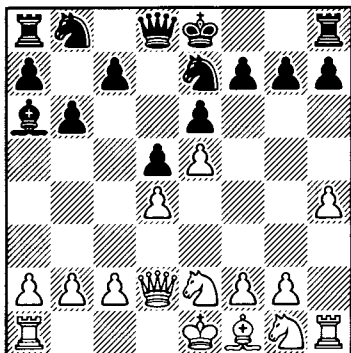
B2 7. ... Ba6 8. h4!?

Diagram 1175

After 8. h4!?

White plans to play h5-h6 to control more kingside space. Since the position is closed, White can afford to lose some time in development. White got the upper hand in Macieja-Kristjansson, 2003.

8. ... Qd7 9. h5 h6 10. f4 f5
11. Nf3

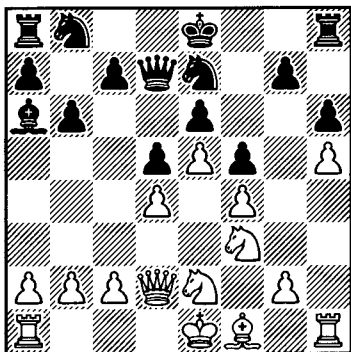


Diagram 1176

After 11. Nf3

11. ... 0-0 12. Qe3

This prevents ... c5.

12. ... Qa4 13. c3 Nd7

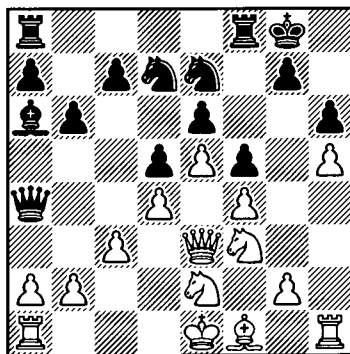


Diagram 1177

After 13. ... Nd7

14. b3 Qa3 15. Qc1 Qxc1+
16. Rxc1 c5 17. Kd2

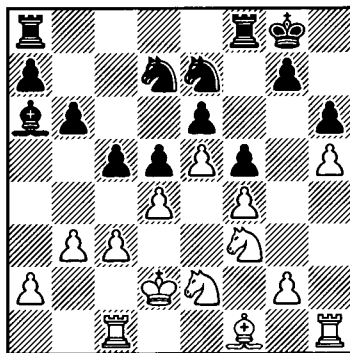


Diagram 1178

After 17. Kd2

White's position is preferable because he controls more space and has a clear attacking plan: he'll play Rg1 and g4.

♣ 4. ... Qd7

Black's plan is to play ... b6 and ... Ba6.

5. Qg4!

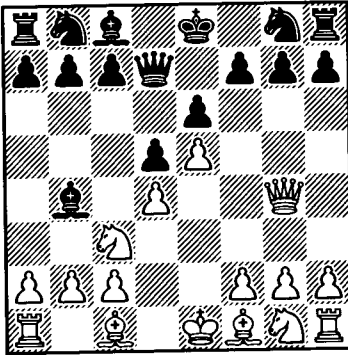


Diagram 1179
After 5.Qg4!

White is not afraid of deploying his queen early, exploiting Black's vulnerable pawn on g7.

5. ... f5

Or 5. ... Bf8 6. Rb1!? b6
7. b4 Ba6 8. b5,

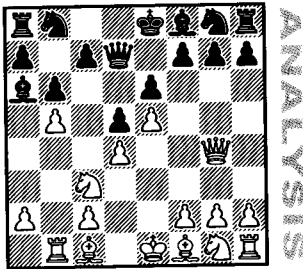


Diagram 1180
After 8. b5

locking up Black's light-square bishop.

6. Qh5+ Qf7

Or 6. ... g6 7. Qf3,

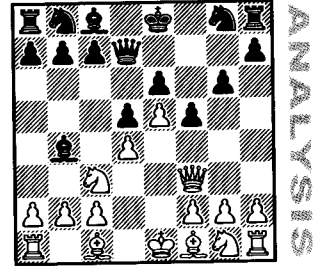


Diagram 1181
After 7. Qf3

followed by an h4-h5! march. Black has critically weakened his kingside.

7. Qf3!

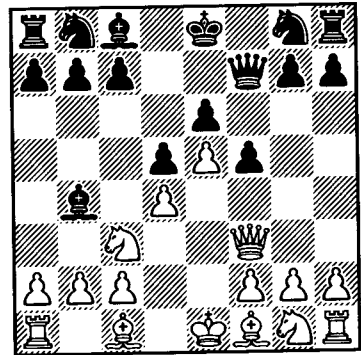


Diagram 1182
After 7. Qf3!

7. ... b6 8. Nh3 Ba6 9. Bxa6
Nxa6 10. Qd3!

**WHITE IS NOT AFRAID OF DEPLOYING HIS QUEEN EARLY,
EXPLOITING BLACK'S VULNERABLE PAWN ON G7.**

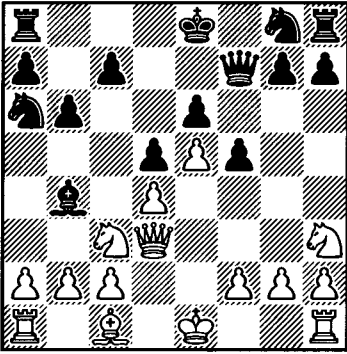


Diagram 1183
After 10. Qd3!

Black's next move is forced.

10. ... Bxc3+

If 10. ... Nb8?, 11. Qb5+.

11. bxc3! Nb8 12. c4!

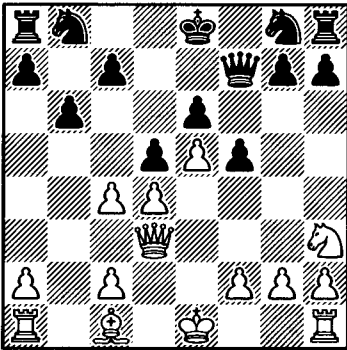


Diagram 1184
After 12. c4!

12. ... c6

Or 12. ... dxc4? 13. Qxc4,

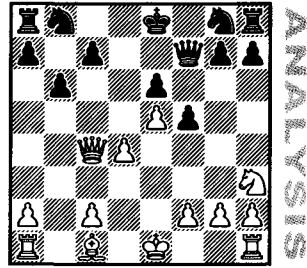


Diagram 1185
After 13. Qxc4

when Black is completely lost. He can't protect his e-pawn against Ng5 or Nf4.

13. cxd5 cxd5 14. c4

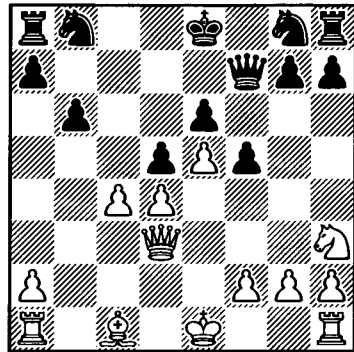


Diagram 1186
After 14. c4

14. ... Ne7

After 14. ... dxc4 15. Qxc4, Black's position is in total ruin. He remains with a weakness on c8 and must guard against the threat of Ng5.

15. Ba3

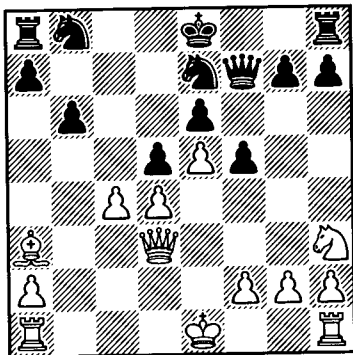


Diagram 1187

After 15. Ba3

15. ... Nbc6 16. Rc1 Rc8
17. 0-0±

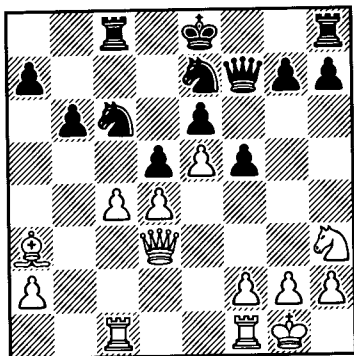


Diagram 1188

After 17. 0-0

D 4. ... b6

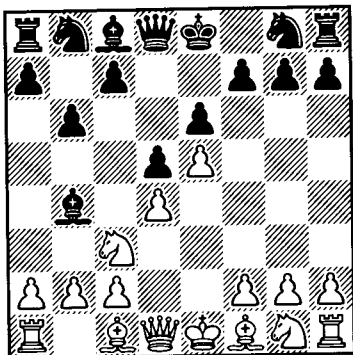


Diagram 1189

After 4. ... b6

Played with the idea of ... Ba6.

5. Qg4 Bf8

Black creates too many weaknesses in his own camp if he plays 5. ... g6.

6. Bg5

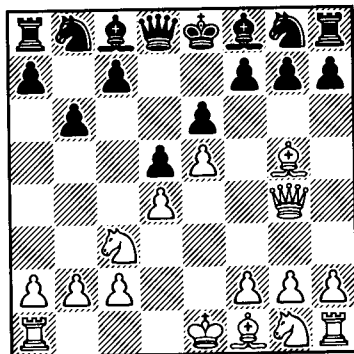


Diagram 1190

After 6. Bg5

Now Black has 6. ... Ne7? or 6. ... Qd7. If 6. ... f6, then 7. exf6 Nxf6 8. Bxf6!

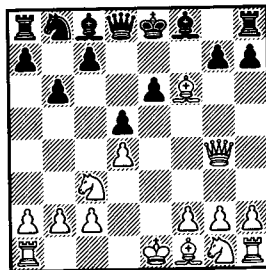


Diagram 1191

After 8. Bxf6!

ANALYSIS

D1 6. ... Ne7?

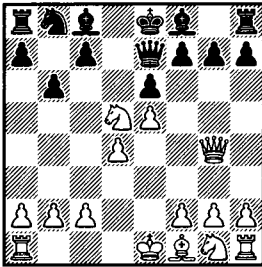
Black develops his knight to protect his king. But now White has a simple move.

7. Bxe7

when, in order not to lose a pawn, Black must take with his king.

7. ... Kxe7

If 7. ... Qxe7, then 8. Nxd5!



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Diagram 1192

After 8. Nxd5

8. ...exd5 9. Qxc8+; or 7. ... Bxe7 8. Qxg7.

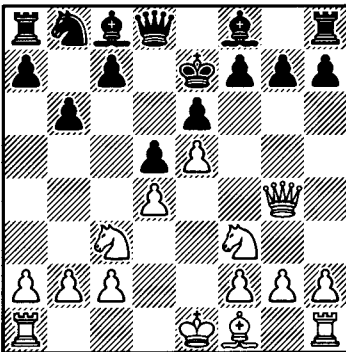
8. Nf3±

Diagram 1193

After 8. Nf3±

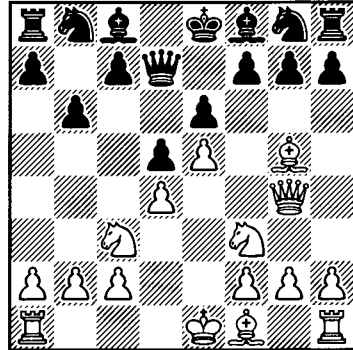
D2 6. ... Qd7 7. Nf3

Diagram 1194

After 7. Nf3

7. ... Ba6 8. Bxa6 Nxa6
9. 0-0

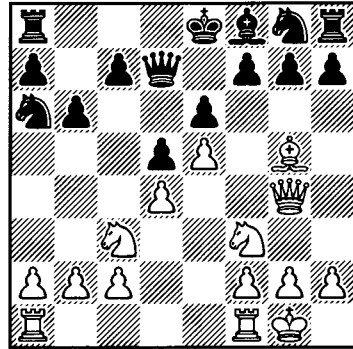


Diagram 1195

After 9. 0-0

White stands better because of his significant jump in development. Now if 9. ... c5 10. dxc5 (opening the game) bxc5, White is better after 11. Rad1.

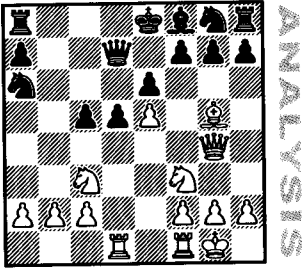


Diagram 1196
After 11. Rad1

If 9. ... h6, then 10. Qh5.

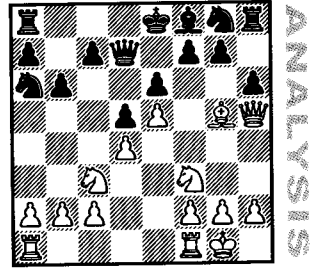


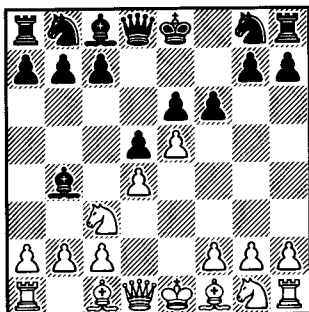
Diagram 1197
After 10. Qh5

Summary:

Against both normal moves, 4. ... c5 and 4. ... Ne7, we suggest 5. Bd2, avoiding doubled-pawns and later offering to exchange dark-square bishops. White's knight on c3 often goes to b5, and from there even to d6. (Note that 4. ... Bxc3+ isn't good—it leaves the a3-f8 diagonal for White's bishop to dominate and loses time compared to normal lines.) Some games lead to endings in which Black's light-square bishop is bad, restricted by its own pawns. But kingside attacks by White are also common in some lines—in fact, these attacks are a main feature of our main line.

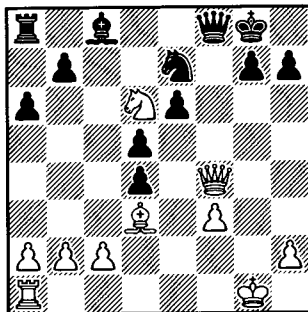
Chapter 19: French Winawer—3. ... Bb4

Memory Markers!



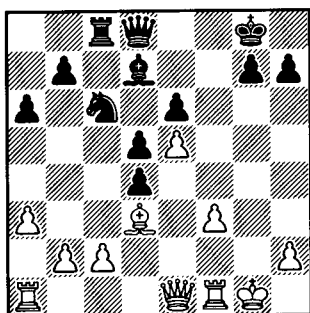
MARKER 1

Diagram 1198
After 4. ... f6



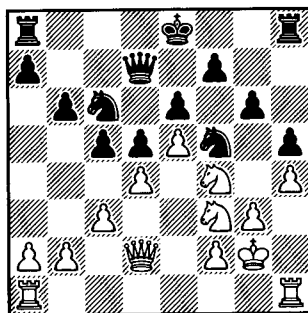
MARKER 2

Diagram 1199
After 16. ... Qf8



MARKER 3

Diagram 1200
After 17. gxf3



MARKER 4

Diagram 1201
After 14. ... g6

Chapter 19: French Winawer—3. ... Bb4

Solutions to Memory Markers!

- No. 1* **5. Bd3!**. White then threatens Qh5+. See page 353.
- No. 2* **17. Bxh7+**, winning the queen. See page 356.
- No. 3* **17. ... Qg5+ 18. Kh1 Rf8**, restoring material equality.
Thus, **17. Rxf3!** is much stronger. See page 362.
- No. 4* **15. b4**. White wants to close off the queenside to concentrate on the kingside, where he has the upper hand. See page 378.

PART

SIX

CARO-

KANN &

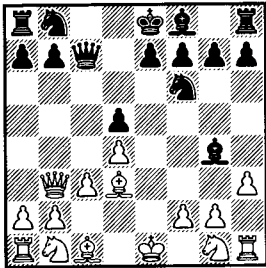
CENTER

COUNTER

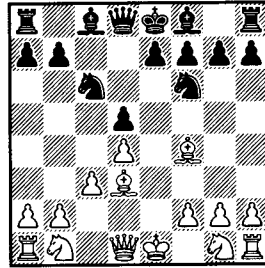
Chapter 20: Caro-Kann—Exchange Variation

Some Important Points to Look For

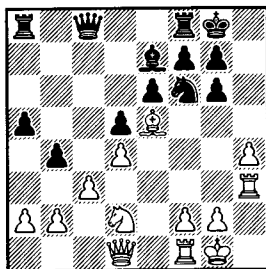
In this solid line, White's usual goal is a small positional edge. But Dzindzi enriches White's play with some sharp but sound tactics, turning it into a powerful anti-Caro-Kann weapon!



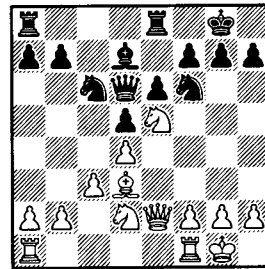
- ◆ A lowly pawn comes to the rescue.
See Diagram 1203.



- ◆ White's bishops command the best diagonals. See Diagram 1210.



- ◆ The TN!
See Diagram 1222.



- ◆ White secures an important outpost.
See Diagram 1270.

Outline of Variations

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. Bd3 Nc6 5. c3 (390) [B13]

A 5. ... Nf6 6. Bf4 (393)

A1 6. ... Bg4 7. Qb3 (393)

A1a 7. ... Qc8 8. Nd2 e6 9. Ngf3 Be7 10. 0-0 0-0
11. Ne5 (394)

A1a1 11. ... Bh5 12. Rae1 Nxe5 13. Bxe5 (394)

A1a2 11. ... Nxe5 12. dxe5 Nd7 13. Qc2! (397)

A1b 7. ... Qd7 8. Nd2 e6 9. Ngf3 Bxf3 10. Nxf3 Bd6 11. Bg3! (400)

A1c 7. ... Na5 8. Qa4+ Bd7 9. Qc2 (405)

A2 6. ... g6 7. Nd2 Bg7 8. Ngf3 0-0 9. h3 Bf5 10. Bxf5 gxf5 11. g4! (406)

A3 6. ... e6 7. Nf3 Bd6 8. Bd6 Qxd6 9. 0-0 0-0 10. Qe2 Bd7
11. Nbd2 Rfe8 12. Ne5! (407)

B 5. ... g6 6. Nf3 Nh6 7. 0-0 (408)

B1 7. ... Bg7 8. Re1 0-0 9. Bf4 f6 10. c4! (408)

B2 7. ... Bf5 8. Re1 Bxd3 9. Qxd3 (410)

C 5. ... Qc7 6. Ne2 Bg4 7. f3 Bd7 8. Bf4 e5 9. dxe5 Nxe5 10. Bc2 Bd6 11. Ba4!?! (410)

Chapter 20

The Caro-Kann

Exchange Variation

Our Part VI covers the French's light-square cousins, the Caro-Kann and Center Counter (Scandinavian) defenses. In this chapter, we present ground-breaking analysis that can turn the Exchange Variation into a powerful weapon against the Caro-Kann.

The Caro-Kann is a rock-ribbed defense that, like the French, permits White to assemble his dream center in two moves—pawns abreast on e4 and d4. But then Black counterattacks. Both defenses first advance a pawn one square to support a neighboring center pawn for its two-square push.

As we saw in Part II, the advantage of the Caro-Kann over the French is that Black's light-square bishop is not hemmed in by its own pawns. The great world champion Mikhail Botvinnik relied on the Caro-Kann. Anatoly Karpov played it as well.

The drawback of the Caro is that Black's dark-square bishop does not have an immediate avenue of development, and the opening can leave Black in a passive position.

1. e4 c6 2. d4 d5 3. exd5

This shortcut will take Black out of his main lines immediately.

3. ... cxd5 4. Bd3

White develops his bishop to an attacking diagonal and prevents ... Bf5.

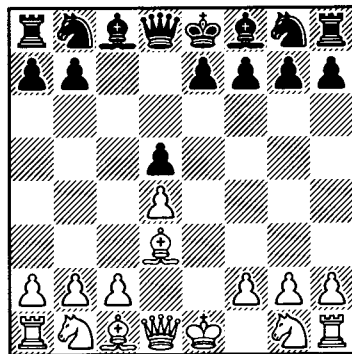


Diagram 1202
After 4. Bd3

The Exchange System of the Caro-Kann is one of the least anticipated guests at modern tournaments. Because of the system's apparently non-aggressive approach, most opening books don't take it seriously and guarantee Black equality—even though this system has been used successfully by Bobby Fischer in his match with Tigran Petrosian, certainly one of the greatest defenders of all time!

4. ... Nc6

The usual move. After 4. ... Nf6 5. c3 Bg4 6. Qb3 Qc7,

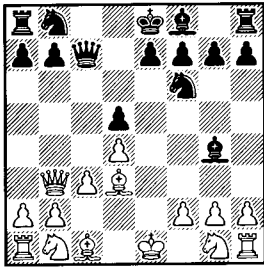


Diagram 1203

After 6. ... Qc7

it may seem that Black has quashed White's natural development by preventing both Nf3 and Bf4. However, 7. h3! solves all of White's problems: 7. ... Bh5 (7. ... Bd7 8. Nf3 e6 9. 0-0,

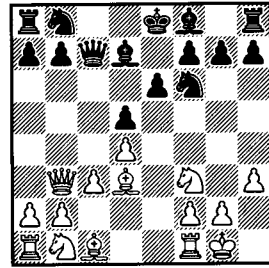


Diagram 1204

After 9. 0-0

followed by Bg5 and Nbd2, and the Black bishop on d7 is bad 8. g4

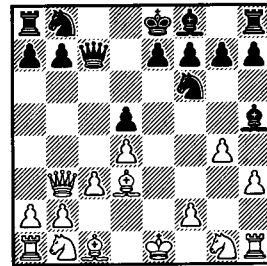


Diagram 1205

After 8. g4

8. ... Bg6 9. Bxg6 hxg6

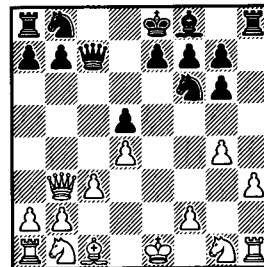


Diagram 1206

After 9. ... hxg6

10. g5! wins a pawn: 10. ... Nfd7 11. Qxd5 Nc6 12. Be3 e6

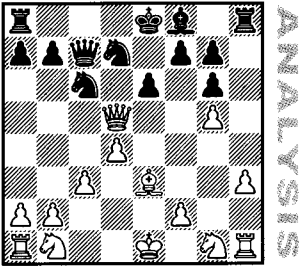


Diagram 1207
After 12. ... e6

13. Qf3 Bc7 14. Nd2 0-0 15. h4!,

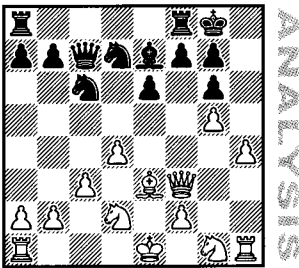


Diagram 1208
After 15. h4!

with a strong attack. As Roman likes to say, “White has both the pawn and the compensation!”

5. c3

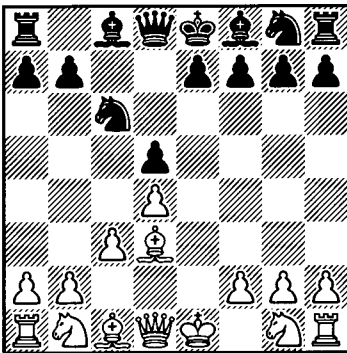


Diagram 1209
After 5. c3

In this position, Black has

three possible moves: 5. ... Nf6, 5. ... g6, and 5. ... Qc7.

A 5. ... Nf6 6. Bf4

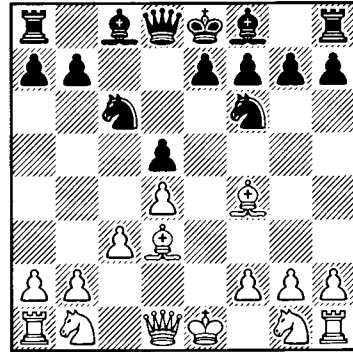


Diagram 1210
After 6. Bf4

White places his bishops on the best diagonals. Black has three moves here: 6. ... Bg4, 6. ... g6, and 6. ... e6.

A1 6. ... Bg4

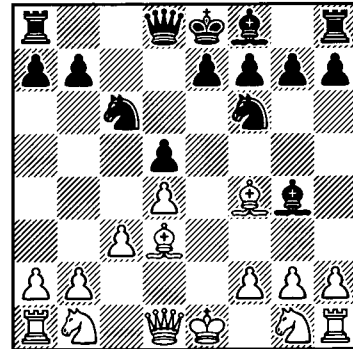


Diagram 1211
After 6. ... Bg4

The most ambitious and popular move. Black develops his light-square bishop before playing ... e6.

7. Qb3

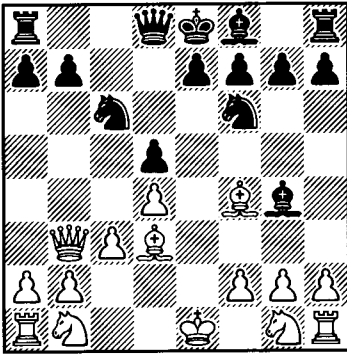


Diagram 1212

After 7. Qb3

Here Black has three main moves: 7. ... Qc8, 7. ... Qd7, and 7. ... Na5. White must play aggressively to thwart Black's normal development.

A1a 7. ... Qc8

Black defends the b7-pawn, threatens in some lines to play ... Nxd4, and plans to exchange the light-square bishop after ... Bh5-g6.

8. Nd2 e6 9. Ngf3 Be7
10. 0-0 0-0 11. Ne5

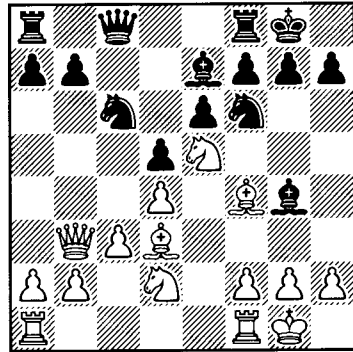


Diagram 1213

After 11. Ne5

White immediately takes control of the e5-outpost. Black can retreat his bishop or capture on e5.

A1a1 11. ... Bh5 12. Rae1
Nxe5

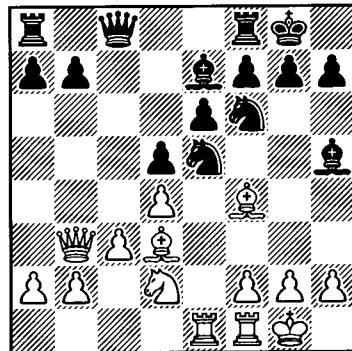
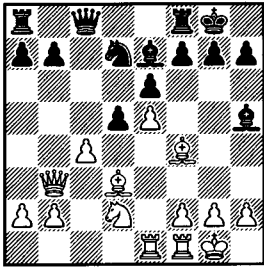


Diagram 1214

After 12. ... Nxe5

13. Bxe5

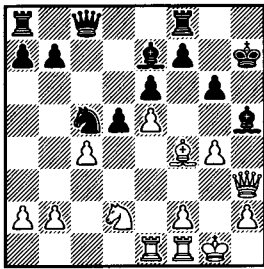
13. dxe5!? is also interesting. It could lead to the following position: 13. ... Nd7 14. c4



ANALYSIS

Diagram 1215
After 14. c4

14. ... Nc5 15. Bxh7+ Kxh7
16. Qh3 g6 17. g4,



ANALYSIS

Diagram 1216
After 17. g4

with unclear play. This offshoot could be worth some homework.

13. ... Bg6

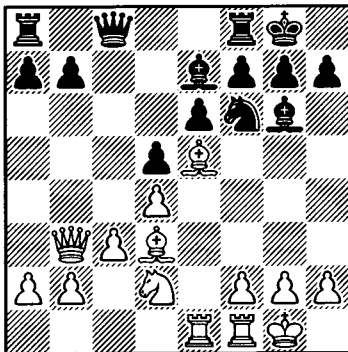


Diagram 1217
After 13. ... Bg6

14. Bxg6 hxg6

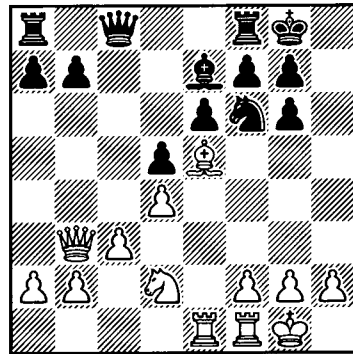


Diagram 1218
After 14. ... hxg6

This is the main position of the variation. It occurred in the game Dzindzichashvili–Karpov, 1988, in which White correctly demonstrated only the first part of his plan. We now augment this game with a very strong novelty!

15. Qd1

White's plan is to play on the kingside; thus we need to bring the queen into the game.

15. ... b5 16. Re3!

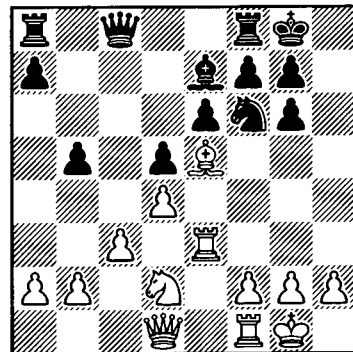


Diagram 1219
After 16. Re3!

This move defends c3 and makes it possible to transfer the

rook to h3 or g3.

16. ... a5

After 16. ... Nd7 17. Bf4 b4
18. cxb4 Bxb4 19. a3 Bxd2
20. Qxd2,

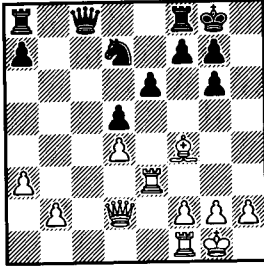


Diagram 1220
After 20. Qxd2

White maintains his advantage because of his control of the c-file.

17. h4

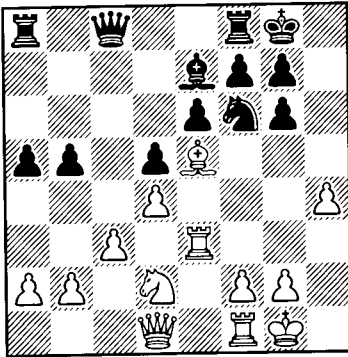


Diagram 1221
After 17. h4

17. ... b4 18. Rh3! TN

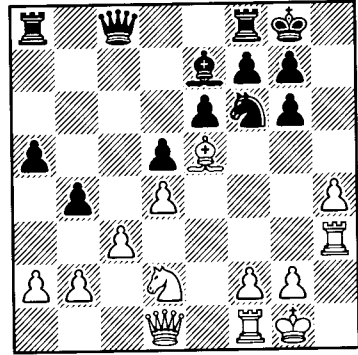


Diagram 1222
After 18. Rh3!

This is an improvement over the game (in which 18. g4 was played). The following analysis reveals the true power of White's attack.

18. ... Qa6 19. h5!

White's unexpected blow destroys Black's defenses.

19. ... Nxh5 20. Qg4

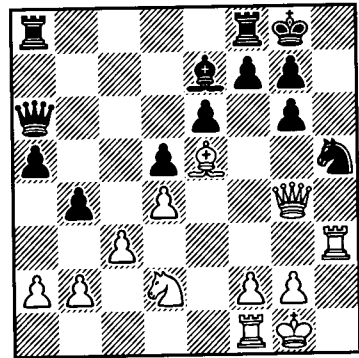


Diagram 1223
After 20. Qg4

White threatens Rxh5.

20. ... Bf6 21. Bxf6 Nxf6
22. Qh4 Nh5 23. g4

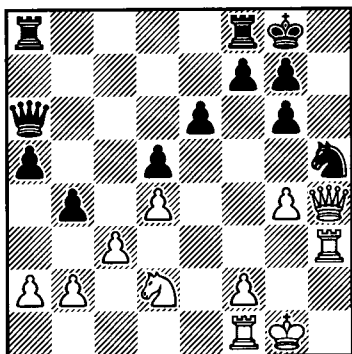


Diagram 1224
After 23. g4

White wins a piece and the game.

A1a2 11. ... Nxe5

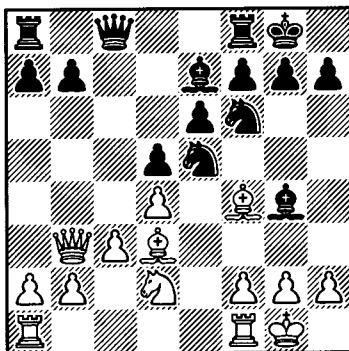


Diagram 1225
After 11. ... Nxe5

12. dxe5 Nd7 13. Qc2!

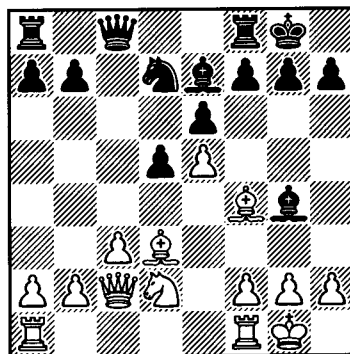


Diagram 1226
After 13. Qc2!

Black has no time to transfer his bishop to g6 and must weaken his king's position with either h6 or g6. The following analysis shows that, even with the best defense, Black remains in danger:

A1a2(D) 13. ... h6

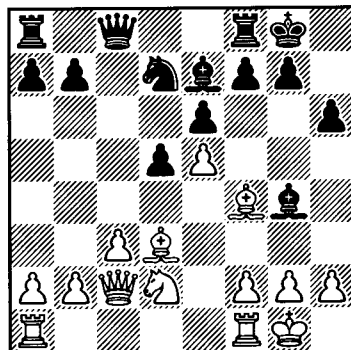


Diagram 1227
After 13. ... h6

14. h3 Bh5 15. g4 Bg6
16. Bxg6 fxg6

**THE FOLLOWING ANALYSIS SHOWS THAT,
EVEN WITH THE BEST DEFENSE,
BLACK REMAINS IN DANGER.**

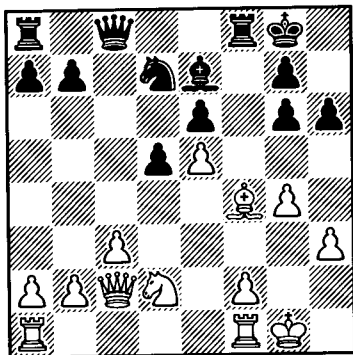


Diagram 1228
After 16. ... fxg6

17. Bxh6! Nxe5!

Or 17. ... gxh6 18. Qxg6+
Kh8 19. Qxh6+ Kg8 20. Qxe6+
Rf7

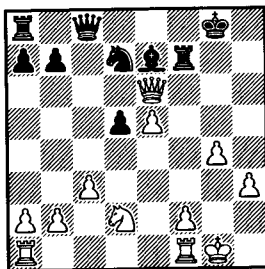


Diagram 1229
After 20. ... Rf7

21. Qxd5±.

18. Be3

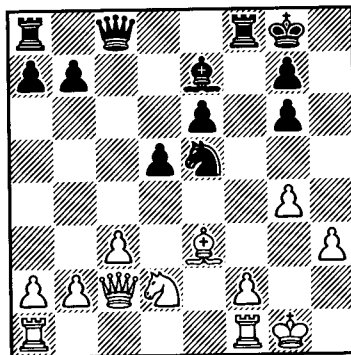


Diagram 1230
After 18. Be3

18. ... g5 19. Rae1 Nc6
20. Kg2 e5 21. Nf3!

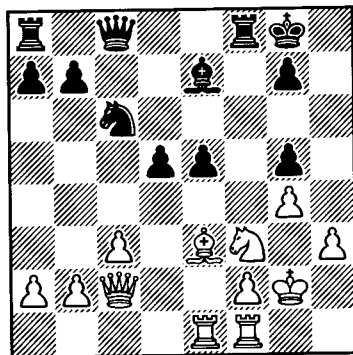


Diagram 1231
After 21. Nf3!

21. ... e4 22. Nd4

If 22. Nxg5?, then ... Ne5.

22. ... Ne5

Or 22. ... Nxd4 23. Bxd4 Qe6
24. Re3, followed by f3.

23. f3

ANALYSIS

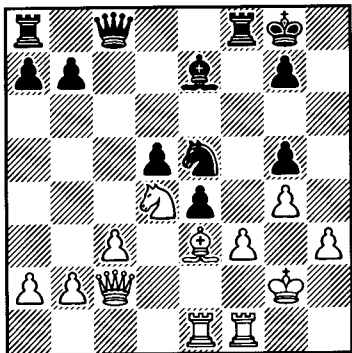


Diagram 1232

After 23. f3

White is slightly better because of his superior pawn structure. If 23. ... exf3+ 24. Nxf3 Nxc4, then 25. Bd4!, and Black is in trouble.

A1a2(♞) 13. ... g6

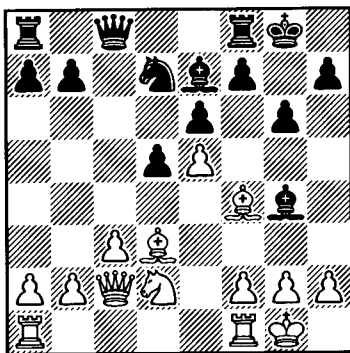


Diagram 1233

After 13. ... g6

14. h3

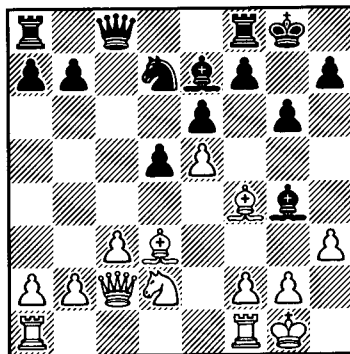
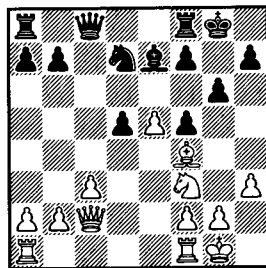


Diagram 1234

After 14. h3

14. ... Bf5 15. Bxf5 gxf5

Or 15. ... exf5 16. Nf3 ±,



ANALYSIS

Diagram 1235

After 16. Nf3

Perelshteyn–Asrian, 1996.

16. Nf3

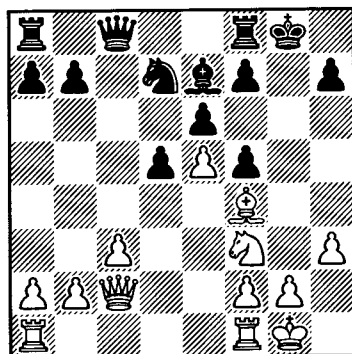


Diagram 1236

After 16. Nf3

White enjoys a small advantage—Black's kingside pawn structure is damaged.

11h 7. ... Qd7

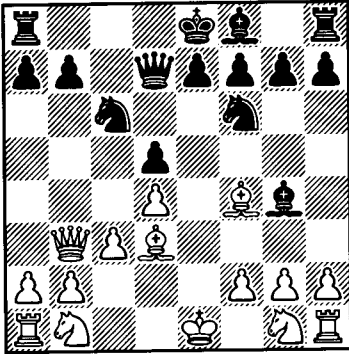


Diagram 1237

After 7. ... Qd7

This move protects b7 but also enables a future ... Bd6.

**8. Nd2 e6 9. Ngf3 Bxf3
10. Nxf3 Bd6**

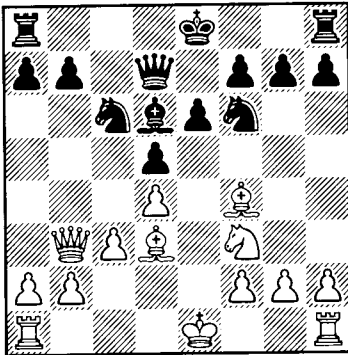


Diagram 1238

After 10. ... Bd6

Black aims to simplify the position, thus diminishing White's attacking chances.

11. Bg3!

We don't recommend win-

ning a pawn with 11. Bxd6 Qxd6
12. Qxb7, because of 12. ... Rb8
13. Qa6 0-0!

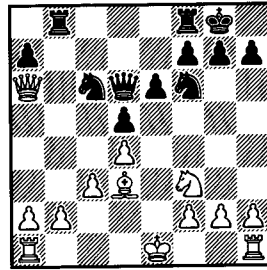


Diagram 1239

After 13. ... 0-0!

Black has good counter-play—for example: 14. Rb1 Rb6
15. Qa4 Rfb8 16. Qc2 e5!,

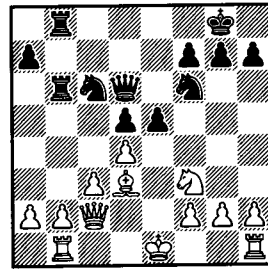


Diagram 1240

After 16. ... e5!

with a strong initiative for Black.

11. ... 0-0

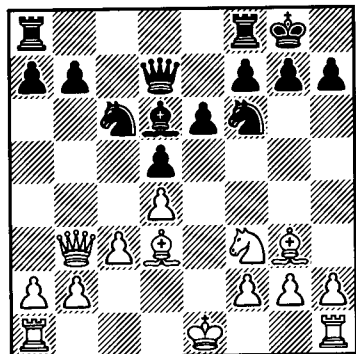


Diagram 1241

After 11. ... 0-0

ANALYSIS

ANALYSIS

12. 0–0 Bxg3 13. hxg3

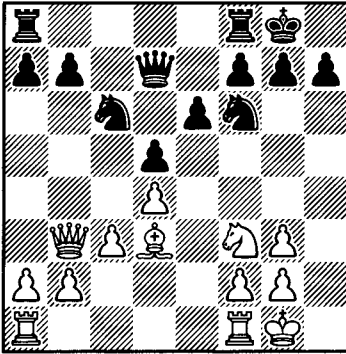


Diagram 1242
After 13. hxg3

We've reached a typical position. The pawn structures of each side determine their plans. Black's plan is to play on the queenside, organizing the minority attack with ... b5-b4. White, on the other hand, plans to play on the kingside. The key factors justifying his attack are the outpost on e5, the semi-open h-file, and an unopposed light-square bishop.

The following analysis proves the power of White's attack. Notice how White brings all of his pieces, and even a pawn, into the attack (with Rael, Qd1, g4, etc.).

13. ... Rab8 14. Rael a6
15. Qd1 b5

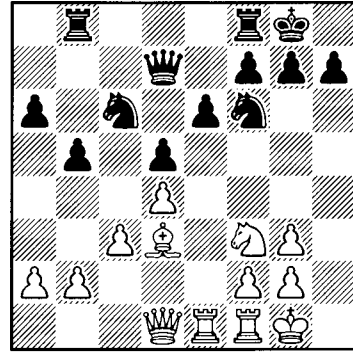


Diagram 1243
After 15. ... b5

It seems as though Black's attack will be first. However ...

16. g4

Now 16. ... Nxg4

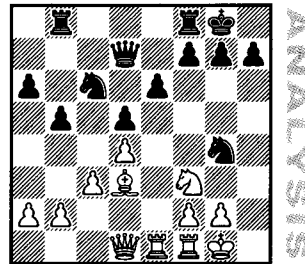


Diagram 1244
After 16. ... Nxg4

is clearly bad: 17. Bxh7+! Kxh7
18. Ng5+ and Qxg4. But even after better defenses, such as 16. ... g6 and 16. ... h6, White's attack proves very strong.

**NOTICE HOW WHITE BRINGS ALL OF HIS
PIECES, AND EVEN A PAWN, INTO THE ATTACK.**

A1b1 16. ... g6

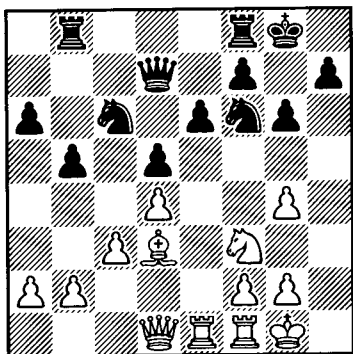


Diagram 1245

After 16. ... g6

17. g5 Ne8

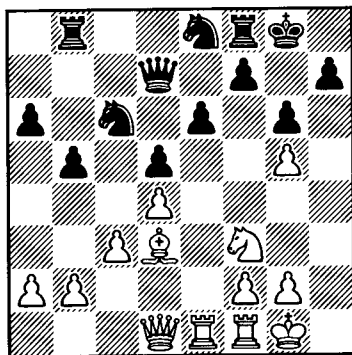


Diagram 1246

After 17. ... Ne8

18. g3!

With the simple idea of Kg2 and Rh1.

**18. ... Nc7 19. Kg2 b4
20. Rh1**

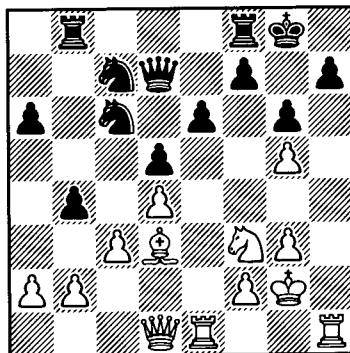


Diagram 1247

After 20. Rh1

**20. ... bxc3 21. bxc3 Rb2
22. Rh6!**

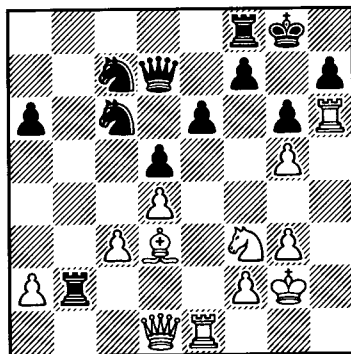


Diagram 1248

After 22. Rh6!

White's control of the h-file determines the outcome of the game.

**22. ... Kg7 23. Reh1 Rh8
24. Qc1! Rxa2**

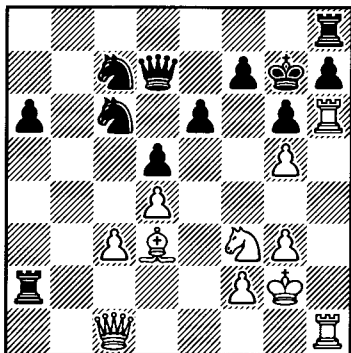


Diagram 1249
After 24. ... Rxa2

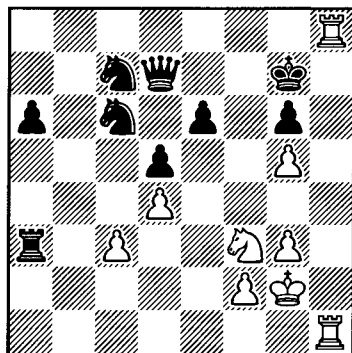


Diagram 1251
After 28. Rxh8

25. Qb1! Ra3 26. Bxg6!
fxg6

There's no defense against
mate-in-one with R1h7!

A1b2 16. ... h6

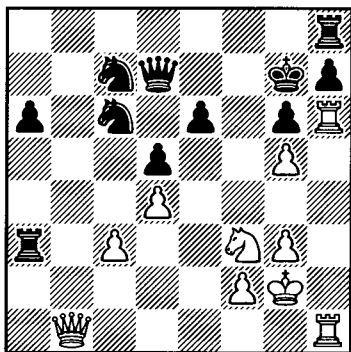


Diagram 1250
After 26. ... fxg6

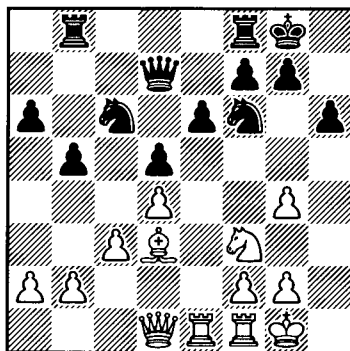


Diagram 1252
After 16. ... h6

27. Qxg6+ hxg6 28. Rxh8

17. g5 hxg5 18. Nxc5

**THERE'S NO DEFENSE AGAINST
MATE-IN-ONE WITH R1h7!.**

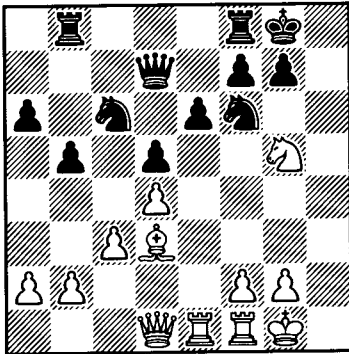


Diagram 1253

After 18. Nxg5

Now White intends to transfer his rook via e3 to the h-file, creating deadly threats against the enemy king.

18. ... b4 19. Re3 bxc3
20. bxc3 Rb2 21. Rh3

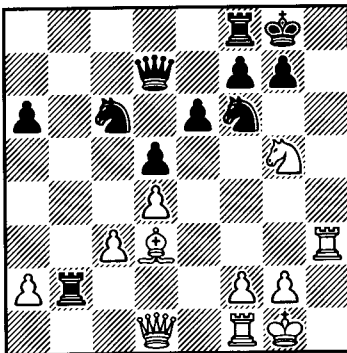


Diagram 1254

After 21. Rh3

White has a strong attack—
for example: 21. ... Rfb8 22. Qf3
Rxa2 23. Qf4! (with the idea
Qh4!)

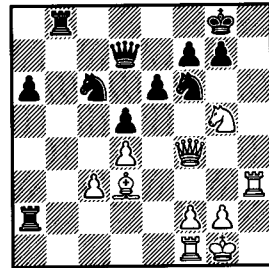


Diagram 1255

After 23. Qf4!

23. ... Qb7 24. Qh4 Kf8 25. Qh8+
Ke7 26. Qxg7.

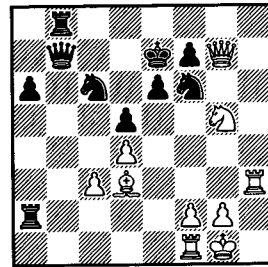
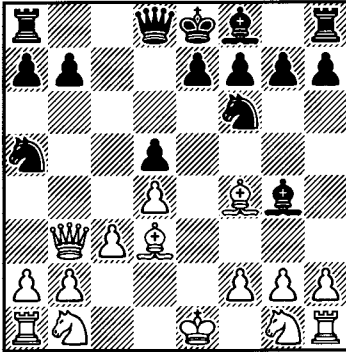
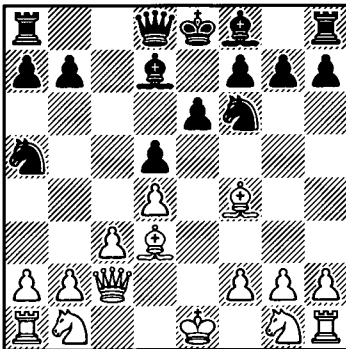


Diagram 1256

After 26. Qxg7

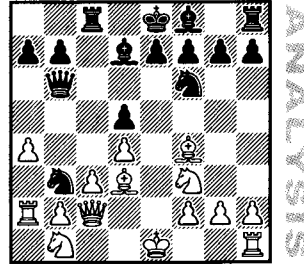
White has a winning position.

**WHITE INTENDS TO TRANSFER HIS ROOK VIA E3
TO THE H-FILE, CREATING DEADLY THREATS
AGAINST THE ENEMY KING.**

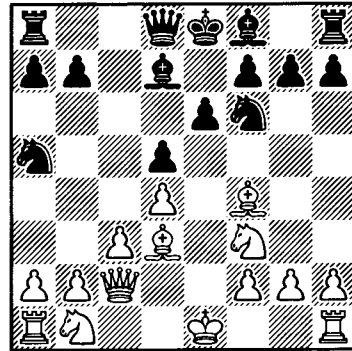
A1c 7. ... Na5*Diagram 1257**After 7. ... Na5***8. Qa4+ Bd7 9. Qc2 e6***Diagram 1258**After 9. ... e6*

Black's light-square bishop has been forced to occupy a passive position, restricted by the pawn on e6. White easily finishes his development.

Or if Black tries 9. ... Qb6, then 10. a4 (to stop ... Bb5) Nb3 11. Ra2 Rc8 12. Nf3,

*Diagram 1259**After 12. Nf3*

with play similar to the lines below.

10. Nf3*Diagram 1260**After 10. Nf3***10. ... Qb6 11. a4!**

Again, to prevent ... Bb5.

11. ... Rc8 12. Nbd2 Nc6

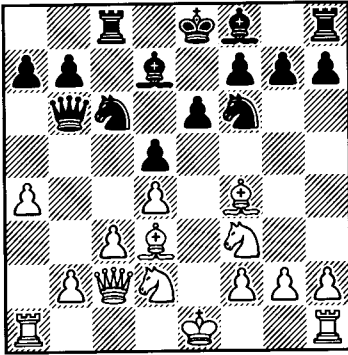


Diagram 1261
After 12. ... Nc6

13. Qb1!

See the sample game Fischer–Petrosian, 1970. White should not play 13. 0–0? because of ... Nb4.

A2 6. ... g6

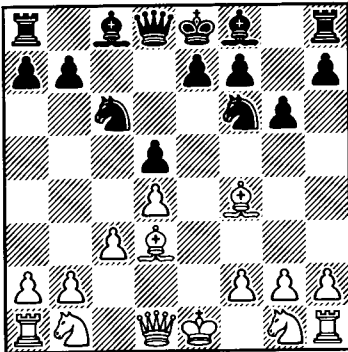


Diagram 1262
After 6. ... g6

7. Nd2 Bg7 8. Ngf3 0–0
9. h3

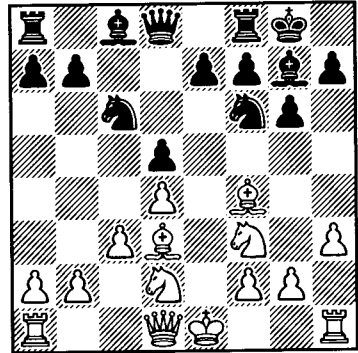


Diagram 1263
After 9. h3

9. ... Bf5 10. Bxf5 gxf5
11. g4!

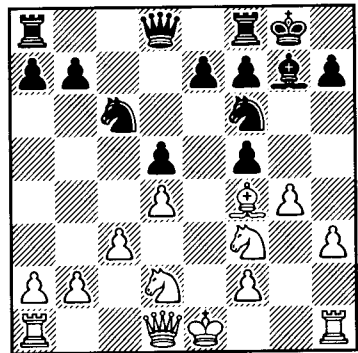


Diagram 1264
After 11. g4!

White immediately opens up files on the kingside.

11. ... Qd7

After 11. ... fxg4 12. Ne5!
gxh3 13. Qf3,

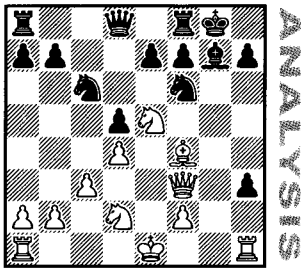


Diagram 1265

After 13. Qf3

White has a strong attack.

12. Qc2

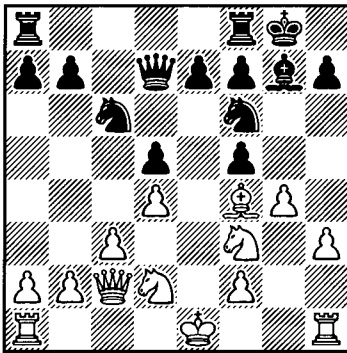


Diagram 1266

After 12. Qc2

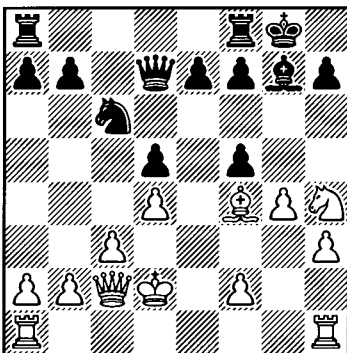
12. ... Ne4 13. Nh4! Nxd2
14. Kxd2!

Diagram 1267

After 14. Kxd2!

White forces Black to capture on g4, after which Black's king would be in danger, since the opening of the h-file may become deadly.

A3 6. ... e6

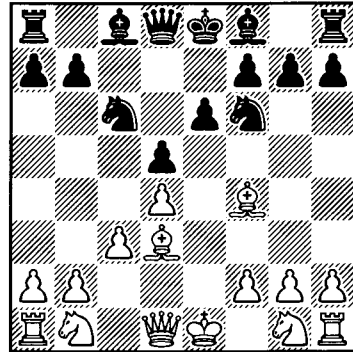


Diagram 1268

After 6. ... e6

With this move, Black locks up his light-square bishop and limits himself to a passive defense.

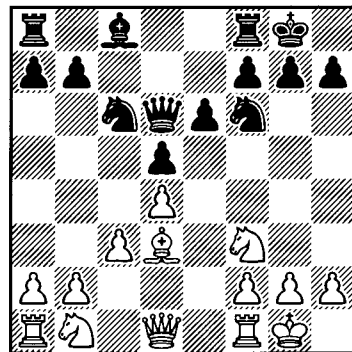
7. Nf3 Bd6 8. Bxd6 Qxd6
9. 0-0 0-0

Diagram 1269

After 9. ... 0-0

10. Qe2 Bd7 11. Nbd2 Rfe8
12. Ne5!

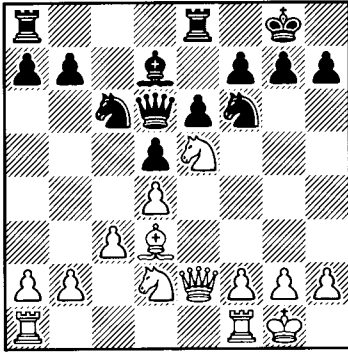


Diagram 1270
After 12. Ne5!

White takes over an important outpost on e5 and prepares a powerful attack on the kingside. His plan is quite simple: f4, Rae1, followed by g4-g5. Black's pieces are placed very passively.

B 5. ... g6

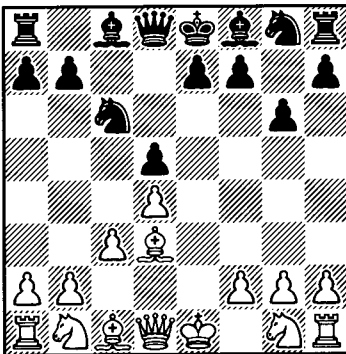


Diagram 1271
After 5. ... g6

6. Nf3 Nh6

For 6. ... Nf6, see 5. ... Nf6.

7. 0-0

Now Black has 7. ... Bg7 or 7. ... Bf5.

B1 7. ... Bg7 8. Re1 0-0
9. Bf4 f6 10. c4!

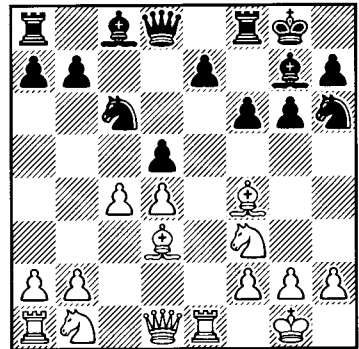


Diagram 1272
After 10. c4!

White immediately takes advantage of the weakened a2-g8 diagonal. Now Black's de-centralized knight on h6 and bad bishop on g7 are AWOL from the action.

10. ... Bg4 11. cxd5

BLACK'S DE-CENTRALIZED KNIGHT AND BAD BISHOP ON G7 ARE AWOL FROM THE ACTION.

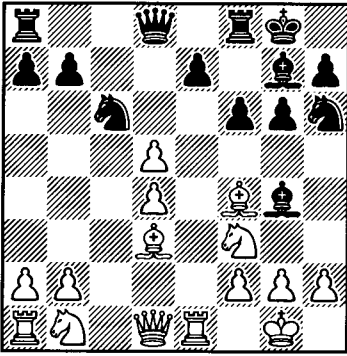


Diagram 1273

After 11. cxd5

Also strong is 11. h3 Bxf3
12. Qxf3

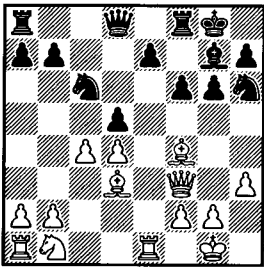


Diagram 1274

After 12. Qxf3

12. ... Nxd4 13. Qxd5+.

11. ... Nxd4

Or 11. ... Qxd5 12. Nc3 Qh5
13. Be4,

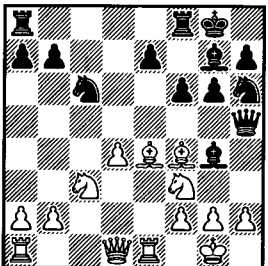


Diagram 1275

After 13. Be4

with a better position for White—for example:

13. ... f5 14. Bxc6 bxc6
15. Qb3+ Nf7 16. Ng5!.

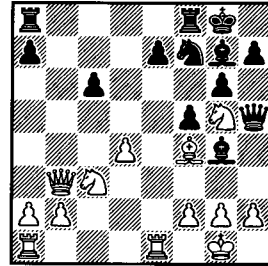


Diagram 1276

After 16. Ng5!

12. Bc4!

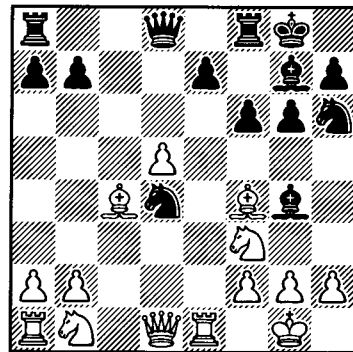
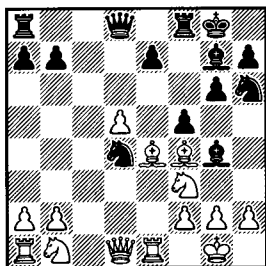


Diagram 1277

After 12. Bc4!

White has the advantage due to the threat of discovered check. Playing 12. Be4 would be a mistake because of 12. ... f5!



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Diagram 1278

After 12. ... f5!

13. Bxh6 fxe4!

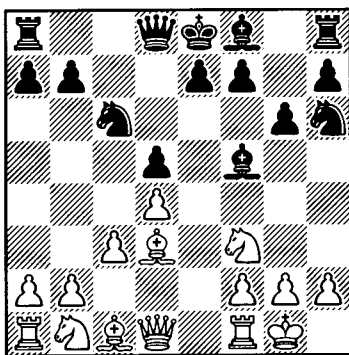
B2 7. ... Bf5

Diagram 1279

After 7. ... Bf5

8. Re1 Bxd3 9. Qxd3 Bg7
10. Bf4 Nf5 11. Nbd2

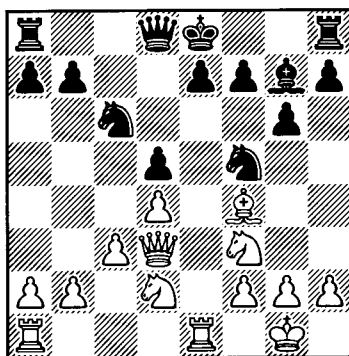


Diagram 1280

After 11. Nbd2

White finishes his development comfortably and stands slightly better because of his control of e5.

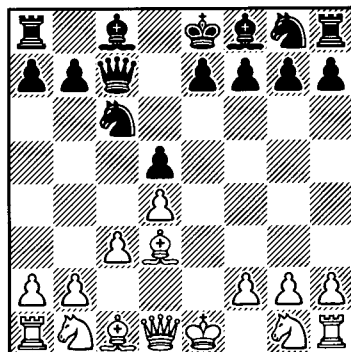
G 5. ... Qc7

Diagram 1281

After 5. ... Qc7

Black wants to prevent Bf4.

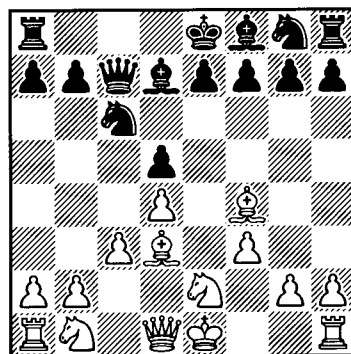
6. Ne2 Bg4 7. f3 Bd7 8. Bf4

Diagram 1282

After 8. Bf4

Let's follow Yudasin-Kacheishvili, 2004.

8. ... e5 9. dxe5 Nxe5 10. Bc2
Bd6 11. Ba4

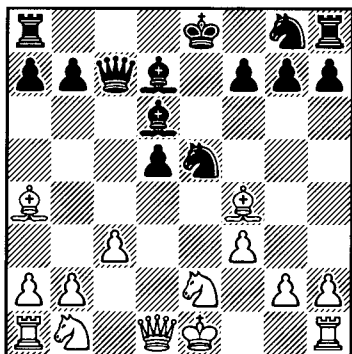


Diagram 1283

After 11. Ba4

11. ... Bc6

Or 11. ... Nxf3+? 12. gxf3 Bxf4 13. Bxd7+ Kxd7 14. Qa4+.

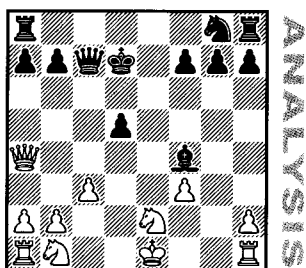


Diagram 1284

After 14. Qa4+

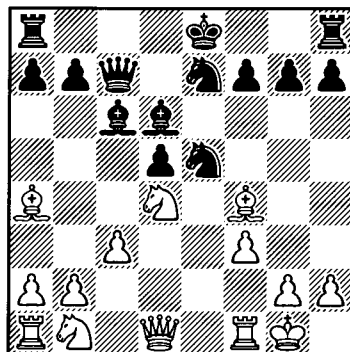
12. 0-0 Ne7 13. Nd4

Diagram 1285

After 13. Nd4

White has a powerful outpost on d4 and stands slightly better.

Summary:

Roman Dzindzichashvili has revitalized Fischer's trusted weapon against the Caro-Kann, the Exchange Variation. In many lines, White develops dangerous attacks—proven efficient even against the best defenders!

Bobby Fischer–Tigran Petrosian

Bobby Fischer used the Exchange Variation against Tigran Petrosian's Caro-Kann. Fischer beat the defensive genius. Roman Dzindzichashvili's theoretical novelties in this chapter make the line even stronger for White.

Chapter 20: Caro-Kann—Exchange Variation

Memory Markers!

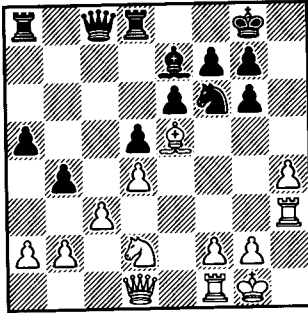


Diagram 1286
After 18. ... Rd8

MARKER 1

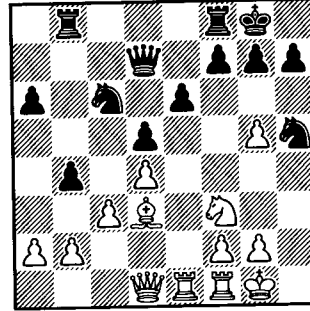


Diagram 1287
After 17. ... Nh5

MARKER 2

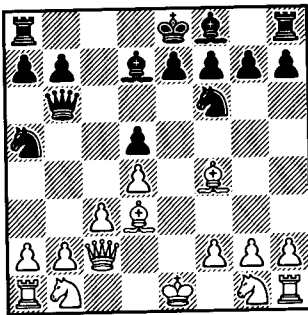


Diagram 1288
After 9. ... Qb6

MARKER 3

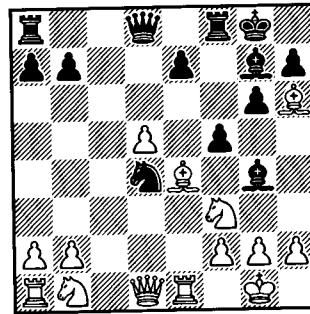


Diagram 1289
After 13. Bxh6

MARKER 4

Chapter 20: Caro-Kann—Exchange Variation

Solutions to Memory Markers!

No. 1 **19. g4!**. See page 396.

No. 2 **18. Bxh7+ Kxh7 19. Ne5 and 20. Qxh5+**. See page 402.

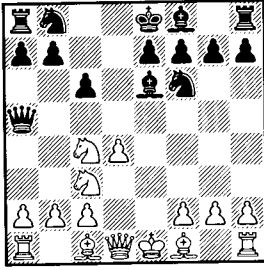
No. 3 **10. a4**, to stop ... Bb5. See page 405.

No. 4 **13. ... fxe4!**. See page 410.

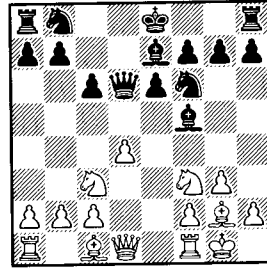
Chapter 21: Center Counter

Some Important Points to Look For

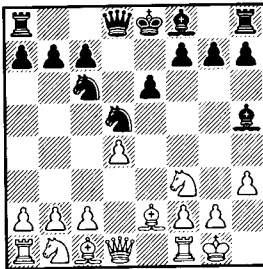
This chapter gives you some unconventional ways to strive for your due edge as White—while noting sharper, “theoretical” options.



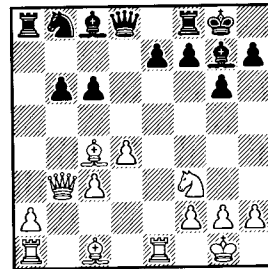
- ◆ A solid choice.
See Diagram 1300.



- ◆ White will play a subtle move.
See Diagram 1305.



- ◆ White has *two* good plans.
See Diagram 1318.



- ◆ Ready for tactics.
See Diagram 1333.

Outline of Variations

1. e4 e5 2. exd5 (416) [B01]

A 2. ... Qxd5 3. Nc3 (418)

A1 3. ... Qa5 4. d4 Nf6 5. Nf3 c6 6. Ne5 Be6 7. Nc4! (418)

A2 3. ... Qd6 4. g3 Nf6 5. Bg2 c6 6. d4 Bf5 7. Nf3 e6 8. 0-0 Be7
9. a3! 0-0 10. Re1 Qc7 11. Ne5 Rd8 12. g4! Bg6 13. h4! (420)

A3 3. ... Qd8 4. d4 g6 5. Bf4! Bg7 6. Qd2! Nf6 7. 0-0-0 Nd5
8. Be5 (422)

B 2. ... Nf6 3. d4 (423)

B1 3. ... Nxd5 4. Nf3 (424)

B2 3. ... Bg4 4. Be2 Bxe2 5. Qxe2 Qxd5 6. Nf3 Nc6 7. 0-0 (429)

Chapter 21

Center Counter

Cutting the Gordian Knot

Played extensively by Jacques Mieses in the early 1900s, later the Center Counter (Scandinavian) was roundly damned because it developed Black's queen too quickly. (In those days, only 2. ... Qxd5 was considered.) Indeed, it was called a patzer's opening. (Editor Al Lawrence played the opening on the amateur level and remembers tournament opponents literally chuckling at his first move.) But the tide of criticism has ebbed and flowed over the years.

Throughout the 1980s, Tasmanian GM Ian Rodgers began to show the way to an enterprising and solid main line for Black. Then, at the 1995 world championship match, the opening climbed to the top of the world, the observation level of New York City's tragically ill-fated World Trade Center. There, in a sound-proof booth, chal-

lenger Viswanathan Anand deployed the Center Counter against champion Garry Kasparov—and got a better game. True, Kasparov later confused the issue with a knight sacrifice and won. But the opening was legitimized, used in a world-title match for the very first time. Patzer's line no more!

There's no question that you need to be prepared for both branches (2. ... Qxd5 and 2. ... Nf6) of the Center Counter. It has become popular at the club level. Black has revived some sharp main lines, and an unprepared White can find himself lacking the knowledge to compete for an advantage.

We recommend that White play simple and solid systems. They're easy to learn and can be very successful in tournament practice.

1. e4 d5

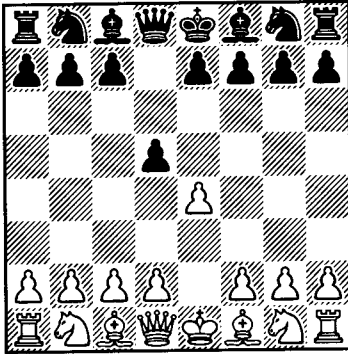


Diagram 1290
After 1. ... d5

2. exd5

Black has a choice between two systems: 2. ... Qxd5 and 2. ... Nf6.

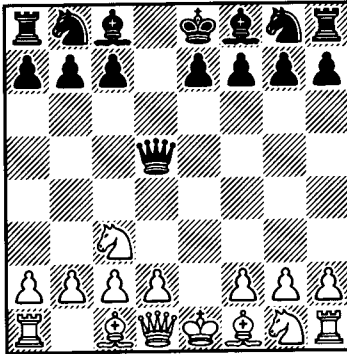
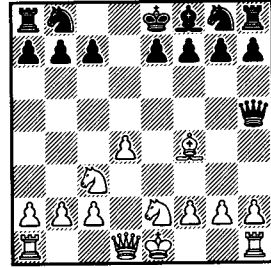
A 2. ... Qxd5 3. Nc3

Diagram 1291
After 3. Nc3

Besides the most popular retreat, 3. ... Qa5, both 3. ... Qd6 and 3. ... Qd8 (lines **A2** and **A3**) deserve attention. But not 3. ... Qe5+ 4. Be2 Bg4 5. d4 Bxe2 6. Ngxe2 Qh5 7. Bf4±,



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Diagram 1292
After 7. Bf4

when Black has lost too much time.

For White, Dorfman's subtle 3. Nf3 is also quite promising, retaining the option of pushing the c-pawn.

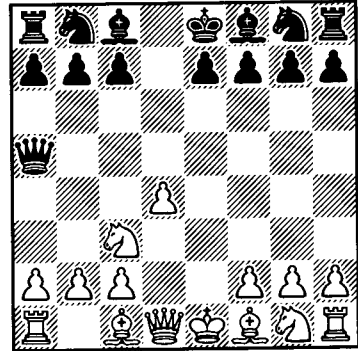
A1 3. ... Qa5 4. d4

Diagram 1293
After 4. d4

4. ... Nf6

Or 4. ... e5 5. Nf3,

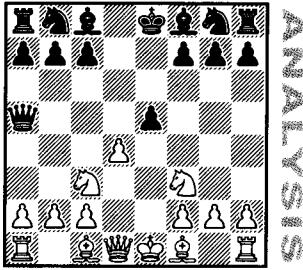


Diagram 1294
After 5. Nf3

which favors the better developed side, White.

5. Nf3

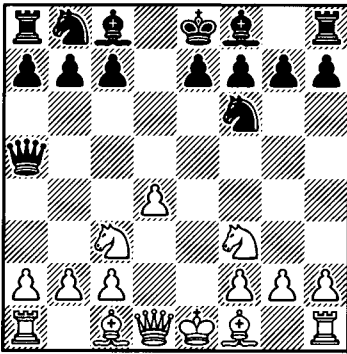


Diagram 1295
After 5. Nf3

5. ... c6 6. Ne5

Or 5. ... Bg4 6. h3 Bh5 7. g4 Bg6 8. Ne5,

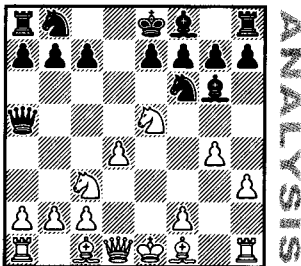


Diagram 1296
After 8. Ne5

when White stands better.

Of course, you can use The Encyclopedia of Chess Openings, plus the most recent games, to see how White gets a small edge in this and other theoretical lines, such as 5. Bc4 c6 6. Nf3 Bg4 7. h3 Bh5 8. g4!.

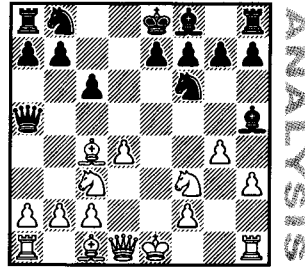


Diagram 1297
After 8. g4!

The idea of 6. Ne5 (rather than 6. Bc4) is to be able to harass the Black queen with a timely Nc4.

6. ... Be6

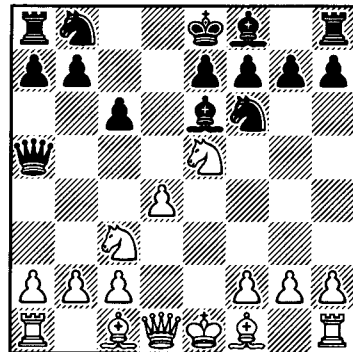


Diagram 1298
After 6. ... Be6

Black's best. If 6. ... Bf5 7. g4 Be4

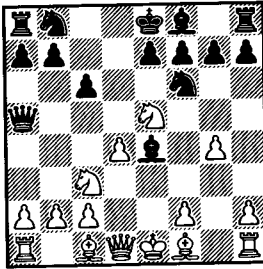


Diagram 1299
After 7... Be4

(or 7. ... Bg6 8. h4), the simple 8. Nc4 Qc7 9. Nxe4 gives White a small but clear edge.

7. Nc4!

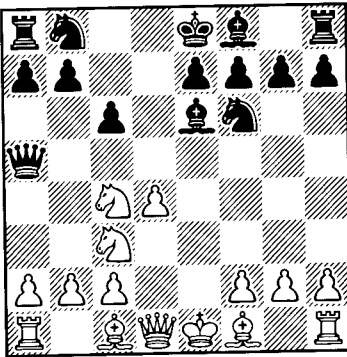


Diagram 1300
After 7. Nc4!

Dzindzi's pick. In the championship game against Anand, Kasparov instead played 7. Bd3.

After 7. Nc4, if 7. ... Qd8, 8. Bf4±. On 7. ... Qc7 White plays 8. Qf3 (preparing Bf4) 8. ... Bg4 9. Qg3 Qxg3 10. hxg3

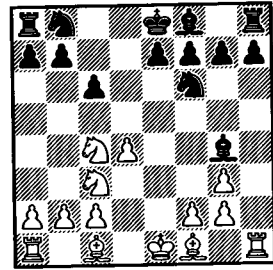


Diagram 1301
After 10. hxg3

with a better endgame.

Perhaps best for Black is 7. ... Bxc4 8. Bxc4±.

A2 3. ... Qd6

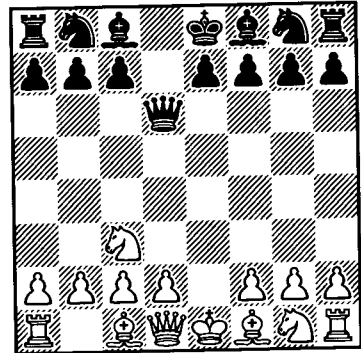


Diagram 1302
After 3. ... Qd6

This queen move is becoming popular. We recommend the solid yet promising system.

4. g3

White will develop his bishop on the long diagonal, where it will control key squares. Naturally, the standard 4. d4 Nf6

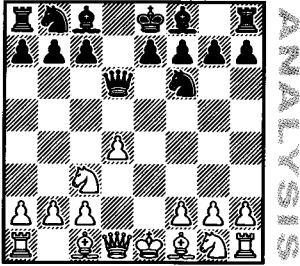


Diagram 1303
After 4. ... Nf6

5. Nf3 (or 5. Bc4), also yields White his normal, plus-over-equal edge.

4. ... Nf6

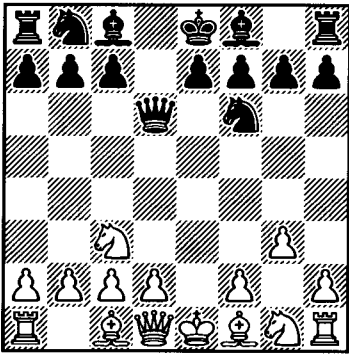


Diagram 1304
After 4. ... Nf6

5. Bg2 c6 6. d4 Bf5 7. Nf3 e6
8. 0-0 Be7

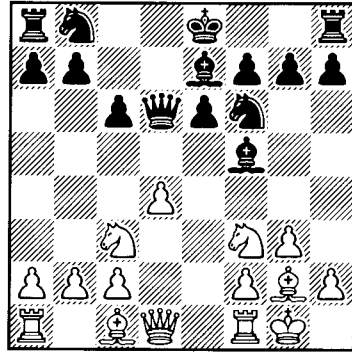


Diagram 1305
After 8. ... Be7

White has almost finished his development, but the question remains: How can he take advantage of the awkward position of Black's queen? After 9. Bf4 Qd8, Black would simply finish his development without serious problems.

9. a3!

This subtle move is a serious attempt to disrupt Black's natural development.

9. ... 0-0 10. Re1

**THE SUBTLE MOVE 9. a3! IS A SERIOUS
ATTEMPT TO DISRUPT BLACK'S
NATURAL DEVELOPMENT.**

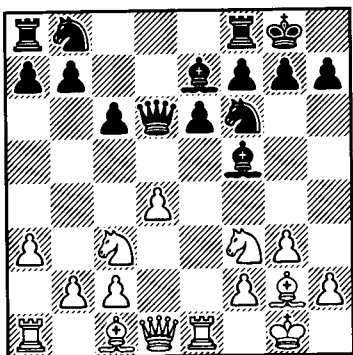


Diagram 1306

After 10. Re1

Now Black must move his queen, because ... Nbd7 is met with Bf4!

10. ... Qc7 11. Ne5 Rd8
12. g4 Bg6 13. h4!

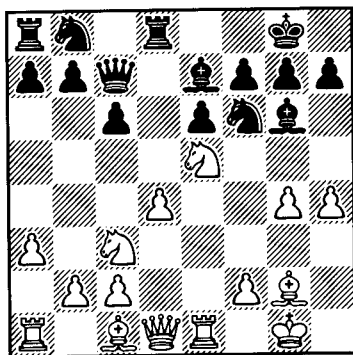


Diagram 1307

After 13. h4!

Black faces serious difficulties with his light-square bishop.

A3 3. ... Qd8

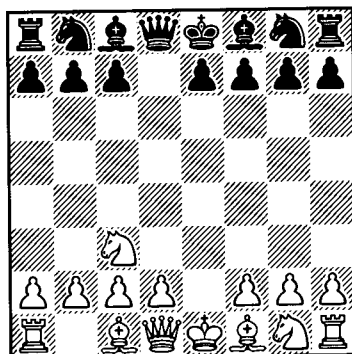


Diagram 1308

After 3. ... Qd8

4. d4 g6 5. Bf4! Bg7 6. Qd2!

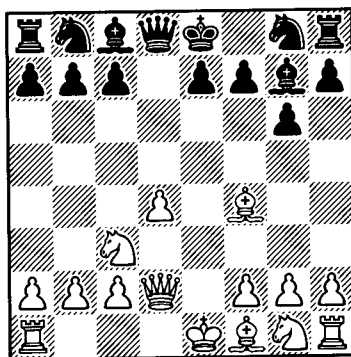


Diagram 1309

After 6. Qd2!

As Fischer demonstrated, either way that Black captures the d-pawn favors White—for example, 6. ... Bxd4 7. 0-0-0 Nc6 8. Bb5 Bd7 9. Nd5!

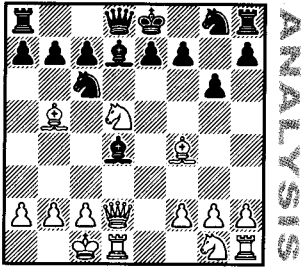


Diagram 1310
After 9. Nd5!

9. ... e5 10. Nf3±.

Or 6. ... Qxd4 7. Qxd4 Bxd4
8. Nb5 Bb6 9. Nxc7+, also with
advantage.

The quiet 6. ... Nf6 7. 0-0-0
Nd5 8. Be5 favors White as well.
He enjoys more space and is
ready to launch a kingside attack.

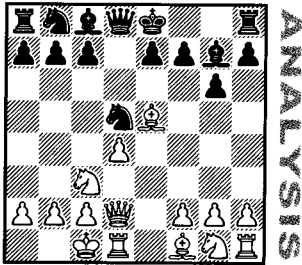


Diagram 1311
After 8. Be5

B 2. ... Nf6

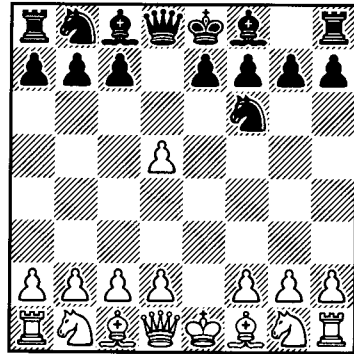


Diagram 1312
After 2. ... Nf6

In this, the other main branch
of the Center Counter (normally,
this line is not called the
Scandinavian), Black will recapture
on d5 with his knight, sheltering
his queen from early
harassment.

3. d4

Another promising, simpler
line is 3. Bb5+ Bd7 4. Be2!,

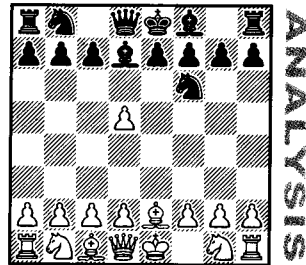


Diagram 1313
After 4. Be2!

when Black's bishop on d7
blocks the d-file.

After 3. d4, Black can play
3. ... Nxd5 or 3. ... Bg4!?

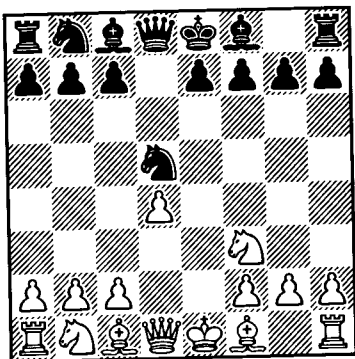
B13. ... Nxd5 4. Nf3

Diagram 1314
After 4. Nf3

Here Black has two main moves: 4. ... Bg4 and 4. ... g6.

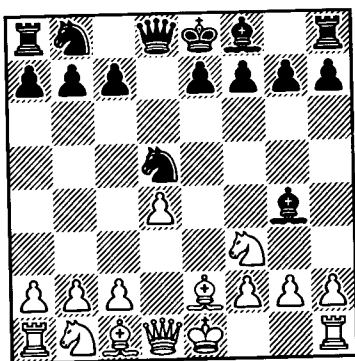
B1a 4. ... Bg4 5. Be2

Diagram 1315
After 5. Be2

We don't recommend the aggressive and popular 5. c4 Nb6 6. c5, because of 6. ... N6d7!.

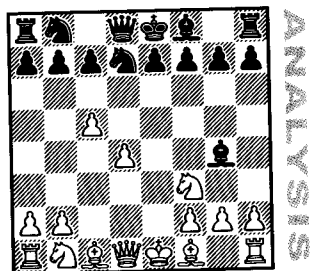


Diagram 1316
After 6. ... N6d7!

This underrated move brought Black success in Shaked-Dzindzi, 1993. Our choice is simple, solid and good.

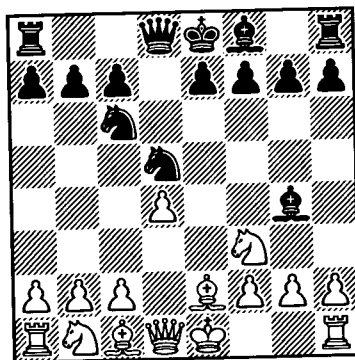
5. ... Nc6

Diagram 1317
After 5. ... Nc6

If 5. ... e6, then 6. Ne5, favoring White—thus 5. ... Nc6 is more popular.

6. h3 Bh5 7. 0-0 e6

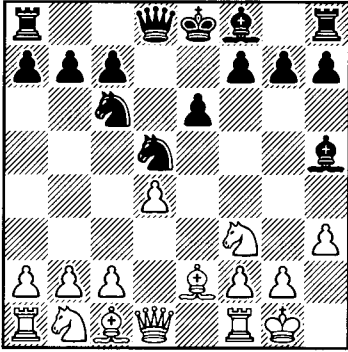


Diagram 1318
After 7. ... e6

And now White can choose between two equally good plans:
8. Re1 and 8. c4.

B1a1 8. Re1 Be7 9. Nbd2

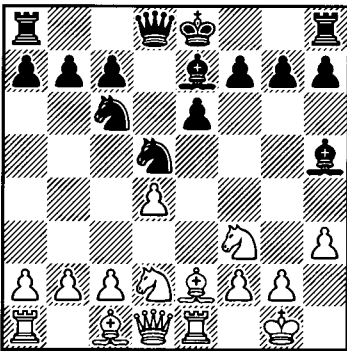


Diagram 1319
After 9. Nbd2

9. ... 0-0 10. c3 Qd7 11. Ne4

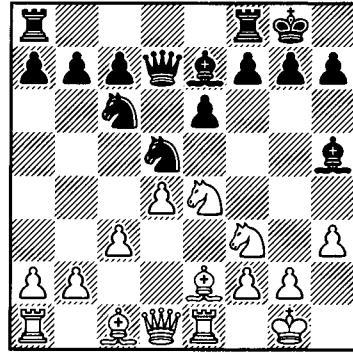


Diagram 1320
After 11. Ne4

White has a solid center and a small edge.

B1a2 8. c4 Nb6 9. b3

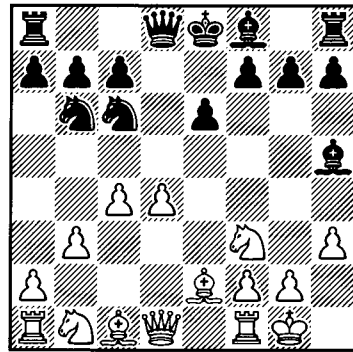


Diagram 1321
After 9. b3

9. ... Be7

Or 9. ... Bxf3, which favors White after 10. Bxf3 Nxd4 11. Bxb7 Rb8 12. Be3!

**WHITE CAN CHOOSE BETWEEN
TWO EQUALLY GOOD PLANS.**

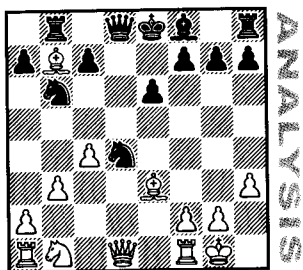


Diagram 1322
After 12. Be3!

10. Be3

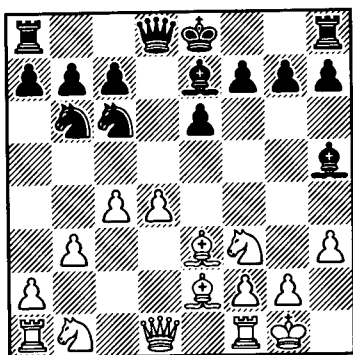


Diagram 1323
After 10. Be3

10. ... 0-0

Now Dzindzi favors 11. Nbd2, because he likes to provoke the sharp 11. ... f5.

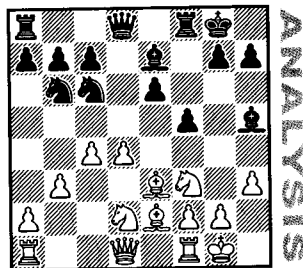


Diagram 1324
After 11. ... f5

We recommend a more conventional move.

11. Nc3

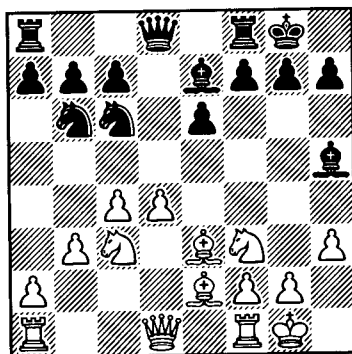


Diagram 1325
After 11. Nc3

The game may continue 11. ... Bf6 12. Ne4 Bxf3 13. Nxf6+ Qxf6 14. Bxf3 Rfd8 15. Bxc6 bxc6 16. Qe2.

BLACK'S POSITION IS SOLID, WITH NO REAL WEAKNESSES. HOWEVER, WE PREFER WHITE BECAUSE HIS CENTRAL AND SPATIAL ADVANTAGES GIVE HIM A SLIGHT EDGE.

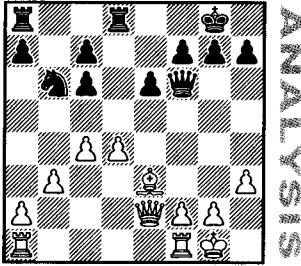


Diagram 1326
After 16. Qe2

White is slightly better. Black's knight is poorly placed, and his queenside pawns are disconnected. True, in both lines, **B1a1** and **B1a2**, Black's position is solid, with no real weakness. However, we prefer White, as his central and spatial advantages give him a slight edge.

B1b 4. ... g6

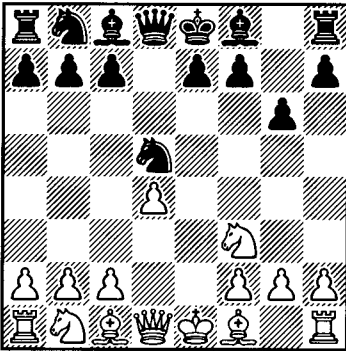


Diagram 1327
After 4. g6

Black fianchettoes his bishop, delaying his attack on White's center until he has castled.

5. c4 Nb6 6. Nc3 Bg7 7. c5!
Nd5 8. Bc4

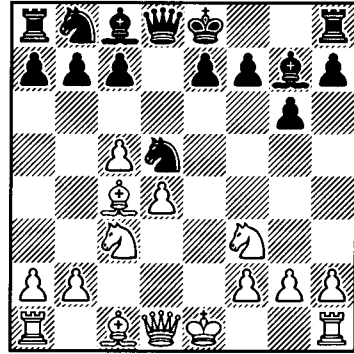


Diagram 1328
After 8. Bc4

White develops while putting pressure on Black's position.

8. ... c6 9. Qb3 0-0

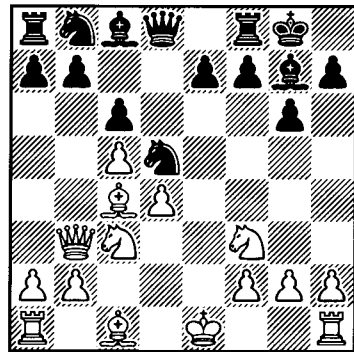


Diagram 1329
After 9. ... 0-0

10. 0-0

We don't recommend winning the d-pawn, because after 10. Nxd5 cxd5 11. Bxd5 Nc6,

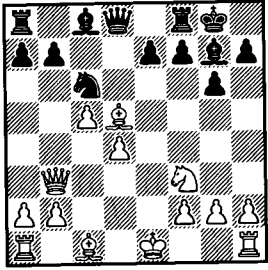


Diagram 1330
After 11. ... Nc6

Black puts strong pressure on White's center.

10. ... Nxc3 11. bxc3

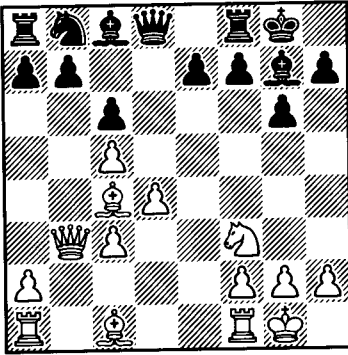


Diagram 1331
After 11. bxc3

11. ... b5

After 11. ... b6 12. Re1 bxc5
13. Bg5 Bf6 14. Bxf6 exf6
15. dxc5,

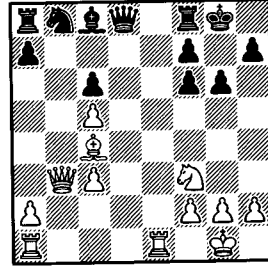


Diagram 1332
After 15. dxc5

White is clearly on top.

12. cxb6 axb6 13. Re1

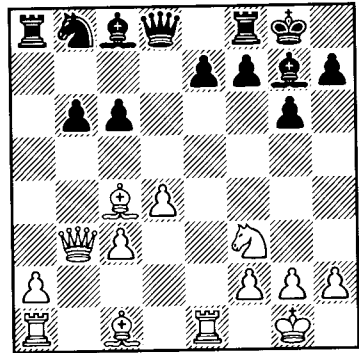


Diagram 1333
After 13. Re1

White prepares a small combination.

13. ... b5 14. Bd3 Be6?

WHITE'S 15. Rxe6! IS A STAR MOVE THAT DESTROYS BLACK'S DEFENSES!

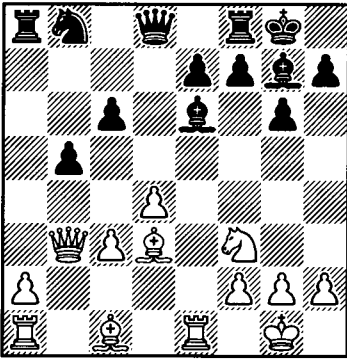


Diagram 1334

After 14. ... Be6?

Black would do better to play 14. ... e6, but then his position remains passive.

15. Rxe6!

This star move destroys Black's defenses and opens the way to the king!

15. ... fxe6 16. Qxe6+ Kh8 17. Ng5!

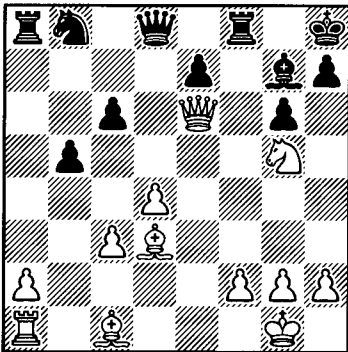


Diagram 1335

After 17. Ng5!

Now Black's material losses are inevitable.

17. ... Qd5

Or 17. ... Qd7 18. Nf7+ Rxf7
19. Qxf7±.

18. Qh3! h6 19. Ne6

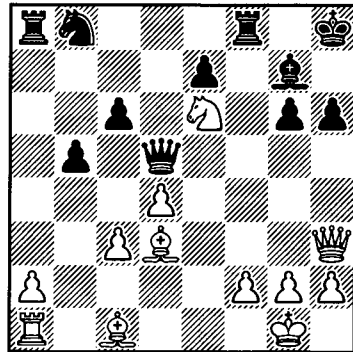


Diagram 1336

After 19. Ne6

White is winning.

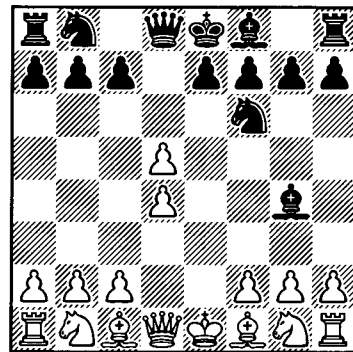
B2 3. ... Bg4

Diagram 1337

After 3. ... Bg4

This move is newly popular.

4. Be2

Yes, White can win a pawn and live to tell about it, but in that sharp Portuguese line (4. f3), Black gets some compensation. Our 4. Be2 is a big disappointment to the gambiteer, leaving

him to play the kind of game he likes least.

4. ... Bxe2 5. Qxe2 Qxd5
6. Nf3 Nc6 7. 0-0

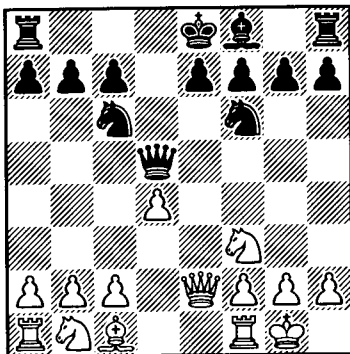


Diagram 1338

After 7. 0-0

White gets a small edge.

7. ... 0-0-0

Or 7. ... Nxd4?! 8. Nxd4
Qxd4 9. Qb5+.

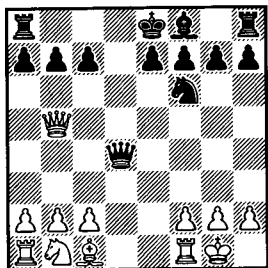


Diagram 1339

After 9. Qb5+

8. Be3

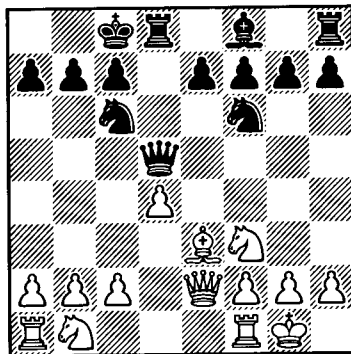


Diagram 1340

After 8. Be3

8. ... e6 9. c4 Qh5 10. Nc3

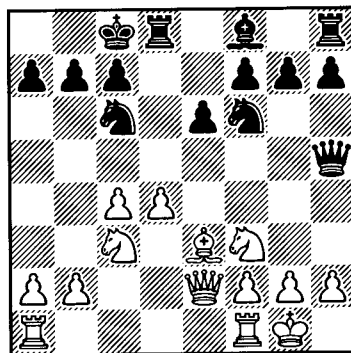


Diagram 1341

After 10. Nc3

Here we've reached a position in which White's chances of attack are more favorable due to his advantage in development. When the opponents castle on opposite sides of the board, the attack that develops more quickly normally prevails.

10. ... Bd6 11. c5 Be7 12. b4!

ANALYSIS

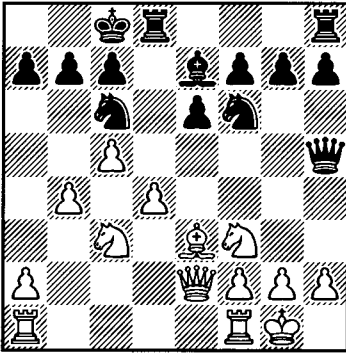


Diagram 1342
After 12. b4!

12. ... Nxb4

After 12. ... Nd5 13. Nxd5 Rxd5 14. b5 Nd8 15. a4 g5 16. a5 g4 17. Nd2,

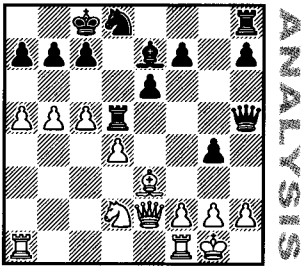


Diagram 1343
After 17. Nd2

White's attack is clearly more dangerous.

13. Rab1 Nbd5

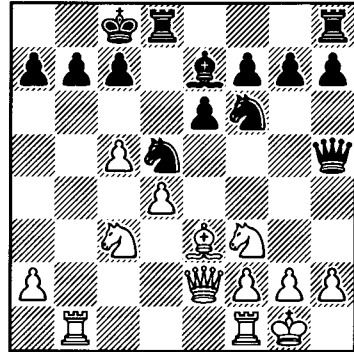


Diagram 1344
After 13. ... Nbd5

14. Nxd5 Qxd5 15. Ne5 Rhf8 16. c6!

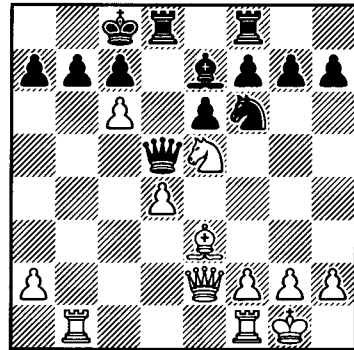


Diagram 1345
After 16. c6!

White has a strong attack.

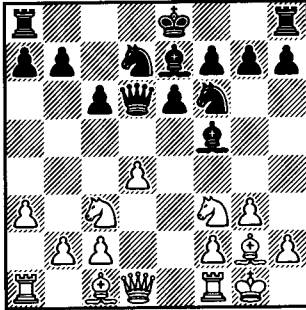
Summary:

The Center Counter is nowadays a "real" opening with two very playable branches. Against 2. ... Qxd5, we suggest solid lines that give White an easy game. He often enjoys the advantage of the two bishops, leading to a slight edge.

We also recommend a solid line to combat 2. ... Nf6, achieving a slight but meaningful pull by simple and safe means. As usual, we also suggest some more conventional and more ambitious options for White.

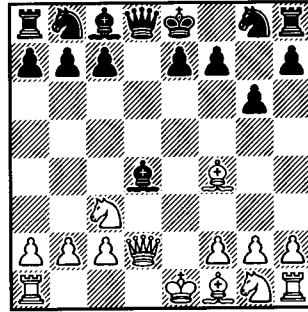
Chapter 21: Center Counter

Memory Markers!



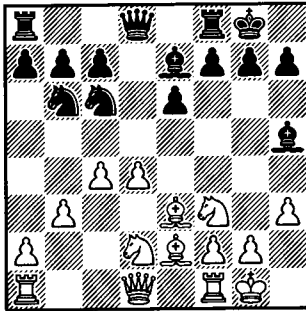
MARKER 1

Diagram 1346
After 9. ... Nbd7



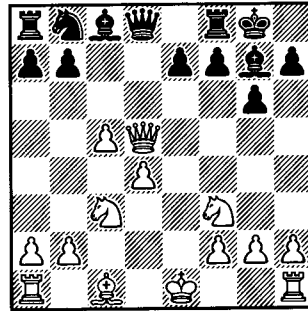
MARKER 2

Diagram 1347
After 6. ... Bxd4



MARKER 3

Diagram 1348
After 11. Nbd2



MARKER 4

Diagram 1349
After 11. Qxd5

Chapter 21: Center Counter Solutions to Memory Markers!

No. 1 10. **Bf4!**, winning. See page 422.

No. 2 7. **0-0-0 Nc6** 8. **Bb5 Bd7** 9. **Nd5! e5** 10. **Nf3 ±**. See page 423.

No. 3 11. ... **f5!?**, with an unclear game. See page 426.

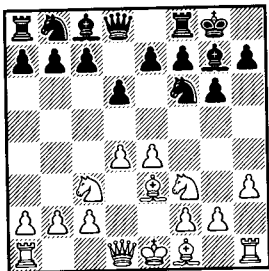
No. 4 11. ... **Nc6**, with compensation for a pawn. See page 428.

**PART
SEVEN**

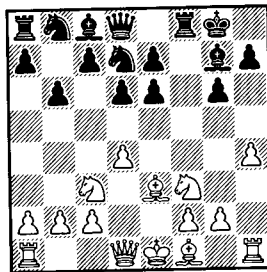
**PIRC,
MODERN,
ALEKHINE,
& THE REST**

Chapter 22: Pirc Defense—Defending from the Edges Some Important Points to Look For

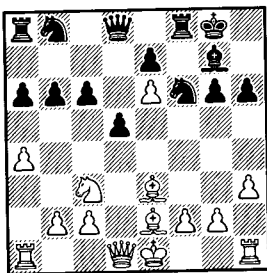
Current theory doesn't consider our deceptively simple line too dangerous for Black. But several theoretical novelties by Dzindzi should change this judgement!



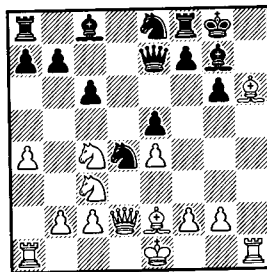
- ◆ Black's time to choose.
See Diagram 1354.



- ◆ The attack begins.
See Diagram 1370.



- ◆ Black's kingside is weak.
See Diagram 1389.



- ◆ The h-file!
See Diagram 1404.

Outline of Variations

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nf3 Bg7 5. h3 O-O 6. Be3 (436) [B08]

A 6. ... b6 7. e5!? (439)

A1 7. ... dxe5 8. dxe5 Nfd7 9. Qd5! (439)

A2 7. ... Nfd7 8. e6 fxe6 9. h4 Nf6 10. h5 Nxf5 11. Bd3 (442)

B 6. ... a6 7. a4 b6 8. e5 (443)

B1 8. ... dxe5 9. dxe5 Nfd7 10. e6! fxe6 11. Bc4 Ne5 12. Nxe5 Bxe5 13. Qg4! (443)

B2 8. ... Nfd7 9. e6! fxe6 10. Bc4 Nf6 11. d5! c6! 12. Ng5! (444)

C 6. ... c6 7. a4 (448)

C1 7. ... Nbd7 8. Be2 (449)

C2 7. ... Qc7 8. Be2 e5 9. dxe5 dxe5 10. Bc4 Rd8 11. Qe2 (454)

C3 7. ... d5 8. e5 Ne4 9. Nxe4 dxe4 10. Ng5 c5 11. c3 Qd5 12. dxc5 Qxe5 13. Bc4 (455)

C4 7. ... a5 8. Be2 Na6 9. O-O Nb4 10. Nd2 d5 11. e5 Ne8 12. Na2! Nxa2

13. Rxa2 f6 14. f4 (458)

Chapter 22

Pirc Defense

Defending from the Edges

One of the “hypermodern” defenses that flout the classical rules of the center and development, the Pirc encourages White to set up a powerful center and then works on undermining it, relying heavily on the fianchetto of the dark-square bishop.

1. e4 d6 2. d4 Nf6 3. Nc3 g6

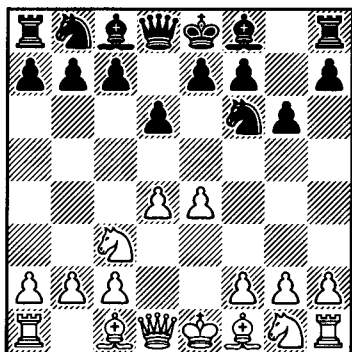


Diagram 1350
After 3. ... g6

The Pirc is a popular weapon against 1. e4. Black retains many flexible ways of attacking White's center: ... e5, ... c5, ... c6 and ... d5, ... c6 (or ... a6) and ... b5.

4. Nf3

Today 4. Be3, often followed by 5. Qd2 and kingside attack, is viewed as the most dangerous line for Black. But our system is also dangerous in its own way, as you will see. White's solid—deceptively solid—posture can soon explode into dangerous attacks. Instead of the easy equality promised by theory, Black can find himself fighting for his life!

4. ... Bg7 5. h3

**INSTEAD OF THE EASY EQUALITY PROMISED
BY THEORY, BLACK CAN FIND HIMSELF
FIGHTING FOR HIS LIFE!**

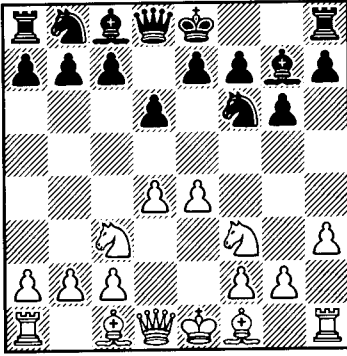


Diagram 1351
After 5. h3

We recommend this move because it leads to a solid and positionally sound system. White's aim is to deny Black counter-play and restrict his light-square bishop. This strategy is very unpleasant for Black, as he finds himself lacking space for his pieces.

5. ... 0-0

After 5. ... c5 6. dxc5 Qa5
7. Bb5+ Bd7 8. Bxd7+Nbx7
9. cxd6,

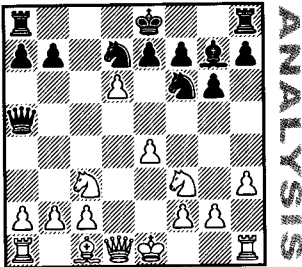


Diagram 1352
After 9. cxd6

White is better, since 9. ... Nxe4
10. 0-0! Bxc3 11. bxc3 Nxd6
12. Re1

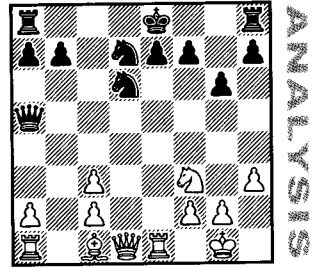


Diagram 1353
After 12. Re1

leaves Black's king in the center and under dangerous attack due to the weak a1-h8 diagonal.

6. Be3

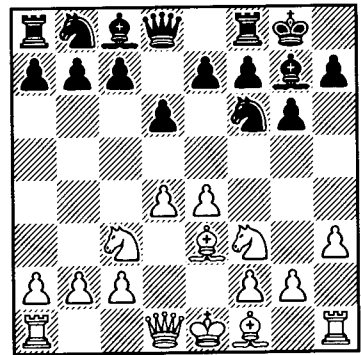


Diagram 1354
After 6. Be3

In this position, Black has several major plans, for instance:

1. the fianchetto, 6. ... b6
(**A**);

2. a preliminary 6. ... a6
(inviting 7. a4) and then 7. ... b6
(**B**);

3. preparing ... e5 (after
6. ... c6); (**C1**) and (**C2**);

4. the center-thrust ... d5—
now or after 6. ... c6 7. a4 or

6. ... a6 7. a4 (C3)

It's a mistake for Black to play 6. ... c5?, because he loses a pawn after 7. dxc5 Qa5 8. Nd2 dxc5 9. Nb3 Qc7 10. Nxc5.

▲ 6. ... b6

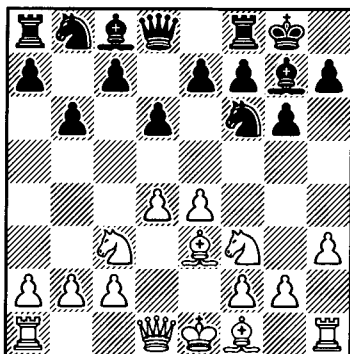


Diagram 1355

After 6. ... b6

Black tries to fianchetto a second bishop to put additional pressure on White's center. Here White could continue his development with 7. Bd3, followed by 0-0, with a solid position. However, we recommend an interesting possibility that enables White to wrest the initiative.

7. e5!?

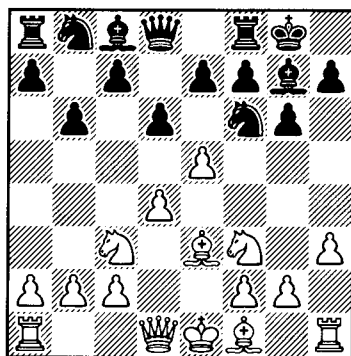


Diagram 1356

After 7. e5?!

Black can take this pawn and then move the knight, or play ... Nfd7 immediately.

▲1 7. ... dxe5 8. dxe5 Nfd7

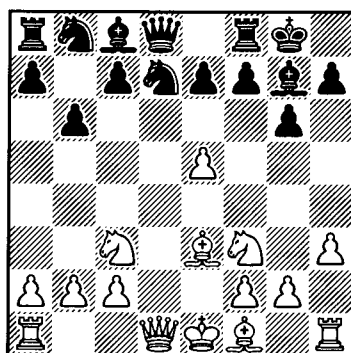


Diagram 1357

After 8. ... Nfd7

Or 8. ... Qxd1+ 9. Rxd1 Nfd7
10. Nd5!.

BLACK TRIES TO FIANCHETTO A SECOND BISHOP TO PUT ADDITIONAL PRESSURE ON WHITE'S CENTER.

WE RECOMMEND AN INTERESTING POSSIBILITY THAT ENABLES WHITE TO WREST THE INITIATIVE.

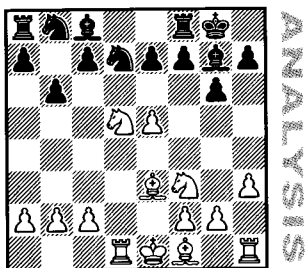


Diagram 1358
After 10. Nd5

9. Qd5!

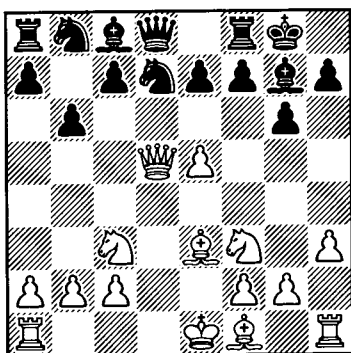


Diagram 1359
After 9. Qd5

In addition, 9. e6, as in line **B**, is also strong.

White's 9. Qd5! forces Black to play c6, leaving all of his pieces on passive squares.

9. ... c6 10. Qe4

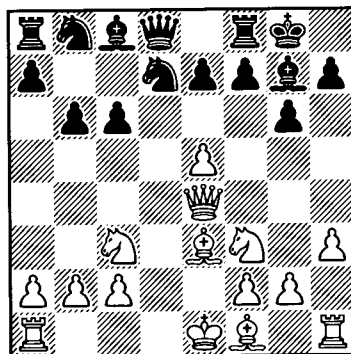


Diagram 1360
After 10. Qe4

10. ... Qc7

Or 10. ... e6 11. 0-0-0 Qc7
12. h4 Nxe5 13. Bf4,

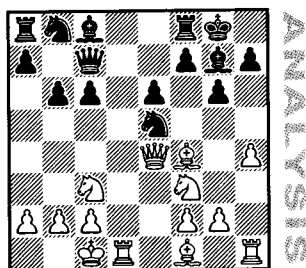


Diagram 1361
After 13. Bf4

with an attack.

11. 0-0-0

**WHITE'S 9. QD5! FORCES BLACK TO PLAY C6,
LEAVING ALL OF HIS PIECES ON PASSIVE SQUARES.**

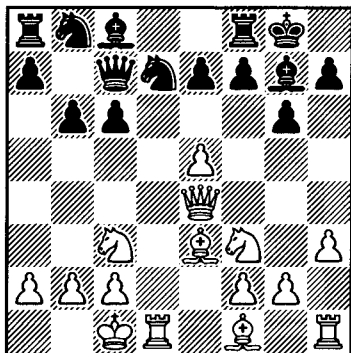


Diagram 1362
After 11. 0-0-0

Now it's dangerous for Black to take the pawn—but if he does not, he'll suffer his cramped position without compensation.

11. ... Nxe5 12. Bf4 f6
13. Nxe5 fxe5 14. Be3

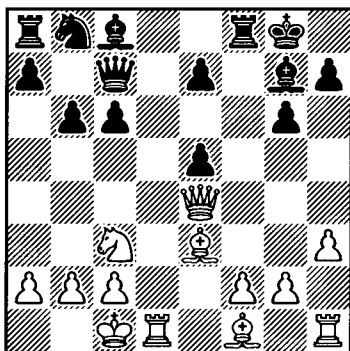


Diagram 1363
After 14. Be3

14. ... Bf5

Or 14. ... Kh8 15. g4

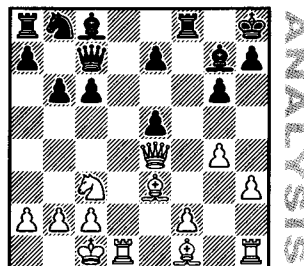


Diagram 1364
After 15. g4

15. Qc4+ Kh8

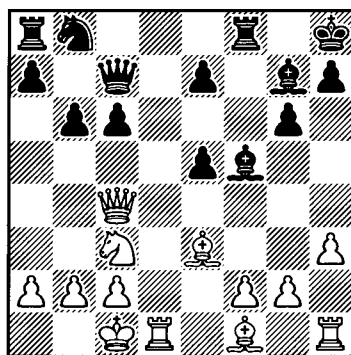


Diagram 1365
After 15. ... Kh8

16. g4 Bc8 17. Bg2

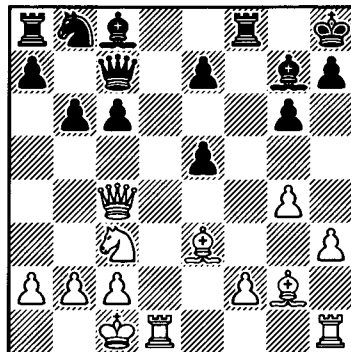


Diagram 1366
After 17. Bg2

Black faces serious difficulties.

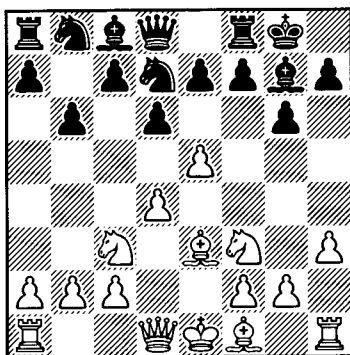
A2 7. ... Nfd7

Diagram 1367
After 7. ... Nfd7

8. e6!

With this pawn sacrifice, White weakens Black's kingside and disrupts Black's development.

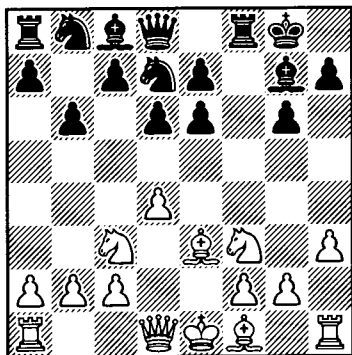
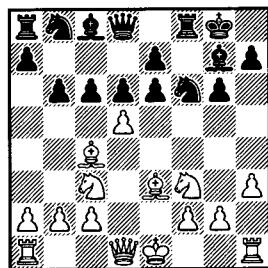
8. ... fxe6

Diagram 1368
After 8. ... fxe6

Now, after 9. Bc4 Nf6 (if 9. ... d5, then 10. Nxd5!) 10. d5 c6!



ANALYSIS

Diagram 1369
After 10. ... c6!

11. dxc6 (11. Ng5? b5!) 11. ... Nxc6, when Black is okay. Thus, we recommend an immediate pawn-storm along the h-file.

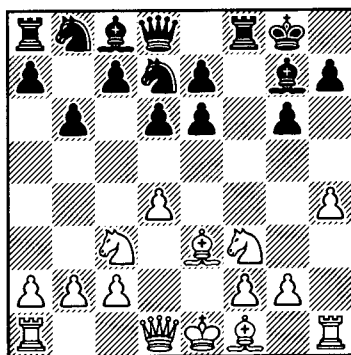
9. h4

Diagram 1370
After 9. h4

9. ... Nf6 10. h5 Nxh5
11. Bd3

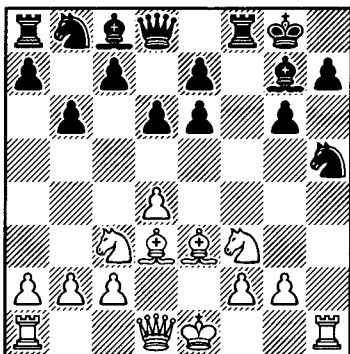


Diagram 1371
After 11. Bd3

White has a strong attack. He threatens to play Ng5 and Rxh5.

B 6. ... a6

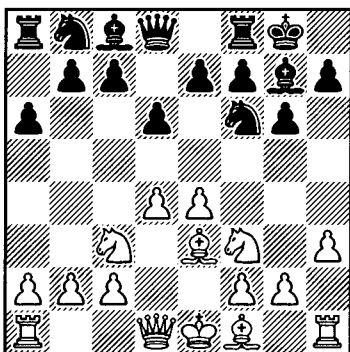


Diagram 1372
After 6. ... a6

Black plans ... b5.

7. a4 b6

Black transposes the game to the 6. ... b6 variation, with the addition of moves a4 and ... a6. Here we still recommend pushing the e-pawn.

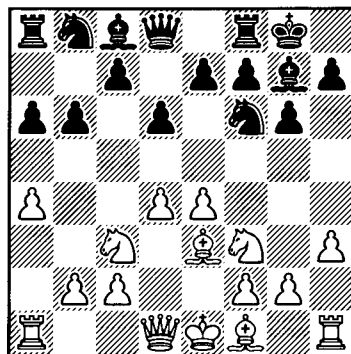


Diagram 1373
After 7. ... b6

8. e5!?

White fights for the advantage. As before, 8. Bd3 leads to a solid position. Again, as in **A**, Black can capture on e5 and then move his knight, or retreat it immediately.

B1 8. ... dxe5 9. dxe5 Nfd7

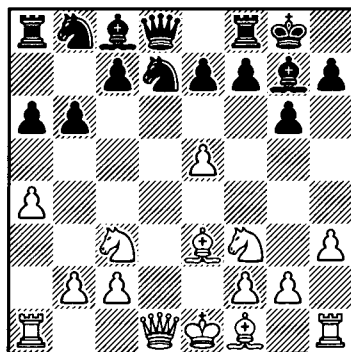


Diagram 1374
After 9. ... Nfd7

10. e6!

Or 10. Qd5, as in **A1**.

10. ... fxe6 11. Bc4 Ne5 12. Nxe5 Bxe5 13. Qg4 ±

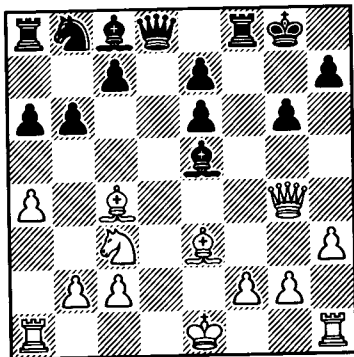


Diagram 1375
After 13. Qg4

B2 8. ... Nfd7 9. e6!

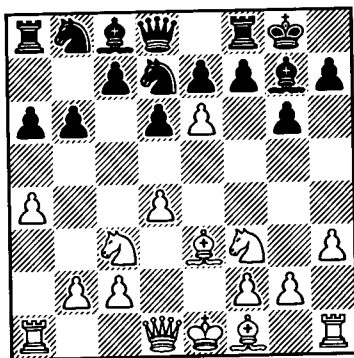


Diagram 1376
After 9. e6!

9. ... fxe6 10. Bc4

This is an improvement over the more common 10. Ng5.

Another plan, with h4—as used in line **A**, 6. ... b6, is also playable here. (See Diagram 1371, repeated below.)

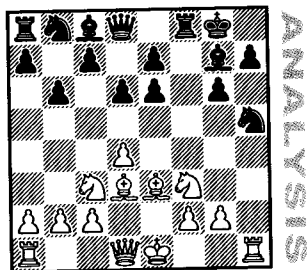


Diagram 1377
After 11. Bd3

Still, the inclusion of the moves a4 and ... a6 favors Black, if it favors anyone.

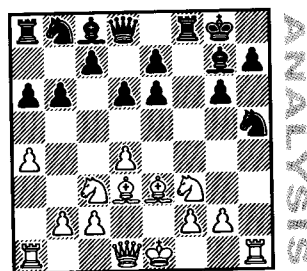


Diagram 1378
Line **A** with a4 and ... a6

If White castles long, a pawn countersacrifice, ... b5, may open files to White's king. Let's go back to the main line.

10. ... Nf6 11. d5 c6

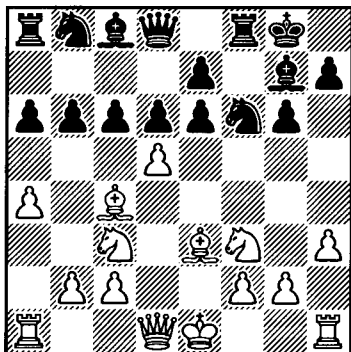


Diagram 1379
After 11. ... c6

This position occurred in the game Perelshteyn–Benjamin, 2002. Black tries to exchange White's important d5-pawn and take over the center. Also possible is 11. ... e5 12. Ng5 h6 13. Nge4

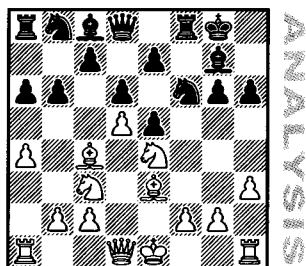


Diagram 1380
After 13. Nge4

13. ... Bf5 14. Bd3 Nbd7 15. g4 Bxe4 16. Bxe4 Nxe4 17. Nxe4,

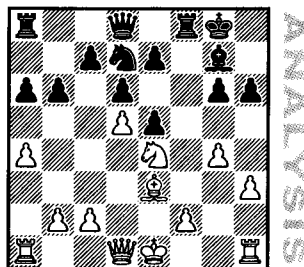


Diagram 1381
After 17. Nxe4

when White's centralized knight controls the key squares, while Black's dark-square bishop is completely locked in. White has good compensation for the pawn.

12. Ng5!

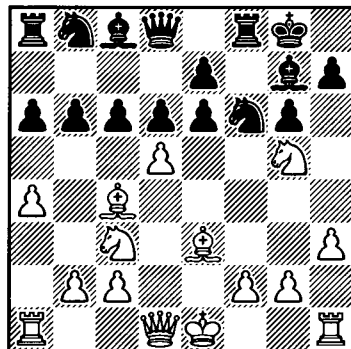


Diagram 1382
After 12. Ng5!

White continues to put pressure on e6. Note that, unlike similar positions in the 6. ... b6 line without a4 and ... a6 (see next diagram),

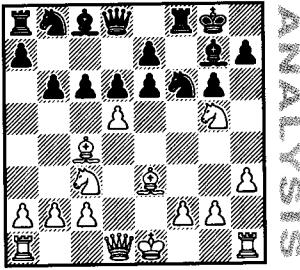


Diagram 1383

Without a4 and ... a6

the rebuttal 12. ... b5 isn't possible in the game.

Now Black's choices are 12. ... exd5 and 12. ... h6.

B2a 12. ... exd5 13. Nxd5 Nxd5 14. Bxd5+

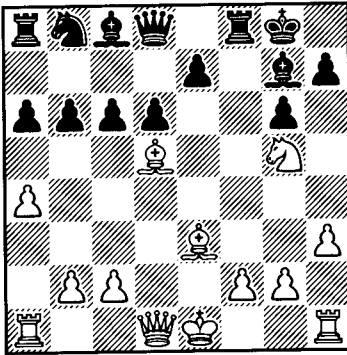


Diagram 1384

After 14. Bxd5+

Now, 14. ... cxd5 15. Qxd5+ e6 16. Qxa8

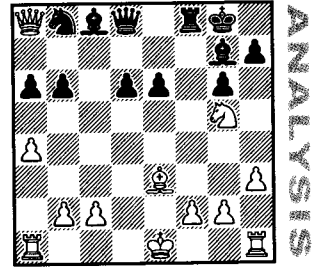


Diagram 1385

After 16. Qxa8

does not give Black sufficient compensation for the Exchange—for example: 16. ... Bxb2 17. Rb1 Bc3+ 18. Kf1 Bd7 19. Rxb6±.

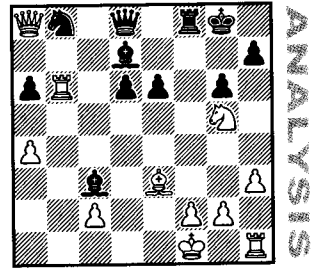


Diagram 1386

After 19. Rxb6±

However, Black can improve on 14. ... cxd5.

14. ... Kh8 15. Nf7+ Rxf7 16. Bxf7 e6

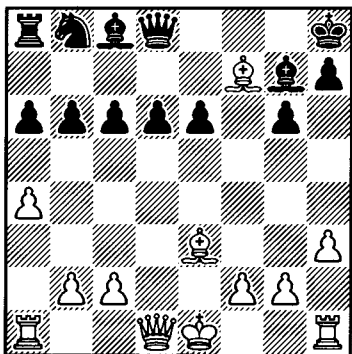


Diagram 1387

After 16. ... e6

Black threatens to win White's cut-off bishop.

17. h4

This aggressive move should give White at least equal chances in this super-sharp position.

**17. ... Ra7 18. h5 g5
19. Bg6!**

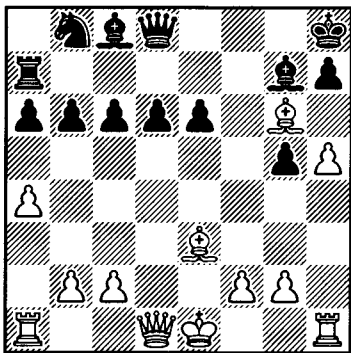


Diagram 1388

After 19. Bg6

This line awaits its researchers and champions!

Back to Black's other 12th move in the position shown in Diagram 1382.

**B2b 12. ... h6 13. Nxe6 Bxe6
14. dxe6 d5 15. Be2**

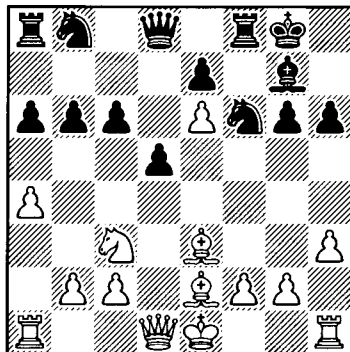


Diagram 1389

After 15. Be2

We believe that White is better. Black's main weakness is his kingside.

15. ... Qd6 16. Qd3!

This move is even stronger than 16. Bxb6, played in the above-mentioned Perelshteyn–Benjamin, 2002.

16. ... Kh7

Or 16. ... Qxe6 17. Qxg6±.

17. h4

**THIS LINE AWAITS ITS
RESEARCHERS AND CHAMPIONS!**

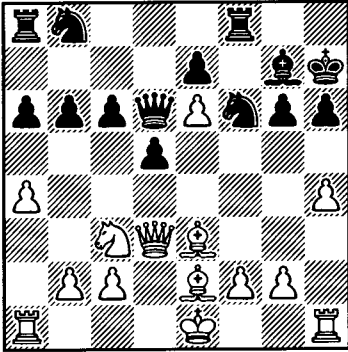


Diagram 1390
After 17. h4

White has a strong attack.

17. ... h5

Or 17. ... Qxe6 18. h5 Nfd7
19. a5!? b5 20. 0-0-0,

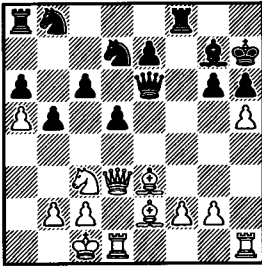


Diagram 1391
After 20. 0-0-0

with an attack.

18. g4!

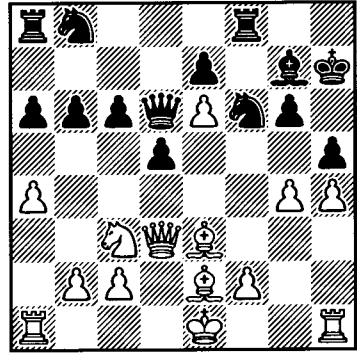


Diagram 1392
After 18. g4!

18. ... Nxg4 19. Bxg4 hxg4
20. h5

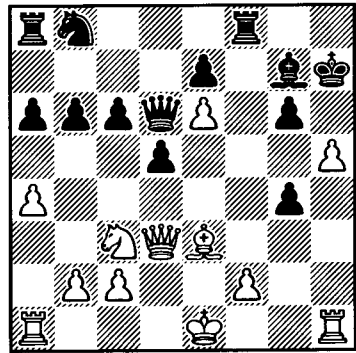


Diagram 1393
After 20. h5

White opens up the enemy king.

6. ... c6 7. a4

WHITE OPENS UP THE ENEMY KING.

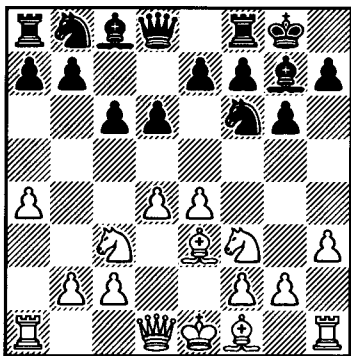


Diagram 1394

After 7. a4

White stops 7. ... b5, continuing his strategy of limiting Black's counter-play. In this position, Black can choose among four moves: 7. ... Nbd7, 7. ... Qc7, 7. ... d5 (theory's darling), and 7. ... a5.

C1 7. ... Nbd7 8. Be2

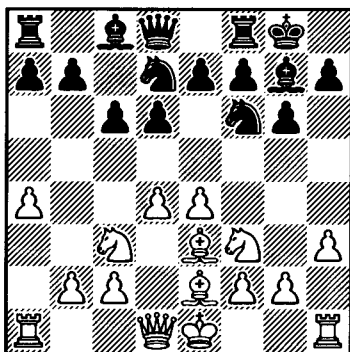


Diagram 1395

After 8. Be2

Black can now play 8. ... e5 or, less ambitiously, 8. ... Qc7.

C1a 8. ... e5 9. dxe5 dxe5 10. Nd2

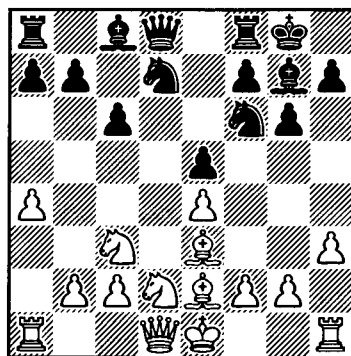


Diagram 1396

After 10. Nd2

White plans to play Nc4 and take over d6. Now Black can continue his development with either ... Qe7 or ... Qc7.

C1a1 10. ... Qe7 11. Nc4 Ne8

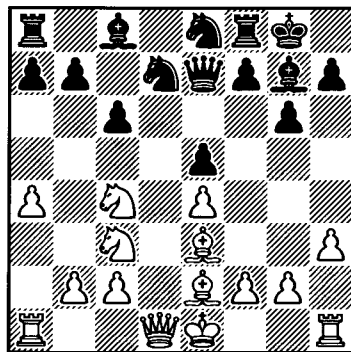


Diagram 1397

After 11. ... Ne8

This position occurred in the game Perelshteyn–Kasimdzhanov, 1999. Black plans to transfer his knight to e6 via c5. The last move stops Qd6, simplifying into an endgame favorable to White (as in **C1a2**). Here White can choose between two plans: the simple 12. 0–0 or the more ambi-

tious 12. h4!?. Eugene played 12. Qd2, leading only to equality after 12. ... Nc5 13. Nd6?! Nxd6 14. Bxc5 Rd8.

C1a1 ♖ 12. 0-0

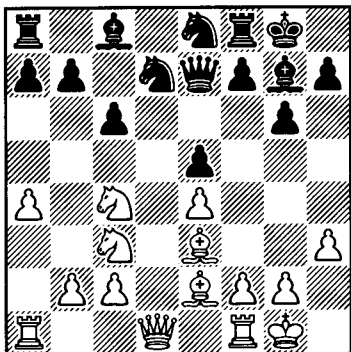


Diagram 1398
After 12. 0-0

12. ... Nc5 13. Qd2 Ne6
14. Bd3

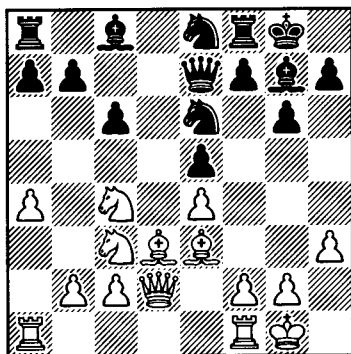
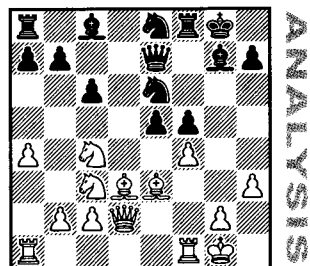


Diagram 1399
After 14. Bd3

14. ... Nd4

After 14. ... f5 15. exf5 gxf5
16. f4!,



ANALYSIS

Diagram 1400
After 16. f4!

White weakens Black's kingside pawn structure.

15. Ne2

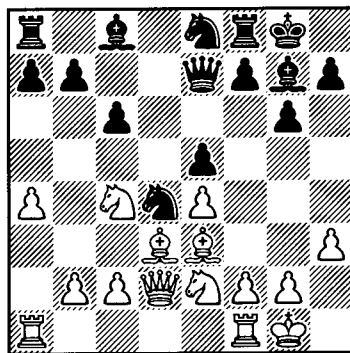


Diagram 1401
After 15. Ne2

White plans Nxd4 and Bf4, with a slight edge.

Our preference is for a bold attack!

OUR PREFERENCE IS FOR A BOLD ATTACK!

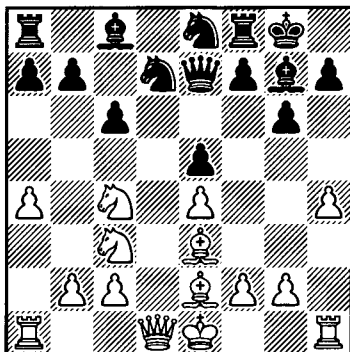
61a1 (N) 12. h4!

Diagram 1402
After 12. h4!

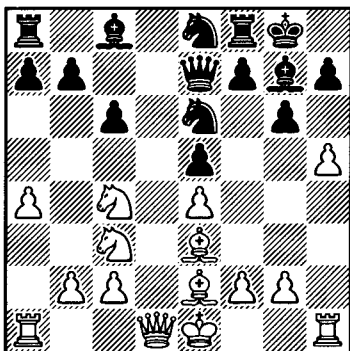
12. ... Nc5 13. h5 Ne6

Diagram 1403
After 13. ... Ne6

Black has transferred his knight to a better square. Meanwhile, however, White has created attacking opportunities on the h-file.

14. hxg6 hxg6 15. Qd2

White prepares Bh6 and 0-0-0.

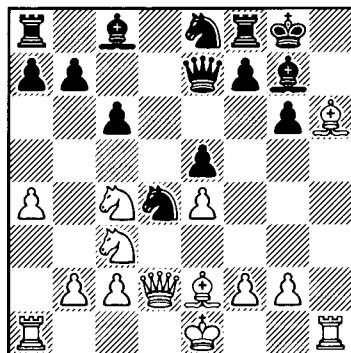
15. ... Nd4 16. Bh6!

Diagram 1404
After 16. Bh6!

16. ... f6

Not 16. ... Bxh6? 17. Qxh6, with unstoppable threats.

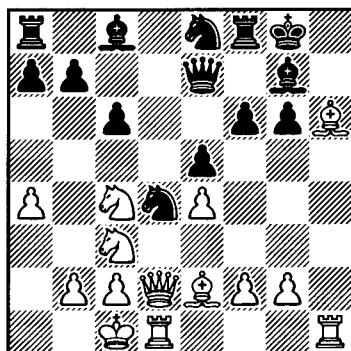
17. 0-0-0

Diagram 1405
After 17. 0-0-0

We prefer White, who retains strong attacking chances.

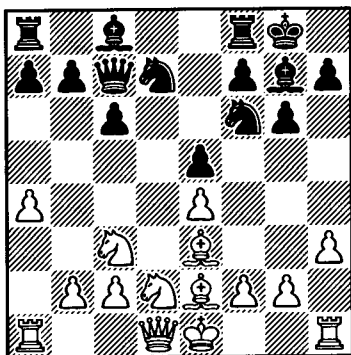
G1a2 10. ... Qc7

Diagram 1406
After 10. ... Qc7

11. Nc4 Rd8 12. Qd6!

White takes the game into a favorable ending.

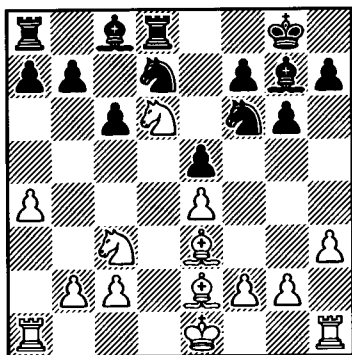
12. ... Qxd6 13. Nxd6

Diagram 1407
After 13. Nxd6

13. ... Nf8 14. Nxc8 Rdx8
15. 0-0-0 Ne6 16. Bc4

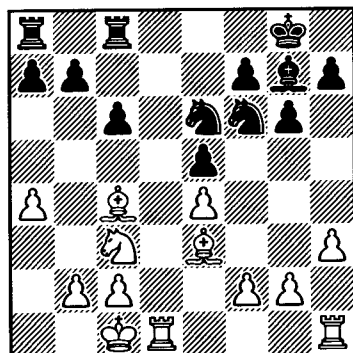


Diagram 1408
After 16. Bc4

White's active bishop pair gives him a lasting advantage.

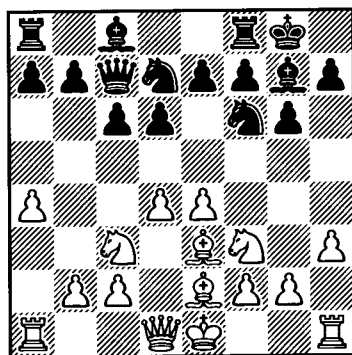
G1b 8. ... Qc7

Diagram 1409
After 8. ... Qc7

9. 0-0 b6

Black delays play in the center and chooses to complete his development. If now 9. ... e5, then 10. dxe5 dxe5 11. Bc4,

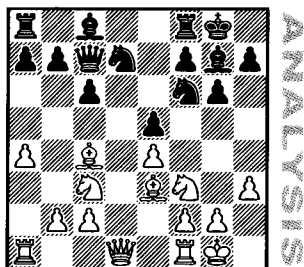


Diagram 1410
After 11. Bc4

when White's pieces occupy better squares.

10. Re1!

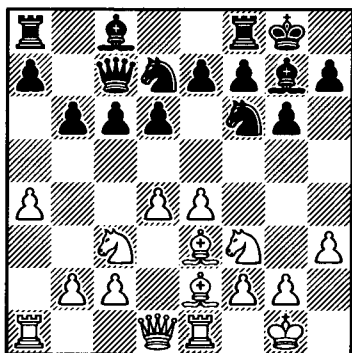


Diagram 1411
After 10. Re1!

The idea of this move becomes clear very soon.

10. ... Bb7

Or 10. ... a6 11. e5! dxe5
12. dxe5 Nxe5 13. Nxe5 Qxe5
14. Bxb6.

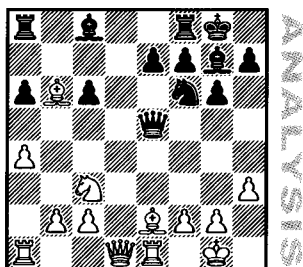


Diagram 1412
After 14. Bxb6

Black's pawn structure is ruined.

11. Qd2

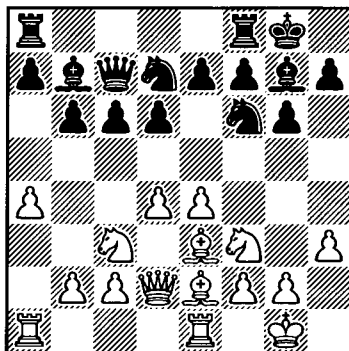


Diagram 1413
After 11. Qd2

White makes useful moves while he waits for Black to play a6.

11. ... a6

Played with the idea of ... b5. If 11. ... e5, then 12. dxe5 dxe5 13. Rad1 ±.

**WHITE MAKES USEFUL MOVES WHILE
HE WAITS FOR BLACK TO PLAY ... A6.**

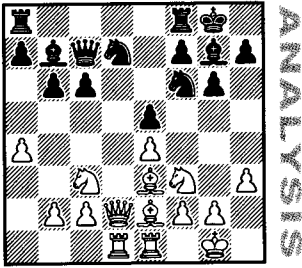


Diagram 1414
After 13. Rad1

12. e5!

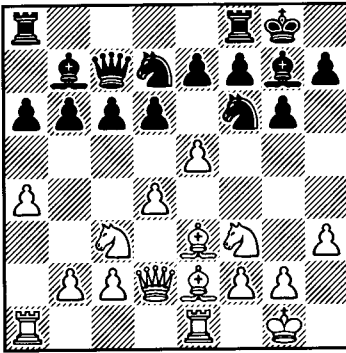


Diagram 1415
After 12. e5!

12. ... dxe5 13. dxe5 Nxe5
14. Nxe5 Qxe5 15. Bxb6

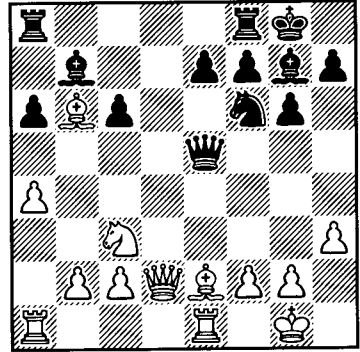


Diagram 1416
After 15. Bxb6

White has a clear advantage.

G2 7. ... Qc7

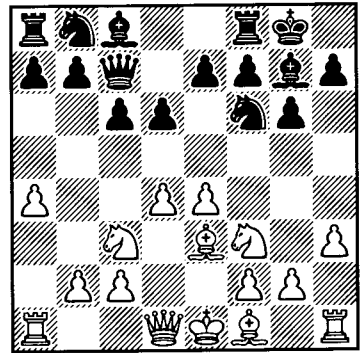


Diagram 1417
After 7. ... Qc7

This choice leaves White with a small but reliable advantage.

8. Be2 e5 9. dxe5 dxe5
10. Bc4 Rd8 11. Qe2±

THIS CHOICE LEAVES WHITE WITH A SMALL BUT RELIABLE ADVANTAGE.

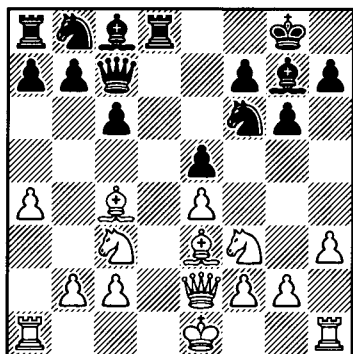


Diagram 1418
After 11. Qe2

C3 7. ... d5

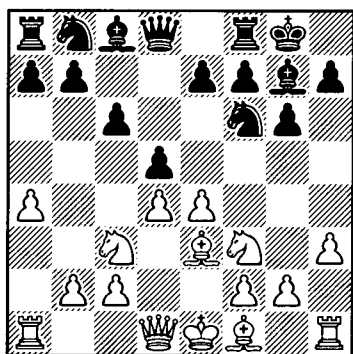


Diagram 1419
After 7. ... d5

This immediate counter-attack in the center is widely recommended in the theoretical works; however, we believe that White obtains a persistent edge.

8. e5 Ne4 9. Nxe4

Also promising is 9. Bd3 Nxc3 10. bxc3 c5 11. h4!,

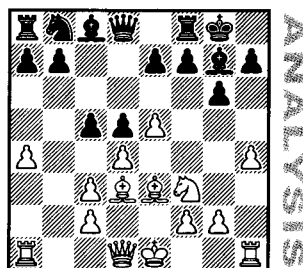


Diagram 1420
After 11. h4!

with a strong attack—for example: 11. ... Bg4 12. h5 Bxh5 13. Rxh5 gxh5 14. Ng5.

9. ... dxe4 10. Ng5

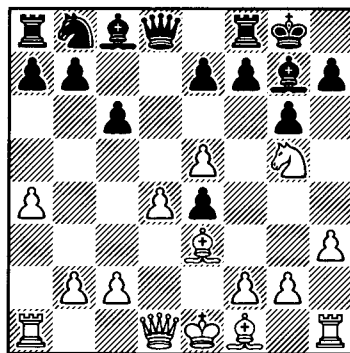


Diagram 1421
After 10. Ng5

10. ... c5

Note that Black could play ... d5 on move 6. In that case, his pawn would remain on c7 and White's a-pawn on a2.

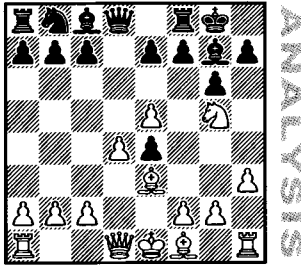


Diagram 1422
With pawns on c7 and a2

Since Black will play ... c5 eventually anyway, the only substantive difference is that White's pawn remains on a2. And if Black plays ... d5 after 6. ... a6 7. a4, then, compared to Diagram 1421, Black's pawn would be on a6. Generally, our plans and evaluations would remain unchanged—but see our comments after the next diagram.

11. c3 Qd5

Or 11. ... cxd4 12. cxd4 Qd5.

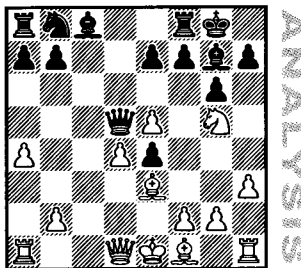


Diagram 1423
After 12. ... Qd5

Were White's a-pawn still on a2 (as in the 6. ... d5 line), White could play Qb3, with advantage.

Now, after 13. Rc1 Nc6 14. Qd2!,

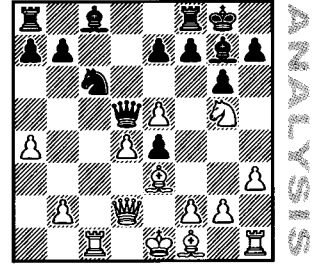


Diagram 1424
After 14. Qd2!

preparing Bc4, Black loses the e4-pawn.

12. dxc5! TN

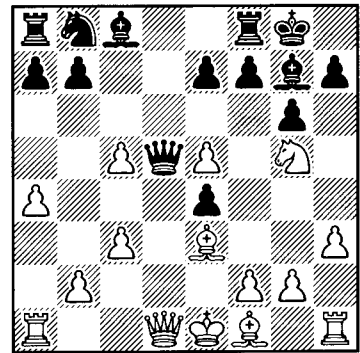


Diagram 1425
After 12. dxc5 TN

We recommend this important novelty. As we will see shortly, Black will face great difficulty defending his pawn on e4.

12. ... Qxe5 13. Bc4!

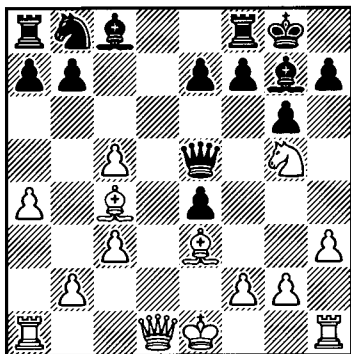


Diagram 1426

After 13. Bc4

Now 13. ... h6? loses to
14. Nxf7! Rxf7 15. Qd8+.

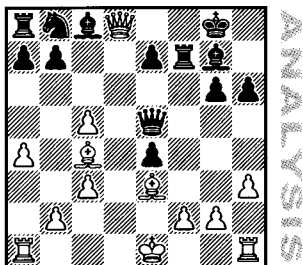


Diagram 1427

After 15. Qd8+

So Black must defend with
13. ... Nd7 or 13. ... Nc6.

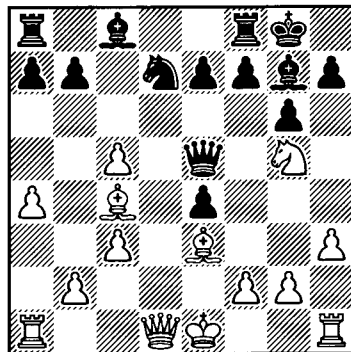
C3a 13. ... Nd7

Diagram 1428

After 13. ... Nd7

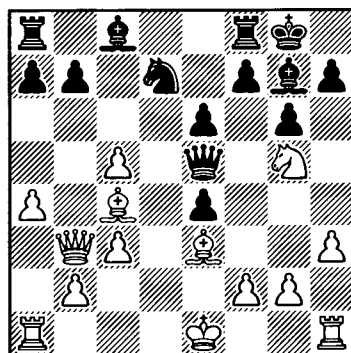
14. Qb3 e6

Diagram 1429

After 14. ... e6

15. Bxe6! fxe6 16. Nxe6

**WE RECOMMEND THIS IMPORTANT NOVELTY.
BLACK WILL FACE GREAT DIFFICULTY
DEFENDING HIS PAWN ON E4.**

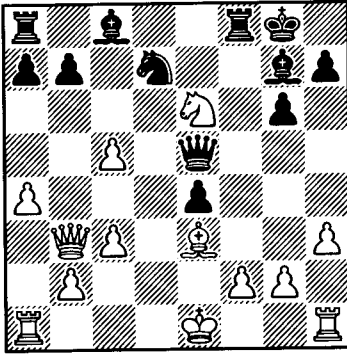


Diagram 1430
After 16. Nxe6

16. ... Nf6

Or 16. ... Kh8 17. Bd4!

17. Nc7+ Kh8 18. Nxa8

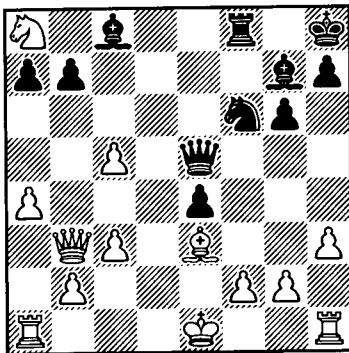


Diagram 1431
After 18. Nxa8

White wins material.

C3b 13. ... Nc6 14. Qd5!

White attacks e4 again and offers the exchange of queens.

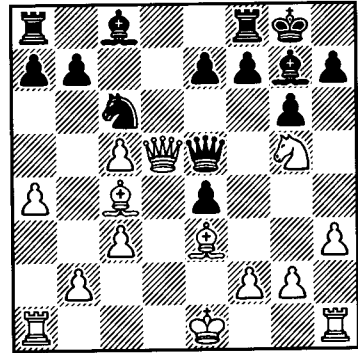


Diagram 1432
After 14. Qd5!

Black can't defend the pawn:
14. ... e6 15. Qxe4 h6 16. f4!.

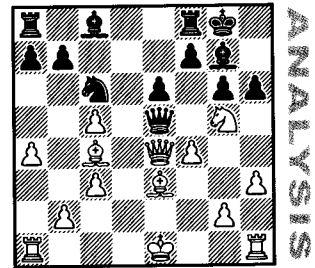


Diagram 1433
After 16. f4!

White retains an extra pawn.

C4 7. ... a5

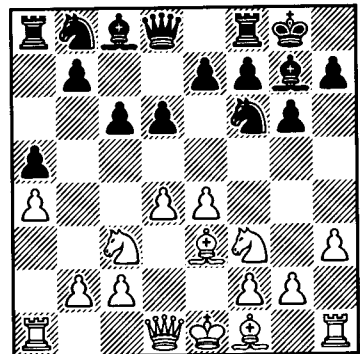


Diagram 1434
After 7. ... a5

Black plans to develop his knight via a6 to b4.

8. Be2 Na6 9. 0–0 Nb4
10. Nd2

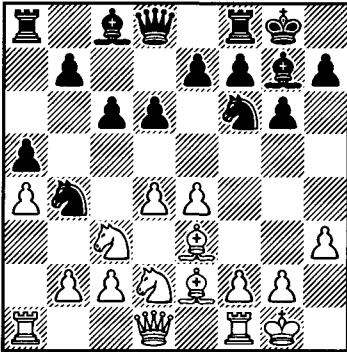


Diagram 1435
After 10. Nd2

White prepares f4.

10. ... d5 11. e5 Ne8 12. Na2

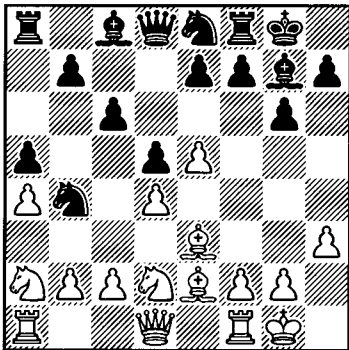


Diagram 1436
After 12. Na2

White exchanges Black's only effective piece.

12. ... Nxa2 13. Rxa2 f6 14. f4

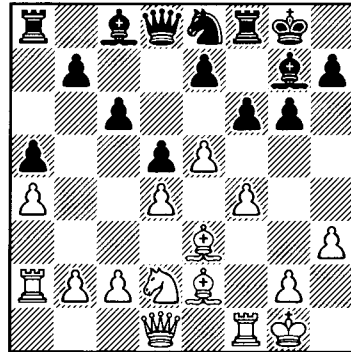


Diagram 1437
After 14. f4

White has a slight edge because of his spatial advantage: Kotronias–Ftacnik, 2001. Also note how White's central pawns barricade Black's bishop on g7.

Summary:

In this chapter, we analyze a deceptively quiet—but strategically sound—system which, according to theory, allows Black at least two simple routes to equality. But we introduce a number of new ideas (TNs), demonstrating that this theoretical equality is very elusive. White may start slowly, but he often develops dangerous attacks.

Chapter 22: The Pirc Defense—Defending from the Edges

Memory Markers!

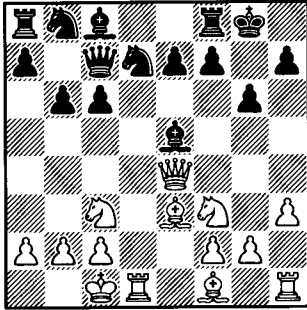


Diagram 1438
After 11. ... Bxe5

MARKER 1

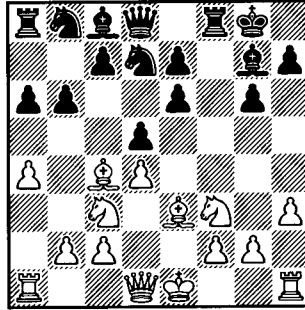


Diagram 1439
After 10. ... d5

MARKER 2

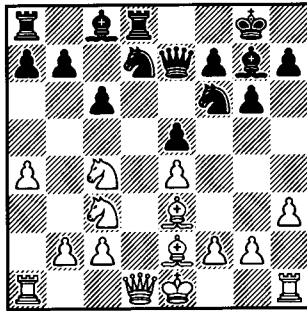


Diagram 1440
After 11. ... Rd8

MARKER 3

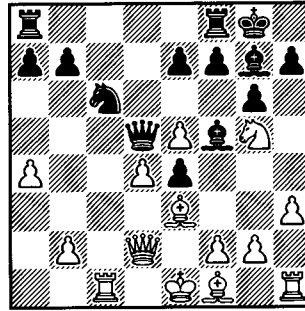


Diagram 1441
After 14. ... Bf5

MARKER 4

Chapter 22: The Pirc Defense—Defending from the Edges

Solutions to Memory Markers!

No. 1 **12. Nxe5 Qxe5 13. Qh4**, with dangerous pressure. See page 441.

No. 2 **11. Nxd5!**. See page 444.

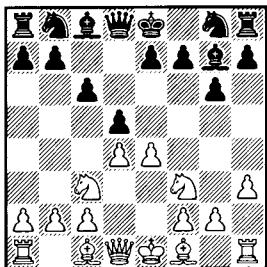
No. 3 **12. Qd6**, getting the better endgame. See page 449.

No. 4 **15. g4**. See page 456.

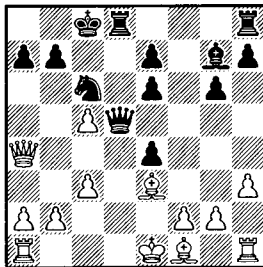
Chapter 23: Modern-Gurgenidze

Some Important Points to Look For

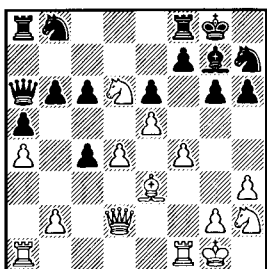
Our move order prevents Black from playing normal Modern lines and forces him to choose between the Pirc and the interesting, but not fully sound, Gurgenidze.



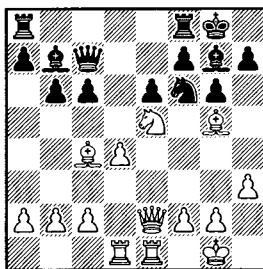
- ◆ 5. h3 is the key to White's success!
See Diagram 1444.



- ◆ An improvement!
See Diagram 1448.



- ◆ White's attack is unstoppable.
See Diagram 1453.



- ◆ Black's position is solid but passive.
See Diagram 1465.

Outline of Variations

1. e4 g6 2. d4 Bg7 3. Nc6 c6 4. Nf3 d5 5. h3 (462) [B06]

A 5. ... Nf6 6. e5! (464)

A1 6. ... Ne4 7. Nxe4 dxe4 8. Ng5 c5 9. e6! Bxe6 10. Nxe6 fxe6
11. dxc5 Qd5 12. c3 Nc6 13. Be3 0-0-0 14. Qa4 (464)

A2 6. ... Nfd7 7. Be3 Nf8 8. Qd2 h6 9. Be2 a5 10. a4 b6 11. 0-0 Ba6
12. Nh2 Bxe2 13. Nxe2 Qc8 14. f4 e6 15. c4! (465)

B 5. ... Nh6 6. Bd3 f6 7. exd5 exd5 8. Ne2 0-0 9. c4! e6 10. 0-0 Nf7
11. Re1 Nc6 12. Nf4! (468)

C 5. ... dxe4 6. Nxe4 Nd7 7. Bc4 Ngf6 8. Nxf6+ Nxf6 9. 0-0 0-0 10. Re1 b6
11. Bg5 Bb7 12. Qe2 e6 13. Rad1 Qc7 14. Ne5 (469)

Chapter 23

Modern-Gurgenidze

A Hybrid of the Pirc and Caro-Kann

Some players will choose not to enter our line of the Pirc and will prefer to stay in some form of the Modern Defense. But our recommended line restricts them to an odd line in the Modern, a line conceived by Bukhuti Gurgenidze, the Georgian grandmaster who played in nine USSR championships from the 1950s to the 1980s. He had a penchant for unusual openings and played this line in the 1970s.

The Gurgenidze Defense deserves its reputation as interesting but not fully correct. You'll see why, as we show you how to treat Black's various plans.

1. e4 g6

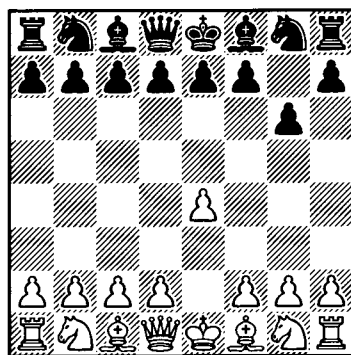


Diagram 1442
After 1. ... g6

Black follows the hypermodern school of thought by developing his bishop on the long diagonal first. This allows for maximum flexibility—he retains many options for attacking the center. However, Black's deployment allows White to develop freely. White quickly and easily takes control of the center.

2. d4 Bg7 3. Nc3 c6

WHITE DEVELOPS FREELY. HE QUICKLY AND EASILY TAKES CONTROL OF THE CENTER.

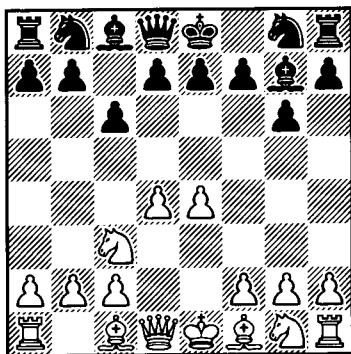


Diagram 1443

After 3. ... c6

We've reached the Gurgenidze Variation. Black wants to play ... d5 with ideas similar to the Caro-Kann. If Black doesn't want to play the Gurgenidze, then after 3. ... d6 4. Nf3 Nf6, he must transpose the game into our line of the Pirc Defense (Chapter 22).

4. Nf3 d5 5. h3

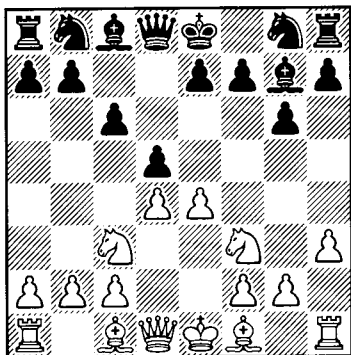


Diagram 1444

After 5. h3

White stops ... Bg4, making it difficult for Black's light-square bishop to find a useful spot. In this position, Black has several options: 5. ... Nf6, 5. ... Nh6, and 5. ... dxe4.

A 5. ... Nf6

Black immediately puts pressure on White's center, provoking e5. But, as the saying goes, be careful what you wish for—you may get it.

6. e5!

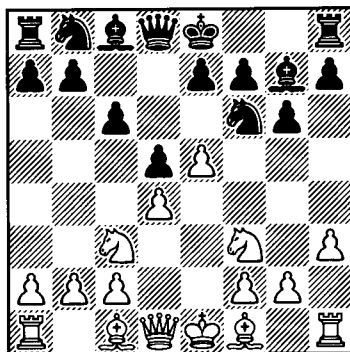


Diagram 1445

After 6. e5!

Now the main line is 6. ... Ne4 (A1). We'll also consider the "modest" 6. ... Nfd7 (A2).

A1 6. ... Ne4 7. Nxe4 dxe4 8. Ng5 c5 9. e6!

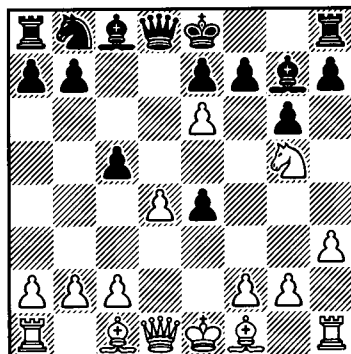


Diagram 1446

After 9. e6!

This active move leads to a

favorable position for White.

9. ... Bxe6 10. Nxe6 fxe6
11. dxc5

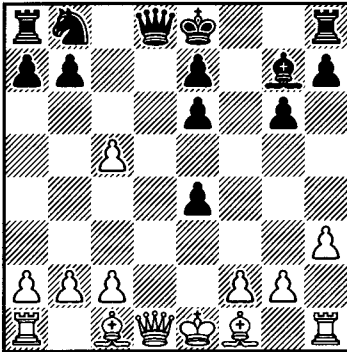


Diagram 1447
After 11. dxc5

Black's tripled pawns are so weak that *any* endgame is in White's favor. In addition, White's strong bishop pair gives him a lasting advantage.

11. ... Qd5 12. c3 Nc6
13. Be3 0-0-0 14. Qa4!

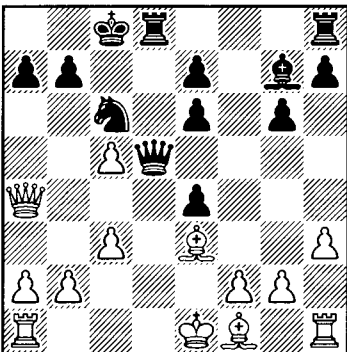


Diagram 1448
After 14. Qa4!

White stops 14. ... Ne5 and prepares Bc4. This move is even stronger than 14. Bb5, which occurred in Svidler–Krasenkow, 2000.

14. ... Kb8 15. Bc4 Qf5
16. 0-0

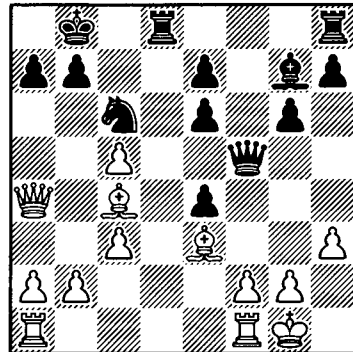


Diagram 1449
After 16. 0-0

White is much better.

A2 6. ... Nfd7?!

Black's choice is too passive. White can get an advantage in many ways. Shmaltz–Blatny, 2003, perfectly demonstrated the use of initiative.

7. Be3 Nf8 8. Qd2 h6 9. Be2
a5 10. a4

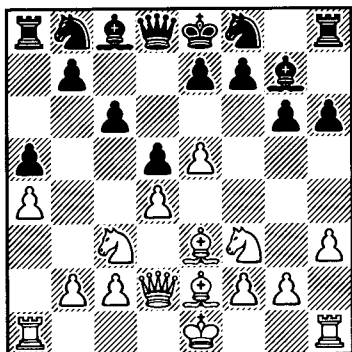


Diagram 1450
After 10. a4

White is nearly finished with his development, while Black has managed only to put his bishop on g7 and his knight on the awkward square of f8. All blessings cannot flow from such an approach for Black!

10. ... b6 11. 0-0 Ba6
12. Nh2

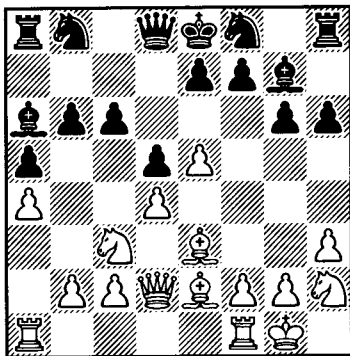


Diagram 1451
After 12. Nh2

White prepares to pry open Black's position with an f4-f5 storm.

12. ... Bxe2 13. Nxe2 Qc8
14. f4 e6 15. c4!

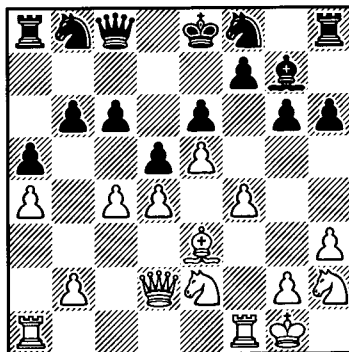


Diagram 1452
After 15. c4!

White gets a lot in exchange for this pawn sacrifice. Most importantly, it removes the guard from e4, making it possible for his knight to jump to the dominating d6-outpost!

15. ... dxc4 16. Nc3 Nh7
17. Ne4 0-0 18. Nd6 Qa6

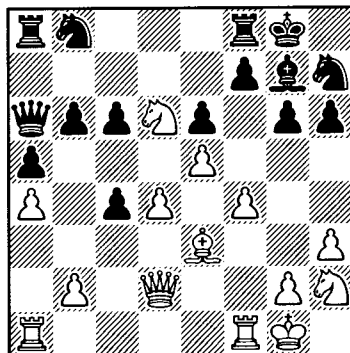


Diagram 1453
After 18. ... Qa6

19. f5!

Now White's attack is unstoppable.

19. ... exf5 20. Bxh6 c5
21. g4 Nc6 22. Bxg7 Kxg7
23. gxf5

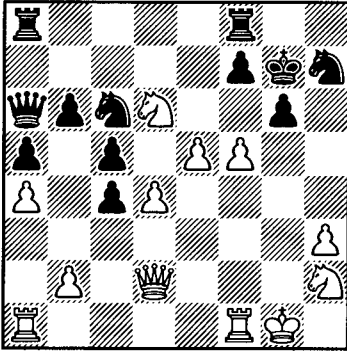


Diagram 1454
After 23. gxf5

23. ... Nxd4 24. f6+ Kg8
25. Qh6 Ne6 26. Rf4!

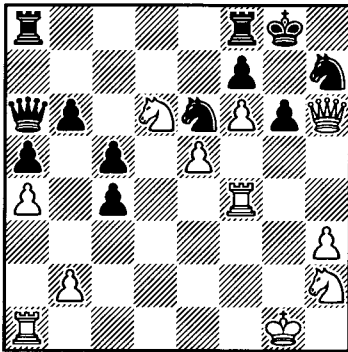


Diagram 1455
After 26. Rf4!

26. ... g5 27. Ng4!

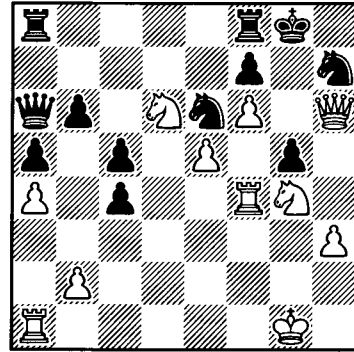


Diagram 1456
After 27. Ng4!

27. ... Kh8

If 27. ... gxf4 28. Nf5!!,

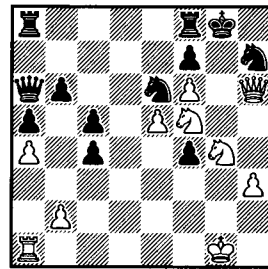


Diagram 1457
After 28. Nf5!!

and Black can't stop 29. Qg7+
Nxf7 30. Ngh6+, with 31. fxf7
mate!

28. Rf5, Black resigns.

WHITE GETS A LOT IN EXCHANGE FOR HIS PAWN SACRIFICE. IT REMOVES THE GUARD FROM E4, MAKING IT POSSIBLE FOR HIS KNIGHT TO JUMP TO THE DOMINATING D6-OUTPOST!

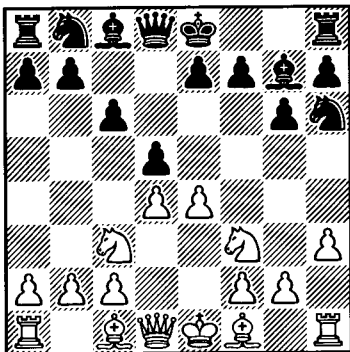
B 5. ... Nh6

Diagram 1458

After 5. ... Nh6

This awkward way of developing the knight avoids 5. ... Nf6 6. e5. However, with simple development, White is able to maintain his advantage.

6. Bd3 f6

Black secures the f7-square for his knight.

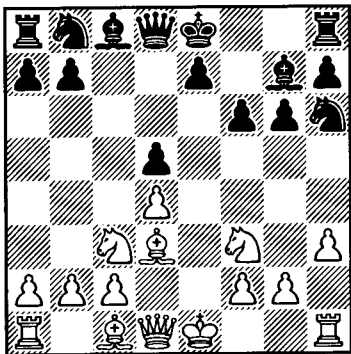
7. exd5 cxd5

Diagram 1459

After 7. ... cxd5

8. Ne2 0–0 9. c4! e6 10. 0–0 Nf7

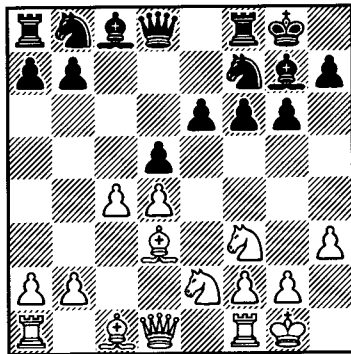


Diagram 1460

After 10. ... Nf7

White stands better, as Black's e6-pawn is a real weakness. Yudasin–Bonin, 2003, continued: 11. Re1 Nc6 12. Nf4! Ng5 13. Nxc6 fxc6 14. Nxe6 Bxe6 15. Rxe6 Nxd4 16. Re1

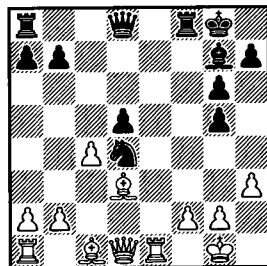


Diagram 1461

After 16. Re1

16. ... Rc8 17. cxd5 Qxd5 18. Be4 Qf7 19. Be3 Rcd8

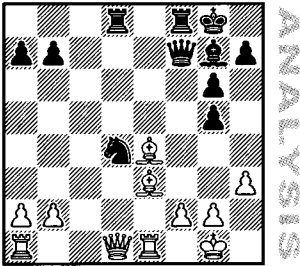


Diagram 1462
After 19. ... Rcd8

20. Qg4, with a small edge for White.

6 5. ... dxe4

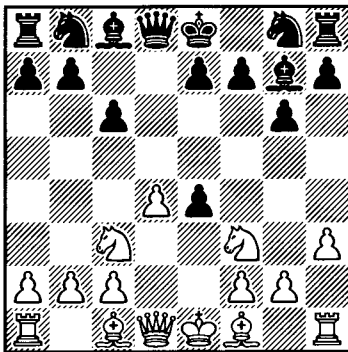


Diagram 1463
After 5. ... dxe4

This modest move is perhaps Black's best choice. It removes the tension in the center and allows Black normal development.

6. Nxe4 Nd7 7. Bc4 Ngf6 8. Nxf6+ Nxf6 9. 0-0 0-0

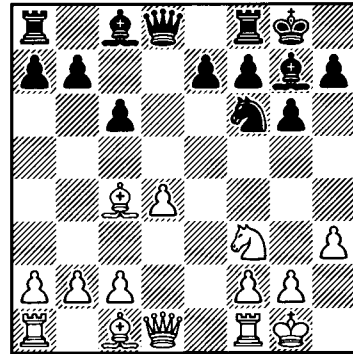


Diagram 1464
After 9. ... 0-0

Although the position has been somewhat simplified, White still stands stronger in the center by retaining a firm control of the e5-outpost. Kotronias-Istratescu, 2000, continued: 10. Re1 b6 11. Bg5 Bb7 12. Qe2 e6 13. Rad1 Qc7 14. Ne5

**ALTHOUGH THE POSITION HAS BEEN
SOMEWHAT SIMPLIFIED, WHITE STILL
STANDS STRONGER IN THE CENTER BY
RETAINING FIRM CONTROL OF THE E5-OUTPOST.**

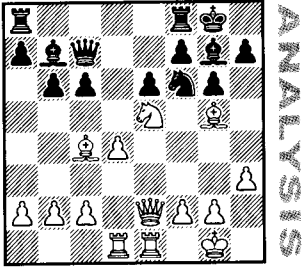


Diagram 1465
After 14. Ne5

Black's position is solid but passive. White's spatial advantage and his outpost on e5 give him a lasting edge.

Summary:

The Gurgendze Variation is often successful in open tournaments and is occasionally used even on the grandmaster level. Dzindzi, who used this system successfully for Black, even taught it to Lev. So both our GM authors have experience with the line. In this chapter, we demonstrate how White can gain and keep an edge, sometimes by strategic, sometimes by tactical means, depending on Black's choices.

Chapter 23: Modern-Gurgenidze

Memory Markers!

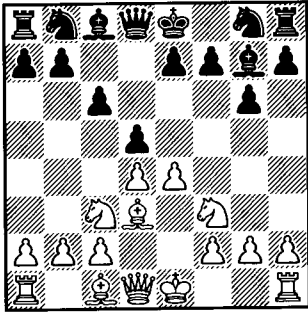


Diagram 1466
After 5. Bd3

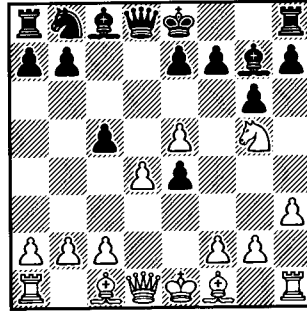


Diagram 1467
After 8. ... c5

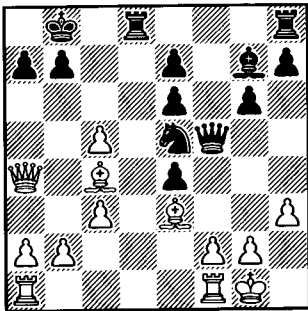


Diagram 1468
After 16. ... Ne5

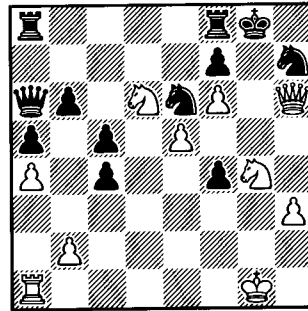


Diagram 1469
After 27. ... gxf4

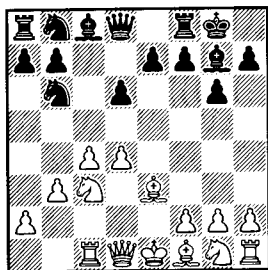
Chapter 23: Modern-Gurgenidze Solutions to Memory Markers!

- No. 1* **5. ... Bg4**, equalizing. See page 464.
- No. 2* **9. e6!**. White stands better by tripling Black's e-pawns.
See page 464.
- No. 3* **17. c6**. Now if 17. ... Nxc6, 18. Bb5; and if 17. ... b6, 18. c7+.
See page 465.
- No. 4* **28. Nf5!**, winning. See page 467.

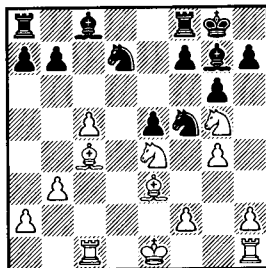
Chapter 24: Alekhine's Defense with 5. ... cxd6

Some Important Points to Look For

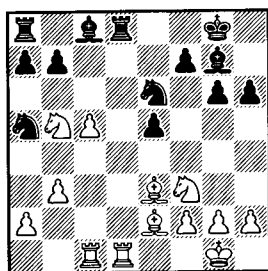
By developing his queenside first, White prevents Black from executing his most effective plan, ... d5, and achieves at least some edge in all lines.



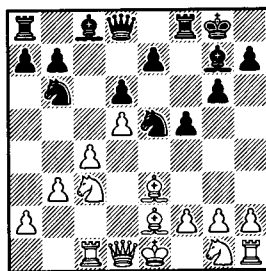
- ◆ White stops ... d5.
See Diagram 1475.



- ◆ A further improvement.
See Diagram 1483.



- ◆ White is better developed.
See Diagram 1495.



- ◆ Little gain, serious weakness.
See Diagram 1511.

Outline of Variations

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. exd6 cxd6 6. Nc3 g6 7. Be3 Bg7 8. Bc1 0-0

9. b3 (474) [BO3]

A 9. ... e5 10. dxe5 dxe5 11. Qxd8 Rxd8 12. c5 N6d7 13. Bc4 Nc6
14. Nf3 (477)

A1 14. ... Nd4 15. Ng5 Rf8 16. Nce4 Nf5 17. g4! (478)

A2 14. ... h6 15. Ne4 Na5 16. Bd5 (480)

A3 14. ... Na5 15. Be2 h6 16. Nb5! (481)

B 9. ... Nc6 10. d5! Ne5 11. Be2 (482)

B1 11. ... e6 12. f4 Ned7 13. dxe6 Qe7! 14. Nf3! (483)

B2 11. ... f5 12. f4 Ng4 13. Bxg4 fxg4 14. Nge2 (486)

C 9. ... f5 10. g3 e5 11. dxe5 dxe5 12. Qxd8 Rxd8 13. c5 f4 14. Bd2 N6d7
15. Bc4+ Kh8 16. Ne4 (16. Nb5!?) (487)

Chapter 24

Alekhine's Defense with 5. ... cxd6

Asymmetrical Exchange

We've covered nearly all defenses to 1. e4. One last important, "hyper-modern" defense remains. Black can play his knight to f6, attacking the e4-pawn, inviting it to advance. He hopes that, in chasing the knight, White pushes out pawns that will be subject to a counter-attack. The defense is named in honor of Alexander Alekhine, who used it in two games in the 1921 Budapest tournament, scoring 1.5.

One of the leading proponents of the defense is co-author Lev Alburt, who played many instructive games with it. Alburt scored victories against opponents as diverse as former U.S. champion Robert Byrne and the computer menace Deep Thought.

We recommend the Exchange Variation (5. exd6), which leads to a spatial advantage uncomfortable for Black.

1. e4 Nf6 2. e5 Nd5 3. d4 d6

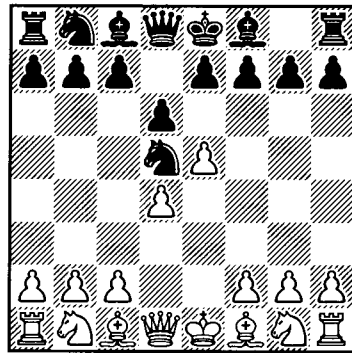


Diagram 1470

After 3. ... d6

4. c4

Objectively, White's best move, which guarantees him a small edge in all lines, is 4. Nf3. But the line which we recommend—yet another of the *Dzindzi-novelties*—is also difficult for Black to deal with—and it's much less studied.

4. ... Nb6 5. exd6

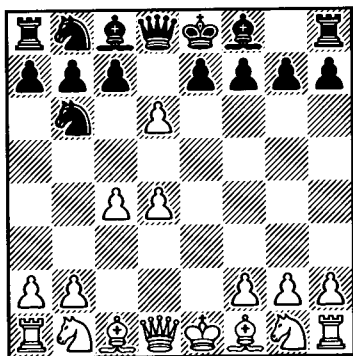


Diagram 1471
After 5. exd6

This is the Exchange Variation. White's play is less ambitious than in the 5. f4 line, and perhaps theoretically not as strong as 4. Nf3. Still, Black faces a difficult struggle to neutralize White's strong central c4/d4 duo, and to solve the problem of his oddly located knight on b6.

In this position, Black has two main continuations: 5. ... cxd6 and 5. ... exd6. In this chapter we'll handle the first, more ambitious choice for Black. For the more positional 5. ... exd6, see chapter 25.

5. ... cxd6

**BLACK FACES A
DIFFICULT STRUGGLE
TO NEUTRALIZE
WHITE'S STRONG
CENTRAL C4/D4 DUO.**

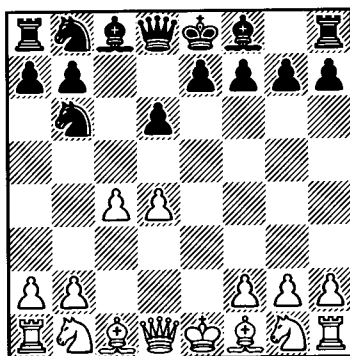


Diagram 1472
After 5. ... cxd6

5. ... Qxd6 doesn't lose a piece (6. c5 Qe6+). But after 6. Be2, (threatening 7. c5), White stands better because Black's queen is misplaced and vulnerable.

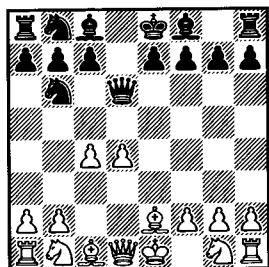


Diagram 1473
After 6. Be2

After the more popular and aggressive 5. ... cxd6, Black plans to develop his bishop to g7 and look for an opportune time to push ... d5.

6. Nc3 g6 7. Be3 Bg7 8. Rc1!

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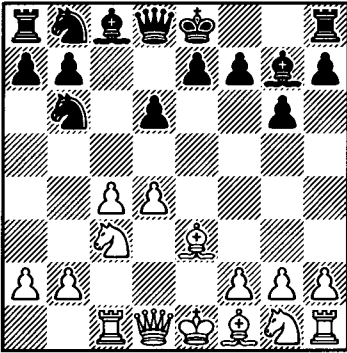


Diagram 1474
After 8. Rc1!

White takes a moment away from his kingside development to establish a queenside bind with Be3, Rc1, and b3, dashing Black's hope of counter-play on the queenside.

8. ... 0-0 9. b3

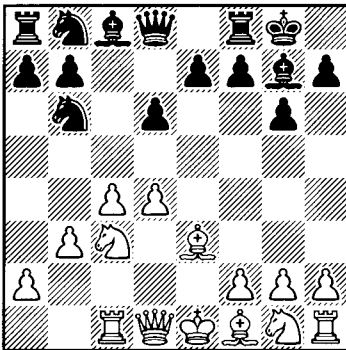


Diagram 1475
After 9. b3

Now Black cannot play the thematic 9. ... d5 because of 10. c5!, when the c4-square isn't available for the knight. Black can instead choose 9. ... e5, 9. ... Nc6, or 9. ... f5.

A 9. ... e5

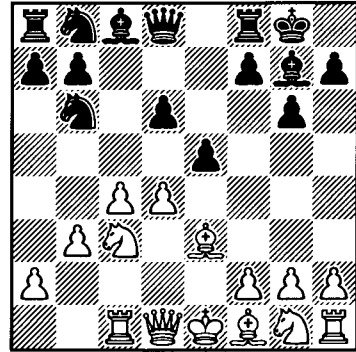


Diagram 1476
After 9. ... e5

This is the most popular continuation. Black immediately challenges White's center. However, as we will see shortly, White can force the game into a favorable endgame.

10. dxe5 dxe5 11. Qxd8 Rxd8 12. c5!

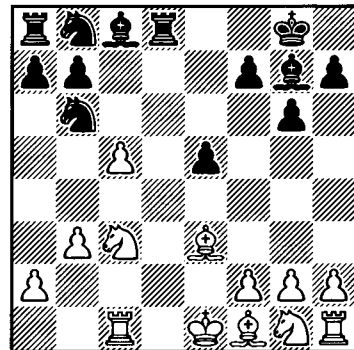
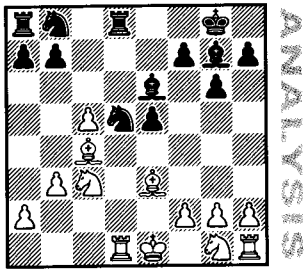


Diagram 1477
After 12. c5!

Black's awkwardly placed knight has to retreat—blocking his comrades from the game.

12. ... N6d7

Not 12. ... Nd5? 13. Rd1 Be6 14. Bc4+-.



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Diagram 1478
After 14. Bc4

13. Bc4

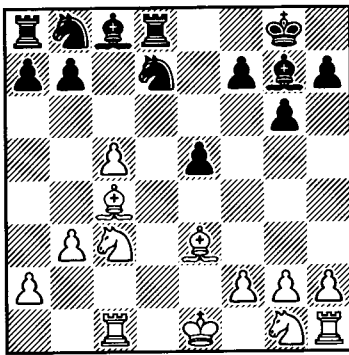


Diagram 1479
After 13. Bc4

13. ... Nc6 14. Nf3

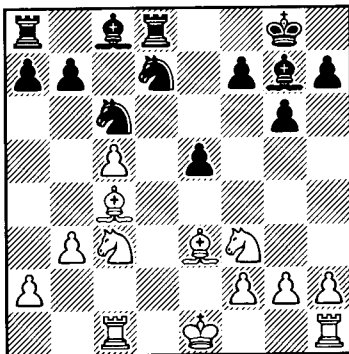


Diagram 1480
After 14. Nf3

This is the critical position of the variation. White has already

made significant gains: he controls the d6-outpost and threatens to play 15. Ng5!. Black, on the other hand, is somewhat cramped, and his bad bishop on c8 can be developed only after yet another retreat of the wandering knight.

After 14. Nf3, Black has tried a number of moves: 14. ... Nd4, 14. ... Na5, and 14. ... h6.

A1 14. ... Nd4

Black hopes to activate his knight and takes over the d4-outpost. His weakness on f7, however, poses a serious problem.

15. Ng5!

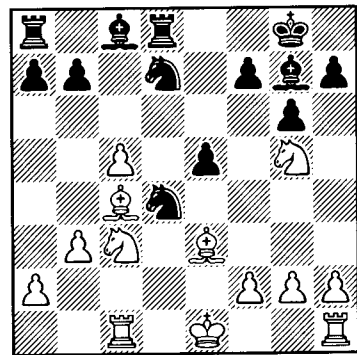


Diagram 1481
After 15. Ng5!

15. ... Rf8 16. Nce4!

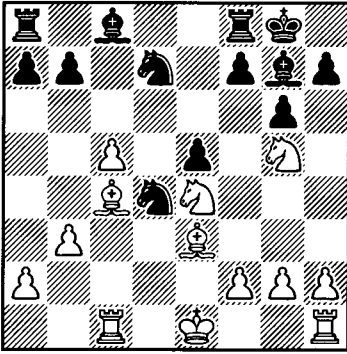


Diagram 1482
After 16. Nce4!

With the threat of Nd6,
White seizes the initiative.

16. ... Nf5 17. g4! (TM)

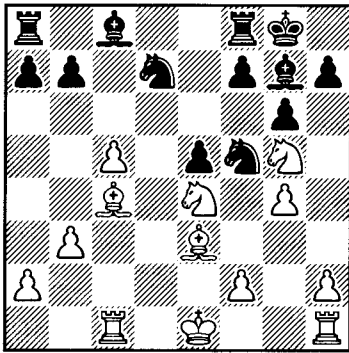


Diagram 1483
After 17. g4!

This is an improvement over
the game Dzindzichashvili–
Alburt, 1996, in which White
played 17. 0–0. Our new move
gives White a superior position,
leaving Black without counter-
play. Those who love to attack
should also consider the sharp
(and possibly best) 17. Nxf7
Rxf7 18. Ng5 Nh6 19. Rd1

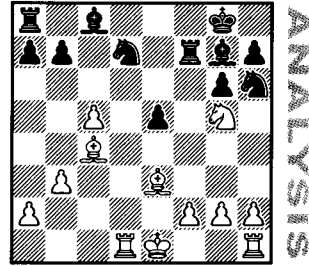


Diagram 1484
After 19. Rd1

19. ... Nf8 20. Rd8, with an over-
whelming game.

17. ... Nxe3

After 17. ... Nh6 18. h3,
Black's pieces are hopelessly tied
down.

18. fxe3

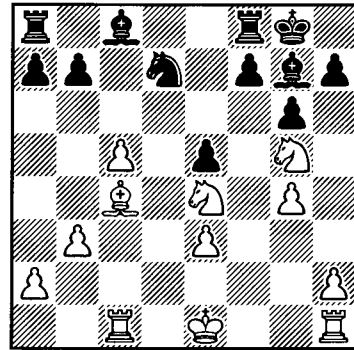


Diagram 1485
After 18. fxe3

18. ... Nf6 19. h3 Nxe4
20. Nxe4

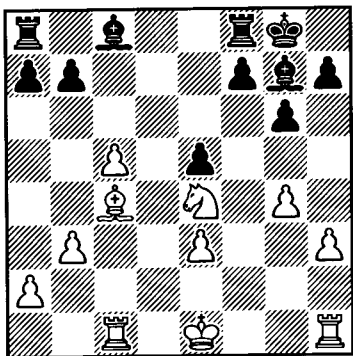


Diagram 1486
After 20. Nxe4

White is clearly better. Black cannot stop White's knight from occupying d6 and his rook from going to f1. Black's f7-pawn becomes a significant problem.

20. ... Be6

Or 20. ... h5 21. gxh5 gxh5
22. Nd6±.

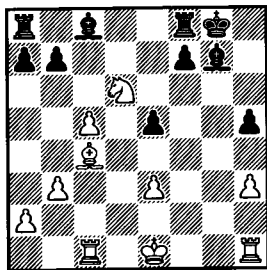


Diagram 1487
After 22. Nd6±

21. Bxe6 fxe6 22. Ke2

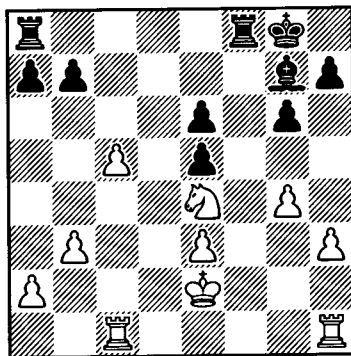


Diagram 1488
After 22. Ke2

White's knight dominates the board. White is virtually up a pawn—and is soon to enjoy a *passed* pawn. Black is technically lost.

A2 14. ... h6

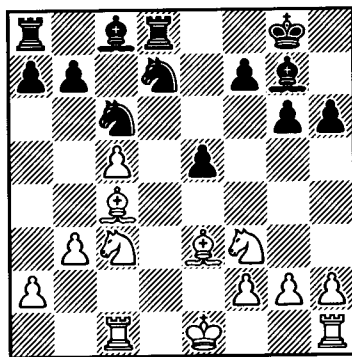


Diagram 1489
After 14. ... h6

Black stops Ng5.

15. Ne4!

White threatens Nd6.

15. ... Na5 16. Bd5

ANALYSIS

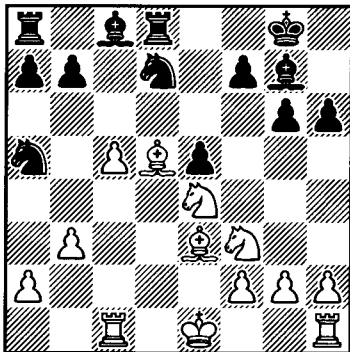


Diagram 1490
After 16. Bd5

16. ... Nf6 17. Nxf6+ Bxf6
18. Rd1

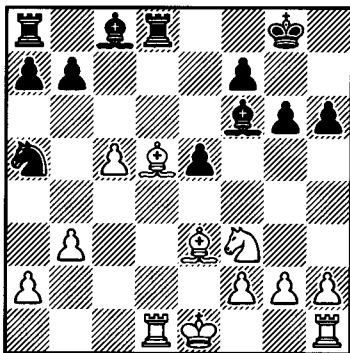


Diagram 1491
After 18. Rd1

This position occurred in the game Raetsky–Regez, 2004. After 18. ... Kg7 19. 0–0 Bd7 20. Rd2 Bc6 21. Rfd1,

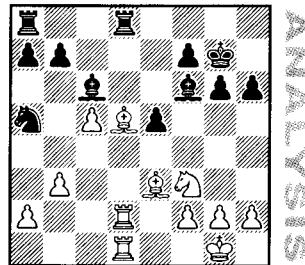


Diagram 1492
After 21. Rfd1

White is slightly better due to his more active pieces and queenside majority. When both kings are on the kingside, it is more difficult to contain an enemy passed pawn on the queenside.

A3 14. ... Na5

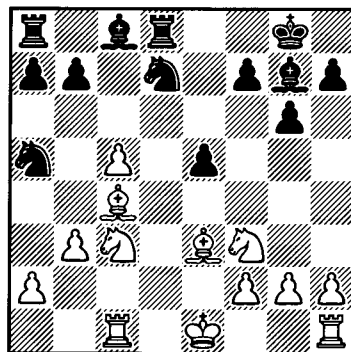


Diagram 1493
After 14. ... Na5

15. Be2 h6 16. Nb5!

WHITE IS CLEARLY BETTER. BLACK CANNOT STOP WHITE'S KNIGHT FROM OCCUPYING D6 AND HIS ROOK FROM GOING TO F1. BLACK'S F7-PAWN BECOMES A SIGNIFICANT PROBLEM.

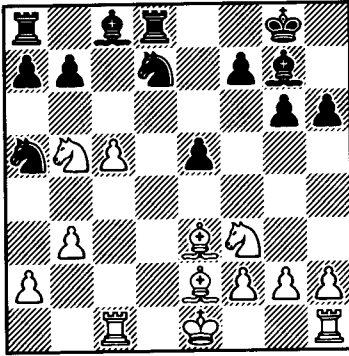


Diagram 1494
After 16. Nb5!

White's knight heads for d6.

16. ... Nf8 17. 0-0 Ne6
18. Rfd1

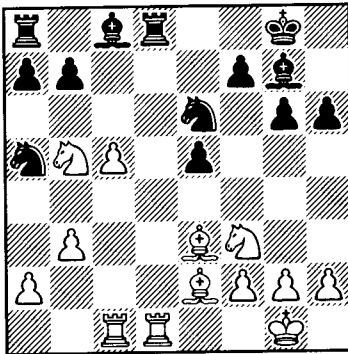


Diagram 1495
After 18. Rfd1

White is clearly better.

**WHITE'S KNIGHT
HEADS FOR D6.
HE IS CLEARLY
BETTER.**

B 9. ... Nc6

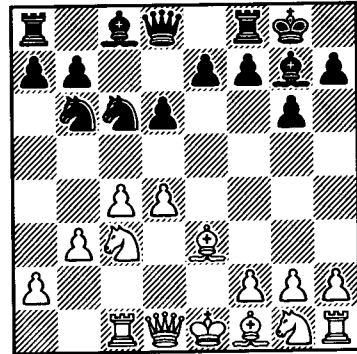


Diagram 1496
After 9. ... Nc6

Black develops his knight and hopes to put additional pressure on White's center with 10. ... e5!.

10. d5!

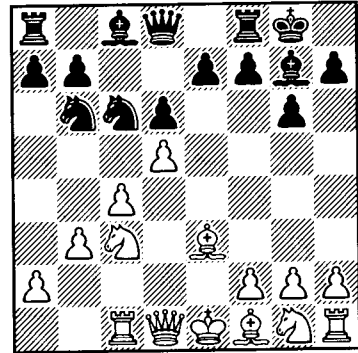


Diagram 1497
After 10. d5

Now the idea behind White's set up becomes clear. With the prophylactic moves Rcl and b3, White emptied the squares controlled by Black's dark-square bishop and shored up the c4-pawn. Now he gains even more space.

10. ... Ne5 11. Be2

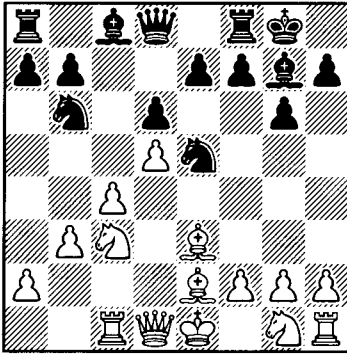


Diagram 1498

After 11. Be2

White intends to follow up with f4. Here Black has two main choices: 11. ... e6 and 11. ... f5. Both leave him with a compromised pawn structure.

B1 11. ... e6

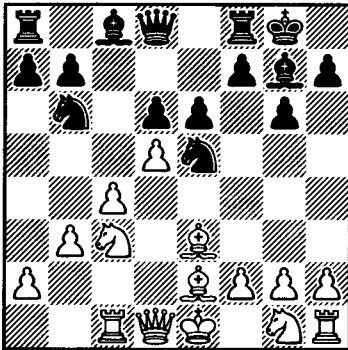


Diagram 1499

After 11. ... e6

Black undermines White's

center, trying to open up the position.

12. f4 Ned7 13. dxe6

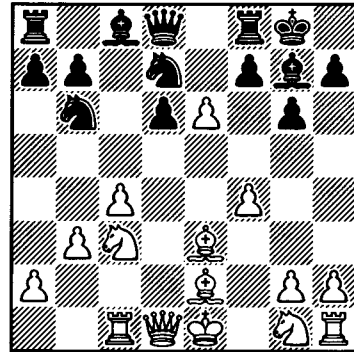


Diagram 1500

After 13. dxe6

13 ... Qe7

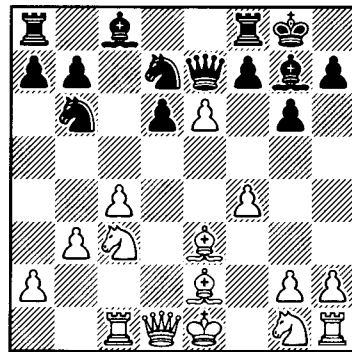


Diagram 1501

After 13. ... Qe7

Black invites White to take on d7 or on f7; in both cases, the complications favor Black. Clearly weak is 13. ... fxe6? 14. Qxd6

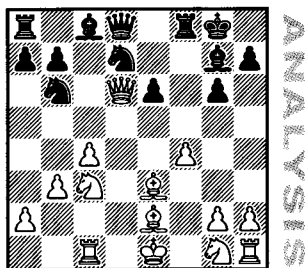


Diagram 1502
After 14. Qxd6

14. ... e5 15. c5 exf4
16. Bf2±.

14. Nf3!

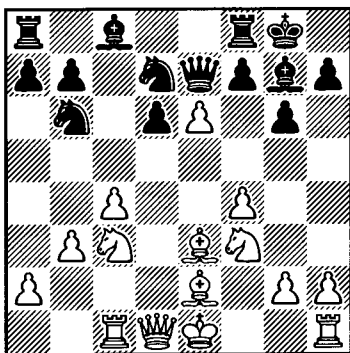


Diagram 1503
After 14. Nf3!

Or 14. exd7 Qxe3

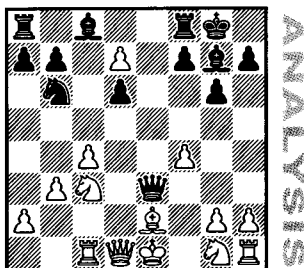


Diagram 1504
After 14. ... Qxe3

15. dxc8(Q)? Bxc3+ 16. Kf1
Raxc8; 14. exf7+ Rxf7

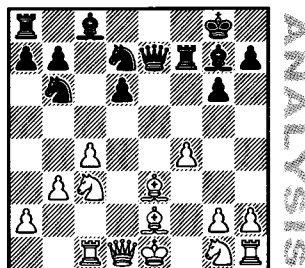


Diagram 1505
After 14. ... Rxf7

15. Qd2 Nc5, with counter-play.

14. ... Nc5?!

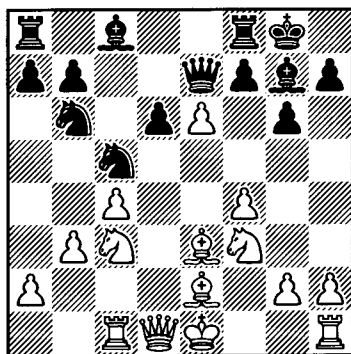


Diagram 1506
After 14. ... Nc5?!

This aggressive move was played in the game Altounian–Khachiyan, 2003. Even after the more accurate 14. ... fxe6

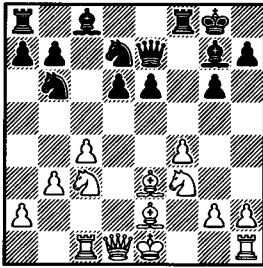


Diagram 1507
After 14. ... fxe6

15. 0-0 Nf6 16. Qd2,

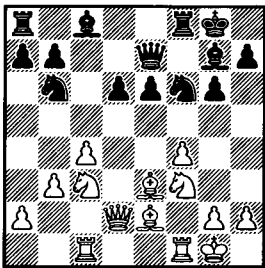


Diagram 1508
After 16. Qd2

White remains with the upper hand because of Black's weak pawns on d6 and e6. Back to 14. ... Nc5?!, as in the game above.

15. f5!

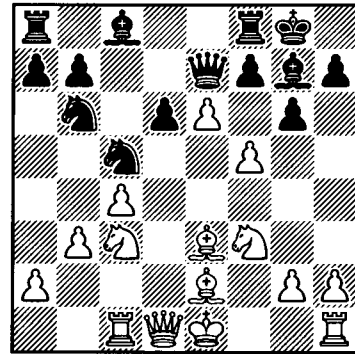


Diagram 1509
After 15. f5!

15. ... gxf5 16. exf7+ Rxf7
17. Bg5 Qe8 18. Nb5

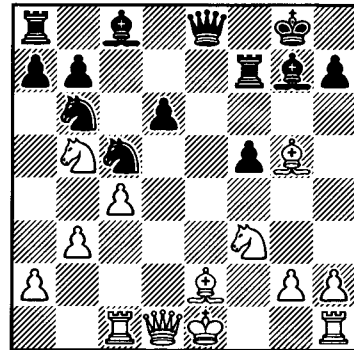


Diagram 1510
After 18. Nb5

Black's pawn structure is horrible. White, who is about to finish his development with 0-0, is clearly better.

**WHITE REMAINS WITH THE UPPER HAND BECAUSE
OF BLACK'S WEAK PAWNS ON D6 AND E6.**

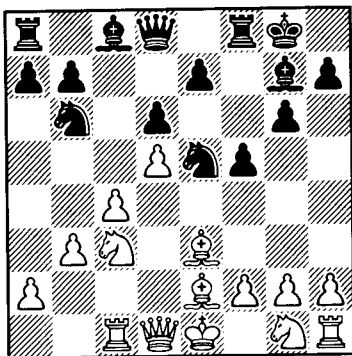
B2 11. ... f5

Diagram 1511
After 11. ... f5

Black's idea is to play ... f4, creating counter-play on the kingside. However, his last move significantly weakens e6.

12. f4 Ng4

Or 12. ... Nf7 13. Nf3 e5
14. dxex6 Bxex6 15. 0-0 Re8 16.
Bd4,

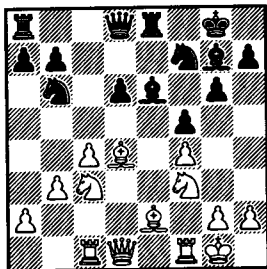


Diagram 1512
After 16. Bd4

when, after the trade of dark-square bishops, the weaknesses in Black's camp become even more apparent. White is clearly better.

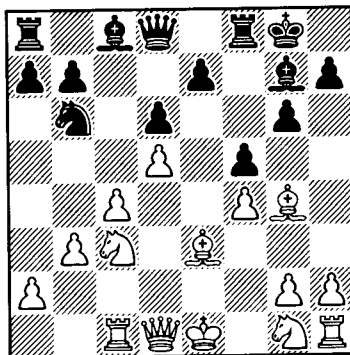
13. Bxg4

Diagram 1513
After 13. Bxg4

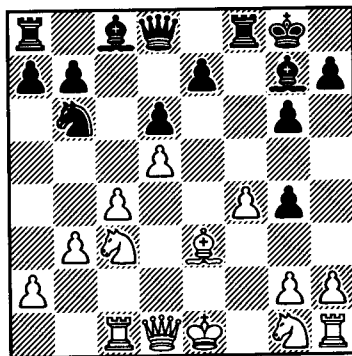
13. ... fxg4

Diagram 1514
After 13. ... fxg4

14. Nge2 Nd7 15. 0-0 Nf6
16. Nd4

ANALYSIS

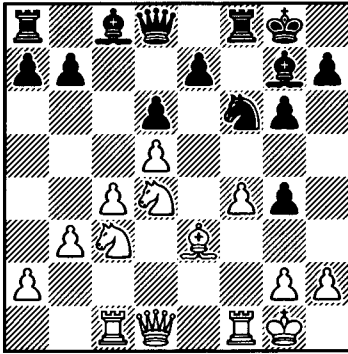


Diagram 1515
After 16. Nd4

White has a big space advantage and controls the key squares. See the sample game Karpov & Sanakoev—Readers of the newspaper *Kommuna Voronezh*, 1995–96.

6 9. ... f5

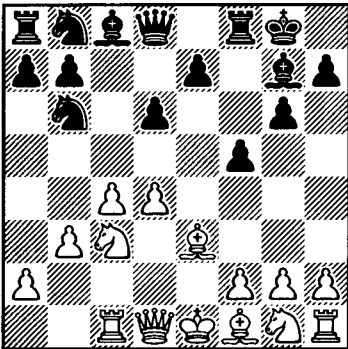


Diagram 1516
After 9. ... f5

Black immediately starts his kingside play, threatening f4.

10. g3

White stops Black's play and prepares to fianchetto his light-square bishop. Black has no alternative other than to revert to

“Plan B,” ... e5.

10. ... e5 **11.** dxe5 dxe5
12. Qxd8 Rxd8 **13.** c5

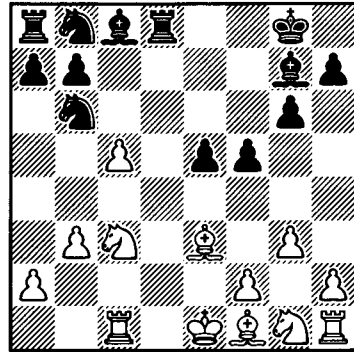


Diagram 1517
After 13. c5

13. ... f4 **14.** Bd2 N6d7
15. Bc4+ Kh8

Now White has a simple but powerful move.

16. Ne4!

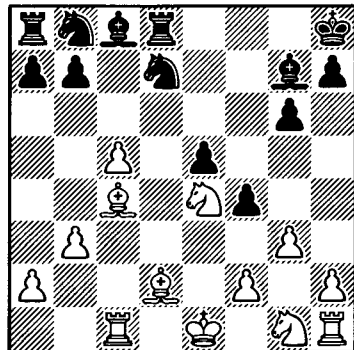


Diagram 1518
After 16. Ne4!

White gets a clear edge. But **16.** Nb5,

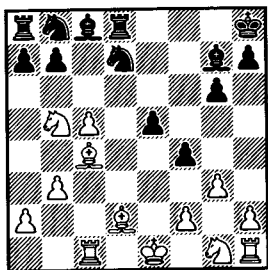


Diagram 1519
After 16. Nb5

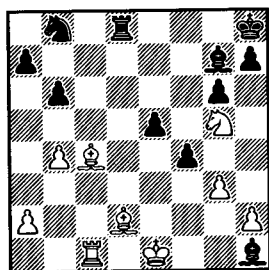


Diagram 1522
After 23. Ng5

played in the game Pava-
sovic–Bawart, 1998, is also
promising: 16. ... Nxc5 17. Nc7
b6 18. Nxa8 Bb7

23. ... Rd4 24. Bb3 Nd7 25. Rc8+

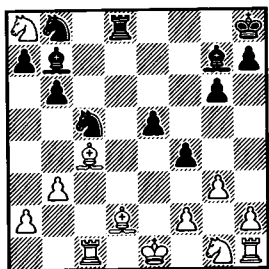


Diagram 1520
After 18. ... Bb7

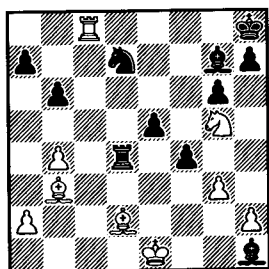


Diagram 1523
After 25. Rc8+

19. f3 Bxa8 20. b4 Ne4!?

25. ... Bf8 26. Ne6±.

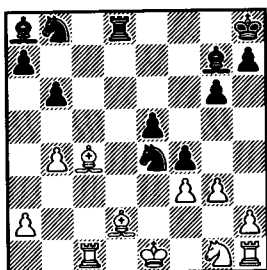


Diagram 1521
After 20. ... Ne4!?

21. fxe4! Bxe4 22. Nh3 Bxh1
23. Ng5

Alexander Alekhine



Alexander Alekhine, the fourth chess world champion, reigned supreme from 1927-1935. The Alekhine Defense owes its name to his advocacy. His pet cat, "Chess," owed its name to the game his master dominated.

Summary:

Developing his queenside first, White prevents normal counter-play after ... d5 and stands better in all variations. After 9. ... e5—and after 9. ... f5 followed by 10. ... e5 (nothing better remains)—White achieves a better endgame, while 9. ... Nc6 leads to positions in which Black's pawn structure is seriously compromised.

Chapter 24: Alekhine's Defense with 5. ... cxd6

Memory Markers!

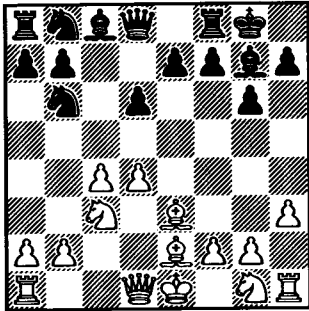


Diagram 1524
After 9. h3

MARKER 1

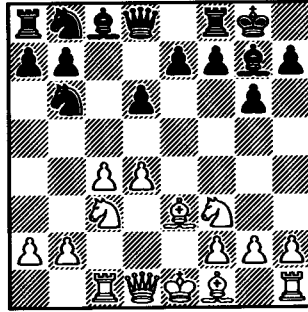


Diagram 1525
After 9. Nf3

MARKER 2

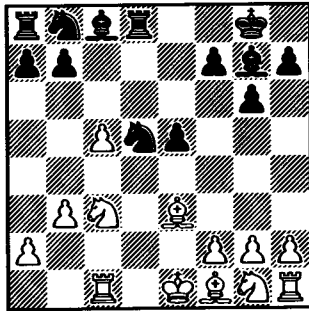


Diagram 1526
After 12. ... Nd5

MARKER 3

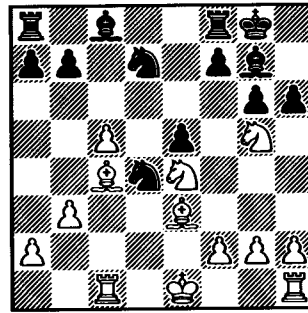


Diagram 1527
After 16. ... h6

MARKER 4

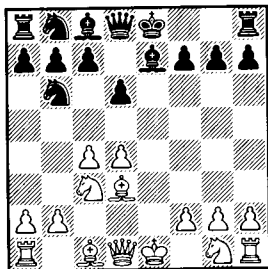
Chapter 24: Alekhine's Defense with 5. ... cxd6

Solutions to Memory Markers!

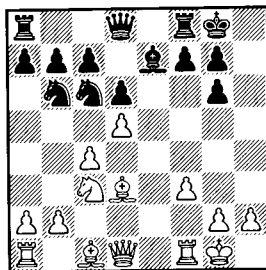
- No. 1* **9. ... d5**, and Black is better! See page 477.
- No. 2* **9. ... Bg4!**. The bishop is well placed. See page 477.
- No. 3* **13. Rd1**, winning a piece. See page 478.
- No. 4* **17. Nxf7**. See page 479.

Chapter 25: Alekhine's Defense with 5. ... exd6 Some Important Points to Look For

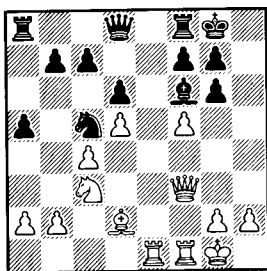
After the unambitious 5. ... exd6, White, owning extra real estate, has several ways to achieve, and keep, a small edge. Our way is as good as any.



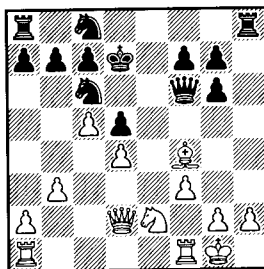
- ◆ We recommend this effective setup. See Diagram 1529.



- ◆ White gains more space. See Diagram 1538.



- ◆ White begins kingside actions. See Diagram 1543.



- ◆ The White king feels much safer than his counterpart. See Diagram 1548.

Outline of Variations

1. e4 Nf6 2. e5 Ne5 3. d4 d6 4. c4 Nb6 5. exd6 exd6 6. Nc3 Be7 7. Bd3 (492) [BO3]
A 7. ... 0-0 8. Nge2 Nc6 9. 0-0 Bg4 10. f3 Bh5 11. Nf4 Bg6 12. Nxg6 hxg6
 13. d5 Ne5 14. f4 Nxd3 15. Qxd3 Bf6 16. Bd2 (493)
B 7. ... Nc6 8. Nge2 Bg4 9. f3 Bh5 10. 0-0 Bg6 11. Bxg6 hxg6 12. b3 Bf6
 13. Ne4 d5 14. Nxf6+ Qxf6 15. c5 Nc8 16. Bf4 Kd7 17. Qd2 (497)

Chapter 25

Alekhine's Defense with 5. ... exd6

Symmetrical Exchange Variation

Less popular than the ambitious 5. ... cxd6, covered in the previous chapter, this capture leads to a more solid position for Black. White's spatial advantage, however, guarantees him a small but lasting edge.

1. e4 Nf6 2. e5 Nd5 3. d4 d6
4. c4 Nb6 5. exd6 exd6

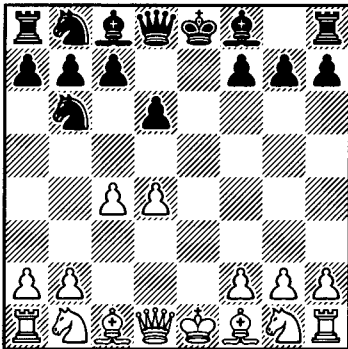


Diagram 1528
After 5. ... exd6

6. Nc3 Be7 7. Bd3

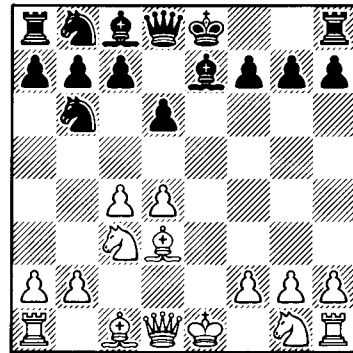


Diagram 1529
After 7. Bd3

We recommend this setup, followed by Nge2 and 0–0. Here, Black has a choice between 7. ... 0–0 or 7. ... Nc6.

▲ 7. ... 0–0 8. Nge2 Nc6
9. 0–0 Bg4

**WHITE'S SPATIAL ADVANTAGE GUARANTEES
HIM A SMALL BUT LASTING EDGE.**

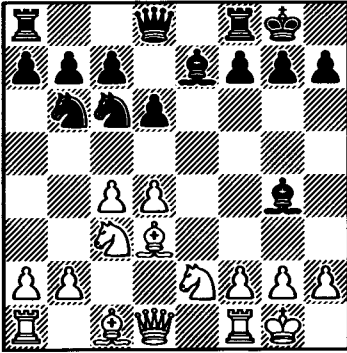


Diagram 1530
After 9. ... Bg4

Alternatives aren't promising.

If 9. ... Re8, White can restrict Black's light-square bishop with 10. h3.

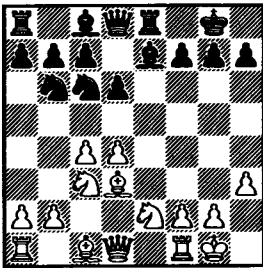


Diagram 1531
After 10. h3

10. ... Bf6 11. b3

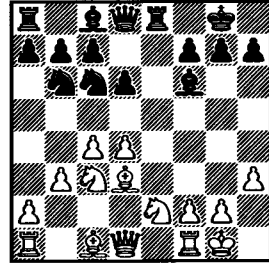


Diagram 1532
After 11. b3

11. ... Nb4 (If 11. ... Nxd4?!,
12. Nxd4 Bxd4 13. Bxh7+ Kxh7
14. Qxd4±,

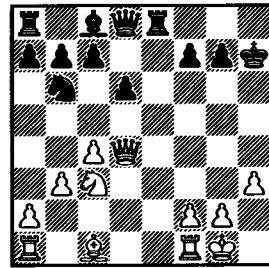


Diagram 1533
After 14. Qxd4

Black's kingside is vulnerable and his knight on b6 is out of play. The presence of opposite-colored bishops only enhances White's attacking chances.)

12. Bb1

BLACK'S KINGSIDE IS VULNERABLE AND HIS KNIGHT ON B6 IS OUT OF PLAY.

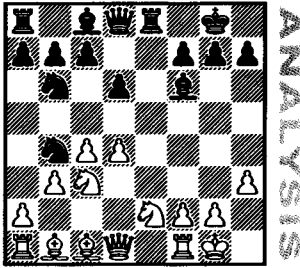


Diagram 1534
After 12. Bb1

White plans to follow up with Bb2 and a3. He is better, as in the game Perelshteyn–Gonzales, 2002.

After 9. 0-0, even worse is 9. ... Nb4?!

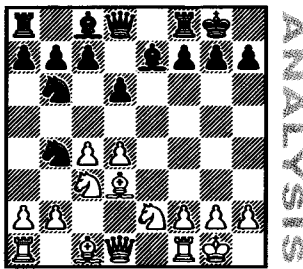


Diagram 1535
After 9. ... Nb4?!

10. Bb1 Nxc4? 11. a3! Nc6
12. Qd3,

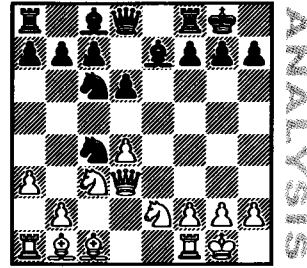


Diagram 1536
After 12. Qd3

when Black loses a piece.

Let's go back to 9. ... Bg4.

10. f3

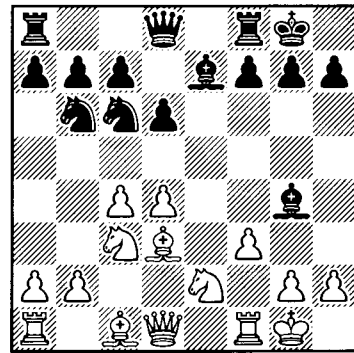


Diagram 1537
After 10. f3

10. ... Bh5 11. Nf4 Bg6
12. Nxc6 hxc6 13. d5

**THE PRESENCE OF OPPOSITE-COLORED BISHOPS
ONLY ENHANCES WHITE'S ATTACKING CHANCES.**

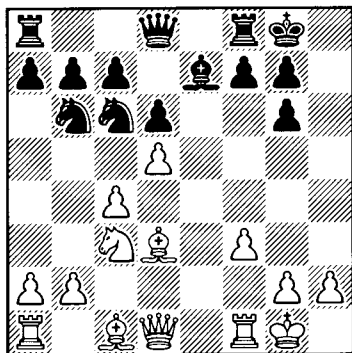


Diagram 1538
After 13. d5

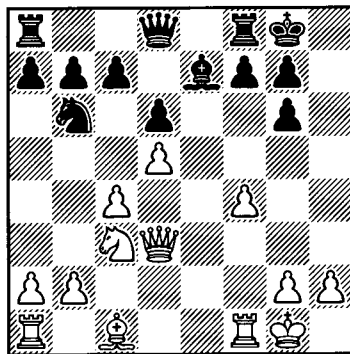


Diagram 1540
After 15. Qxd3

White gains even more space.

13. ... Ne5 14. f4 Nxd3

Or 14. ... Nexc4? 15. Qb3 Na5

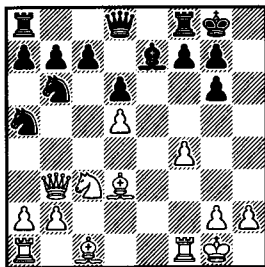


Diagram 1539
After 15. ... Na5

16. Qb5+.

15. Qxd3

15. ... Bf6 16. Bd2

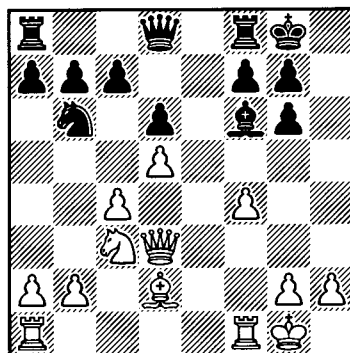


Diagram 1541
After 16. Bd2

16. ... Nd7 17. Rae1

Additionally, 17. b4!? is worth a look.

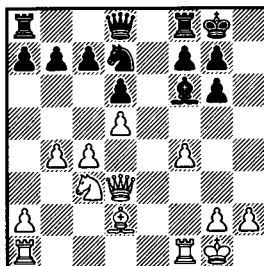


Diagram 1542
After 17. b4!?

17. ... Nc5 18. Qf3 a5 19. f5!

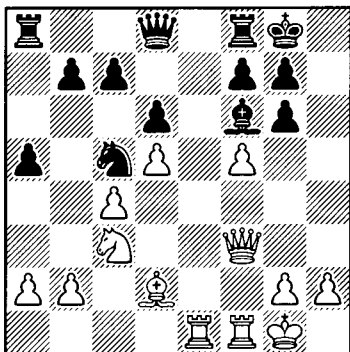


Diagram 1543
After 19. f5!

White begins his kingside operations. And in case of an endgame, Nb5 may put unpleasant pressure on Black's queenside pawns.

B 7. ... Nc6

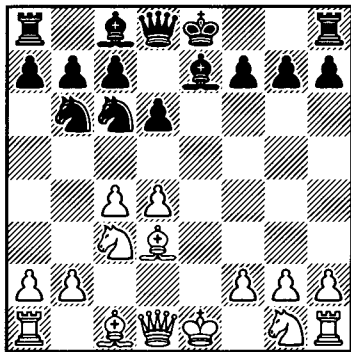


Diagram 1544
After 7. ... Nc6

8. Nge2 Bg4 9. f3

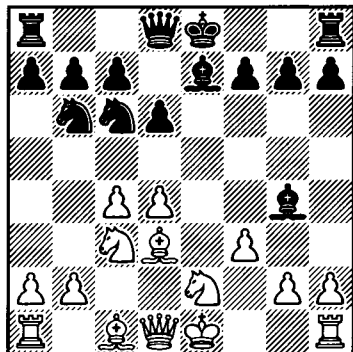


Diagram 1545
After 9. f3

9. ... Bh5

Black's 9. ... Bh4+ is met simply with 10. Ng3.

10. 0-0 Bg6

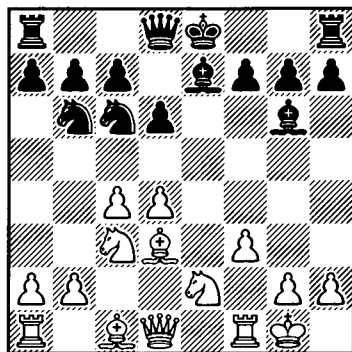


Diagram 1546
After 10. ... Bg6

For 10. ... 0-0, see line **A**.

11. Bxg6 hxg6 12. b3 Bf6
13. Ne4

IN CASE OF AN ENDGAME, NB5 MAY PUT UNPLESANT PRESSURE ON BLACK'S QUEENSIDE PAWNS.

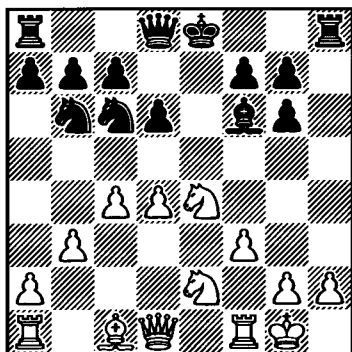


Diagram 1547

After 13. Ne4

The game Minasian–Nalbandian, 1999, continued: 13. ... d5 14. Nxf6+ Qxf6 15. c5 Nc8 16. Bf4 Kd7 17. Qd2

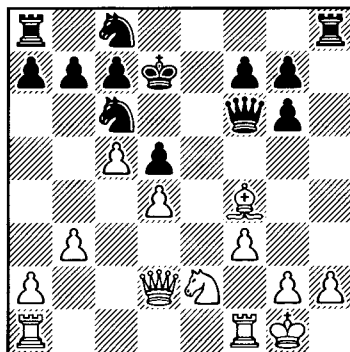


Diagram 1548

After 17. Qd2

White follows up with a pawn storm on the queenside. He stands much better.

Summary:

Against 5. ... exd6, White keeps a small but lasting edge because of his advantage in space. In addition, Black usually needs time to activate his light-square bishop over a long route: c8–g4–h5–g6.

Creative Director**Jami Anson**

Jami Anson has lent her creative hand to assist in the design and production of Lev Albur's books. She is the winner of many Chess Journalist of America awards and the Cramer Award for best chess photography. Her photographs have appeared in magazines such as *Time Magazine* and *TV Guide*, as well as in many newspapers and books.

Jami has designed art for many firms—Sterling Publishing, McGraw Hill, Excalibur Electronics, Chess n' Bridge, ChessCafe, Classical Games, House of Staunton, Internet Chess Club, OutExcel Corp., Lev Albur, Susan Polgar, Lindberg Associates, World Chess Hall of Fame, Seiko and the Folio Award Winning InsideOUT Magazine.

After 19 years of designing and producing *Chess Life* and *Schoolmates* for the U.S. Chess Federation, Jami started her own design firm—Jadesign.

During her tenure at *Chess Life*, she maintained and built up the research library and photos that span chess history from the early 1800s to the present day. She is currently creating a cultural center in her home town from an abandoned church called Little Apple Restoration. This project will include classes in art, music, theatre and, of course, chess.

Contact Jami Anson at:
jadandesign@aol.com

Visit Jadesign's website at:
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Jami L. Anson

Creative Director
Kathleen Merz

Jadesign
203 Bedell Avenue,
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845.883.7149

jadandesign@aol.com

Jadesign

Chapter 25: Alekhine's Defense with 5. ... exd6

Memory Markers!

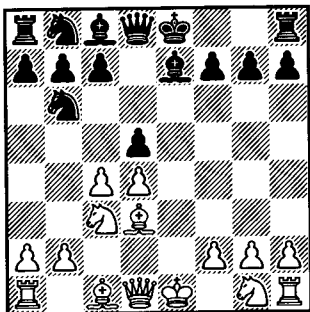


Diagram 1549
After 7. ... d5

MARKER 1

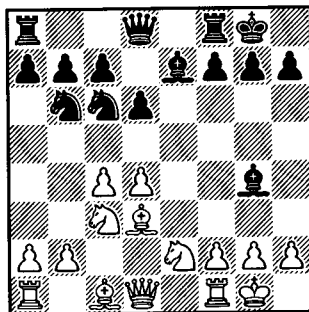


Diagram 1550
After 9. ... Bg4

MARKER 2

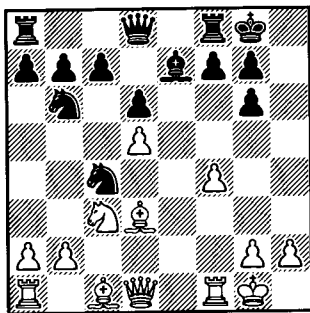


Diagram 1551
After 14. ... Nexc4

MARKER 3

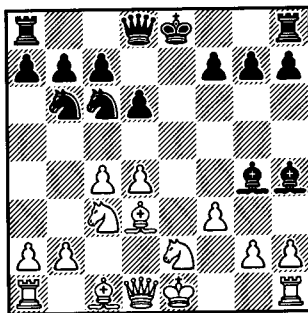


Diagram 1552
After 9. ... Bh4+

MARKER 4

Chapter 25: Alekhine's Defense with 5. ... exd6

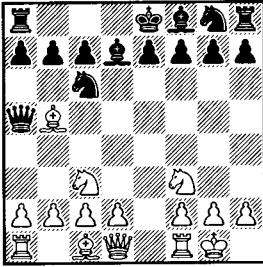
Solutions to Memory Markers!

- No. 1* **8. c5**, winning a pawn. See page 493.
- No. 2* **10. f3**, breaking the pin. If 10. h3?!, then both 10. ... Bxe2 and 10. ... Bh5 are okay for Black. See page 495.
- No. 3* **15. Qb3**, winning a piece. See page 496.
- No. 4* **10. Ng3**±. See page 497.

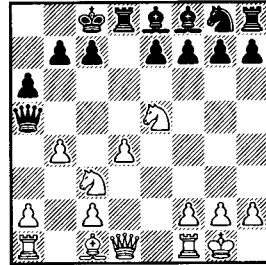
Chapter 26: Nimzo and the Rest

Some Important Points to Look For

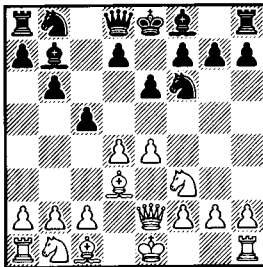
Rare openings are rarely played for a reason—reasons usually provided by *ECO* and other opening manuals, and often by our common sense. Here is a brief review of those rare birds.



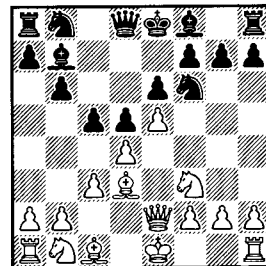
- ◆ White leads in development.
See Diagram 1555.



- ◆ A typical sacrifice.
See Diagram 1556.



- ◆ White has two good choices.
See Diagram 1560.



- ◆ White gets a favorable French.
See Diagram 1562.

Outline of Variations

Rare Moves (502) [A00]

Chapter 26

Nimzo and the Rest

We've already reviewed all of the significant defenses to 1. e4. You've just had a large feast, and this chapter constitutes the leftovers. If you're really worried about any of these doggy-bag debuts, either it's because you have a favorite opponent known to resort to one of them, or because you've perfected your preparation against all the truly important openings!

As we've seen in Chapter 4, the best practical response to 1... Nc6, the Nimzovich Defense, is the sober 2. Nf3. Black can now go back to normal lines with 2. ... e5; or accept a cramped, inferior position after 2. ... d6 3. d4 Nf6 4. Nc3;

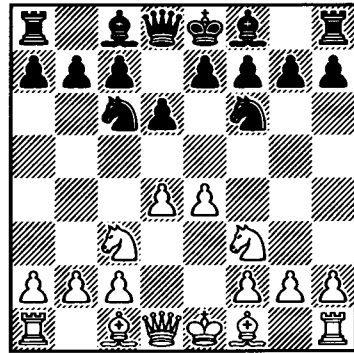


Diagram 1553

After 4. Nc3

or play the Scandinavian-like 2. ... d5. Let's examine the latter:

3. exd5 Qxd5 4. Nc3 Qa5

YOU'VE JUST HAD A LARGE FEAST, AND THIS CHAPTER CONSTITUTES THE LEFTOVERS.

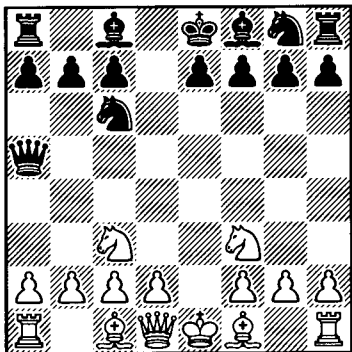


Diagram 1554
After 4. ... Qa5

5. Bb5 Bd7 6. 0-0

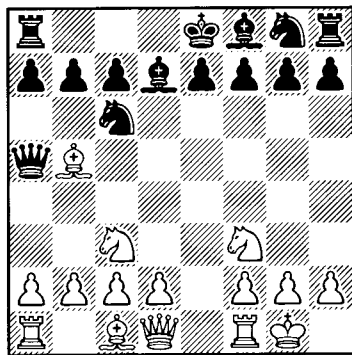


Diagram 1555
After 6. 0-0

White has a lead in development. The game could continue: 6. ... 0-0-0 7. Re1 e6 (if 7. ... a6?!, then 8. b4!) 8. d3, with the idea of Nd2-c4, or 6. ... a6 7. Bxc6 Bxc6 8. d4 0-0-0 9. Ne5 Be8 10. b4!?

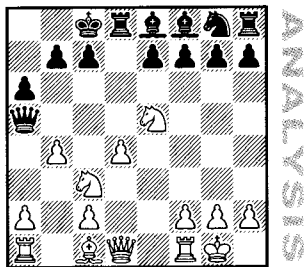


Diagram 1556
After 10. b4!?

(In both lines, the idea of b4! was recommended by American IM Larry Kaufman.)

Yet another way to counter 1. ... Nc6 is 2. d4, and now, if 2. ... e5, then 3. Nf3, going back to the above lines. And if 2. ... d5, then 3. Nc3 ±.

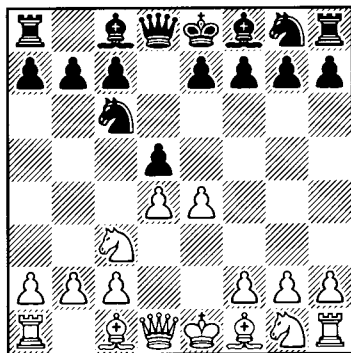


Diagram 1557
After 3. Nc3

Black can try a queenside flank defense, fianchettoing on b7.

1. ... b6

**THE IDEA OF B4! IS A RECOMMENDATION
OF AMERICAN IM LARRY KAUFMAN.**

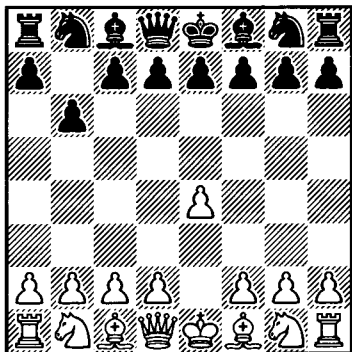


Diagram 1558

After 1. ... b6

2. d4 Bb7 3. Bd3

Of course, 3 Nc3 also delivers plus-over-equal.

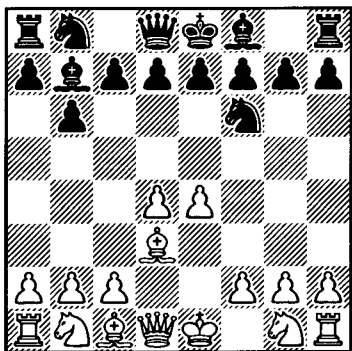
3. ... Nf6

Diagram 1559

After 3. ... Nf6

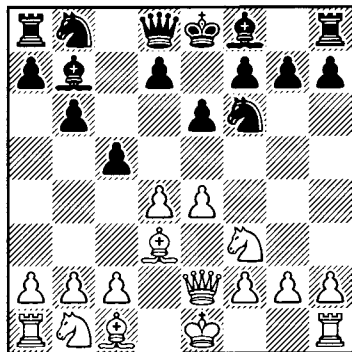
4. Qe2 e6 5. Nf3 c5

Diagram 1560

After 5. ... c5

6. c3

Or 6. d5!? exd5 7. exd5+ Qe7 8. c4±.

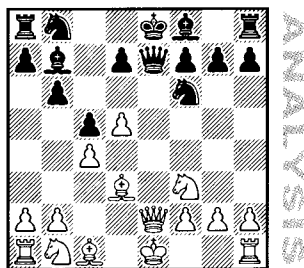


Diagram 1561

After 8. c4±

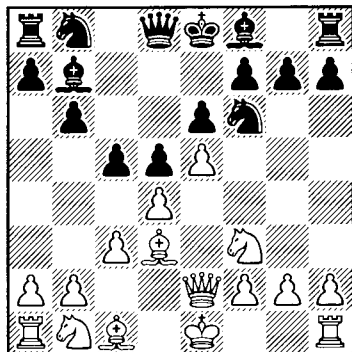
6. ... d5 7. e5±

Diagram 1562

After 7. e5±

Of course, if Black is ready to defend a somewhat worse position, he has other choices against 1. e4.

1. ... a6 2. d4

GM Tony Miles, the godfather of 1. ... a6, recommended 2. c4!?

2. ... b5

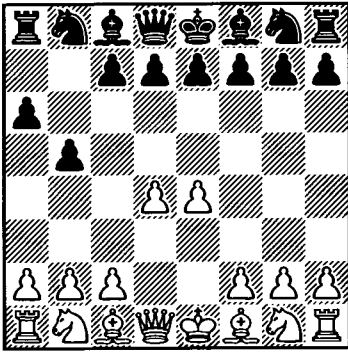


Diagram 1563

After 2. ... b5

Eventually this opening leads to a plus-over-equal advantage for White. And if you're worried about these rare birds, you're already well equipped for any opening contingency!

Tony Miles

Tony Miles, the first modern British grandmaster, defeated then-world-champion Anatoly Karpov with 1. ... a6.

Chapter 26: Nimzo and the Rest

Memory Markers!

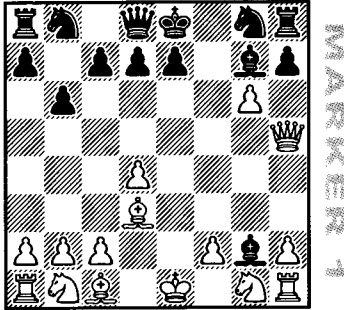


Diagram 1564
After 6. ... Bg7

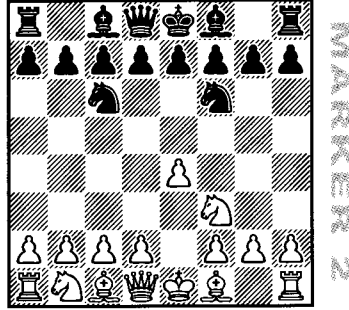


Diagram 1565
After 2. ... Nf6

Chapter 26: Nimzo and the Rest

Solutions to Memory Markers!

No. 1 **7. Qf5! Nf6 8. Bh6 Bxh6 9. gxh7 Bxh1 10. Qg6+ Kf8
11. Qxh6+ Kf7 12. Nh3, winning.**

The game began 1. e4 b6 2. d4 Bb7 3. Bd3 f5 2. 4. exf5! Bxg2
5. Qh5+ g6 6. fxg6 Bg7. Of course, you could protect e4 on move
4—or capture intuitively, without doing all the calculations until
move 12! See page 504.

No. 2 **3. e5, with advantage. In this Alekhine-like position,
White will exploit the Black knight on c6, which arrived
there prematurely. See page 503.**

PART

EIGHT

ILLUSTRATIVE

GAMES—

IDEAS INTO

ACTION

Chapter 27: Illustrative Games

List of Games

Game One
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 PAGE 513

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 1970
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 DZINDZICHASHVILI—
 GARCIA, 1988
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Two Knights Defense
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 2003
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Game Five
Petroff Defense
 ANAND—KRAMNIK
 2005
 PAGE 527

Game Six
Alekhine Defense
 KARPOV AND SANAKOEV
 —READERS OF
KOMMUNA
 1995-96
 PAGE 531

Outline of Opening Moves

Topalov—Shirov

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Nbd7 6. Nf3 Be7 7. Nxf6+ Bxf6 8. h4 e5
 9. Qd2 cxd4 10. Nxd4 0-0 11. 0-0-0 h6 12. Nf3!? French Defense, Burn Variation [C13]

Fischer—Petrosian

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. Bd3 Nc6 5. c3 Nf6 6. Bf4 Bg4 7. Qb3 Na5 8. Qa4+ Bd7
 9. Qc2 e6 10. Nf3 Qb6 11. a4! Rc8 12. Nbd2 Nc6 13. Qb1! Caro-Kann, Exchange Variation
 [B13]

Dzindzichashvili—Garcia

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bc5 8. Be3 Bd7 9. Bxc6
 bxc6 10. Nd2 Qe7 11. Nxe4 dxe4 12. e6! fxe6 13. Nxc6! Bb4+ 14. Nxb4 Qxb4+ 15. Qd2 Qxb2
 16. 0-0 Two Knights Defense [C56]

Jiangchuan—Svidler

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bc5 8. Be3 0-0!?
 Two Knights Defense [C56]

Anand—Kramnik

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Nc3 Nxc3 6. dxc3 Be7 7. Be3 Nc6 8. Qd2 0-0
 9. 0-0-0 Ne5 Petroff Defense [C42]

Karpov and Sanakoev—Readers of Kommuna

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. exd6 cxd6 6. Nc3 g6 7. Be3 Bg7 8. Rc1 0-0 9. b3 Nc6
 10. d5 Ne5 11. Be2 f5 12. f4 Ng4 13. Bxg4 fxg4 14. Nge2 Nd7 15. 0-0 Nf6 16. Nd4
 Alekhine Defense [B03]

Chapter 27

Illustrative Games

Game 1

French Defense, Burn Variation

VESELIN TOPALOV—
ALEXEI SHIROV, 2001

1. e4 e6 2. d4 d5 3. Nc3 Nf6
4. Bg5 dxe4 5. Nxe4 Nbd7

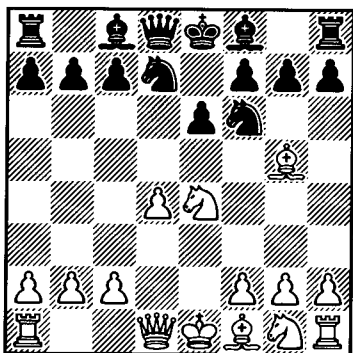


Diagram 1566
After 5. ... Nbd7

6. Nf3 Be7 7. Nxf6+ Bxf6
8. h4 c5 9. Qd2 cxd4 10. Nxd4
0–0 11. 0–0–0 h6 12. Nf3!?

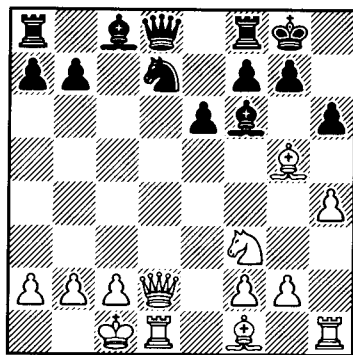


Diagram 1567
After 12. Nf3!?

This is **B2b2**, Chapter 16, page 304. White's twelfth move is an interesting idea by Topalov, who four years after this game would become the world champion. He offers to sacrifice his bishop to open the h-file.

12. ... Qb6

An accomplished tactician himself, Shirov doesn't accept the offer. After 12. ... hxg5?
13. hxg5 Be7 14. Qf4,

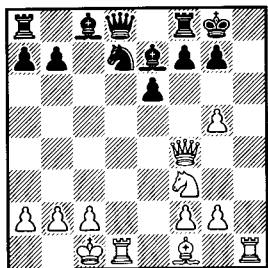


Diagram 1568

After 14. Qf4

White's mating threats are unstoppable—for example: 14. ... f5 15. Bc4! Qb6 16. g6!+, followed by Qh2.

13. c3! e5

Or 13. ... hxg5 14. hxg5 Be7 15. Qf4, with the attack—similar to the play after 12. ... hxg5, above.

14. Be3 Qa5 15. g4!

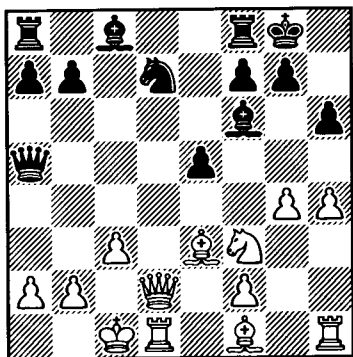


Diagram 1569

After 15. g4!

Topalov's troops are executing a coordinated attack, while much of Shirov's army hasn't yet reported for reveille.

15. ... e4

After 15. ... Qxa2 16. Bd3

Qa1+ 17. Bb1 Nb6 18. Qc2,

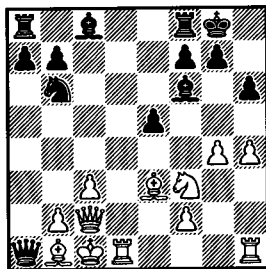


Diagram 1570

After 18. Qc2

White's play is a swarm of tactical threats—for example: 18. ... g6 19. Bxh6 Re8 20. h5!.

16. g5!

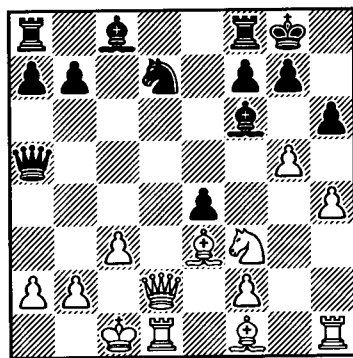


Diagram 1571

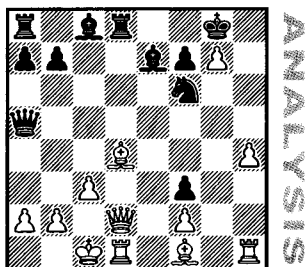
After 16. g5!

16. ... Be7

Or 16. ... exf3 17. gxf6 Nxf6 18. Bxh6 gxh6 19. Qxh6 Ng4 20. Rg1 Rd8 21. Bd3+-.

17. gxh6! Qxa2?

Shirov is first to err in this sharp position. Black does better with 17. ... exf3 18. hxg7 Rd8 19. Bd4! Nf6!,



ANALYSIS

Diagram 1572

After 19. ... Nf6!

20. Bd3!, with a sharp position that appears to favor White.

18. Qd4!

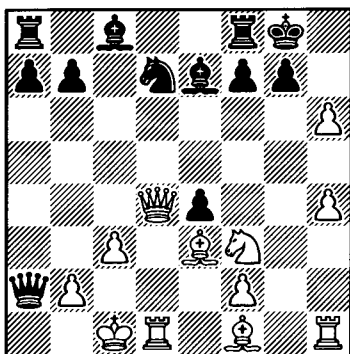


Diagram 1573

After 18. Qd4!

Another strong move by Topalov, whose threats are relentless.

18. ... Nf6 19. hxg7 Re8

Or 19. ... Kxg7 20. Rg1+ Kh8 21. Bg5 Qe6 22. Bh3 Qa6 23. Qe5+.

20. Bc4 Qa1+ 21. Kc2 Qa4+ 22. Bb3

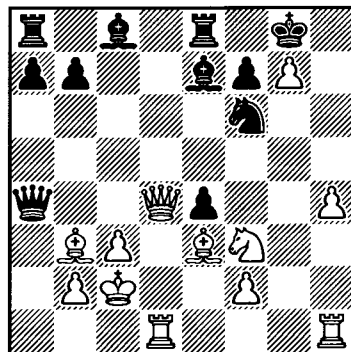


Diagram 1574

After 22. Bb3

White is ahead in material and so welcomes the endgame.

22. ... Qxd4 23. Nxd4 Kxg7
24. Rdg1+ Kh7 25. Bxf7 Rf8
26. Bg6+ Kh8 27. Nf5 Bxf5
28. Bxf5 Nd5 29. Bxe4 Nxe3+
30. fxe3

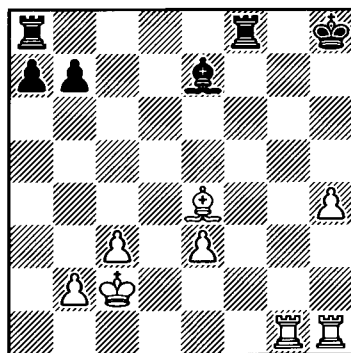


Diagram 1575

After 30. fxe3

The rest is technique. Although the opponents' bishops travel on opposite-color squares, the presence of a full complement of rooks gives White ample firepower to take advantage of his two-pawn plus and the exposed position of Black's king.

30. ... Rf2+ 31. Kb1 Bc5
 32. Rg5! Bxe3 33. Rh5+ Kg7
 34. Re1 Bb6 35. Rg5+

Shirov, his king caught in a crossfire, resigns. After 35. Rg5+ Kf6 36. Bd5 Rd8 37. Re6+ Kf7 38. Bb3! Kf8 39. Rh6, he's trapped in a deadly mating net.

Game 2

*Caro-Kann Defense,
 Exchange Variation*

**ROBERT FISCHER—
 TIGRAN PETROSIAN, 1970**

This game shows even the great defender "Iron Tigran" Petrosian unable to withstand the assault from Fischer in the Exchange Variation of the Caro-Kann.

1. e4 c6 2. d4 d5 3. exd5
 cxd5 4. Bd3 Nc6 5. c3 Nf6 6. Bf4
 Bg4 7. Qb3 Na5

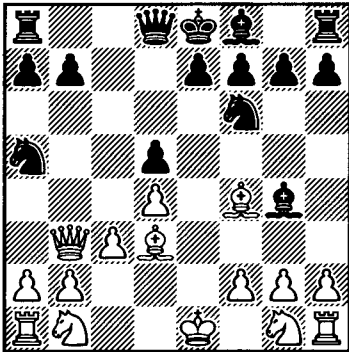


Diagram 1576
 After 7. ... Na5

This continuation is less pop-

ular than 7. ... Qc8 and 7. ... Qd7, yet White has to play accurately to retain his advantage.

8. Qa4+ Bd7 9. Qc2 e6
 10. Nf3 Qb6 11. a4!

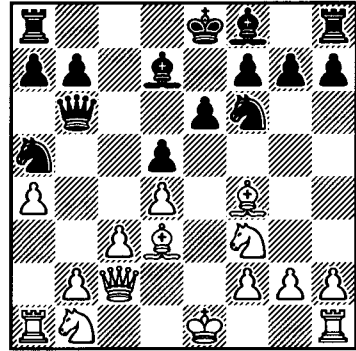


Diagram 1577
 After 11. a4!

White prevents ... Bb5, which would lead to the exchange of light-square bishops.

11. ... Rc8

After 11. ... Nb3 12. Ra2 Rc8 13. 0-0, followed by Nbd2, White retains an edge; 11. ... Qb3 12. Qe2! Bxa4? 13. Rxa4 Qxa4 14. Bb5+ ±.

12. Nbd2 Nc6

Black threatens ... Nb4.

13. Qb1!

This is **A1c**, Chapter 20, page 406.

13. ... Nh5 14. Be3 h6

Or 14. ... f5 is met by 15. g4!

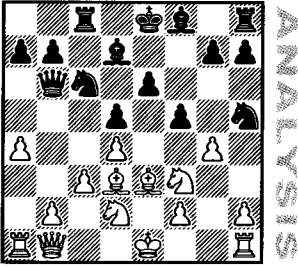


Diagram 1578

After 15. g4!

15. ... fxg4 16. Ng5 Bd6
17. Bxh7, with an attack.

15. Ne5!

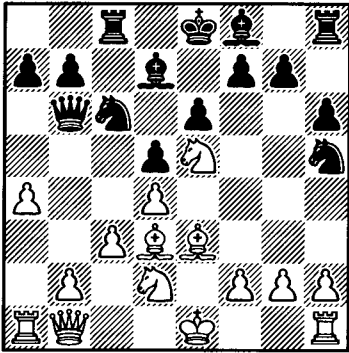


Diagram 1579

After 15. Ne5!

Fischer takes over the key outpost and threatens the two-move combination Nxf7 and Bg6+.

15. ... Nf6 16. h3 Bd6 17. 0-0 Kf8?!

Even after the superior 17. ... 0-0, White has 18. f4!, with a free hand on the kingside, while Black remains passive and without a clear plan.

18. f4

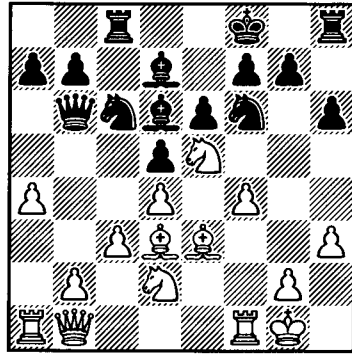


Diagram 1580

After 18. f4

Fischer supports his knight and begins the assault on the enemy king.

18. ... Be8

Or 18. ... Nxe5, when Black loses after 19. fxe5 Bxe5 20. a5.

19. Bf2!

Fischer's strong move prepares f5!.

19. ... Qc7

After 19. ... g6 20. f5! gxf5
21. Bxf5 exf5 22. Qxf5 Qd8
23. Bh4,

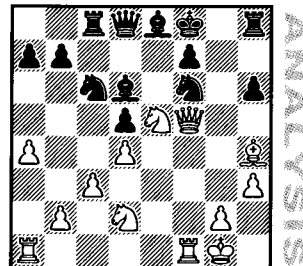


Diagram 1581

After 23. Bh4

Black is lost.

20. Bh4 Ng8 21. f5

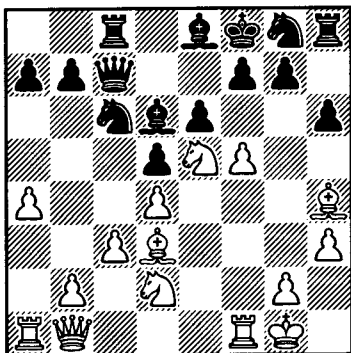


Diagram 1582
After 21. f5

White's attack is crushing.

21. ... Nxe5 22. dxex5 Bxe5
23. fxe6 Bf6 24. exf7 Bxf7

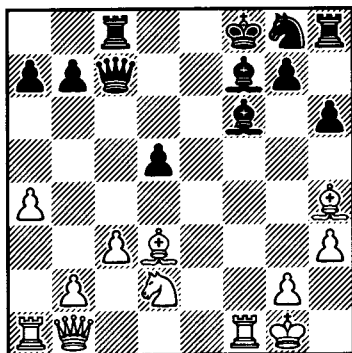


Diagram 1583
After 24. ... Bxf7

25. Nf3!

Fischer activates his knight;
Black's position teeters on the
brink of full-fledged calamity.

25. ... Bxh4

Or 25. ... g5 26. Bf2 Kg7 27.
Bd4±.

26. Nxxh4 Nf6 27. Ng6+
Bxg6 28. Bxg6

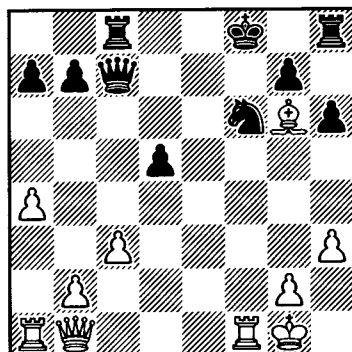


Diagram 1584
After 28. Bxg6

It seems that Black should
resign, since he's playing virtual-
ly without his h8-rook. However,
Petrosian is legendary for finding
remarkable defensive ideas in
difficult positions.

28. ... Ke7!

The king dodges to d8.

29. Qf5 Kd8 30. Rael Qc5+
31. Kh1 Rf8

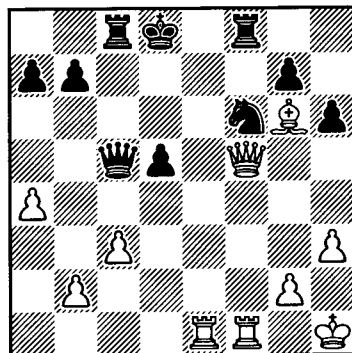


Diagram 1585
After 31. ... Rf8

But now, after deep and
imaginative defense, Petrosian
chooses a move that loses immedi-
ately. He had to play 31. ... Rc6.

32. Qe5!

This move paralyzes Black's army!

32. ... Rc7

Or 32. ... Qc7, which loses to 33. Qxd5+! Nxd5 34. Rxf8+ Kd7 35. Bf5+ Kd6 36. Rxc8, followed by Re6+.

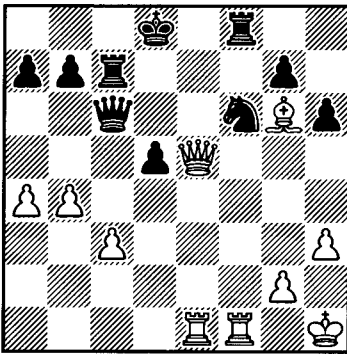
33. b4! Qc6

Diagram 1586
After 33. ... Qc6

34. c4!

Fischer pries open the d-file, the road to Black's king.

34. ... dxc4 35. Bf5 Rff7 36. Rd1+ Rfd7 37. Bxd7 Rxd7 38. Qb8+ Ke7 39. Rde1+, Black resigns.

Game 3

Two Knights Defense

ROMAN

DZINDZICHASHVILI—

GILDARDO GARCIA, 1988

This game highlights the powerful attacking possibilities of opposite-colored bishops in the Two Knights Defense.

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bc5 8. Be3 Bd7

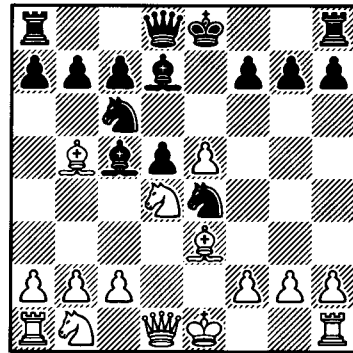


Diagram 1587
After 8. ... Bd7

Black refuses to sacrifice a pawn.

9. Bxc6 bxc6 10. Nd2 Qe7 11. Nxe4 dxe4 12. e6!

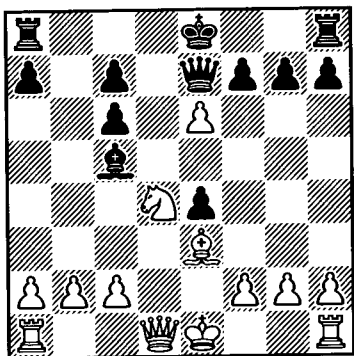


Diagram 1588

After 12. e6!

12. ... fxe6 13. Nxc6! Bb4+
 14. Nxb4 Qxb4+ 15. Qd2 Qxb2
 16. 0-0

This is **B4b**, Chapter 10, page 162, where we point out that Black faces serious difficulties.

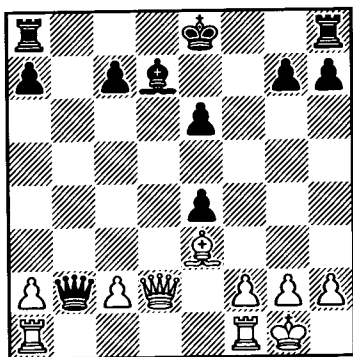


Diagram 1589

After 16. 0-0

White sacrifices a pawn in return for a powerful attack.

16. ... Qb5

Played with the idea of defending his bishop so that Black can castle short.

17. Rfd1! a5 18. Rab1 Qa4

19. Bc5!

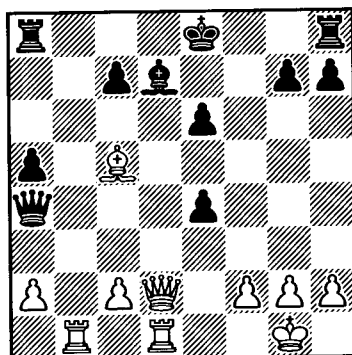


Diagram 1590

After 19. Bc5!

White sets up the deadly threat of 20. Qg5 and Qe7 mate!

19. ... 0-0-0 20. Be7 Rde8
 21. Qe2! Qc6

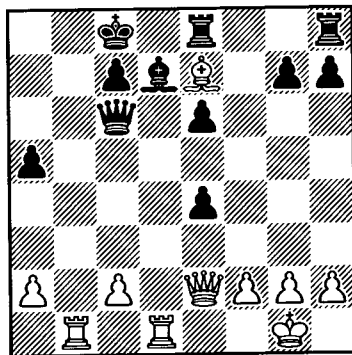


Diagram 1591

After 21. ... Qc6

If 21. ... Rxe7?, then 22. Qa6+ Kd8 23. Qa8, mate.

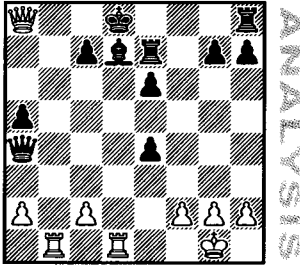


Diagram 1592
After 23. Qa8

22. Qe3!

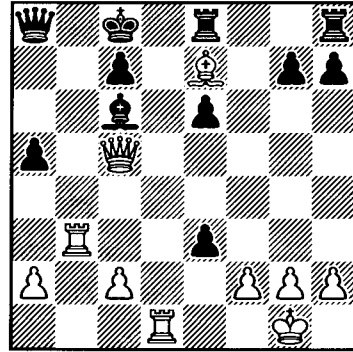


Diagram 1594
After 24. ... e3

The counter-attack comes too late and brings too little.

25. fxe3 Bxg2 26. Rc3 Qc6
27. Qe5

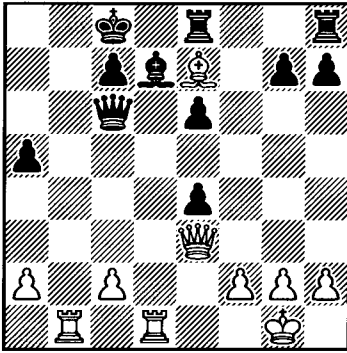


Diagram 1593
After 22. Qe3!

Notice how White continually creates threats to the enemy king. Now Black can't take on e7 because of Qa7, with mate to follow.

22. ... Qa8 23. Qc5

White dominates the game and can continue to improve the position of his pieces for a final assault.

23. ... Bc6 24. Rb3 e3

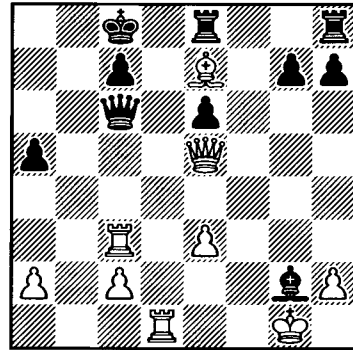
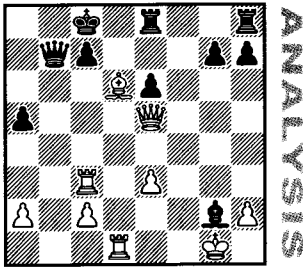


Diagram 1595
After 27. Qe5

27. ... Rxe7

Black can't withstand any more of White's threats and decides to give up his queen for rook and bishop. But even after the more tenacious 27. ... Qb6 28. Bc5 Qb7 29. Bd6,



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Diagram 1596
After 29. Bd6

Black's chances for survival are slim.

28. Rxc6 Bxc6

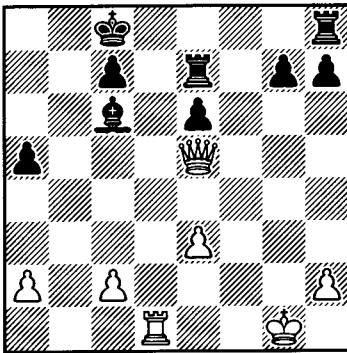


Diagram 1597
After 28. ... Bxc6

29. Qxa5 Rd7

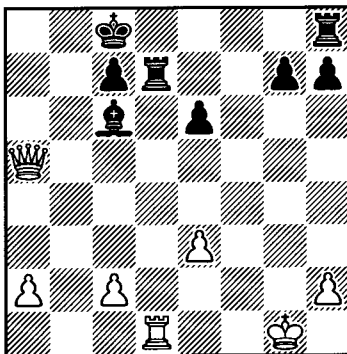


Diagram 1598
After 29. ... Rd7

Black drops his e6-pawn, but his position is already hopeless.

30. Qa6+ Bb7 31. Qxe6+-Rhd8

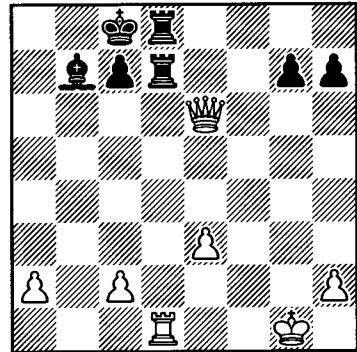


Diagram 1599
After 31. ... Rhd8

Now it's just a mop-up operation, as the wide-ranging queen picks off stragglers.

32. Rxd7 Rxd7 33. Qg8+-Rd8 34. Qxh7

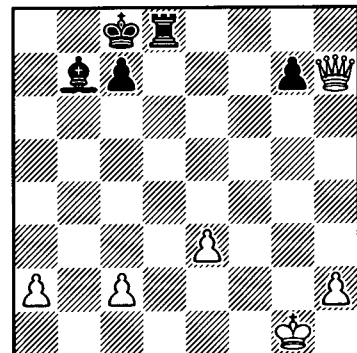


Diagram 1600
After 34. Qxh7

**34. ... Bd5 35. a4 Kb7
36. Qd3 Rd6 37. Qb5+ Kc8
38. a5 Rg6+ 39. Kf1 Bg2+
40. Kf2 Kd8 41. Qd3+**

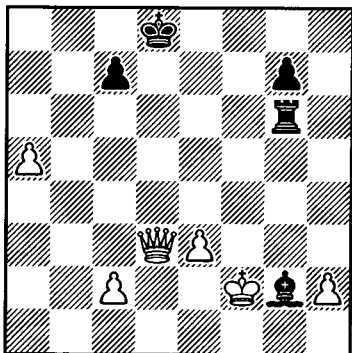


Diagram 1601
After 41. Qd3+

Black resigns.

Game 4

Two Knights Defense

**YE JIANGCHUAN –
PETER SVIDLER, 2001**

The following game shows how, from a seemingly even position, White can unleash a mating attack capable of defeating one of the world's top chess players,

1. e4 e5 2. Nf3 Nc6 3. d4
exd4 4. Bc4 Nf6

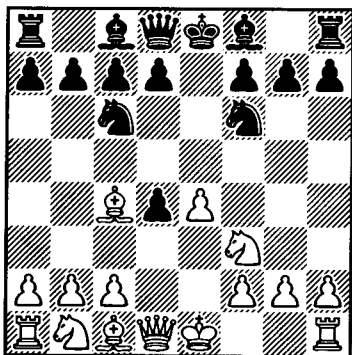


Diagram 1602
After 4. ... Nf6

5. e5 d5 6. Bb5 Ne4 7. Nxd4
Bc5 8. Be3 0–0!?

This is line **A**, Chapter 10,
page 151.

9. Nxc6 bxc6 10. Bxc5 Nxc5
11. Bxc6 Rb8 12. Qxd5 Qe7 13.
0–0 Rxb2 14. Nc3

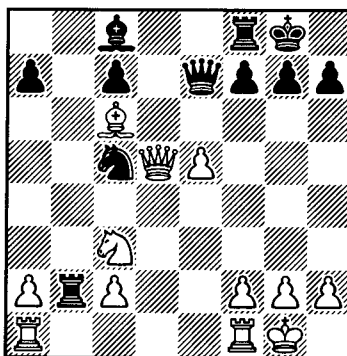


Diagram 1603
After 14. Nc3

See page 152. Although
Black's rook on b2 looks active,
it doesn't cooperate with any of
Black's pieces and is in danger of
being trapped.

14. ... Ba6

After the safer 14. ... Rxc2
15. Qd4 Rd8 16. Nd5 Qg5

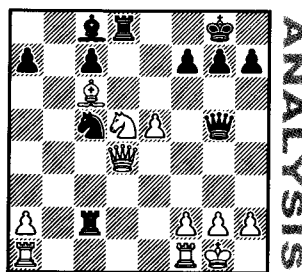


Diagram 1604
After 16. ... Qg5

17. h4 (17. Rad1!?) Qd2 18. Qxd2
Rxd2 19. Rfd1,

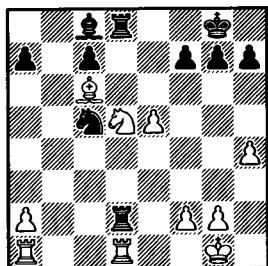


Diagram 1605
After 19. Rfd1

White retains a slight edge.

15. Rfc1

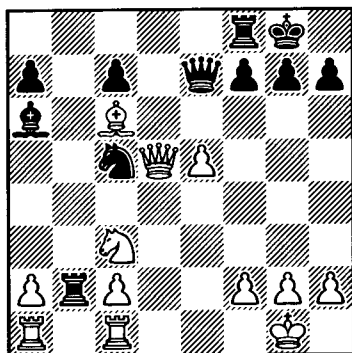


Diagram 1606
After 15. Rfc1

White has a stronger move,
15. Rfd1. If 15. ... Rxc2, then
16. Qd4,

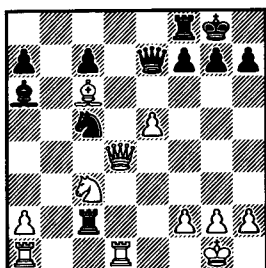


Diagram 1607
After 16. Qd4

planning Nd5, with a big advantage.

**15. ... Rd8 16. Qf3 Qxe5
17. Bd5**

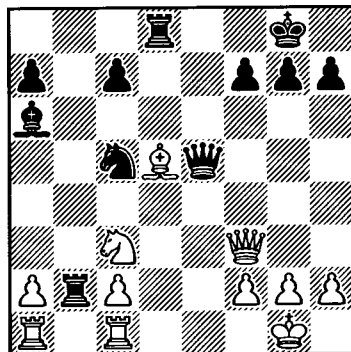


Diagram 1608
After 17. Bd5

17. ... Qf6

Or 17. ... Ne6 18. Bb3, and
the rook on b2 is blocked out of
the game.

18. Qe3!

White correctly avoids the
trade of queens, and by attacking
the knight, wins a tempo to play
Bb3.

18. ... Ne6 19. Bb3

Now Black's rook on b2 is
trapped.

19. ... Nd4 20. Re1! h6

Or 20. ... Nxc2? 21. Qe8+
Rxe8

**NOW BLACK'S ROOK
ON B2 IS TRAPPED.**

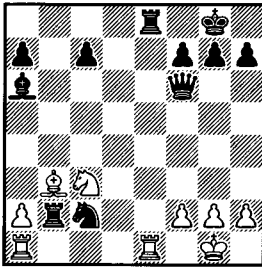


Diagram 1609
After 21. ... Rxe8

22. Rxe8, checkmate.

21. Nd5

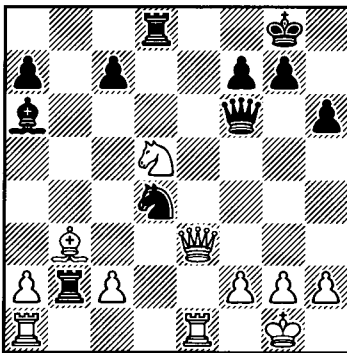


Diagram 1610
After 21. Nd5

21. ... Qh4

If 21. ... Rxd5?, then 22. Bxd5
Bb5 23. Be4 Nxc2

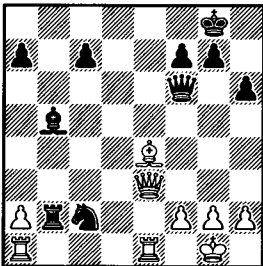


Diagram 1611
After 23. ... Nxc2

24. Qxa7+.

22. Rad1

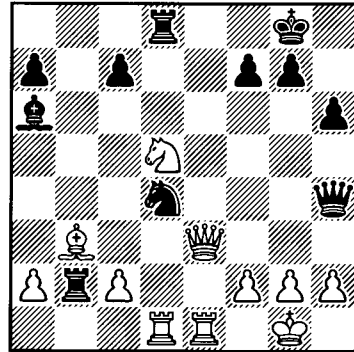


Diagram 1612
After 22. Rad1

All of White's forces mobilize for the attack.

22. ... c5?

After this move, White's attack is unstoppable. Black's best chance is 22. ... Rxb3
23. Ne7+ Kf8 24. cxb3 Ne2+
25. Qxe2 Bxe2 26. Rxd8+ Kxe7
27. Rd2.

23. Ne7+ Kh7 24. Bxf7

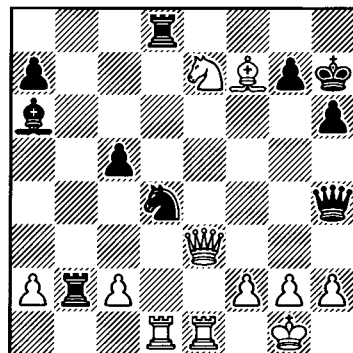


Diagram 1613
After 24. Bxf7

24. ... Rd6

Black should play 24. ... Rb6, but then 25. c4± secures the d3-square for White's queen.

After 24. ... Rd6, White finishes the game with some spectacular tactics!

25. Nf5!

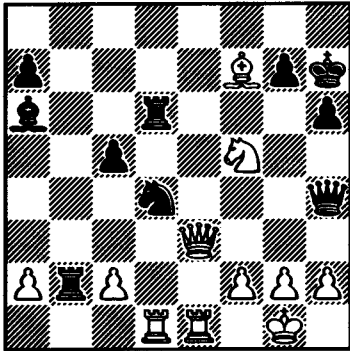


Diagram 1614
After 25. Nf5!

25. ... Ne2+

After 25. ... Nxg5 26. Qe8!,

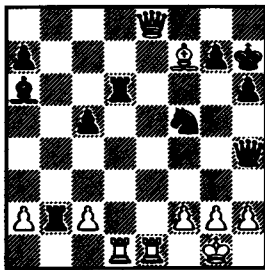
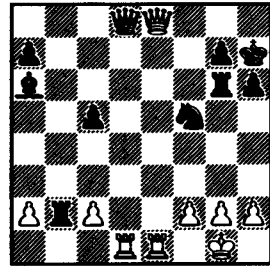


Diagram 1615
After 26. Qe8!

Black is lost: 26. ... Qd8
27. Bg6+ Rxc6



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Diagram 1616
After 27. ... Rxc6

28. Rxd8+.

26. Kh1

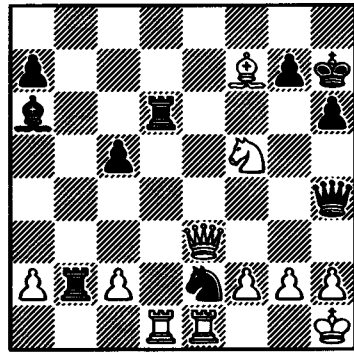


Diagram 1617
After 26. Kh1

26. ...Rxd1 27. Bg6+!

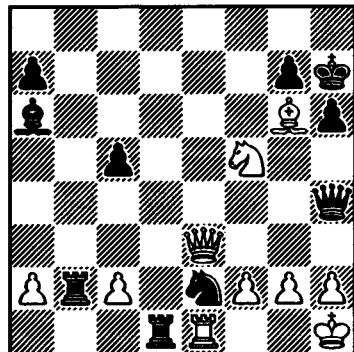


Diagram 1618
After 27. Bg6+!

Now when White's knight captures the queen, it's with

check, giving him time to take Black's rook, avoiding mate on the back rank.

Black resigns.

Game 5

Petroff Defense

**VISWANATHAN ANAND –
VLADIMIR KRAMNIK, 2005**

Game 5, even though played under very special circumstances at the Amber Blindfold Rapid Tournament, shows a typical setup for White in the Petroff, followed by a flawless attack by Anand, who uses the opposite-color bishops to great attacking advantage.

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Nc3 Nxc3 6. dxc3 Be7 7. Be3 Nc6 8. Qd2 0–0 9. 0–0–0 Ne5

We've reached a position in Chapter 10, line A, page 176.

10. Kb1

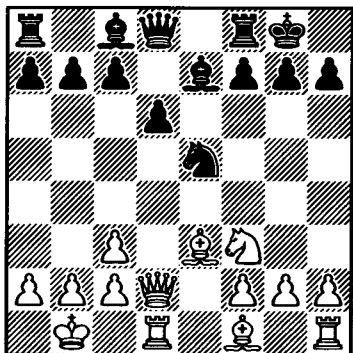


Diagram 1619

After 10. Kb1

White makes a prophylactic move and prepares to launch his

attack. His main idea is Nd4, followed by a pawn storm on the kingside.

10. ... a6

This move is played to meet 11. Nd4 with 11. ... c5!. The exchange 10. ... Nxf3 11. gxf3 plays into White's hand, opening the g-file for an attack. (A later game, Svidler–Anand, continued 10. ... Re8. Here Eugene recommends: 11. Nxe5 dxe5 12. Bd3, followed by Qe2–h5.)

**11. Be2 Be6 12. Nd4! Nc4?!
13. Qd3**

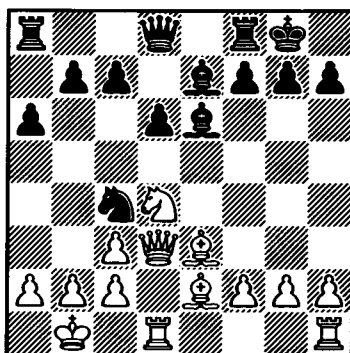


Diagram 1620

After 13. Qd3

Anand forces Black into an opposite-color-bishop middle-game that is unfavorable for the defender. Although it's true that in the endgame such bishops exert a strong drawing influence, in a middlegame where one side is attacking the king, the effect can be to put the defender essentially a piece down on the squares his lone bishop can't control.

**13. ... Nxe3 14. Nxe6 fxe6
15. Qxe3 e5**

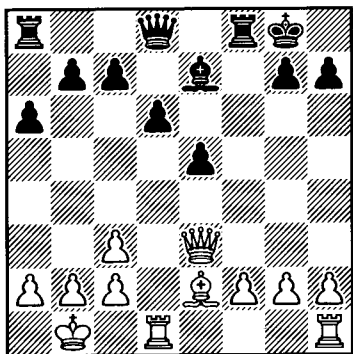


Diagram 1621
After 15... e5

The game has simplified. White is clearly better—he's ready to storm Black's king.

16. Bd3 c6 17. h4

The idea is h5 and Qe4.

17. ... Rf6

Kramnik is alert and ready to defend h7 with Rh6.

18. g3

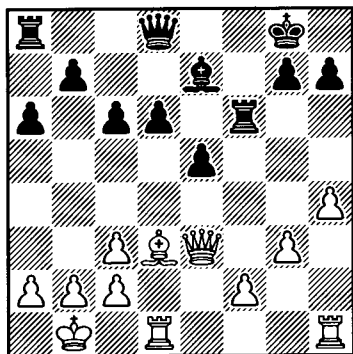


Diagram 1622
After 18... g3

18. ... d5

After 18... Qc7 19. f4! exf4
20. gxf4 d5 21. f5,

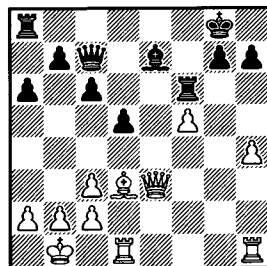


Diagram 1623
After 21... f5

White opens up the kingside for an attack.

19. Qxe5 Rxf2 20. Rhf1 Rf6

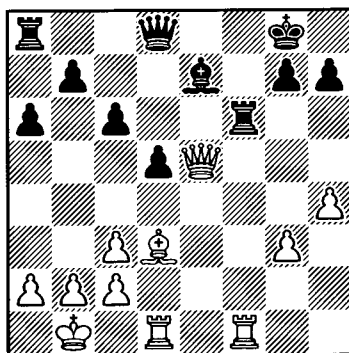


Diagram 1624
After 20... Rf6

21. Qh5

After 21. Rxf6 Bxf6 22. Qe6+ Kh8 23. Rf1 Qg8,

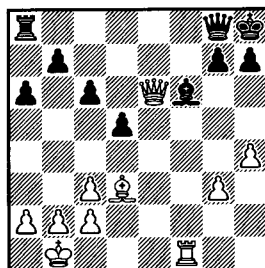


Diagram 1625
After 23... Qg8

Black holds.

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21. ... g6 22. Qe2

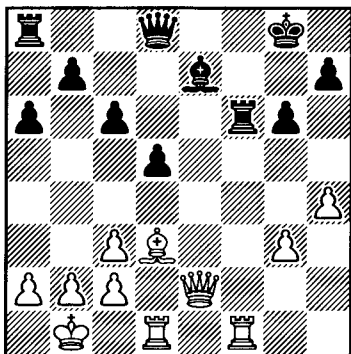


Diagram 1626

After 22. Qe2

Notice how skillfully Anand weakens Black's position. Now the fruit is nearly ripe enough to fall from the tree, and Anand gives it a final shake.

22. ... Qd6 23. h5! Raf8
24. hxg6 hxg6 25. Rh1!

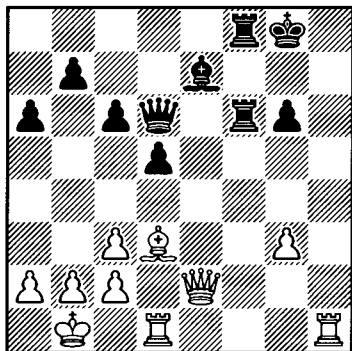


Diagram 1627

After 25. Rh1!

White's attack reaches the critical stage. Black's position is porous.

25. ... Kf7

A brave decision by Kramnik, but how else is he to defend against c4 or Qh2, with killing threats?

26. c4! Ke8 27. cxd5 c5

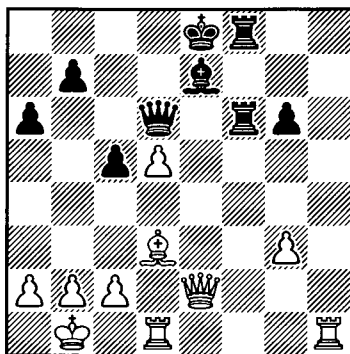


Diagram 1628

After 27. ... c5

White is up a pawn and is still attacking. If 27. ... cxd5, then White plays 28. Rhe1, followed by Bc4 or Be4, when Black is a terminal victim of pins.

28. g4 Kd8 29. g5 Rf4
30. Rh6 Bxg5 31. Rxc6

**NOTICE HOW SKILLFULLY ANAND WEAKENS
BLACK'S POSITION. NOW THE FRUIT IS NEARLY
RIPE ENOUGH TO FALL FROM THE TREE,
AND ANAND GIVES IT A FINAL SHAKE.**

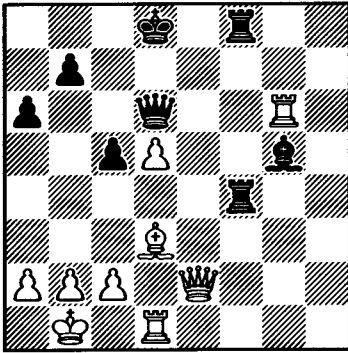


Diagram 1629
After 31. Rxc6

Now Black's only hope lies in the fact that, under the unusual "blindfold" rules of the game, his opponent isn't allowed to look at the board!

31. ... Bf6 32. Rh6 Qe5
33. c3 Qxe2 34. Bxe2 Rf2

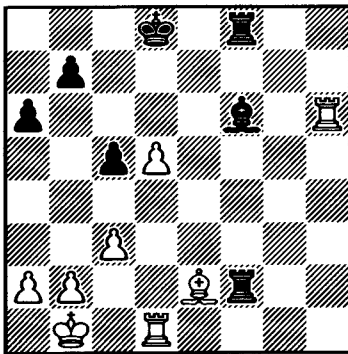


Diagram 1630
After 34. ... Rf2

35. Bg4 b5 36. d6! Rg8 37.
Bh3 b4 38. Rh7+-

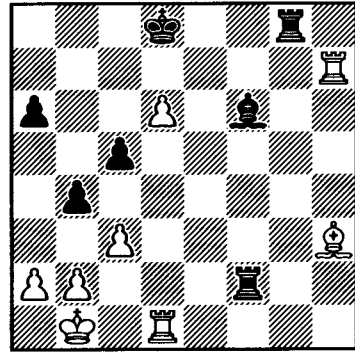


Diagram 1631
After 38. Rh7+-

38. ... bxc3 39. bxc3 Rg3
40. Re1

Or 40. Rd7+ Ke8 41. Rc7
winning: 41. ... Rxh3 42. d7+
Kf8 43. d8Q+ with mate soon.

40. ... Be5 41. Rd7+

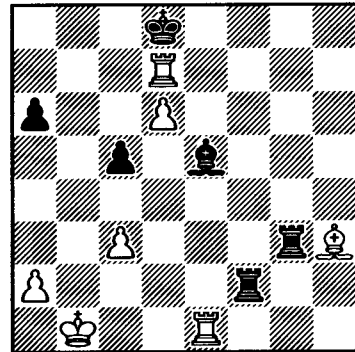


Diagram 1632
After 41. Rd7+

41. ... Kc8 42. Rf7+ Rxh3
43. Rxf2 Bxd6 44. Kc2 Kd7
45. Ree2 Kc6 46. Rf6 Kc7
47. Ree6 Rh2+ 48. Kd3 Rh3+
49. Kc4 Rh4+ 50. Kb3 c4+
51. Ka4 Rh2 52. Rxd6 1-0

Game 6

Alekhine Defense

ANATOLY KARPOV AND
GREGORY SANAKOEV—
READERS OF *KOMMUNA*
VORONEZH NEWSPAPER,
1995-96

1. e4 Nf6 2. e5 Nd5 3. d4 d6
4. c4 Nb6 5. exd6 cxd6 6. Nc3 g6
7. Be3 Bg7 8. Rc1 0-0 9. b3 Nc6
10. d5 Ne5 11. Be2 f5 12. f4 Ng4
13. Bxg4 fxg4 14. Nge2 Nd7
15. 0-0 Nf6 16. Nd4

We've reached Diagram
1515, page 487.

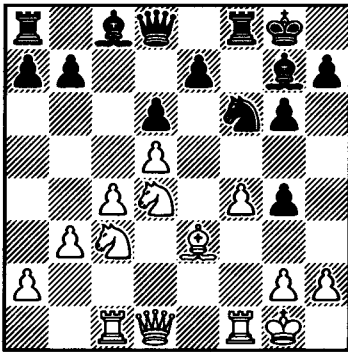


Diagram 1633
After 16. Nd4

White enjoys a comfortable position and prepares to exploit Black's weaknesses.

16. ... Ne8

Black lacks any plan and can only make waiting moves

17. Ne4

Notice how White is improving the position of his every piece, move by move. This approach is typical of Karpov's style—he's in no rush.

17. ... Bh8 18. Qe1 Ng7
19. Qf2

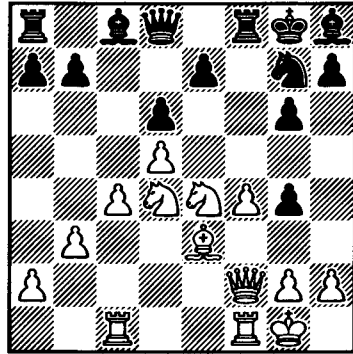


Diagram 1634
After 19. Qf2

19. ... a6 20. Rfe1 Nf5
21. Nxf5

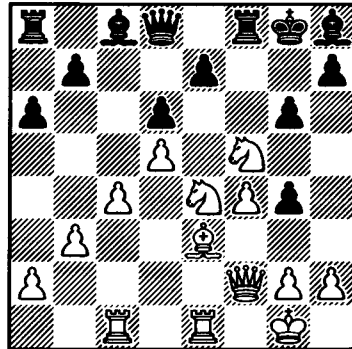


Diagram 1635
After 21. Nxf5

21. ... Bxf5

Or 21. ... gxf5 22. Bb6! Qd7
23. Ng5±.

22. Bb6 Qd7 23. Ng5 h6
24. Ne6 Rf7

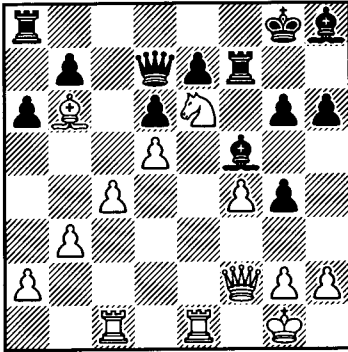


Diagram 1636
After 24. ... Rf7

White has achieved the first stage of his plan. He controls the key squares, while Black lacks counter-play.

25. Re3 Rc8 26. Rce1 Bf6
27. a4 Rh7 28. a5 Rf7 29. Bd4

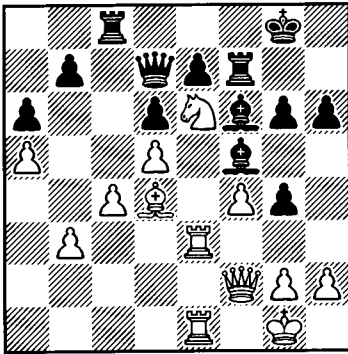


Diagram 1637
After 29. Bd4

The next stage is to exchange dark-square bishops, accentuating Black's weaknesses.

29. ... Kh7 30. Bxf6 exf6 31.
Qe2 Rg8 32. Nd4 Rgg7 33. Re6!

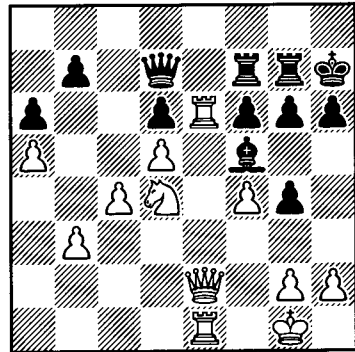


Diagram 1638
After 33. Re6!

White cuts off Black's bishop and establishes firm control of the e-file.

33. ... Qc7 34. Nxf5 gxf5 35.
Qe3 Kg6

Or 35. ... Qxa5 36. Rxd6, and White has a won game.

36. Qb6!

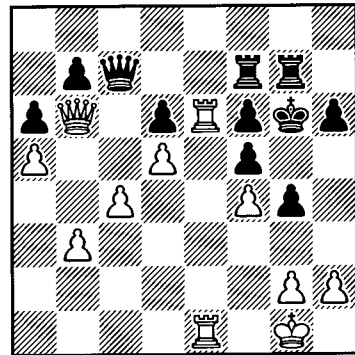


Diagram 1639
After 36. Qb6!

White transposes the game to a technically won endgame.

36. ... Qxb6+ 37. axb6 Rd7
38. Kf2

Don't forget—the king is a

powerful piece in an endgame!

38. ... Rgf7 39. Ke3 Rf8 40.
Kd4 Kf7 41. b4

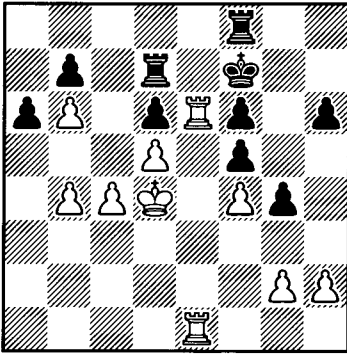


Diagram 1640

After 41. b4

The march of queenside pawns will decide the game.

41. ... Rfd8

Black prevents c5.

42. R1e3 h5 43. Re1!

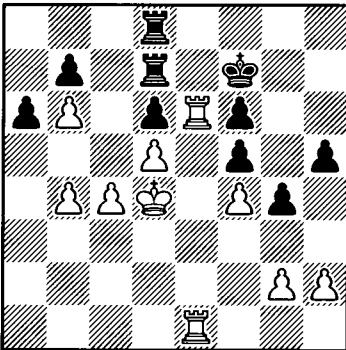


Diagram 1641

After 43. Re1!

Black is in *Zugzwang*! Any move worsens his position.

43. ... h4 44. R1e3

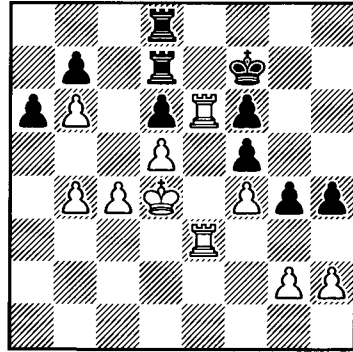


Diagram 1642

After 44. R1e3

Black continues to have only weakening moves at his disposal.

44. ... a5 45. bxa5 Ra8
46. Ra3 Rdd8 47. a6 bxa6

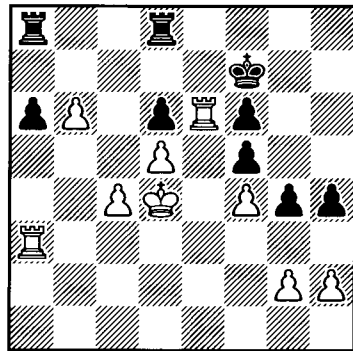


Diagram 1643

After 47. ... bxa6

48. Rxd6!

A nice finish—sacrificing a rook in the endgame!

48. ... Rxd6 49. c5 Rdd8
50. b7 Rab8 51. c6 Ke7 52. Kc5!

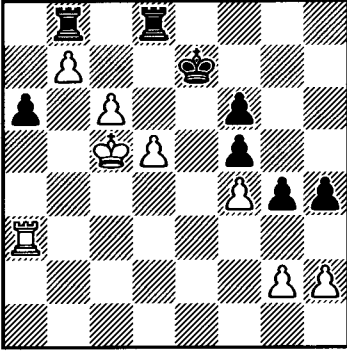


Diagram 1644
After 52. Kc5!

Black resigned. A truly instructive game from the 12th World Champion!

Conclusion

Afterword to a fishing lesson

This book has given you a comprehensive opening system as White, beginning with 1. e4. The lines you've learned will give you confidence, as well as good positions, for the rest of your chess career.

With the strategies and tactics you've learned to employ against both common and uncommon main-line defenses—together with the sidelines you've studied—you'll know what to do, no matter what your opponent throws at you. In addition to the specific lines and theoretical novelties, you've gotten a general appreciation and feel for all major approaches in the opening!

You haven't merely eaten one seafood buffet; you've learned how to fish. *Chess Openings for Black, Explained*, the other volume in this two-book series, takes the same approach. (See page 548 to order it.)

You may have read every page in this book, but in a sense, you should never really finish it. We've designed the book to make periodic review easy. As you brush up, look especially for the blue diagrams and "call outs" (those blue boxes that draw your

attention to the most important ideas). Review the "Important Points to Look For" at the beginning of each chapter. And work out the "Memory Markers," at the end of chapters, designed to make sure you've moved from the stage of rote memorization to creative synthesis, finding your own solutions using the information you've studied.

Use the Table of Main Lines that starts on the next page to quickly review your opening preparation before a game. Or use it any time you want quickly to find what the book tells you about a particular line or move.

Take the book to tournaments and chess club night. Refer to it before or after games. Highlight, circle, underline! Write notes in the margins. You'll learn more, and you'll keep a record of your important ideas where it does the most good—in your single reference guide to the openings.

Let us know how you liked the book and share your discoveries for the next edition by emailing us at GMLevAlburt@aol.com, or by writing to GM Lev Alburt, PO Box 534, Gracie Station, NY, NY 10028.

Table of Main Lines

(Numbers in blue brackets refer to *Informant* classifications.
Numbers in *italics* refer to pages where lines begin.)

Scotch Gambit and Early Divergences (Chapter 6)

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 (74) [C44]

A 4. ... Bb4+ 5. c3 dxc3 6. bxc3 Ba5 7. 0-0 d6 8. Qb3 (76)

A1 8. ... Qe7 9. e5 dxe5 10. Ba3 Qf6 11. Nbd2 Nge7
12. Ne4 Qg6 13. Bxe7 (77)

A2 8. ... Qf6 9. Bg5 Qg6 10. e5 dxe5 11. Re1 (80)

A3 8. ... Qd7 9. Bg5 (82)

A3a 9. ... Nf6 10. e5± (82)

A3b 9. ... f6 10. Bxg8 fxg5 11. Bxh7 (83)

B 4. ... Be7 5. c3 (83)

B1 5. ... dxc3 6. Qd5 Nh6 7. Bxh6 0-0 8. Bxg7! (83)

B2 5. ... Nf6 6. e5 Ne4 7. Bd5 Nc5 8. cxd4 Ne6 9. Nc3± (84)

C 4. ... Bc5 5. c3 (84)

C1 5. ... d3 6. b4 Bb6 7. a4 a6 8. Bxd3± (85)

C2 5. ... dxc3 6. Bxf7+ Kxf7 7. Qd5+ Ke8 8. Qxc5 Qe7
9. Qxe7+ Ngxe7 10. Nxc3 (86)

C3 5. ... Nf6—see Chapter 7

Giucoco Piano (Chapter 7)

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. c3 Nf6 6. cxd4 Bb4+ 7. Bd2 (90) [C54]

A 7. ... Bxd2+ 8. Nbx2 (92)

A1 8. ... d5 9. exd5 Nxd5 10. Qb3 (92)

A1a 10. ... Nce7 11. 0-0 0-0 12. Rfe1 c6 13. Ne4 Nb6
14. Nc5! TN ± (92)

A1b 10. ... Na5 11. Qa4+ Nc6 12. Ne5 0-0!
13. Bxd5! Qxd5 14. Nxc6 bxc6 15. 0-0 c5!
16. Rac1! cxd4 17. Rxc7 Bb7 18. Nf3 (95)

A2 8. ... Nxe4 9. d5! Nxd2 10. Qxd2 Ne7 11. d6! (98)

B 7. ... Nxe4 8. Bxb4 Nxb4 9. Bxf7+! Kxf7 10. Qb3+ d5 11. Qxb4± (99)

Two Knights Defense—Intro and 5. ... Ng4, 5. ... Ne4, and 5. ... Qe7 (Chapter 8)

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 (104) [C56]

A 5. ... Ng4 6. Qe2 Qe7 7. Bf4 (106)

A1 7. ... f6 8. exf6 (107)

A1a 8. ... Qxe2+ 9. Bxe2 Nxf6 10. Nbd2 Nd5
11. Bg3 Ncb4 12. Nxd4 c5!? 13. a3 cxd4
14. axb4 Nxb4 15. Kd1!± (107)

A1b 8. ... gxf6 9. Nbd2 (108)

A1b1 9. ... Qxe2+ 10. Bxe2 Nge5
11. 0-0-0 d5 12. Nb3 (108)

A2b2 9. ... d6 10. 0-0-0 Qxe2
11. Bxe2 Nge5 12. Nb3± (109)

- A1c** 8. ... Nxf6 9. Nbd2 d6 10. Nb3± Qxe2+ 11. Bxe2 d3
12. Bxd3 Nb4 13. Kd2 Nxd3 14. cxd3 (110)
- A2** 7. ... d6 8. exd6 (110)
- A2a** 8. ... cxd6 9. Nbd2 Bf5 10. Nb3 Bxc2 11. Nbx4 Bg6
12. 0-0 (110)
- A2b** 8. ... Qxe2+ 9. Bxe2 Bxd6 10. Bxd6 cxd6 11. Na3 (111)
- A2b1** 11. ... Nge5 12. Nb5 d3! 13. cxd3!± (112)
- A2b2** 11. ... 0-0 12. 0-0 Re8 13. Rfe1± (112)
- B** 5. ... Ne4 6. Qe2 Nc5 7. c3 dxc3 8. Nxc3 Be7 9. Be3 0-0 10. 0-0-0 Ne6
11. Ne4 (113)
- C** 5. ... Qe7? 6. 0-0 Nxe5 7. Nxe5 Qxe5 8. Re1 Ne4 9. f4! ± (114)

Two Knights Defense—The Solid Bishop Move.

5. ... d5 with 7. ... Bd7 (Chapter 9)

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bd7 8. Bxc6 bxc6 9. 0-0 (118) [C56]

- A** 9. ... Bc5 10. f3 Ng5 11. f4 (121)
- A1** 11. ... Ne4 12. Be3 (122)
- A2** 11. ... Ne6 12. c3 (134)
- B** 9. ... Be7 10. f3 Nc5 11. f4 (136)
- B1** 11. ... 0-0 12. f5 (136)
- B2** 11. ... f5 12. Be3 0-0 13. Nc3 Qb8 14. Rb1! (140)
- B3** 11. ... Ne4 12. Nc3 Nxc3 13. bxc3 c5 14. Nb3 c4 15. Nd4 c5
16. Ne2 Bc6 17. Be3 Qc7 18. Ng3 g6 19. f5!? (140)
- B4** 11. ... Ne6? 12. f5! Nxd4 13. Qxd4 Qb8 14. e6! (141)
- C** 9. ... c5 10. Nb3 (142)
- C1** 10. ... Bb5 11. Re1 Be7 12. f3 Ng5 13. Bxg5 Bxg5 14. Nxc5 d4
15. c3 Be3+ 16. Kh1 Bf2 17. Qb3! Bxe1 18. Qb5+ (143)
- C2** 10. ... c6 11. f3 Ng5 12. f4 Ne4 13. Nc3 Nxc3 14. bxc3 Be7
15. f5 0-0 16. Be3 c4 17. Nc5 (145)

Two Knights Defense—The Sharper Bishop Move.

5. ... d5 with 7. ... Bc5 (Chapter 10)

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bc5 8. Be3 (150) [C56]

- A** 8. ... 0-0 9. Nxc6 bxc6 10. Bxc5 Nxc5 11. Bxc6 Ba6 12. Nc3! d4 13. Bxa8 dxc3
14. Qxd8 Rxd8 15. b4! (151)
- B** 8. ... Bd7 9. Bxc6 bxc6 10. Nd2 (156)
- B1** 10. ... 0-0 11. Nxe4 dxe4 12. Nxc6! (157)
- B2** 10. ... Nxd2 11. Qxd2 0-0 12. 0-0 Bb6 13. Nb3! Qe7 14. Rael (157)
- B3** 10. ... Qh4 11. 0-0 0-0 12. Nxe4 Qxe4 13. Re1! (159)
- B4** 10. ... Qe7 11. Nxe4 dxe4 12. e6! (160)
- C** 8. ... Bxd4 9. Qxd4 0-0 10. Bxc6 bxc6 11. Nc3 Ng5 12. Qa4 Bd7 13. 0-0-0 Ne6
14. Qa3! (162)

Petroff Defense (Chapter 11)

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Nc3 (168) [C42]

- A** 5. ... Nxc3 6. dxc3! Be7 7. Be3 0-0 8. Qd2 Nc6 9. 0-0-0± (170)
- B** 5. ... Nf6 6. d4 Be7 7. Bd3 0-0 8. h3± (178)

Philidor Defense (Chapter 12)**1. e4 e5 2. Nf3 d6 3. d4 (182) [C41]****A** 3. ... exd4 (184)**B** 3. ... Nd7 (187)**C** 3. ... Nf6 (190)**D** 3. ... f5 (192)**Latvian and Elephant Gambits (Chapter 13)****1. e4 e5 2. Nf3 (196)****A** 2. ... f5 [C40] 3. Nxe5 Qf6 4. Nc4 fxe4 5. Nc3 (197)**A1** 5. ... Qg6 6. d3! Bb4 7. Bd2 Nf6 8. Nxe4 Bxd2+ 9. Qxd2! (198)**A2** 5. ... Qf7 6. Ne3 Nf6 7. Bc4 Qg6 8. d3 Bb4 9. Bd2 (199)**B** 2. ... d5 [C40] 3. d4! dxe4 4. Nxe5 Bd6 5. Bc4 Bxe5 6. Qh5 Qe7

7. Qxe5± (200)

Sicilian Defense—Grand Prix Attack (Chapter 14)**1. e4 e5 2. Nc3 (208) [B23]****A** 2. ... Nc6 3. f4 (210)**A1** 3. ... g6 4. Nf3 Bg7 5. Bb5 (210)**A1a** 5. ... Nd4 6. 0-0! (211)**A1a1** 6. ... Nxb5 7. Nxb5 (211)**A1a2** 6. ... e6 7. d3 Ne7 8. Nxd4 cxd4
9. Ne2 0-0 10. Ba4 (220)**A1a3** 6. ... a6 7. Bc4 (221)**A1b** 5. ... d6 6. 0-0 Bd7 7. d3 Nf6 8. Qe1 (225)**A1b1** 8. ... 0-0 9. Bxc6 Bxc6 10. Qh4 b5
11. f5 b4 12. Ne2 (226)**A1b2** 8. ... a6 9. Bxc6 Bxc6 10. Bd2 Qd7
11. Rb1! (229)**A2** 3. ... d6 4. Nf3 (230)**A2a** 4. ... a6 5. g3 e6 6. Bg2 Be7 7. d3 Nf6 8. 0-0 0-0
9. h3 b5 10. g4 (230)**A2b** 4. ... e6 5. Bb5 Bd7 6. d3 Be7 7. 0-0 Nf6 (232)**A3** 3. ... e6 4. Nf3 d5 5. Bb5 Ne7 6. exd5 exd5 7. Qe2 Qd6
8. Ne5! f6 9. Nxc6 (235)**B** 2. ... e6 3. f4 d5 4. Nf3 dxe4 5. Bb5+ Bd7 6. Bxd7+ Nxd7 7. Nxe4 Ngf6
8. d3 (239)**C** 2. ... d6 3. f4 g6 4. Nf3 Bg7 5. Bb5+ Bd7 6. Bc4! Nc6 7. 0-0 e6 8. d3 Nge7
9. Qe1 0-0 10. Qh4 (240)**French Defense—Intro and Rubinstein Variation (Chapter 15)****1. e4 e6 2. d4 d5 3. Nc3 dxc4 4. Nxe4 (248) [C10]****A** 4. ... Nd7 5. Nf3 Ngf6 6. Bd3 (252)**A1** 6. ... Nxe4 7. Bxe4 Nf6 8. Bg5 (252)**A2** 6. ... Be7 7. Nxf6+ (259)**A3** 6. ... c5 7. 0-0 Nxe4 8. Bxe4 Nf6 9. Bg5 cxd4 10. Nxd4 (266)**B** 4. ... Bd7 5. Nf3 Bc6 6. Bd3 Nd7 7. 0-0 Ngf6 8. Ng3 Bxf3

9. Qxf3 c6 10. b3 Be7 11. Bb2 0-0 12. c4 (273)

B1 12. ... Qa5 13. a3 b5 14. cxb5 cxb5 15. Rfe1 Nd5 16. Nf5! N7f6
17. Nxe7+ Nxe7 18. Bc3! (274)**B2** 12. ... Re8 13. Rfe1 Bf8 14. Rad1 Qa5 15. Bb1 g6 16. h4! (276)

French Defense—Burn Variation (Chapter 16)**1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxc4 5. h4** (282) [C13]**A** 5. ... Be7 6. Bxf6 (284)**A1** 6. ... Bxf6 7. Nf3 Nd7 8. Qd2 0-0 9. 0-0-0 (284)**A1a** 9. ... Be7 (285)**A1b** 9. ... b6 (286)**A2** 6. ... gxf6 7. Nf3 (289)**A2a** 7. ... a6 8. Qe2 b5 9. 0-0-0 Bb7 10. Qe3 f5
11. Nc5! (289)**A2b** 7. ... f5 8. Nc3 Bf6 9. Qd2 c5 10. d5! (291)**A2c** 7. ... b6 8. Bc4 Bb7 9. Qe2 c6 10. 0-0-0 (296)**B** 5. ... Nbd7 6. Nf3 (297)**B1** 6. ... h6 7. Nxf6+ Nxf6 8. Bxf6 Qxf6 9. Bb5+ c6 10. Bd3 Bd6
11. Qe2 (297)**B1a** 11. ... 0-0 (298)**B1b** 11. ... Bd7 12. c3 (299)**B2** 6. ... Be7 7. Nxf6+ Bxf6 8. h4 (300)**B2a** 8. ... 0-0 9. Bd3 c5 10. Qe2 cxd4 11. Qe4 g6
12. 0-0-0 (300)**B2b** 8. ... c5 9. Qd2 cxd4 10. Nxd4 (302)**B2c** 8. ... h6 9. Bxf6 Nxf6 10. Qd2 (305)**French Defense—MacCutcheon Variation (Chapter 17)****1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Nd4 5. exd5** (310) [C12]**A** 5. ... exd5 6. Qf3 Nbd7 7. 0-0-0 Be7 8. Bd3 0-0 9. Nge2 c6 10. Ng3 (311)**B** 5. ... Qxd5 6. Bxf6 Bxc3+! 7. bxc3 gxf6 8. Qd2 (312)**B1** 8. ... Qa5 9. Bd3 Bd7 10. Ne2 Bc6 11. Nf4! Nd7 12. c4! Qxd2+
13. Kxd2 (313)**B1a** 13. ... Nb6 14. Nh5!? (314)**B1b** 13. ... e5 14. Nd5! (314)**B2** 8. ... c5 9. Nf3 Nc6 10. Qe3 (317)**B3** 8. ... b6 9. Be2 Nc6 10. Bf3 (318)**B4** 8. ... Nd7 9. c4 Qe4+ 10. Ne2 Nb6 11. f3 Qc6 12. c5! Nd5
13. c4 Ne7 14. Ng3! (321)**French Defense—Classical Variation (Chapter 18)****1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5** (326) [C14]**A** 5. ... Ne4 6. Bxe7 (327)**A1** 6. ... Nxc3 7. Qg4! (328)**A2** 6. ... Qxe7 7. Nxe4 dxc4 8. c3 (329)**B** 5. ... Nfd7 6. Bxe7 Qxe7 7. f4 (330)**B1** 7. ... 0-0 8. Nf3 c5 9. dxc5 Nc6 10. Qd2 (331)**B1a** 10. ... Qxc5 11. 0-0-0 Nb6 12. Kb1 Bd7
13. Bd3 (332)**B1a1** 13. ... Na5 14. Bxh7+ (332)**B1a2** 13. ... Rac8 14. Bxh7+ (336)**B1b** 10. ... f6 11. exf6 Qxf6 12. g3 Nxc5 13. 0-0-0 Rd8
14. Qe1! (338)**B1c** 10. ... Nxc5 11. 0-0-0 a6 12. Bd3 b5 13. Qf2! (341)

- B2** 7. ... a6 8. Nf3 c5 9. dxc5 Nc6 10. Qd2 (343)
B2a 10. ... Qxc5 11. 0-0-0 b5 12. Bd3 b4 13. Ne2 a5
 14. Kb1 (344)
B2a1 14. ... 0-0?! 15. Bxh7!+ (345)
B2a2 14. ... Ba6 15. Bxa6 Rxa6
 16. Ned4 (347)
B2b 10. ... Nxc5 11. 0-0-0 b5 12. Bd3 b4
 13. Ne2 a5 14. Ned4 (348)

French Defense—Winawer Variation (Chapter 19)

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 (352)

- A** 4. ... c5 5. Bd2 (354) [C17]
A1 5. ... Ne7 6. Nb5 Bxd2+ 7. Qxd2 0-0 8. f4 (354)
A2 5. ... cxd4 6. Nb5 (367)
A3 5. ... Nc6 6. Nb5 Bxd2+ 7. Qxd4 Nxd4 8. Nxd4 (373)
A4 5. ... Nh6 6. Nb5! Bxd2+ 7. Qxd2 0-0 8. f4 (375)
B 4. ... Ne7 5. Bd2 b6 6. Nce2 Bxd2+ 7. Qxd2 (377) [C16]
B1 7. ... c5 8. c3 Ba6 9. h4 (377)
B2 7. ... Ba6 8. h4! Qd7 9. h5 h6 10. f4 (379)
C 4. ... Qd7 5. Qg4! f5 6. Qh5+ Qf7 7. Qf3! (379) [C16]
D 4. ... b6 5. Qg4 Bf8 6. Bg5 (382) [C16]

Caro-Kann—Exchange Variation (Chapter 20)

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. Bd3 Nc6 5. c3 (390) [B13]

- A** 5. ... Nf6 6. Bf4 (393)
A1 6. ... Bg4 7. Qb3 (393)
A1a 7. ... Qc8 8. Nd2 e6 9. Ngf3 Be7 10. 0-0 0-0
 11. Ne5 (394)
A1a1 11. ... Bh5 12. Rae1 Nxe5 13. Bxe5 (394)
A1a2 11. ... Nxe5 12. dxe5 Nd7 13. Qc2! (397)
A1b 7. ... Qd7 8. Nd2 e6 9. Ngf3 Bxf3 10. Nxf3 Bd6
 11. Bg3! (400)
A1c 7. ... Na5 8. Qa4+ Bd7 9. Qc2 (405)
A2 6. ... g6 7. Nd2 Bg7 8. Ngf3 0-0 9. h3 Bf5 10. Bxf5 gxf5
 11. g4! (406)
A3 6. ... e6 7. Nf3 Bd6 8. Bd6 Qxd6 9. 0-0 0-0 10. Qe2 Bd7
 11. Nbd2 Rfe8 12. Ne5! (407)
B 5. ... g6 6. Nf3 Nh6 7. 0-0 (408)
B1 7. ... Bg7 8. Re1 0-0 9. Bf4 f6 10. c4! (408)
B2 7. ... Bf5 8. Re1 Bxd3 9. Qxd3 (410)
C 5. ... Qc7 6. Ne2 Bg4 7. f3 Bd7 8. Bf4 e5 9. dxe5 Nxe5 10. Bc2 Bd6
 11. Ba4!? (410)

Center Counter Defense (Chapter 21)

1. e4 d5 2. exd5 (416) [B01]

- A** 2. ... Qxd5 3. Nc3 (418)
A1 3. ... Qa5 4. d4 Nf6 5. Nf3 c6 6. Ne5 Be6 7. Nc4! (418)
A2 3. ... Qd6 4. g3 Nf6 5. Bg2 c6 6. d4 Bf5 7. Nf3 e6 8. 0-0 Be7
 9. a3! 0-0 10. Re1 Qc7 11. Ne5 Rd8 12. g4! Bg6 13. h4! (420)

A3 3. ... Qd4 4. d4 g6 5. Bf4! Bg7 6. Qd2! Nf6 7. 0-0-0 Nd5
8. Be5 (422)

B 2. ... Nf6 3. d4 (423)

B1 3. ... Nxd5 4. Nf3 (424)

B2 3. ... Bg4 4. Be2 Bxe2 5. Qxe2 Qxd5 6. Nf3 Nc6 7. 0-0 (429)

Pirc Defense (Chapter 22)

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nf3 Bg7 5. h3 0-0 6. Be3 (436) [B08]

A 6. ... b6 7. e5! (439)

A1 7. ... dxe5 8. dxe5 Nfd7 9. Qd5! (439)

A2 7. ... Nfd7 8. e6 fxe6 9. h4 Nf6 10. h5 Nxh5 11. Bd3 (442)

B 6. ... a6 7. a4 b6 8. e5 (443)

B1 8. ... dxe5 9. dxe5 Nfd7 10. e6! fxe6 11. Bc4 Ne5 12. Nxe5 Bxe5
13. Qg4! (443)

B2 8. ... Nfd7 9. e6! fxe6 10. Bc4 Nf6 11. d5! c6! 12. Ng5! (444)

C 6. ... c6 7. a4 (448)

C1 7. ... Nbd7 8. Be2 (449)

C2 7. ... Qc7 8. Be2 e5 9. dxe5 dxe5 10. Bc4 Rd8 11. Qe2 (454)

C3 7. ... d5 8. e5 Ne4 9. Nxe4 dxe4 10. Ng5 c5 11. c3 Qd5
12. dxc5 Qxe5 13. Bc4 (455)

C4 7. ... a5 8. Be2 Na6 9. 0-0 Nb4 10. Nd2 d5 11. e5 Ne8
12. Na2! Nxa2 13. Rxa2 f6 14. f4 (458)

Modern-Gurgenidze Defense (Chapter 23)

1. e4 g6 2. d4 Bg7 3. Nc6 c6 4. Nf3 d5 5. h3 (462) [B06]

A 5. ... Nf6 6. e5! (464)

A1 6. ... Ne4 7. Nxe4 dxe4 8. Ng5 c5 9. e6! Bxe6 10. Nxe6 fxe6
11. dxc5 Qd5 12. c3 Nc6 13. Be3 0-0-0 14. Qa4 (464)

A2 6. ... Nfd7 7. Be3 Nf8 8. Qd2 h6 9. Be2 a5 10. a4 b6 11. 0-0 Ba6
12. Nh2 Bxe2 13. Nxe2 Qc8 14. f4 e6 15. c4! (465)

B 5. ... Nh6 6. Bd3 f6 7. exd5 cxd5 8. Ne2 0-0 9. c4! e6 10. 0-0 Nf7
11. Re1 Nc6 12. Nf4! (468)

C 5. ... dxe4 6. Nxe4 Nd7 7. Bc4 Ngf6 8. Nxf6+ Nxf6 9. 0-0 0-0 10. Re1 b6
11. Bg5 Bb7 12. Qe2 e6 13. Rad1 Qc7 14. Ne5 (469)

Alekhine Defense—5. ... cxd6 (Chapter 24)

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. exd6 cxd6 6. Nc3 g6 7. Be3 Bg7 8. Rc1! 0-0 9. h3 (474) [B03]

A 9. ... e5 10. dxe5 dxe5 11. Qxd8 Rxd8 12. c5 N6d7 13. Bc4 Nc6
14. Nf3 (477)

A1 14. ... Nd4 15. Ng5 Rf8 16. Nce4 Nf5 17. g4! (478)

A2 14. ... h6 15. Ne4 Na5 16. Bd5 (480)

A3 14. ... Na5 15. Be2 h6 16. Nb5! (481)

B 9. ... Nc6 10. d5! Ne5 11. Be2 (482)

B1 11. ... e6 12. f4 Ned7 13. dxe6 Qe7! 14. Nf3! (483)

B2 11. ... f5 12. f4 Ng4 13. Bxg4 fxg4 14. Nge2 (486)

C 9. ... f5 10. g3 e5 11. dxe5 dxe5 12. Qxd8 Rxd8 13. c5 f4 14. Bd2 N6d7
15. Bc4+ Kh8 16. Ne4 (16. Nb5!?) (487)

Alekhine Defense—5. ... exd6 (Chapter 25)

1. e4 Nf6 2. e5 Nc5 3. d4 d6 4. c4 Nbd6 5. exd6 exd6 6. Nc3 Be7 7. Bd3 (492) [BO3]

A 7. ... 0-0 8. Nge2 Nc6 9. 0-0 Bg4 10. f3 Bh5 11. Nf4 Bg6 12. Nxc6 hxc6
13. d5 Ne5 14. f4 Nxd3 15. Qxd3 Bf6 16. Bd2 (493)

B 7. ... Nc6 8. Nge2 Bg4 9. f3 Bh5 10. 0-0 Bg6 11. Bxc6 hxc6 12. b3 Bf6
13. Ne4 d5 14. Nxf6+ Qxf6 15. c5 Nc8 16. Bf4 Kd7 17. Qd2 (497)

Nimzo and the Rest (Chapter 26)

Rare Moves (502) [A00]

Illustrative Games (Chapter 27)**Topalov—Shirov, 2001**

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Nbd7 6. Nf3 Be7
7. Nxf6+ Bxf6 8. h4 c5 9. Qd2 cxd4 10. Nxd4 0-0 11. 0-0 h6
12. Nf3!? (513) French Defense, Burn Variation [C13]

Fischer—Petrosian, 1970

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. Bd3 Nc6 5. c3 Nf6 6. Bf4 Bg4 7. Qb3 Na5
8. Qa4+ Bd7 9. Qc2 e6 10. Nf3 Qb6 11. a4! Rc8 12. Nbd2 Nc6 13. Qb1!
(516) Caro-Kann, Exchange Variation [B13]

Dzindzichashvili—Garcia, 1988

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bc5
8. Be3 Bd7 9. Bxc6 bxc6 10. Nd2 Qe7 11. Nxe4 dxe4 12. e6! fxe6
13. Nxc6! Bb4+ 14. Nxb4 Qxb4+ 15. Qd2 Qxb2 16. 0-0 (519)

Two Knights Defense [C56]

Jiangchuan—Svidler, 2001

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 6. Bb5 Ne4 7. Nxd4 Bc5
8. Be3 0-0!? (523) Two Knights Defense [C56]

Anand—Kramnik, 2005

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Nc3 Nxc3 6. dxc3 Be7 7. Be3 Nc6
8. Qd2 0-0 9. 0-0-0 Ne5 (527) Petroff Defense [C42]

Karpov and Sanakoov—Readers of Kommuna Voronezh Newspaper, 1995–96

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. exd6 cxd6 6. Nc3 g6 7. Be3 Bg7
8. Rc1 0-0 9. b3 Nc6 10. d5 Ne5 11. Be2 f5 12. f4 Ng4 13. Bxc6 fxg4
14. Nge2 Nd7 15. 0-0 Nf6 16. Nd4 (531) Alekhine Defense [B03]

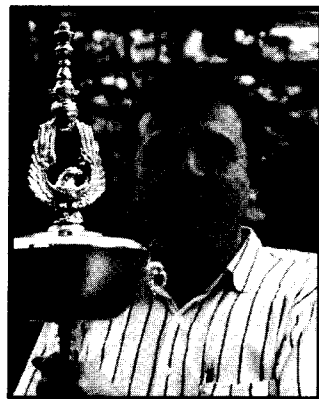
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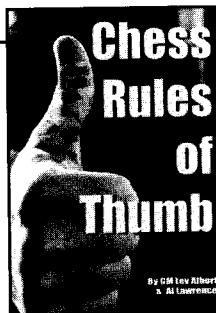
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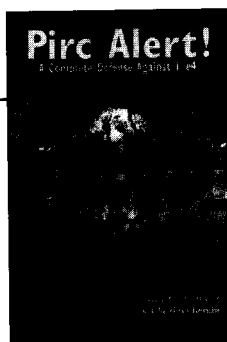
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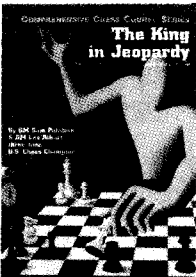
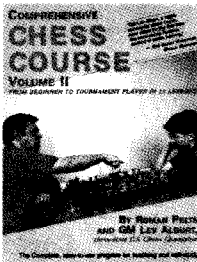
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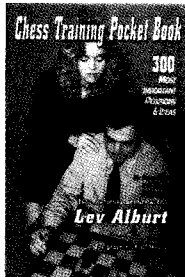
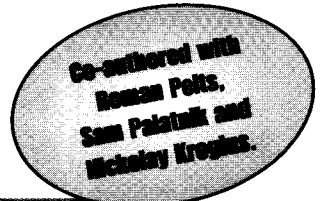
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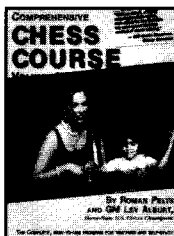
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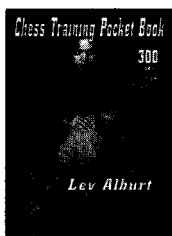
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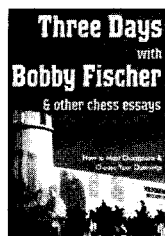
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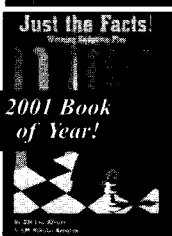
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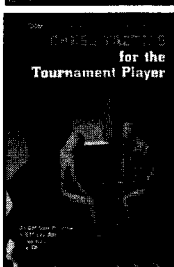


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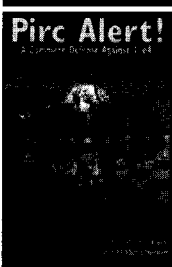


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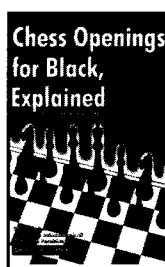
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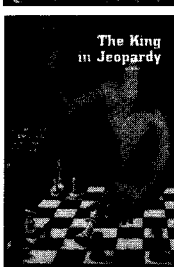
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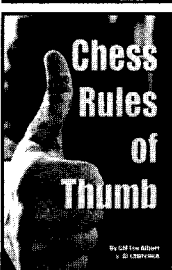


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